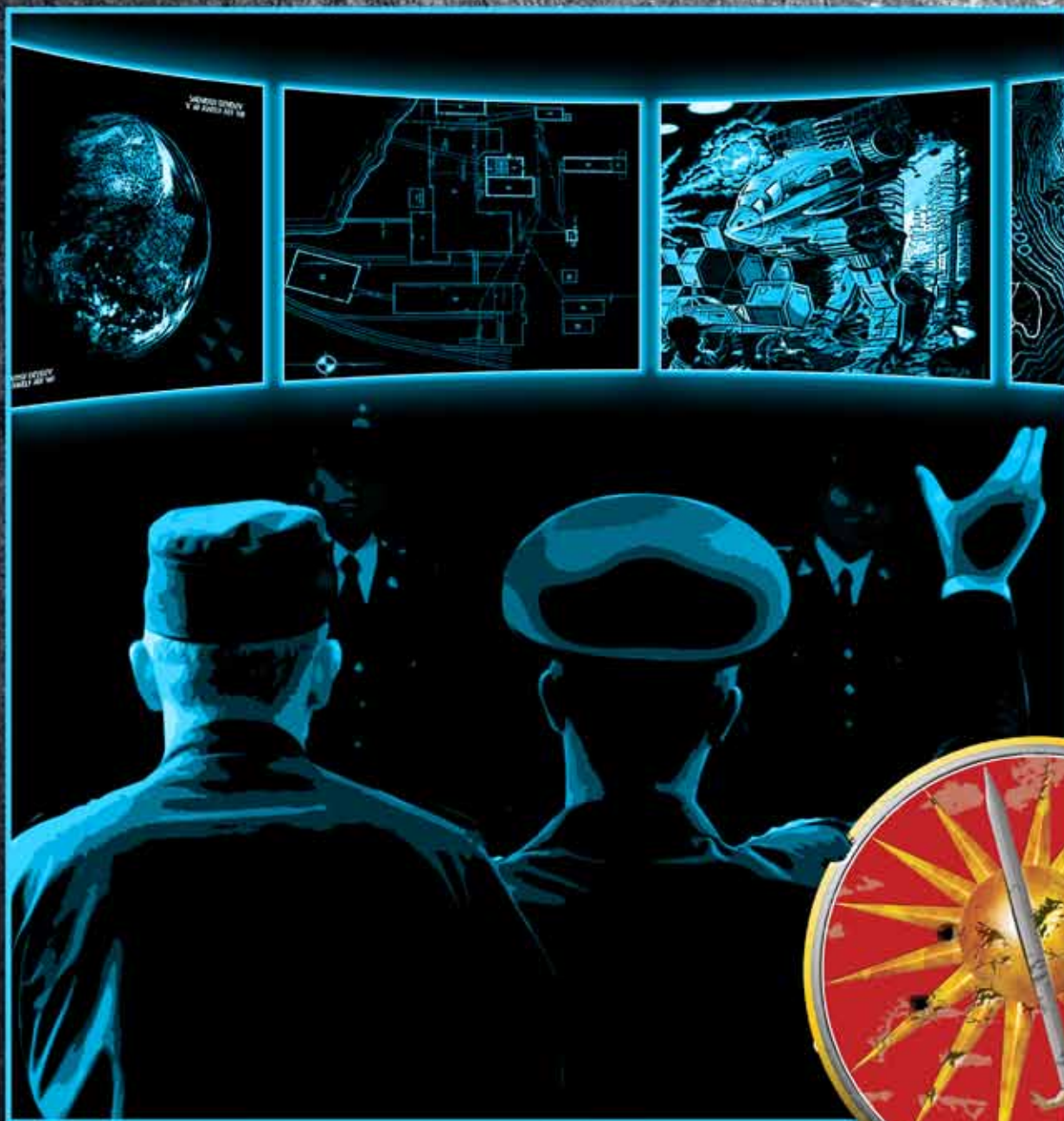


BATTLETECH

OBJECTIVES

Federated Suns™





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



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TO: Devlin Stone
FROM: David Lear
Date: 30 January 3080

Having focused the first report on our largest potential obstacle and threat, this report will focus on the nation that is arguably our largest potential ally and source of imported arms and armor. The Federated Suns military industrial complex is so wide reaching and varied that the AFFS Field Report was only able to touch on its impact to the realm's rebuilding efforts. This report will provide the other half of the story as the Federated Suns continues to transform and reorganize its military.

Even after our own defense industry efforts are complete, Victor believes we will still have a strong need for outside sources of military equipment. Whether it will be to fill niches we cannot address ourselves, or providing parts or supplies for "grandfathered" equipment, the Federated Suns is likely to be one of our larger trading partners (perhaps second only to the Lyrans).

Additionally, the security of the Federated Suns is in our best interest, to help ensure stability of our rimward/anti-spinward borders. To this end, understanding the strengths and weaknesses of their defense industry is as important as understanding those of the other realms on our future borders.

HOW TO USE THIS BOOK

Objectives: Federated Suns is a BattleTech companion to the Field Report PDF-exclusive series that is designed to provide campaign players and gamemasters with information about the state of the Federated Suns' military-industrial complex immediately following the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *Suns Overview*—is a brief update on the history of the systems within the Federated Suns. Split up into two groups, the first is Industrial Update and the second is Strategic Integrity detailing what happened to them as a whole during the Jihad.

The next chapter, *Industrial State*, covers the state of all the major military industrial companies still functioning and producing war material for its various provinces and what defending units are stationed within the system. Listing the systems by March, the subsections are broken up into *Industrial Systems* that have war material and components being produced in that system, and *Strategic Systems* that are Suns' capitals and other systems containing logistical targets such as 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, *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 Draconis Combine installations.

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Special Thanks: To the dedication of fans far and wide. Your attention to detail has made us better. To Mike "Cray" Miller, when it comes to putting the science in BattleTech, no one does it better than Mike.

Developer's Note: For more information about the Federated Suns Industry see *Handbook: House Davion*, *Field Manual: Federated Suns*, *Field Manual: Updates*, any of the *Jihad* line of products, *Technical Readout: 3085*, *Field Report: AFFS* and *Experimental Technical Readout: Davion*.

OBJECTIVES



FEDERATED SUNS





FEDERATED SUNS OVERVIEW

On the face of things, the Federated Suns' infrastructure appears to have weathered the storms of the Jihad with remarkable resilience. As has been observed in numerous public and secret reports, the realm's large size was its best defense, spreading out manufacturing and supporting companies across the entire breadth of its borders. A deeper review, however, reveals a state that suffered a constant series of body blows that will hamper its production abilities for decades to come. While many of the surviving Suns' factories are operating at or near peak performance, these are a stark contrast to the smoking ruins marking the loss of some of its most vital production centers. In essence, the surviving factories and infrastructure are covering the gaping wounds—and these resources are being tapped to their limits. Thus, despite appearances to the contrary, the Federated Suns is easily just as damaged by the Jihad as the other major states.

INDUSTRIAL UPDATE

If one were to look at the Federated Suns' current military production in isolation, one could easily be convinced that this realm escaped the worst of the Jihad in good condition. This is easily understandable, with the majority of the realm's current military industries operating at better than seventy percent efficiency. What is not seen, is the true damage to the state's military infrastructure. For example, recently issued star charts for the Crucis March no longer show the Galax system, and it is likely still a decade before salvage teams can even begin to contemplate combing the mountain tomb of Kallon's Talon facilities. House Davion's scars run deep, and like an amputated leg, the phantom pain is still very real.

Of the surviving military contractors, Kallon has fallen the farthest, and is a shadow of its former greatness. While it has been able to bring online secondary locations, it will be at least two decades or more before they can reach anything approaching their pre-Jihad production levels. New Avalon has taken an active hand in keeping Kallon operational and solvent—most notably in their actions to force Salvatore Inc. to sell Kallon some of its Lay-over facilities. Kallon will survive, but it will be a long, long time before it thrives.

General Motors' military division remains precariously perched on the lip of financial insolvency. While its vehicle and battle armor lines are producing at record levels, the company's Herculean efforts to rebuild its many damaged BattleMech lines have eaten away both its profit margins and much of its financial reserves. The setbacks of repeated attacks on all of GM's primary facilities only exacerbated these issues and the company has had to rely on several large bailout loans from New Avalon to continue operating. It is clearly in New Avalon's best interest to keep this conglomerate operational within the Suns' borders, and the company is now deeply indebted to the government.

The Suns' naval infrastructure is both good and shattered. The only yard capable of repairing the state's remaining WarShips is still months from being able to begin work on the FSS *New Syrtis*. Until then, the *Fox*-class corvette will remain unable to jump. Meanwhile, the JumpShip yards at Panpour and Delavan are working virtually round the clock to ramp up their services, but it will still be some time yet before *Invader* production will resume over Kathil, meaning that even basic interstellar resources will remain scarce realm-wide for years to come. In contrast, the Suns is producing DropShips and aerospace fighters faster than any other combat units save battle armor. With JumpShips so rare, these light naval forces will be largely static in their final deployments. This will support Regent Yvonne's strict defensive policies and likely prevent the kind of unwanted cross-border adventurism by AFFS forces that has plagued the realm in recent decades.

STRATEGIC INTEGRITY

Continuing to face a growing generation gap (See *Field Report: AFFS*), Marshal of the Armies Jon Davion has been searching around for a solution before it becomes epidemic. Existing veterans and retired veterans are being heavily encouraged to remain in (or return to) the AFFS, while Davion has pushed for a ramp up of training programs to provide younger soldiers with greater hands-on experience before they are forced to learn it in active combat.

AN ELEGANT SOLUTION

Yvonne's creation of the Periphery March is a definite sign of her growing political maturity. One of the many outcomes of the Camelot Summit, the Periphery proclamation solved (or blunted) a number of issues facing her struggling nation. By ennobling Raymond-Roger Marsin as lord of the Periphery March, she recognized his efforts to stabilize the region and neatly tied his loyalty back to the crown. He now has the formal recognition and charter to stabilize the realm's frontiers while also being formally accountable to New Avalon. His elevation to Duke, and the creation of an entirely new march military command has allowed Marshal Jon Davion to insert a new command layer that is heavily populated with New Avalon loyalists.

The creation of the Periphery March and elevation of Marsin has also raised the Princess-Regent's popularity among the people of the Outback, who see this as New Avalon finally recognizing that these worlds need attention. It has even further raised her star in the Crucis March, where many political leaders are happy to see the Outback cut loose from "feeding off the prosperous."

Finally the absorption of the Warren PDZ, into the Periphery March, has cut the Capellan March's border with the Taurian Concordat in half, and has also reduced the naval power of New Syrtis by placing Firgrove's growing yards under Duke Marsin's control. With one action, Yvonne has dealt with many of the demons and specters that threaten the stability of her realm.

Addressing Marshal Davion's requests, the Federated Suns' regional Combat Training Centers and Advanced Training Centers have stepped into the vacuum left by most of the mainstream academies. Focusing on combat vehicle and battle armor curricula, the CTCs are pushing out competent crews at an accelerated pace. These troops are then being funneled immediately into both front-line AFFS and planetary militia formations nationwide.

For the prestige academies, rebuilding is still the order of the day; Albion and the NAIS CMS are not scheduled to graduate new classes until 3080. The NAIS has yet to rebuild its New Avalon campus facilities, so it is operating from its satellite centers and a portion of the AFFS Fox's Den. Similarly, the famed Armstrong Flight Acade-

my currently resembles more of a Periphery-based spit-and-bailing-wire operation, than it does the Sun's premiere naval academy.

At the opposite end of the spectrum are Sakhara and Goshen, which are both operating at full capacity and even fielding their training battalions again. Student graduates are immediately being placed into junior command slots throughout the AFFS.

In the middle between the NAIS and Goshen fall various academy and training programs such as Robinson's Battle Academy and the Warrior Hall of New Syrtis. These academies were heavily damaged during the Jihad years and neither is fielding a training battalion at this time. With Albion and the NAIS cadres still to reform, it is unlikely we will see training commands from any of the other academies any time soon.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

CRUCIS MARCH	System (Company)	Losses*	Current Operating Capacity
	Augusta (Corean)	0%	85%
	Belladonna (Cal-Boeing)	0%	90%
	Bristol (Jolassa-Kumbold)	15%	95%
	Cahokia (Achernar)	30%	75%
	Colorado (Basantapur)	15%	85%
	Delavan (Dynamico)	10%	90%
	Delavan (Federated-Boeing)	10%	100%
	El Dorado (General Motors)	0%	100%
	Gulkana (Yeffters)	0%	90%
	Johnsondale (Valiant)	40%	80%
	Kirklin (Kallon)	30%	70%
	Layover (Quikscell)	55%	65%
	Layover (Salvatore)	20%	90%
	Layover (Kallon)	0%	60%
	New Avalon (Achernar)	95%	10%
	New Avalon (Achernar-Albion)	30%	80%
	New Avalon (Corean)	85%	45%
	New Avalon (Lycomb-Davion)	85%	35%
	New Damascus (Hurricane Defense)	90%	90%
	New Valencia (General Motors)	60%	55%

DRACONIS MARCH	System (Company)	Losses*	Current Operating Capacity
	Benet III (Johnston Industries)	30%	75%
	Cartago (JES)	40%	60%
	Exeter (Galtor Naval Yards)	15%	85%
	Robinson (Robinson BattleWorks)	25%	65%
	Robinson (Valiant)	25%	75%
	Tancredi IV (Precision)	25%	75%

CAPELLAN MARCH	System (Company)	Losses*	Current Operating Capacity
	Axton (Wangker Aerospace)	95%	25%
	Bell (Bell Refit Yards)	20%	80%
	Carmacks (Federated Armor)	0%	100%
	Kathil (General Motors Annex)	35%	75%
	Kathil (General Motors)	95%	Offline
	Kathil (Federated-Boeing)	75%	25%
	New Hessen (Hessen IndustrialWorks)	20%	85%
	New Hessen (Hessen WorkMechs)	25%	80%
	New Syrtis (Johnston Industries)	25%	Offline
	New Syrtis (New Syrtis Shipyards)	90%	20%
	Novaya Zemlya (Federated-Barrett)	20%	90%
	Salem (General Motors)	0%	100%
	Talcott (General Motors)	60%	50%

PERIPHERY MARCH	System (Company)	Losses*	Current Operating Capacity
	Crofton (StarCorps)	20%	100%
	Firgrove (Clyde Shipyards)	30%	80%
	Firgrove (Geenock Flight Academy)	30%	70%
	Macintosh (Apple)	10%	95%
	Panpour (Challenge)	25%	85%
	Panpour (Jalastar)	50%	65%
	Panpour (JES)	10%	100%

TEMPORARY RETROTECH FACILITIES (SHUT DOWN BY END OF 3079)

System	Company Name	RetroTech Products
Marlette	Peloran Motors	Commando
New Ivaarsen	McRae Quik Construct	Dervish

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



CAPELLAN MARCH

Second to only the Crucis March in industrial importance, the Capellan March is home to some of the most iconic of the Federated Suns' defense industries—or, at least, it used to be. The complete loss of Kallon's factories on Talon and the near-total destruction of General Motors' Kathil factories are only the most obvious signs of the devastation leveled upon the Federated Suns' anti-spinward march. Caught between the triple anvils of the Word of Blake, a vengeful Capellan Confederation and a near suicidal Taurian Concordat, today's Capellan March is a far cry from its post-Fourth War heyday.

It is not surprising that defense industries here are slow to rebuild. With border security still flimsy at best, many industrial giants are putting their focus into their civilian arms at the expense of slower or no rebuilding of their military infrastructure. In some instances, whole companies have ceased to exist. The most notable example is the iconic Kathil Shipworks. With orbiting construction yards completely destroyed and the zenith yards massively damaged, the company became insolvent, selling what few assets remained to Federated Boeing.

INDUSTRIAL SYSTEMS

AXTON

Star Type (Recharge Time): K2V (193 hours)
Position in System: 3
Time to Jump Point: 4.85 days
Number of Satellites: 2 (Jeremiah, Greenback)
Surface Gravity: 1.00
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 22° C (Temperate)
Surface Water: 50 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Reptile
Population: 1,613,890,000
Socio-Industrial Levels: B-B-B-B-C
Defending Forces: None
Landmasses (Capital City): Magdalena (Barros), Momposina, Navidad, Pesares
Importance: Industrial, Logistical

The majority of Axton's population lives on the temperate Magdalena continent, while most mining is done on the icy northern and southern Momposina and Navidad landmasses.



WANGKER AEROSPACE

Main Products: *Corsair*, *Thunderbird* Aerospace Fighters
Location: Topell
Local Terrain: Flatlands
Local Climate: Windy

NAIS COLLEGE OF MILITARY SCIENCES TRAINING FACILITY

Main Programs: Infantry, Battle Armor, BattleMech, Conventional Vehicles
Location: Fort Vanders (Navidad)
Local Terrain: Mountain (Deep Snow)
Local Climate: Windy (Snow)

With the main NAIS complex still rebuilding, some senior classmen will be completing their studies at the NAIS mountain training complex for the next several years.

BELL

Star Type (Recharge Time): A8V (169 hours)
Position in System: 10
Time to Jump Point: 25.77 days
Number of Satellites: 3 (Dhammazed, Mingun, Rovereto)
Surface Gravity: 1.20
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 28° C (Arid)
Surface Water: 20 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Amphibious
Population: 469,620,000
Socio-Industrial Levels: C-C-C-B-D
Defending Forces: None
Landmasses (Capital City): Cambridge (Mycroft), York, Umbria
Importance: Industrial

BELL REFIT YARDS

Main Products: *Firebee*, *Clint* (Refit) BattleMechs, Refits

Location: Watsonville (York)

Local Terrain: Hills

Local Climate: Mild

Primarily used as a refit facility for *Clint* BattleMechs, BRY began producing the FRB-1E *Firebee* in 3073, to meet urgent demand from local planets for any kind of BattleMech assets to counter Word of Blake and Capellan raids.

CARMACKS

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

Position in System: 4

Time to Jump Point: 8.53 days

Number of Satellites: None

Surface Gravity: 1.10

Atmospheric Pressure: Low (Breathable)

Equatorial Temperature: 18° C (Cold-Temperate)

Surface Water: 40 percent

Recharging Station: Zenith

HPG Class: B

Highest Native Life: Microbe

Population: 409,680,000

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

Defending Forces: None

Landmasses (Capital City): Teton, Moreton, Vermont (Killington), Yukon

Importance: Industrial

Carmacks is a relatively young world, dominated by stunning mountain ranges, including the famous Mount Chengde. At 18,374 meters, Chengde is one of the tallest mountains on the Inner Sphere's inhabited planets.

KATHIL

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

Position in System: 3

Time to Jump Point: 16.10 days

Number of Satellites: 1 (Loren's Folly)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30° C (Temperate)

Surface Water: 30 percent

Recharging Station: Zenith

HPG Class: A

Highest Native Life: Insects

Population: 2,129,987,000

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

Defending Forces: None

Landmasses (Capital City): Hurste, Muran (District City), Thespia

Importance: Command, Industrial, Logistical

GENERAL MOTORS ANNEX

Main Products: Pandion WiGE, Ajax Assault Tank, Challenger MBT, Darter Scout Car, Minion Advanced Tactical Vehicle, Morningstar City Command Tank Vehicles

Location: Nugent City (Muran)

Local Terrain: Urban

Local Climate: Mild

It is estimated that it will be at least ten years before General Motors can bring their main facilities in District City back online. Fortunately, this smaller vehicle manufacturing center remains, and has already returned to active production.

FEDERATED ARMOR (A DIVISION OF FEDERATED INDUSTRIES)

Main Products: Personal Body Armor

Location: Teluride (Yukon)

Local Terrain: Mountain (Snow)

Local Climate: Windy

With the greater emphasis on conventional forces, Federated Armor has become nearly as important as some of the Suns vehicle factories.



FEDERATED-BOEING (FORMERLY UNIVERSAL AIR)

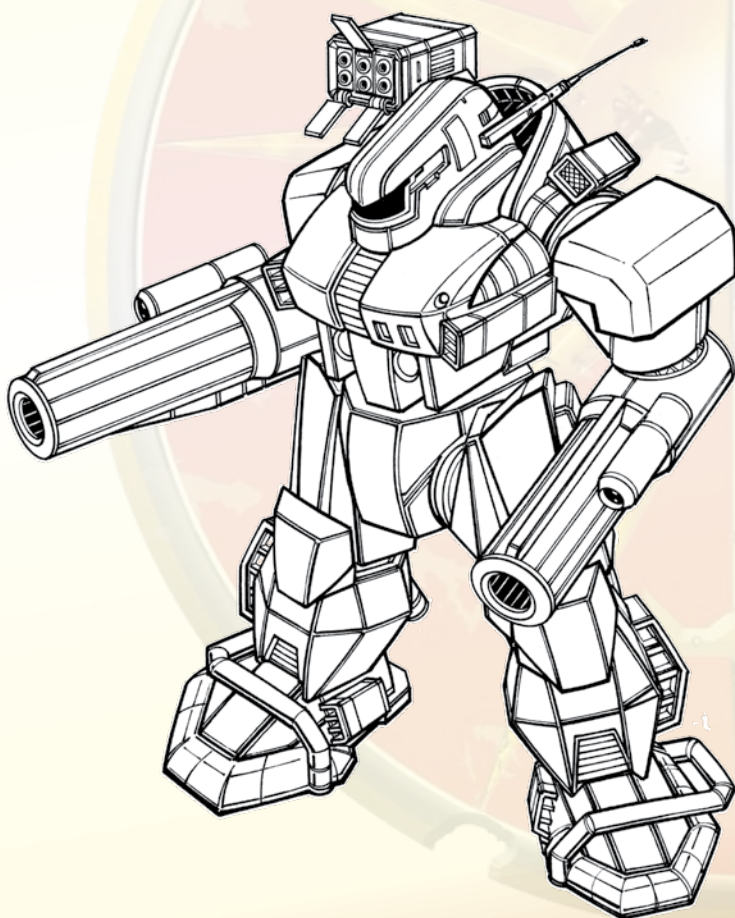
Main Products: *Invader* JumpShip (repair only)

Location: Universal Yards (Nadir JumpPoint)

Local Terrain: Space

Local Climate: N/A

While Universal lost all their facilities that were co-located with the McKenna yards, their nadir JumpShip facility was spared total destruction. Even so, it will still be several years before new *Invaders* are launched.



NEW HESSEN

Star Type (Recharge Time): A9V (170 hours)

Position in System: 7

Time to Jump Point: 23.75 days

Number of Satellites: None

Surface Gravity: 0.90

Atmospheric Pressure: High (Breathable)

Equatorial Temperature: 42° C (Tropical)

Surface Water: 60 percent

Recharging Station: None

HPG Class: A

Highest Native Life: Reptile

Population: 2,506,349,000

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

Defending Forces: Hessen Armored Scouts, Second Ceti Hussars, Fifth Crucis Lancers, Twelfth Vegan Rangers

Landmasses (Capital City): Saxony, Hessia (Buchvaal), Baden, Rhine

Importance: Command, Industrial, Logistical

Though it orbits a hotter sun than Terra, New Hessen's orbital distance is so extreme it would ordinarily result in a much cooler surface, but the small world's thick atmosphere creates a greenhouse effect, trapping enough solar radiation to drive local daytime temperatures into the tropical range. Since General Hampton's return, the local militia has grown in size, currently three times the size of typical Federated Suns local defending force. This has caused some concern for the FedSuns government, who still question General Hampton's motivations.

HESSEN INDUSTRIALWORKS

Main Products: *BattleAxe* and *Hammerhands* Primitive

BattleMechs, Vedette, Striker, LRM carrier, Heavy Hover, Heavy Tracked, and Heavy Wheeled APCs, Defender II Medium Strike Fighter.

Location: Marburg (Hessia)

Local Terrain: Hills (Jungle)

Local Climate: Rainy

A primary reason for New Hessen's military growth is the conversion of its industrial-grade vehicle and WorkMech manufacturing to wartime material. Starting out with Primitive designs, they have quickly progressed to combat units that use modern manufacturing standards—a success story few Primitive-grade manufacturers in the Inner Sphere have been able to match.

HESSEN WORKMECHS

Main Products: Rook BattleMech

Location: Fulda (Hessia)

Local Terrain: Mountain

Local Climate: Rainy

NEW SYRTIS

Star Type (Recharge Time): K5IV (196 hours)

Position in System: 4

Time to Jump Point: 4.12 days

Number of Satellites: 1 (Varnay's Star)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35° C (Hot)

Surface Water: 50 percent

Recharging Station: Zenith

HPG Class: A

Highest Native Life: Plants

Population: 237,465,000

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

Defending Forces: Syrtis Avengers, The Medusans, Elements of the Sixth Syrtis Fusiliers (Honor Guard)

Landmasses (Capital City): Copplin, Mawreddog (Saso), Snowden

Importance: Command, Industrial, Logistical

Among the worst casualties of the Jihad here, the Johnston Industries factories (located in the now-dead city of Cilitren on the Mawreddog continent), remains a heavily irradiated ruin, denying the AFFS access to several 'Mech, vehicle, and fighter designs.

NEW SYRTIS SHIPYARDS

Main Products: Jumpship
Repair and Refits

Location: LaGrange Point 4

Local Terrain: Space

Local Climate: N/A

The yards are still being repaired after the Taurian attacks that left nuclear fallout over New Syrtis. First priority is to complete repairs on the FSS *New Syrtis*.



WARRIOR'S HALL

Main Programs: BattleMech, Infantry, Battle Armor, Conventional Armor, Aerospace

Location: Saso (Mawreddog)

Local Terrain: Hills (Snow/Ice)

Local Climate: Windy (Snow)



COMBAT TRAINING CENTER (CTC)

Main Programs: Infantry, Battle Armor, Conventional Armor, Conventional Fighters

Location: Madler (Copplin)

Local Terrain: Wetlands (Jungle)

Local Climate: Rainy

NOVAYA ZEMLYA

Star Type (Recharge Time): G2IV (183 hours)

Position in System: 4

Time to Jump Point: 9.12 days

Number of Satellites: 3 (Doriya, Kanto's Ground, Ust)

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30° C (Temperate)

Surface Water: 48 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Plant

Population: 44,332,000

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

Defending Forces: None

Landmasses (Capital City): Barents, Kara, Severny, Yushny (Arkangel)

Importance: Command, Industrial, Logistical

FEDERATED ARMS (A DIVISION OF FEDERATED INDUSTRIES)

Main Products: Small Arms
Location: Arkangel (Yushny)
Local Terrain: Light Urban
Local Climate: Mild



COMBAT TRAINING CENTER (CTC)

Main Programs: Infantry, Battle Armor, Conventional Armor, Conventional Fighters
Location: Fort Kursk (Barents)
Local Terrain: Hills (Sand)
Local Climate: Windy

SALEM

Star Type (Recharge Time): F8V (179 hours)
Position in System: 7
Time to Jump Point: 12.01 days
Number of Satellites: 1 (Mawu)
Surface Gravity: 1.15
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 23° C (Arid)
Surface Water: 30 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Mammal
Population: 3,120,627,000
Socio-Industrial Levels: B-A-D-B-B
Defending Forces: Fifth Syrtis Fusiliers LCT
Landmasses (Capital City): Essex, Lawrence, New England (Eden)
Importance: Industrial

GENERAL MOTORS

Main Products: Ajax, APC, Behemoth, Challenger, Heavy Wheeled APC, Wheeled and Tracked APC, Pandion WiGE class vehicles, Hauberk Class Battle Armor
Location: Eden (New England)
Local Terrain: Heavy Urban (Heavy Industrial Zone)
Local Climate: Mild

With its Kathil facilities in ruins, GM's Salem factory makes up its largest production output.

TALCOTT

Star Type (Recharge Time): G8V (189 hours)
Position in System: 3
Time to Jump Point: 6.19 days
Number of Satellites: 1 (Lee)
Surface Gravity: .90
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 24° C (Temperate)
Surface Water: 30 percent
Recharging Station: None
HPG Class: A
Highest Native Life: Mammal
Population: 4,852,032,000
Socio-Industrial Levels: A-A-C-B-C
Defending Forces: None
Landmasses (Capital City): Danville, North Hamilton, South Hamilton (Calhoun), Ontario
Importance: Industrial, Logistical

GENERAL MOTORS

Main Products: *Blackjack*, *Whitworth* (Refit) BattleMechs, Cavalier, Grenadier Battle Armor
Location: Pelys Conn (South Hamilton)
Local Terrain: Wetlands (Jungle)
Local Climate: Rainy

Located in the equatorial belt, GM's Talcott facility serves as the test center for operating combat units in tropical environments.

STRATEGIC SYSTEMS

GOSHEN

Star Type (Recharge Time): F3V (174 hours)
Position in System: 9
Time to Jump Point: 17.36 days
Number of Satellites: 2 (Hebron, Succoth)
Surface Gravity: 0.85
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 38° C (Arid)
Surface Water: 15 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Insect
Population: 1,456,987,000
Socio-Industrial Levels: B-C-B-C-C
Defending Forces: Goshen War College Training Battalion
Landmasses (Capital City): Gesan (Canaan), Septuagint, Tiberian
Importance: Logistical

GOSHEN WAR COLLEGE

Main Programs: BattleMech, Aerospace, Conventional Armor, Battle Armor
Location: Pithom (Tiberian)
Local Terrain: Hills
Local Climate: Mild



CRUCIS MARCH

The political and industrial heart of the Federated Suns, the Crucis March has long been the realm's breadbasket of technology and war materials. The region owes much of its continued importance to its deep borders. Flanked on all sides now by the Capellan, Draconis, and Periphery Marches, the Crucis March has only rarely suffered major military incursions. Despite the Word of Blake's total eradication of Galax and devastation wrought on other Crucis worlds, the March most likely suffered more damage during the Succession Wars than it has in the Jihad. Even so, it is far easier to see the very real scars of damage that the Word visited on this normally peaceful region. The creation of the Periphery March has removed several significant industrial centers from the march's direct control, but this has not displaced it as the dominant industrial center of the Federated Suns.

The industries of the Crucis March have suffered nearly as much from the break down in interstellar traffic as they have from actual combat. Production, at most facilities in the Crucis March, ground to a near halt towards the end of the war, as supply stores and spare parts ran out. The beginning of Operation SCOUR saw inter-march traffic start to achieve some manner of normalcy, but this is unlikely to sustain itself as the realm returns to a peacetime footing.

INDUSTRIAL SYSTEMS

AUGUSTA

Star Type (Recharge Time): F3V (174 hours)
Position in System: 6
Time to Jump Point: 17.36 days
Number of Satellites: None
Surface Gravity: 0.77
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 22° C (Temperate)
Surface Water: 50 percent
Recharging Station: Zenith, Nadir
HPG Class: A
Highest Native Life: Reptiles
Population: 4,863,685,000
Socio-Industrial Levels: B-B-A-A-C
Defending Forces: Elements of the Davion Heavy Guards
Landmasses (Capital City): Capena (Octavius), Caelimontium, Serapis
Importance: Industrial

Of the eight planets circling its F3V star, only Augusta formed a breathable, non-toxic atmosphere. The remaining worlds are immensely mineral rich, dotted with numerous mining stations operating with support from their habitable sister, Augusta.



COREAN ENTERPRISES

Main Products: *Devastator*, *Legionnaire* BattleMechs

Location: Livia (Capena)

Local Terrain: Flatlands

Local Climate: Windy

Until recently a components-manufacturing subsidiary, Corean has begun expanding its facility to replace lost production lines on New Avalon.

BELLADONNA

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

Position in System: 3

Time to Jump Point: 6.19 days

Number of Satellites: 6 (Azalea, Daphne, Hemlock, Larkspur, Privet, Yew)

Surface Gravity: 0.70

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 26° C (Temperate)

Surface Water: 60 percent

Recharging Station: Zenith, Nadir

HPG Class: A

Highest Native Life: Birds

Population: 2,652,532,000

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

Defending Forces: Elements of Davion Heavy Guards

Landmasses (Capital City): Divale (Atropa), Dway, Morel

Importance: Industrial



CAL-BOEING COMBAT SYSTEMS

Main Products: Boomerang Spotter Plane, Cavalry, Ferret, Marten, Ripper VTOLs

Location: Dorwinion (Morel)

Local Terrain: Hills

Local Climate: Mild

Nearly bankrupt at the outset of the Jihad, Cal-Boeing has become highly profitable with the increasing demands on VTOL forces in various military and militia commands throughout the Suns and beyond.

BRISTOL

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

Position in System: 2

Time to Jump Point: 4.12 days

Number of Satellites:

Surface Gravity: 0.85

Atmospheric Pressure: High (Breathable)

Equatorial Temperature: 22° C (Arid)

Surface Water: 40 percent

Recharging Station: Nadir

HPG Class: B

Highest Native Life: Amphibians

Population: 2,201,973,000

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

Defending Forces: None

Landmasses (Capital City): Cornwall, Cymru (Cardiff)

Importance: Industrial

Once a highly developed industrial world, Bristol was heavily damaged in the Succession Wars. Now, only the Jolassa-Kumbold facilities make this world stand out.

JOLASSA-KUMBOLD ARMORED WEAPONS

Main Products: Fury Vehicle

Location: Outside of Cardiff (Cymru)

Local Terrain: Mountains

Local Climate: Stormy

Like the world they are based on, Jolassa's factories are a shadow of what they used to be.

CAHOKIA

Star Type (Recharge Time): M0V (201 hours)

Position in System: 4

Time to Jump Point: 3.14 days

Number of Satellites: 1 (Sequoia)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Tainted)

Equatorial Temperature: 29° C (Temperate-Hot)

Surface Water: 70 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Reptile

Population: 532,954,000

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

Defending Forces: None

Landmasses (Capital City): Peoria (Illiniwek), Tamaroa, Albui

Importance: Industrial

An abundance of ready-to-collect minerals led to the colonization of this barely-habitable world. Today, mining is nearly exclusively done with remote MinerMechs.

ACHERNAR BATTLEMECHS

Main Products: Legionnaire BattleMech

Location: Chicago (Peoria)

Local Terrain: Urban

Local Climate: Windy

Originally a MiningMech factory, Achernar recently began expanding its capabilities to support military production.

COLORADO

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

Position in System: 2

Time to Jump Point: 4.31 days

Number of Satellites: 2 (Vale, Aspen)

Surface Gravity: 0.70

Atmospheric Pressure: Standard (Tainted)

Equatorial Temperature: 15° C (Arctic)

Surface Water: 20 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Mammals

Population: 1,346,290,000

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

Defending Forces: None

Landmasses (Capital City): Chaffee, Lincoln, Montrose (Denver), Yuma,

Importance: Industrial, Logistical

Colorado is the largest source of terrestrial-based germanium in the Federated Suns, long providing the majority of all jump core raw material used in the Suns. Centuries of strip mining have slowly turned the once pristine arctic world into an ecological disaster.

BASANTAPUR FINE METALS AEROSPACE RANGE

Main Products: Aerospace Repair and Refit facilities, Drake Medium Strike Fighter

Location: Apache (Yuma)

Local Terrain: Flatlands (Ice)

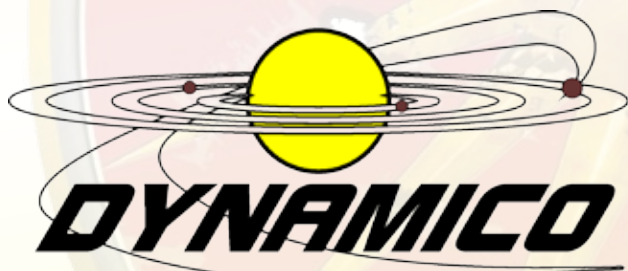
Local Climate: Windy (Snow)

In 3053, with easily mined germanium becoming scarcer, Basantapur began to diversify. They purchased a bankrupt commercial airline manufacturer and expanded into the military refit businesses. Recently, they added conventional fighter construction with their own line of Drakes.

BASANTAPUR
FINE METALS

DELAVAN

Star Type (Recharge Time): K1V (192 hours)
Position in System: 2
Time to Jump Point: 5.18 days
Number of Satellites: 5 (Co, Geneva, Racine, Walworth, Wisconsin)
Surface Gravity: 1.15
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 15° C (Sub-Arctic)
Surface Water: 40 percent
Recharging Station: Zenith, Nadir
HPG Class: A
Highest Native Life: Birds
Population: 980,785,000
Socio-Industrial Levels: A-A-C-A-B
Defending Forces: Elements of Davion Heavy Guards
Landmasses (Capital City): Ahnapee, Baraboo, Chetek, Galena (Williams Bay), Marengo, Oconto, Preseque, Somo
Importance: Industrial, Logistical



DYNAMICO LTD.

Main Products: *Aurora, Avenger, Buccaneer* DropShips
Location: Como (Galena)
Local Terrain: Mountains
Local Climate: Mild

On a war footing for the last decade, Dynamico put on hold their other "boutique" DropShips to focus on their upgraded *Avengers* and multi-purpose *Auroras*.

FEDERATED-BOEING

Main Products: *Excalibur, Excalibur PWS, Arondight* DropShips, *Invader, Star Lord* JumpShips, Ares Assault Craft, Ares Landing Craft
Location: Williams Bay (Galena), Universal Ship Yards (Orbiting Delavan III)
Local Terrain: Heavy Urban, Space
Local Climate: Mild, N/A

Fed-Boeing has begun the slow process to expand the Universal Yards. They hope to begin production of new *Overlords*, *Overlord-A3s* and *Conquistadors* within the next decade.

ARMSTRONG PHOENIX ACADEMY

Main Programs: Aerospace, DropShip, JumpShip
Location: Universal Ship Yards (Orbiting Delavan III)
Local Terrain: Orbital
Local Climate: N/A

Currently using a half-dozen decommissioned *Mules* for training platforms, the rebuilding Armstrong Academy will graduate its first class in 3082.



EL DORADO

Star Type (Recharge Time): G0V (181 hours)
Position in System: 2
Time to Jump Point: 10.43 days
Number of Satellites: 1 (Boulder)
Surface Gravity: 1.25
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 27° C (Temperate)
Surface Water: 77 percent
Recharging Station: Zenith, Nadir
HPG Class: A
Highest Native Life: Mammals
Population: 4,313,000,000
Socio-Industrial Levels: A-A-A-A-A
Defending Forces: Elements of the Davion Heavy Guards
Landmasses (Capital City): San Diego, Los Angeles (Oro), Las Vegas, Santa Fe, Monterrey, Durango
Importance: Industrial

GENERAL MOTORS EL CAMINO FACILITY

Main Products: *Warlord* BattleMech, Repair and Refit facilities

Location: City of Industry (San Diego)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

Local Climate: Mild

Though the El Camino facility is one of General Motors' smaller facilities, intelligence indicates GM is making plans to expand the facility beyond refits and the *Warlord* line.

GULKANA

Star Type (Recharge Time): A5V (166 hours)

Position in System: 5

Time to Jump Point: 33.12 days

Number of Satellites: None

Surface Gravity: 0.65

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35° C (Arid)

Surface Water: 30 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Plants

Population: 250,975,000

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

Defending Forces: None

Landmasses (Capital City): Pangaea (Kanpur)

Importance: Industrial

JOHNSONDALE

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

Position in System: 2

Time to Jump Point: 7.01 days

Number of Satellites: 0

Surface Gravity: 1.03

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 37° C (Tropical)

Surface Water: 60 percent

Recharging Station: Zenith

HPG Class: B

Highest Native Life: Reptiles

Population: 3,784,562,000

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

Defending Forces: None

Landmasses (Capital City): Amazonia (Rio), Paraná, Urugai

Importance: Industrial

VALIANT SYSTEMS

Main Products: Pegasus Scout Hover Tank, Ranger AFV, Striker

Light Tank, Pilum Heavy Tank

Location: Rio (Amazonia)

Local Terrain: Light Urban/Hills

Local Climate: Stormy

YEFFTERS WEAPONS FACTORY

Main Products:

Autocannons

Location: Kanpur
(Pangaea)

Local Terrain:

Light Urban (Jungle)

Local Climate: Rainy



KIRKLIN

Star Type (Recharge Time): K5V (196 hours)
Position in System: 1
Time to Jump Point: 4.12 days
Number of Satellites: 1 (Nathan)
Surface Gravity: 0.75
Atmospheric Pressure: Low (Breathable)
Equatorial Temperature: 22° C (Cool-Temperate)
Surface Water: 40 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Microbe
Population: 459,324,000
Socio-Industrial Levels: B-A-B-B-C
Defending Forces: None
Landmasses (Capital City): Clinton (Kooperville), Hiriam, Heffner, Hollcraft
Importance: Command, Industrial, Logistical

KALLON WEAPON INDUSTRIES

Main Products: *Rifleman* (Refit) BattleMech, Challenger MBT, Partisan Heavy Tank

Location: Lake Semmes (Heffner)

Local Terrain: Wetlands

Local Climate: Mild

Once a secondary site, Kallon's Kirklin facility has become the company's primary factory site. Originally refitting older model Kallon machines, its first production model BattleMech will be the RLF-3Cr, scheduled to ship its first finished unit in mid-3080.



LAYOVER

Star Type (Recharge Time): F8V (179 hours)
Position in System: 12
Time to Jump Point: 12.01 days
Number of Satellites: 2 (Waypoint, Crossing)
Surface Gravity: 0.90
Atmospheric Pressure: Standard (Tainted – Caustic)
Equatorial Temperature: 36° C (Arid)
Surface Water: 10 percent
Recharging Station: Zenith
HPG Class: B
Highest Native Life: Microbe
Population: 2,635,852,000
Socio-Industrial Levels: A-A-B-B-D
Defending Forces: Davion Heavy Guard Cadre
Landmasses (Capital City): Arizona (New Phoenix), Sahara, Gobi
Importance: Industrial, Logistical

Layover's native microbial life is so pervasive as to literally make up the air inhabitants breathe. Anyone who has not developed a resistance (typically only multi generation descendants) must wear a breather mask if out of doors for any extended period.

QUICKSCCELL COMPANY

Main Products: Autocannon, Arrow IV, LRM, SRM, and Laser Carriers, Heavy Tracked APC, Hetzer Wheeled Assault Gun, Scorpion Light Tank, Vedette Medium Tank

Location: New Phoenix (Arizona)

Local Terrain: Hills

Local Climate: Mild





SALVATORE INC.

Main Products: *Seeker* DropShip, K-1 DropShuttle

Location: St. Edwards (Arizona)

Local Terrain: Flatlands

Local Climate: Windy

New Avalon's forced annexation of half of Salvatore's facility was not without benefits to Salvatore. New contracts and generous loan bailouts has given the dying company a new vitality.

KALLON WEAPON INDUSTRIES

Main Products: *Arondight* PWS, *Vengeance* DropShips

Location: St. Edwards (Arizona)

Local Terrain: Flatlands

Local Climate: Windy

After decades of Salvatore respectfully declining New Avalon's offers, Regent Yvonne removed the offer and nationalized a portion of Salvatore's facility. Leasing those facilities to the more cooperative Kallon, the Regent provided the new manufacturer with royal license to build the new *Arondight* PWS. Kallon recently expanded its production facilities here, constructing the first new Federated Suns *Vengeances* in seven decades.

NEW AVALON

Star Type (Recharge Time): G5V (186 hours)

Position in System: 4

Time to Jump Point: 7.47 days

Number of Satellites: 3 (Avatar, Galahad, Valiant)

Surface Gravity: 1.04

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30° C (Temperate)

Surface Water: 60 percent

Recharging Station: Zenith and Nadir

HPG Class: A

Highest Native Life: Mammals

Population: 7,195,000,000

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

Defending Forces: First Davion Guards, Davion Heavy Guards, Davion Light Guards, Twenty-second Avalon Hussars, Fourth Crucis Lancers

Landmasses (Capital City): Albion (Avalon City), Brunswick, Rostock, New Scotland

Importance: Command, Industrial, Logistical

While the rebuilt Avalon City was unveiled at the opening ceremonies of the Camelot Summit, the scars of the Jihad still run deep across the Suns' capital world.

COREAN ENTERPRISES

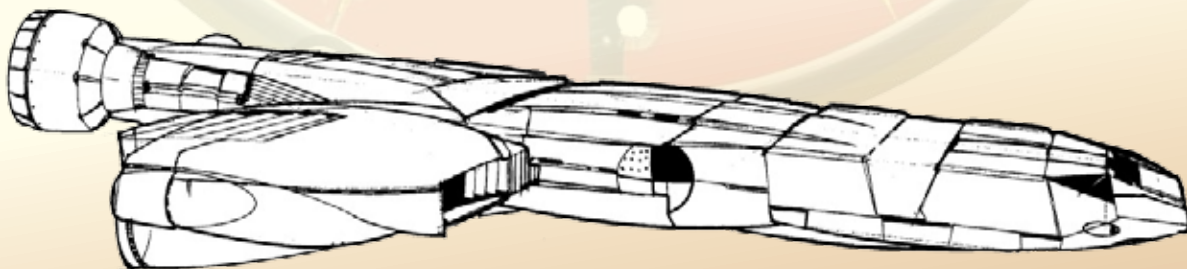
Main Products: *Fireball*, *Centurion*, *Valkyrie* BattleMechs; Musketeer Hover Tank

Location: Jeretha (Albion)

Local Terrain: Coastal

Local Climate: Windy

The Word of Blake's early reluctance to resort to heavy-handed tactics overrode their desire to bring New Avalon to heel. Occupying Corean during the Jihad, they not only kept the Star League-era automated *Valkyrie* factory operating, but even repaired some of its ancient computer systems.



ACHERNAR BATTLEMECHS

Main Products: *Dervish, Enforcer III, Battleaxe, Hammerhands* BattleMechs, Repair and Refit Facilities

Location: Ith (Brunswick)

Local Terrain: Hills

Local Climate: Windy

The Acherнар facilities on New Avalon are slowly restoring production capacity. Currently they are able to build limited numbers on four out of their eight assembly lines, and we estimate that it will be at least a decade before full production is restored—even longer before output equals pre-Jihad levels. Marshal Jon Davion has placed the *Osiris* at the top of the AFFS' list of designs to be reactivated.



ALBION ADVANCED TECHNOLOGIES AND PRODUCTS (A DIVISION OF ACHERNAR BATTLEMECHS)

Main Products: *Legionnaire* BattleMechs, Cavalier, Grenadier, Infiltrator MK II, Sloth Battle Armors,

Location: Grand Avalon Mountains (Albion)

Local Terrain: Subterranean (Castle Brian Interior)

Local Climate: N/A

Limited space keeps Albion from expanding, though it is not lacking equipment thanks to the dismantling of Acherнар during the early Jihad. With Acherнар's Ith facilities back online, Albion has cycled down the hand-built 'Mech lines it had run during the Blakist occupation.

LYCOMB-DAVION INTROTECH

Main Products: *Stuka, Lighting* Aerospace Fighters, Comet Light Strike Fighter, Artillery weapons

Location: Ultron, Novais (Brunswick)

Local Terrain: Hills

Local Climate: Mild



ALBION MILITARY ACADEMY

Main Programs: BattleMech, Infantry, Battle Armor, Conventional Armor, Aerospace, DropShip, Technician, Engineers

Location: Camelot Region (Albion)

Local Terrain: Flatlands

Local Climate: Windy



NAIS COLLEGE OF MILITARY SCIENCES

Main Programs: BattleMech, Infantry, Battle Armor, Conventional Armor, Aerospace, DropShip, Technician, Engineers, Combat Engineering

Location: Camelot Region, Mount Davion (Albion)

Local Terrain: Subterranean (Castle Brian Interior)

Local Climate: N/A

The main campus is still five years from being rebuilt. In the interim, an uncollapsed portion of the Fox's Den is being used for classes.



COMBAT TRAINING CENTER (CTC)

Main Programs: Infantry, Battle Armor, Conventional Armor, Conventional Fighters

Location: Fort Caliburn (Rostock)

Local Terrain: Flatlands (Planted Fields)

Local Climate: Windy



NEW DAMASCUS

Star Type (Recharge Time): K9V (200 hours)

Position in System: 8

Time to Jump Point: 3.31 days

Number of Satellites: None

Surface Gravity: 1.15

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 22° C (Cool-Temperate)

Surface Water: 60 percent

Recharging Station: Nadir

HPG Class: B

Highest Native Life: Birds

Population: 4,568,912,000

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

Defending Forces: None

Landmasses (Capital City): Amara, Dummar (Dakar), Jobar, Qassaa', Sha'alan, Tijara

Importance: Industrial, Logistical

New Damascus serves as one of the two main logistical centers for the Remagen (Nunivak) Combat Region.

NEW VALENCIA

Star Type (Recharge Time): G4V (185 hours)

Position in System: 4

Time to Jump Point: 7.96 days

Number of Satellites: 2 (Madrid, Cadiz)

Surface Gravity: 1.13

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 24° C (Temperate)

Surface Water: 75 percent

Recharging Station: Nadir

HPG Class: B

Highest Native Life: Mammal

Population: 4,523,816,000

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

Defending Forces: None

Landmasses (Capital City): Algirós, Benimaclet, Campanar, Extramurs, Olivereta (Raiteland)

Importance: Industrial

During the Star League, New Valencia was a major food staples exporter. As the Succession Wars dealt irreparable harm to JumpShip fleets, New Valencia was forced to shift production to specialty food exports to preserve their economy.

HURRICANE DEFENSE (A DIVISION OF FEDERATED INDUSTRIES)

Main Products: Heavy Weapons, Ammunition, Specialty Ammunition

Location: Abbasiyyin (Qassaa')

Local Terrain: Hills

Local Climate: Windy

GENERAL MOTORS HEAVY INDUSTRIES

Main Products: *Blackjack Omni*, *Falconer*, *Victor BattleMechs*, Ajax Assault Tank, Pandion Combat WiGE Vehicles

Location: San Angeles (Olivereta)

Local Terrain: Light Urban

Local Climate: Stormy

With the Blackwell facilities still suffering from Blakist devastation, General Motors has made it clear they do not plan to revive any of Blackwell's designs, even the highly popular *Marauder II*.

STRATEGIC SYSTEMS

CHIRIKOF

Star Type (Recharge Time): F8V (179 hours)

Position in System: 4

Time to Jump Point: 12.01 days

Number of Satellites: 2 (Madden, Pietrikof)

Surface Gravity: 1.11

Atmospheric Pressure: Heavy (Breathable)

Equatorial Temperature: 22° C (Arid)

Surface Water: 22 percent

Recharging Station: Zenith, Nadir

HPG Class: B

Highest Native Life: Mammals

Population: 5,412,380,400

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

Defending Forces: None

Landmasses (Capital City): Curran (Weath), Deveroux, Moody

Importance: Command, Logistical

Chirikof is the seat of the Edgeward Alpha Combat Operations Area, effectively making it General Raymond-Roger Marsin's headquarters for his operations in the Outback. Usually lacking BattleMech assets, it has more than enough conventional and aerospace forces to make up for this deficiency.

DEFIANCE

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

Position in System: 7

Time to Jump Point: 10.43 days

Number of Satellites: 2 (Missouri, Iowa)

Surface Gravity: 0.9

Atmospheric Pressure: Standard (Tainted)

Equatorial Temperature: 25° C (Temperate)

Surface Water: 60 percent

Recharging Station: Zenith

HPG Class: B

Highest Native Life: Birds

Population: 83,659,000

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

Defending Forces:

Landmasses (Capital City): Auglaize, Cuyahoga, Maumee (Jerseyville), Sandusky

Importance: Command, Logistical

Once a thriving mining colony, these days its extensive military support facilities make it an ideal location for AFFS war game simulations. Defiance's only recent fame was to be used as a training and staging area for Task Force Serpent prior to leaving for the Clan Homeworlds.

COMBAT TRAINING CENTER (CTC)

Main Programs: Infantry, Battle Armor, Conventional Armor, Conventional Fighters

Location: Fort Defiance (Maumee)

Local Terrain: Wetlands

Local Climate: Rainy



MARLETTE

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

Position in System: 3

Time to Jump Point: 4.85 days

Number of Satellites: None

Surface Gravity: 1.08

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 27° C (Temperate)

Surface Water: 66 percent

Recharging Station: Nadir

HPG Class: A

Highest Native Life: Mammals

Population: 2,468,735,000

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

Defending Forces: 8th Deneb Light Cavalry

Landmasses (Capital City): Flint, Sanilac (Achemar), Saginaw

Importance: Command, Logistical

Marlette is the capital of both its administrative region and AFFS Combat Region, serving as major training and logistics center.

POINT BARROW

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

Position in System: 2

Time to Jump Point: 4.31 days

Number of Satellites: None

Surface Gravity: 1.25

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 16° C (Arid)

Surface Water: 20 percent

Recharging Station: Nadir

HPG Class: B

Highest Native Life: Fish

Population: 773,413,000

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

Defending Forces: None

Landmasses (Capital City): Alaska (Nuvuk), Chukchi, Beaufort

Importance: Logistical

Point Barrow is a miserable world whose only reason for colonization was the abundance of highly concentrated deposits of rare earth metals. Only centuries of investments have made it a world anyone would willingly call home, and then only just.



POINT BARROW MILITARY ACADEMY

Main Programs: BattleMech, Infantry, Battle Armor, Conventional Armor, Technician, Engineer

Location: Murchison (Chukchi)

Local Terrain: Rolling Hills

Local Climate: Stormy

"If the classes don't kill you, the weather will," is the unofficial motto of Point Barrow cadets.

DRACONIS MARCH

The Federated Suns' coreward march has long been the underprivileged stepchild of the Suns. Cut in half during the First Succession War, the Draconis March has suffered more direct damage through the centuries than has any other region of the Suns. The Jihad, in contrast, left the war-weary Draconis Marchers in relative peace—at least in contrast to horrors visited on the rest of the Suns and across the border in the Draconis Combine.

Never an industrial powerhouse, the Draconis March is quickly recovering from the Jihad. Robinson BattleWorks, the largest 'Mech manufacturer in this region, was fortunate that the Word of Blake decided to make use of its factories during its brief occupation of Robinson. Quick action by the forces that removed the Word spared these facilities from complete destruction.

INDUSTRIAL SYSTEMS

BENET III

Star Type (Recharge Time): M5V (206 hours)

Position in System: 3

Time to Jump Point: 2.45 days

Number of Satellites: None

Surface Gravity: 0.65

Atmospheric Pressure: High (Tainted)

Equatorial Temperature: 28° C (Arid)

Surface Water: 60 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Reptiles

Population: 681,035,000

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

Defending Forces: None

Landmasses (Capital City): Sierra (Donner)

Importance: Industrial

Benet III's high concentrations of platinum-group metals invited the earliest colonists here, and some would say sheer stubbornness is all that keeps this otherwise unremarkable world populated today.

Johnston Industries

JOHNSTON INDUSTRIES

Main Products: *Valiant* BattleMech

Location: Martine (Sierra)

Local Terrain: Mountain

Local Climate: Mild

Originally a minor component factory site, Johnston Industries recently expanded its operations on Benet III in an effort to recover the production lost when their New Syrtis factories were irradiated.

CARTAGO

Star Type (Recharge Time): F3V (174 hours)

Position in System: 13

Time to Jump Point: 17.36 days

Number of Satellites: None

Surface Gravity: 1.25

Atmospheric Pressure: High (Breathable)

Equatorial Temperature: 42° C (Tropical)

Surface Water: 70 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Mammal

Population: 3,697,431,000

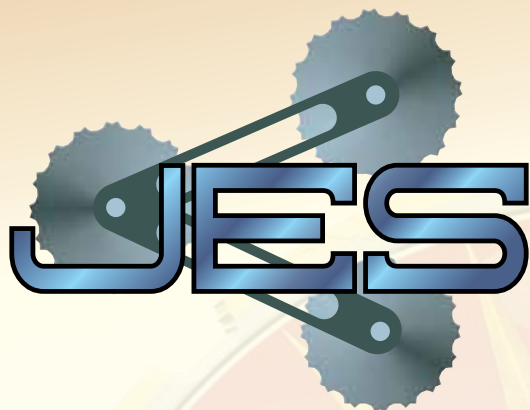
Socio-Industrial Levels: A-C-D-B-C

Defending Forces: None

Landmasses (Capital City): Cartago (Cartago), Jiménez, Oreamuno, Paraíso, Turriabla

Importance: Industrial

Cartago's dense jungles have been the source of hundreds of medicinal breakthroughs over the centuries. As a result, major biopharmaceutical firms have long made Cartago home for their R&D efforts. These medical breakthroughs have given the planet's inhabitants one of the longest average lifespans in the Federated Suns—which offsets the extreme deadliness of Cartago's flora and fauna.



JOINT EQUIPMENT SYSTEMS

Main Products: Fusion Engines, Components

Location: San Rafael (Jiménez)

Local Terrain: Hills (Jungle)

Local Climate: Stormy

EXETER

Star Type (Recharge Time): A9V (170 hours)

Position in System: 7

Time to Jump Point: 23.75 days

Number of Satellites: None

Surface Gravity: 0.91

Atmospheric Pressure: High (Breathable)

Equatorial Temperature: 40° C (Tropical)

Surface Water: 60 percent

Recharging Station: None

HPG Class: A

Highest Native Life: Reptile

Population: 2,506,349,000

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

Defending Forces: None

Landmasses (Capital City): Bristol, Cornwall, Devon (Exeter), Plymouth

Importance: Industrial

ROBINSON

Star Type (Recharge Time): G5IV (186 hours)

Position in System: 3

Time to Jump Point: 7.47 days

Number of Satellites: 1 (Bethel)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35° C (Hot)

Surface Water: 70 percent

Recharging Station: Zenith, Nadir

HPG Class: A

Highest Native Life: Mammals

Population: 5,675,350,000

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

Defending Forces: First Robinson Strikers, Second Robinson Strikers

Landmasses (Capital City): Canaan (Beuller), Megiddo, Solomon

Importance: Command, Industrial, Logistical

ROBINSON STANDARD BATTLEWORKS

Main Products: *Argus, Atlas, Sentry, Ostsol* (Refit) BattleMechs

Location: Tiberias (Canaan)

Local Terrain: Heavy Urban

Local Climate: Mild

The Draconis March's primary BattleMech producer is still operating less than fifty percent of its lines. The next planned line to reopen will be the *Black Knight*.



GALTOR NAVAL YARDS

Main Products: Neptune, Rapier Patrol Destroyer Vehicles

Location: New Bristol (Bristol)

Local Terrain: Coastal

Local Climate: Rainy

VALIANT SYSTEMS

Main Products: Heavy Weapons, Armor

Location: Tiberias (Canaan)

Local Terrain: Heavy Urban

Local Climate: Mild

ROBINSON BATTLE ACADEMY

Main Programs: BattleMech, Infantry, Battle Armor, Conventional Armor, Aerospace, Technician, Engineer

Location: Tiberias (Canaan)

Local Terrain: Light Urban/Hills

Local Climate: Mild

Rebuilding for the fourth time in its long history, much of the new Robinson Battle Academy campus—located on the northern outskirts of the city of Tiberias—is being built in reinforced, underground bunkers this time around.



COMBAT TRAINING CENTER (CTC)

Main Programs: Infantry, Battle Armor, Conventional Armor, Conventional Fighters

Location: Oris Minor (Solomon)

Local Terrain: Flatlands

Local Climate: Windy

TANCREDI IV

Star Type (Recharge Time): G5V (186 hours)

Position in System: 4

Time to Jump Point: 7.47 days

Number of Satellites: 1 (Pietra di Fortuna)

Surface Gravity: 1.02

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35° C (Hot)

Surface Water: 35 percent

Recharging Station: Nadir

HPG Class: A

Highest Native Life: Reptile

Population: 695,750,000

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

Defending Forces: None

Landmasses (Capital City): Ajmer, Beawar, Kota, Jaipur (Dolsonville), Udaipur

Importance: Command, Industrial

PRECISION WEAPONRY

Main Products: *Rifleman*, *Rook*, and *Battleaxe* Primitive BattleMechs; Heavy Weapons

Location: Buo Dane (Beawar)

Local Terrain: Subterranean (Castle Brian)

Local Climate: N/A

In 3072, Precision set up limited primitive-grade production lines to provide outer Draconis March militias with BattleMech assets. Precision did this without approval from the Suns' government and our intelligence indicates New Avalon has ordered the company to cease production, citing numerous quality issues with the BattleMechs they have built. At this time, however, we know that product continues to roll out of the factory's underground assembly bays.

PRECISION
WEAPONRY

STRATEGIC SYSTEMS

KILBOURNE

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

Position in System: 2

Time to Jump Point: 4.31 days

Number of Satellites: 1 (Cardinal)

Surface Gravity: 0.94

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 24° C (Temperate)

Surface Water: 60 percent

Recharging Station: Zenith

HPG Class: B

Highest Native Life: Reptile

Population: 2,540,896,000

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

Defending Forces: None

Landmasses (Capital City): Chihuahua, Cibola, Ciudad, Colorado (Rio Grande)

Importance: Logistical

SAKHARA

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

Position in System: 1

Time to Jump Point: 4.62 days

Number of Satellites: 5 (Anput, Bastet, Hathor, Ma'at, Nut)

Surface Gravity: 0.95

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 22° C (Temperate-Cool)

Surface Water: 60 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Reptile

Population: 1,238,702,000

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

Defending Forces: Sakhara Training Battalion

Landmasses (Capital City): Abusir, Dahshur (Memphis), Giza

Importance: Logistical

Sakhara is known for its abundant rare earths and the highly sought-after officer candidates from the local military academy. There is little else to recommend this desert world beyond these two things.

KILBOURNE ACADEMY

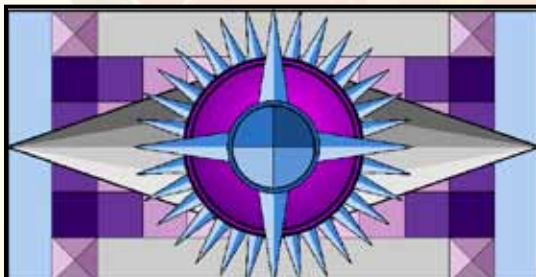
Main Programs: BattleMech, Infantry, Battle Armor, Conventional Armor, Aerospace, Technician, Engineer, Civilian Degrees

Location: Rio Grande (Colorado)

Local Terrain: Badlands (Geysers)

Local Climate: Stormy

Located within ninety kilometers of a series of minor volcanoes, it is not uncommon to have the local storms rain ash instead of water. Cadets have also been known to train in the geyser fields between the academy and the volcanic countryside.



SAKHARA ACADEMY

Main Programs: BattleMech, Aerospace, Battle Armor, Infantry, Conventional Armor

Location: Djoser (Giza)

Local Terrain: Hills (Sand)

Local Climate: Windy

Sakhara has only just expanded to include Battle Armor training and will not graduate any officers in this program until 3081.



WOODBINE

Star Type (Recharge Time): G4III (185 hours)

Position in System: 5

Time to Jump Point: 7.96 days

Number of Satellites: 7 (Akina, Carbonvale, Galaga, Ocheusti, Otousti, Tomb Rock, Vastek Moon)

Surface Gravity: 1.14

Atmospheric Pressure: Heavy (Breathable)

Equatorial Temperature: 31° C (Temperate-Hot)

Surface Water: 41 percent

Recharging Station: Zenith, Nadir

HPG Class: A

Highest Native Life: Mammals

Population: 434,797,000

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

Defending Forces: None

Landmasses (Capital City): Arturro (Gastonge), Guam, Sjardijn

Importance: Command, Logistical

COMBAT TRAINING CENTER (CTC)

Main Programs: Infantry, Battle Armor, Conventional Armor, Conventional Fighters

Location: Recital City (Sjardijn)

Local Terrain: Light Urban

Local Climate: Mild

PERIPHERY MARCH

Still more of a separate defense corridor on paper than in actuality, the logistics of creating the Periphery March is bound to cause confusion in the region's supply and communications lines for years to come. Forming a new military command structure will likewise pose some challenges as the Federated Suns redistributes its troops across the region.

The former Capellan March worlds that now under the umbrella of the Periphery March are an excellent example of this. Already, military supply issues have cropped up several worlds in the Warren Polymorphous Defense Zone. Meanwhile, the Medusans mercenary command, protecting both Firgrove and New Syrtis, now finds itself in the unenviable position of reporting into two entirely separate (and reportedly hostile) March Lords.

Industrially, the Periphery March sits third of the four FedSuns sub-commands in overall production and strategic importance—but only just below the Capellan March in output (no doubt creating another bone of contention between the two regions). While suffering much less direct sabotage and attacks during the Jihad than its former Crucis March parents, the Periphery March has and continues to face critical shortages as a result of its reorganizing supply lines, as well as the continued political instability that comes from dealing with one breakaway state (in the form of the Filtvelt Coalition), and one reintegrating state (in the form of the short-lived Malagrotta Collective). These effects can be keenly seen on key industrial worlds such as Crofton, where—despite not having faced an attack or raid in this century—the local StarCorps' factories have nonetheless experienced a marked drop in production capacity as a result of chronic shortages.

INDUSTRIAL SYSTEMS

CROFTON

Star Type (Recharge Time): F9V (180 hours)

Position in System: 3

Time to Jump Point: 11.19 days

Number of Satellites: None

Surface Gravity: 1.02

Atmospheric Pressure: Low (Breathable)

Equatorial Temperature: 30° C (Temperate)

Surface Water: 50 percent

Recharging Station: Zenith, Nadir

HPG Class: A

Highest Native Life: Insects

Population: 6,987,375,000

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

Defending Forces: First Royal Cavaliers

Landmasses (Capital City): Churchill, Edwards (Marcus), Annesland, Lowther

Importance: Industrial, Logistical

In addition to being a major industrial center and trading hub, Crofton is also host to a major AFFS logistical center, which serves as a central allocation point for most of the Outback.

STARCORPS INDUSTRIES

Main Products:

Avatar, Black Hawk-KU, Emperor, Gallant, Longbow, Stalker, Sunder, Thanatos, Warhammer BattleMechs; J Edgar Light Hover Tank, Manteuffel Attack Tank Vehicles

Location: Farrarrah (Annesland)

Local Terrain: Light Urban (Heavy Industrial Zone)

Local Climate: Mild

With the devastation of Galax, Kathil and New Avalon, StarCorps' facilities on Crofton have quickly become one of the most vital military complexes, not only for the Periphery March, but for the Federated Suns as a whole.



CLYDE SHIPYARDS

Main Products: *Arondight, Colossus* DropShips

Location: Clyde Shipyards (Orbiting Firgrove)

Local Terrain: Orbital

Local Climate: N/A

Clyde's CEO, Thomas Kessler, recently announced intentions to produce *Union*-class DropShips. This would provide the Federated Suns with a valuable company-grade transport that they have long lacked the means to produce.

GEENOCK FLIGHT ACADEMY

Main Products: *Vulcan* Aerospace Fighter

Location: Ormond Intercontinental Aeroport (Geenock)

Local Terrain: Light Urban

Local Climate: Windy

The Geenock Academy is a for-profit flight training facility that converted its maintenance facilities to limited aerospace construction during the Jihad, bringing back the ancient *Vulcan* aerospace fighter.

FIRGROVE

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

Position in System: 5

Time to Jump Point: 16.10 days

Number of Satellites: 1 (An Cláí Fada)

Surface Gravity: 0.80

Atmospheric Pressure: Low (Breathable)

Equatorial Temperature: 30° C (Arid)

Surface Water: 40 percent

Recharging Station: Nadir

HPG Class: B

Highest Native Life: Reptiles

Population: 3,395,457,000

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

Defending Forces: Elements of The Medusans

Landmasses (Capital City): Ormond (Tipperary), Thurles

Importance: Industrial

Firgrove is an interesting contrast of vast deserts on the equatorial continent of Thurles and peatbog plains dominating the continent of Ormond, which holds Firgrove's primary population centers.

MACINTOSH

Star Type (Recharge Time): M9V (210 hours)

Position in System: 2nd

Time to Jump Point: 1.96 days

Number of Satellites: None

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 33° C (Temperate)

Surface Water: 50 percent

Recharging Station: Zenith

HPG Class: A

Highest Native Life: Birds

Population: 6,786,321,000

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

Defending Forces:

Landmasses (Capital City): Ándros, Kýthnos (New Delos), Náxos, Páros

Importance: Command, Industrial

APPLE COMPUTERS INTERSTELLAR

Main Products: Communications and T&T Systems

Location: New Delos (Kýthnos)

Local Terrain: Light Urban

Local Climate: Temperate



PANPOUR

Star Type (Recharge Time): M0III (201 hours)
Position in System: 3
Time to Jump Point: 3.14 days
Number of Satellites: 5 (Brach, Faub, Kraygor, Moch, Zeik)
Surface Gravity: 1.00
Atmospheric Pressure: High (Breathable)
Equatorial Temperature: 39° C (Tropical)
Surface Water: 88 percent
Recharging Station: Zenith
HPG Class: A
Highest Native Life: Fish
Population: 282,690,000
Socio-Industrial Levels: A-A-B-B-C
Defending Forces: None
Landmasses (Capital City): Remig (Matam), Mestin, Mysore, Aminidivi, Laccadive, Minicoy, Kongu Nadu, Maidan, Onattukara, Palanadu, Telangana, Valluvanadu, Venad
Importance: Command, Industrial, Logistical
 Panpour possess one of the best-equipped planetary aerospace forces in the Federated Suns, thanks to the ongoing generosity of Jalastar Aerospace.

CHALLENGE SYSTEMS

Main Products: *Monolith* JumpShips
Location: Challenge Yards (Orbiting Panpour IX)
Local Terrain: Orbital
Local Climate: N/A

That Victor refuses to confirm or deny the existence of a secret Challenge Systems facility lends all the more credence to the ongoing rumors about them. RAF Intelligence strongly recommends additional investigation.



JALASTAR AEROSPACE



Main Products: *Javelin* BattleMech, *Sabre*, *Sparrowhawk* Aerospace Fighters; Comet, Defender II, Meteor-U Conventional Fighters, Condor Hover Tank, Myrmidon Medium Tank, Manticore Heavy Tank, Typhoon Assault Vehicles
Location: Remig (Amristar) – BattleMechs; Kantara (Mestin) Aerospace, Conventional Vehicles

Local Terrain: Flatlands (Amristar); Heavy Urban (Kantara)

Local Climate: Windy (Amristar); Rainy (Kantara)

Jalastar has only managed to bring its *Javelin* BattleMech production back online, after a Taurian suicide DropShip attack. It will be at least five years before any other products are brought online.

JOINT EQUIPMENT SYSTEMS

Main Products: JES I Tactical Missile Carrier, JES II Strategic Missile Carrier Vehicles
Location: Kantara (Mestin)
Local Terrain: Heavy Urban
Local Climate: Rainy

SHAWNEE

Star Type (Recharge Time): G5V (186 hours)
Position in System: 5
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Shaawaki)
Surface Gravity: 1.02
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 32° C (Warm-Temperate)
Surface Water: 65 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Reptile
Population: 2,695,750,000
Socio-Industrial Levels: B-B-B-C-C
Defending Forces: None
Landmasses (Capital City): Indiana, Kentucky, Oklahoma (Tecumseh), Ohio, Maryland
Importance: Industrial

IROQUOIS MACHINERY LIMITED

Main Products: *Toro* Primitive BattleMech

Location: Chiksika (Oklahoma)

Local Terrain: Flatlands

Local Climate: Mild

To meet demand from local militias, Iroquois Machinery began producing the primitive model *Toro* in 3075. As shipping from the more centrally located defense contractors picks up, it is unlikely demand for the ancient Taurian machine will continue.

STRATEGIC SYSTEMS

JUNE

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

Position in System: 5

Time to Jump Point: 8.53 days

Number of Satellites: 2 (Lilly, Constance)

Surface Gravity: 1.14

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25° C (Temperate)

Surface Water: 40 percent

Recharging Station: Zenith

HPG Class: A

Highest Native Life: Mammal

Population: 4,856,659,000

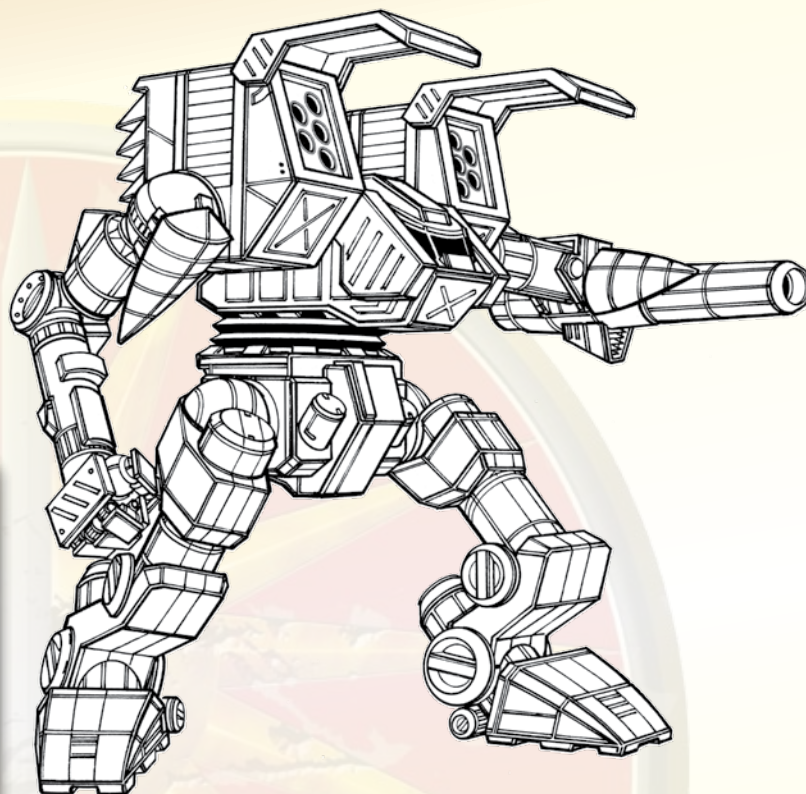
Socio-Industrial Levels: C-C-D-C-B

Defending Forces:

Landmasses (Capital City): Callisto, Io (Marius), Europa, Ganymede

Importance: Command, Logistical

A rare jewel in the Federated Suns' Outback, June has been designated the capital of the newly formed Periphery March.



COMBAT TRAINING CENTER (CTC)

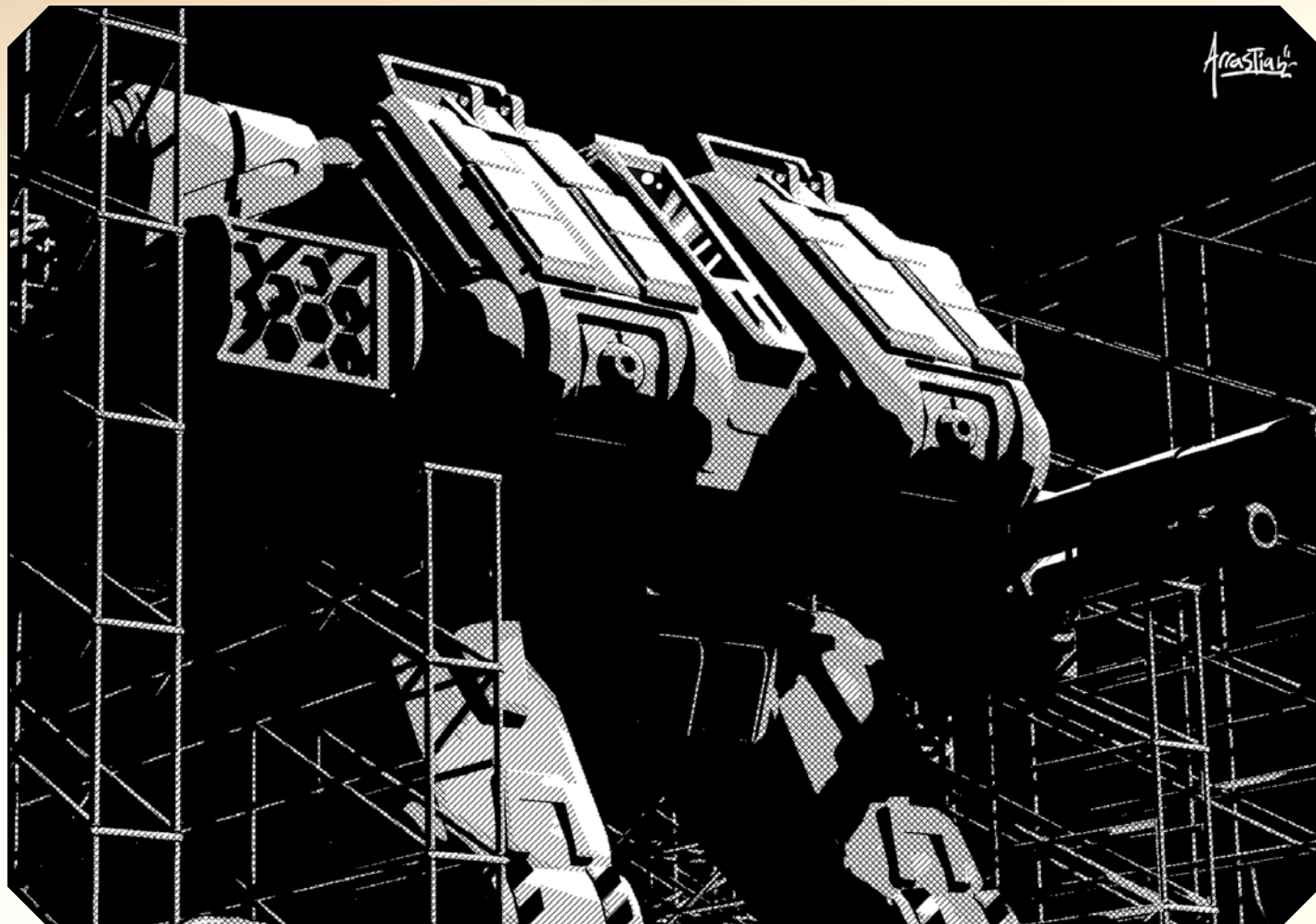
Main Programs: Infantry, Battle Armor, Conventional Armor, Conventional Fighters

Location: Amalthea (Europa)

Local Terrain: Hills

Local Climate: Mild

Still under construction, the June CTC will become the main training center for the Periphery March.



UPCOMING PROJECTS

The damage of the Jihad would have been enough for any military industry to reevaluate its future. Combine this with a shift in federal policies and the AFFS' supporting manufacturers are looking long and hard at just what the next several decades will bring.

Diversification is likely one of the most discussed topics in the boardrooms of House Davion's military infrastructure. With the complete destruction of the Galax Megaplex and the McKenna shipyards; the nuclear annihilation of Talon's factories; and the long-term sidelining of General Motors' Kathil 'Mech production, as well as Johnston Industries' primary factories, the Federated Suns saw its arms production more than halved despite a healthy supply of component parts. The loss of primary assembly sites was a harsh wakeup call to an industry that felt it was well established, but few could deny the reality that no matter how many engines, gyros and stacks of armor plates these sub-contractors made, they were all but useless without the facilities to finish assembly. While few new factories are in the Federated Suns' future, we can expect to see secondary facilities expanding to limited lines of production

and the larger factories scaling down from the massive production levels of the pre-Jihad years.

Diversification is also the word of the day in variety of military hardware. Long a proponent of combined arms warfare, the Federated Suns' recent doctrinal shifts have only increased this trend. The ready availability of fusion engines and improvements in vehicle survivability has made conventional armor more competitive to BattleMechs in many combat roles, particularly in defense. This has created a greater demand for easier-to-produce and often-cheaper combat vehicles.

One of the first Inner Sphere powers to field battle armor, the AFFS is again leading the charge in battle armor use with plans to field complete regiments of armored infantry. Even in their conventional forces, the Suns' military is pushing new technology and innovations to improve both firepower and survivability. For centuries seen as a necessary evil, Federated Industries is now spoken of in the same respectful breath as StarCorps, GM and Kallon.

The following is a high level review of the major defense industries in the Federated Suns and their current priorities and plans.



GENERAL MOTORS

As previously indicated, General Motors is likely operating with massive support from New Avalon. House Davion's equivalent of Defiance Industries, GM is simply seen as too large and critical to be allowed to fail. The megacorporation lost considerable amounts of its reserves attempting to rapidly rebuild primary factories in the early Jihad. This was an obvious ploy to fully unseat rival Kallon, but backfired when these heavily leveraged rebuilding efforts were shattered by fresh attacks from all sides.

Had New Avalon not stepped in to bail GM out, it is likely the company would have dissolved or at least fragmented. New Avalon's largess has not come without a price; where once General Motors was putting every resource available into rebuilding Kathil's 'Mech production, the Princess Regent has directed the company to make this a secondary concern. Instead, the industry giant has been instructed to focus more of its energy on expanding their assault tank and battle armor production lines to support more mixed-force muscle.

STARCORPS INDUSTRIES

Moderately less secretive than their Capellan sister firm, StarCorps of Crofton is now one of the Federated Suns' major BattleMech production centers. The concentration of product lines on one world has clearly worried both New Avalon and the StarCorps management. There have rumors of late that StarCorps is making moves to purchase several Crucis March component manufacturers to distribute some of their production out to secondary sites. Innovation wise, we've detected little coming from the Crofton site, but given the surge in battlefield variants spawned by the Jihad, it is logical to expect that StarCorps will be examining their current offerings.

FEDERATED-BOEING INTERSTELLAR

Long the dominant power in naval and aerospace production, Federated-Boeing has become the undisputed leader in recent years. This is despite the complete loss of their Galax Megaplex and severe damage to their merger partner, Universal Air. Said merger, combined with Fed-Boeing's highly distributed infrastructure, has allowed the space giant to continue operating despite the massive losses.

Once one of the largest producers of WarShips in the Inner Sphere, Fed-Boeing has made it clear they have no plans to return to this market immediately. With New Avalon putting no pressure on them to do so, it seems clear the Suns' age of WarShips has once more passed; the five remaining ships of the realm's navy are now acting as deterrents against hostile adventurism.

FBI is making up for the lack of WarShip production by pouring all available resources into expanding JumpShip capacity and producing assault DropShips instead. In addition to their current efforts to bring *Overlord* yards online over Delavan, rumors persist that new *Conquistador* production may begin again soon. Given the nature of the new AFFS Light Combat Teams, this would make sense, as the command vessels would be well suited to carrying a sizable portion of these smaller combined-arms formations.

KALLON INDUSTRIES

The once-dominant Kallon Industries is on the slow road to recovery, stressing diversification and distribution over restoring its full range of BattleMech production. While we can expect to see new Kallon *Rifleman* and *Templar* BattleMechs in the future, the remainder of the company's 'Mech production is still in question. We do believe that Kallon will continue to expand its aerospace and conventional armor facilities. Meanwhile, the "leasing" of half of Salvatore Inc.'s yards on Layover gave KI much needed production space as well as access to the side business of refitting older model DropShips—which has become a full fledged product division.

ACHERNAR BATTLEMECHS AND COREAN ENTERPRISES

Achernar survived in no small part thanks to its secret, underground Albion facility and through the efforts of the late Marshal of the Armies, Jackson Davion. Corean Enterprises, likewise, owes its survival to similar subterranean research facilities and to the Word of Blake's own reverence for high technology. Today, these two companies are only producing at a fraction of their pre-Jihad levels, but what they lack in capacity, they are making up for in innovation. Both Achernar and Corean continue to work in close cooperation with each other, and with surviving NAIS research staff on cutting-edge military technology. With the *Legionnaire* now in full production, these two firms are reportedly exploring ways to improve production of several experimental technologies developed in the last few years.

OTHER CORPORATIONS

Diversification is not just a mantra of the larger industrial giants. Even small firms, like Clyde Shipyards of Firgrove, are looking at ways to diversify their manufacturing and maintenance facilities. Many smaller component firms, and even some traditionally non-military companies, have been exploring the niche markets of planetary militias, opening small "boutique" shops to produce low-end vehicles, multi-function IndustrialMechs, and even RetroTech BattleMechs.

In a move that at first seems counter to the realm's need to rebuild, New Avalon has recently begun cracking down on these smaller shops, often citing quality and safety concerns. This crackdown gained momentum after a *Rifleman* 1N built by Precision Weaponry exploded, gutting the cargo DropShip it was loaded on, and sending the ship crashing into a densely populated city on Tancredi.

More traditional defense firms are continuing to focus on their core competencies, looking at innovating new technologies or just at restoring key production that the AFFS relies on. Johnston Industries is likely several more years from any meaningful production at their New Syrtis site but they hope to have at least limited Dagger OmniFighter production started within eighteen months.



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* create a game or campaign around one of the listed (or a newly made up) target system, factory, or city. The following rules primarily rely on the players' understanding of the core game play rules found in *Total Warfare (TW)* and *Tactical Operations (TO)*, but additional references may be made to *Strategic Operations (SO)*.

Players and gamemasters alike should realize that these rules are more actually 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 gameplay 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 effort 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 oper-

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

USING TARGET SITE DATA

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

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

LOCAL WEATHER TABLES

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

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

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

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

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

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



should roll 1D6 and consult the appropriate Local Climate column of the Local Weather Table shown below. If the result is No Weather, then combat may begin with no atmospheric activities (though lighting effects, gravity, and temperatures may still be in force). Otherwise, roll 1D6 again, apply the modifier shown 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

All Federated Suns installations of military value contain some sort of inherent security or defense capability. Knowing that a garrisoning formation may be suddenly shipped off world during war, or distracted by a diversionary raid leaving their coveted products undefended, it is standard procedure to have a permanently stationed corporate force on site to defend against raids and invasions.

Almost all of an integral corporation's security force is made of designs and equipment produced by the factory, or by a sister site shipped from a different system. It is also common for security to hire numerous mercenary forces to augment their site defense forces. In many instances, the mercenaries will actually outnumber the corporate security forces in heavy equipment. In the Federated Suns, it is also not uncommon to see small (less than company-sized) mercenary units in the employ of these corporations and integrated into their security chain of command.

Unlike front-line or planetary militia forces, the corporate security force rarely shifts away from the site it is charged with defending. Nor do they typically listen to any other formation outside the corporate chain of command. While the individual corporate soldier will pay

little attention to commands from outside his chain of command, Federated Suns defense corporations have a long tradition of cooperation with the AFFS. As a result, it is not uncommon to see corporate security forces defending the cities near their factory complexes.

To determine the rough size and composition of local corporate defenses around a factory, a good rule of thumb is to provide a lance (squadron for fighters) worth of every BattleMech, or aerospace fighter line that factory produces and augment this with a platoon of additional conventional infantry for every lance. Similarly, vehicle factories will have a company of conventional vehicles for each combat vehicle it produces. Facilities that produce only components for BattleMechs and vehicles almost always have just one lance of their own security, backed up by one to four platoons of conventional infantry.

Most corporate security forces are considered Regular quality. In addition, depending on the location and just how much fighting has occurred in recent history, a high amount of mercenary forces may be hired to provide additional protection, based on the game-master's discretion to determine size and quality. These mercenary forces are in addition to the corporate security forces.

The defense force for each defense industry and even each facility is a case-by-case basis and should reflect the factories location, history and what is produced. For example, Federated-Boeing only has business and administration facilities on the surface of Delavan, so these only have infantry forces. Aerospace fighters and Pocket WarShips, on the other hand, heavily defend their parent shipyards. Johnston is well known for hiring mercenary BattleMech assets to back up its corporate armor and assault infantry, while General Motors prefers the 'Mechs in its security forces to be GM employees.

PLANETARY MILITIA

The Jihad brought warfare to the Federated Suns on a scale all but its border worlds have not seen in over a century. With the nation's vaunted March Militia RCTs already in poor condition, following the Federated Commonwealth Civil War, the brunt of this warfare fell on the planetary level defenders. This served as a wakeup call for the realm and, with a greatly reduced national military in the wake of the Jihad, these planetary forces have been forced to step up to fill the gap of the missing March Militias.

Planetary Militias have traditionally been organized and equipped by the planetary government of each Federated Suns world. Funded by local taxes, the makeup of these local defense forces was subject to the dedication or caprice of each local government and even each succession generation of government. On Die Moot, the almost-clockwork flip of the government from hyper liberal to hyper conservative every eight years meant the Mootian National Guard had to rebuild nearly from scratch every eight years. On the majority of Suns' worlds, the militia force had to make do with outdated or minimal heavy equipment. While the post Clan era technology renaissance improved the quality of AFFS hand me downs, the composition of the planetary defense forces remained very hit or miss.



Since the inception of the Suns, these planetary forces have technically been under control of the planetary government and not an element of the AFFS. Provisions, however, always existed for a PDZ commander or higher to take command and mobilize any and all militias under his or her purview. In October of 3079, as part of the sweeping "Camelot Reforms" Regent Yvonne Steiner-Davion took advantage of this loophole and has partially nationalized the Federated Suns planetary militias. These were dubbed the "Federated Suns National Guard" (FSNG). This effectively creates a secondary command structure for planetary militias ultimately reporting to the Marshal of the Armies.

At this time, the typical planetary guard deployment can range from a mixed regiment, for the smallest or most interior planets, to dozens of active and reserve regiments on the most populated or critical infrastructure/logistical worlds. The average composition of a Federated Suns militia regiment is one third medium and heavy armor and two-thirds infantry. These forces are in turn supported by civilian or light combat VTOLs, trucks or light APCs, and a small amount of fixed or towed artillery pieces. These units are often spread out to the various vital locations (Industry centers, Capital

Cities, etc), diluting their strength but maintaining enough to at least put up a fight at the most likely targets. This works well against raiders, but an actual invasion force will have a prime choice of uncontested landing zones unless the systems has an active March Militia or front-line force present.

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





ACADEMIES AND MAJOR TRAINING CENTERS

Unlike factories and command centers, most Academies do not have a dedicated security team outside of a platoon or two of “Campus security” cops. Rather, as part of the curriculum, the Federated Suns (like almost all other Inner Sphere military academies) uses its own cadets for security patrols. While inexpensive and efficient from a financial point of view, the patrols often have to be overseen by senior academy personnel to prevent slacking and irresponsible actions. As expected, though cost-effective, these patrols are traditionally made up of greenhorn pilots supervised by senior cadet going through Officer Training, and are randomly tested by undercover campus security cops grading their alertness.

Almost universally, the enrollment program dictates the type of patrols the academy employs. Major Suns academies have programs for all branches of the military, so often have a wide variety of soldiers patrolling at any given time. 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 and training centers will have approximately 4d6 Lances/Platoons/Squadrons of various weights (BattleMechs, Fighters, and Vehicles) and types (Infantry) of especially Green quality troops (Average Green level of troops with a +1 Gunnery and Piloting skill target modifiers), with the commander of the Lance/Platoon/Squadron of normal green quality.

STATIC DEFENSES

Static defenses, their amount, quality and type are wholly dependent on the importance and location of the facility. 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. Other systems such as staging areas and PDZ capitals may have permanent gun turrets and extensive bunkers for housing troops. Many of these tend to be armed with weapons produced inside the nation's border. In the Federated Suns this leads to a high use of conventional autocannons, often equipped with specialty ammunition. Factories that produce weapons typically take from their excess production to build their static defenses, so a factory producing rotary autocannons will likely have those on many of their turrets.

Three examples, showing the range of possibility are Corean Enterprise on Augusta, Robinson BattleWorks, and General Motors on Salem. Corean's Augusta facility possesses no fixed anti-Mech scale weapons and only has simple guard towers with anti-personnel weapon mounts. Robinson BattleWorks represents a fairly typical defensive layout, with fixed anti-Mech turrets on key approaches, a central anti-Aerospace battery and reinforced infantry command bunkers near the main factory sites. General Motors' Salem site is an example of a military-grade defensive fortification. On the outskirts of Eden, it is surrounded by a twelve-meter reinforced wall inside a cleared zone within the city. This area is in turn bordered by a four-meter electric fence to deter conventional infantry and other non-vehicular intrud-

ers. The cleared area is heavily mined, while turrets line the base of the reinforced wall. Direct-fire turrets face all the urban sectors, with missile turrets are added on the non-urban facings. Within the facility, all the factory buildings are partially underground, with armed defensive bunkers at strategic locations. The security force can deploy to a dozen points on the grounds via underground passageways from a central hanger and an aerospace squadron uses the central road as a runaway to take off. The final measure is a battery of Long Tom artillery tubes that can protect not only the factory complex, but all approaches to the western side of Eden.

For game play, fortifications are set up at the discretion of the player group and gamemaster. If the number and type is deemed too little or too much for a game, feel free to modify it to the group's abilities and tastes.

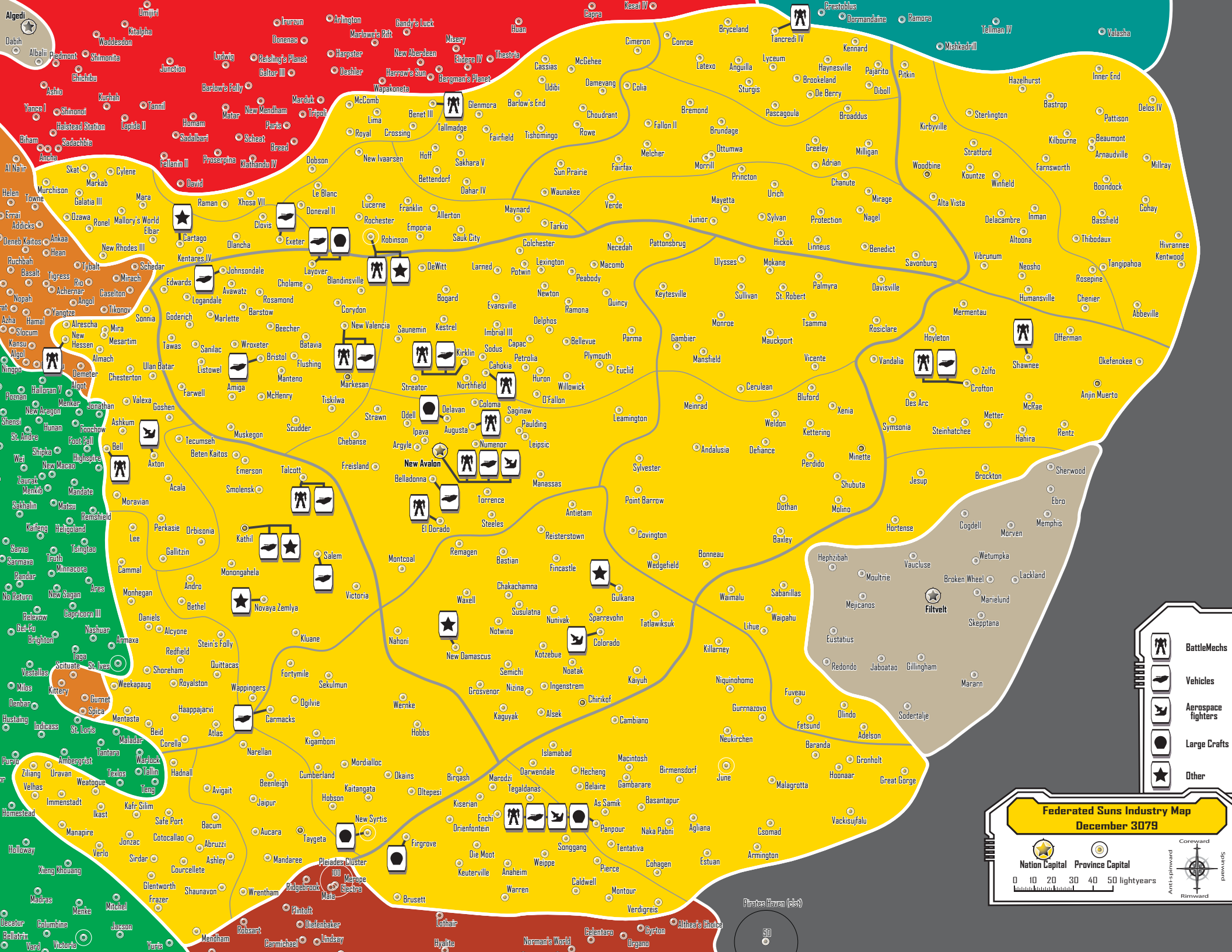
SPOILS OF WAR (REFIT KITS AND SUPPLIES)

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 82% capacity (such as Nanking), modifier the result by .82 (round down) before determining the final amount of kits available.

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



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

Federated Suns Industry Map

December 3079

Nation Capital

Province Capital

0 10 20 30 40 50 lightyears

Coreward
Antispinward
Rimward