

BATTLETECH™

OBJECTIVES

Capellan Confederation™





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: *Capellan Confederation* describes the state of the major factories, training centers, and command centers of House Liao's Capellan Confederation 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 December 3079

Knowing that the Capellan Confederation is likely to be the biggest outside opponent and obstacle, I have commissioned a series of supplements starting with House Liao to detail its Commonalities manufacturing and logistical capability. Briefly discussed in my Field Report, there is much more to go over than just the size of and skill of its military formations that was detailed in my previous document. An Army lives on its “stomach”, and if you take away its ability to resupply and replace its losses, you take away its capability to fight.

Knowing that we will likely be the primary target for the Confederation in the coming years, it seems prudent to assemble the systems that would be the most viable targets for retaliatory action. Not limiting this report to simply Industrial targets, I have expanded it to list major academies and logistical and command centers so should we be forced to a fight, we can thoroughly plan our objectives to hit whatever we need to to achieve our desired effect.

Though small compared to the other Inner Sphere powers, the Confederation remains in a strong place. It’s neighboring rival, the Federated Suns is spread thin across multiple borders. The Free Worlds League is one in name only, splintering into over half a dozen provinces, none of which can do more than mount some probing raids on it. With its rimward border covered by a loyal Magistracy of Canopus, it leaves only their border with us a perceived significant threat to them.

HOW TO USE THIS BOOK

Objectives: Capellan Confederation 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 Capellan Confederation’s Military-Industrial complex immediately following the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

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

The next chapter, *Industrial State*, covers the state of all the military industrial companies still functioning and producing war material for its various provinces and what defending units are stationed within the system. Listing the systems by Commonalities, the subsections are broken up into *Industrial* systems that have war material and components being produced in that system, and *Strategic Systems* that are Commonality 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 referenced in the planetary statistic boxes, loose guidelines for creating corporate security and local militia, as well as several record sheets for generic fixed emplacements that may be surrounding the target sites.

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Special Thanks: To Herb and Randall for letting me give this product line a shot.

Developer’s Note: For more information about the Capellan Confederation Industry see *Handbook: House Liao Field Manual: Capellan Confederation*, *Field Manual: Updates*, any of the *Jihad* line of products, or *Technical Readout: 3085*.



CONFEDERATION OVERVIEW

The Confederation's infrastructure suffered many blows at the onset of the Jihad, starting with Duke George Hasek's Operation SOVEREIGN JUSTICE. With many Confederation industries concentrated on a handful of systems, as each world was hit, so were most of their factory complexes. Word of Blake's eventual follow-ups were no less devastating—indeed, in one case, Necromo, a world—and its entire productive output—was outright destroyed.

INDUSTRIAL UPDATE

Early on, the military industries of the Capellan Confederation were hit hard, first by the Federated Suns in an effort to liberate the former St. Ives Compact, and later on when the Word of Blake descended upon them in several attempts to decapitate the small state. After the second attempt to conquer Sian failed in 3074, attacks against the Confederation largely tapered off to scattered raids and assassination attempts. Nearly a year passed with only isolated incidents before the Confederation—after furiously rebuilding its depleted strength—struck back in force against the Word of Blake and fighting began anew.

Ceres Metals took the most damage during the fighting by far, with its numerous facilities in the St. Ives and Sian Commonalities struck repeatedly. St. Ives took the worst of the damage, as security forces attempting to deny the Federated Suns troops access to the production facilities executed “scorched earth” tactics during their retreat. This damage, however, was moderate compared to the following Word of Blake assaults, where aerial and orbital bombardment resulted in the near destruction of Ceres' half-repaired facilities. The only site left unharmed was Ceres' factory on Menke, where elements of McCarron's Armored Cavalry were stationed during their counteroffensive and successfully deterred any potential raiders.

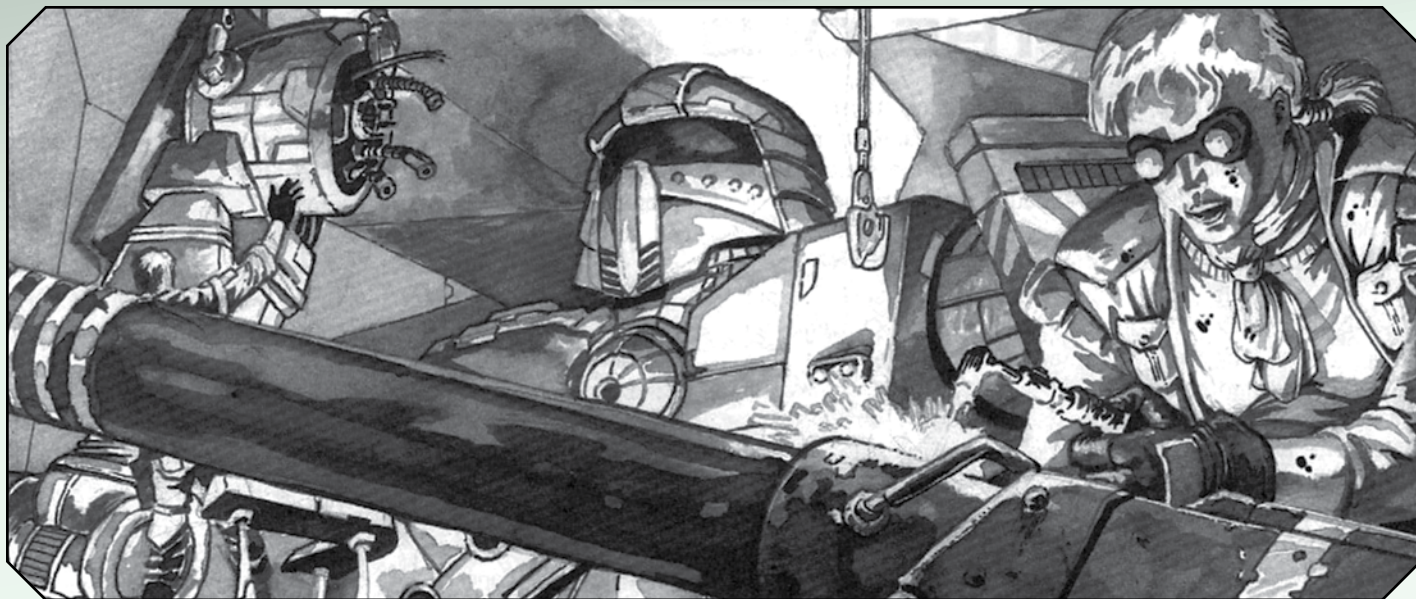
The second largest corporation, Earthwerks, was hit equally hard on Grand Base and Ares. However, where Ares was attacked by AFFS troops, the Grand Base complex was instead the victim of industrial sabotage (possibly by rival Tao Mechworks). The latter attack nearly destroyed Earthwerks' fusion engine plant, and caused significant collateral damage to the surrounding buildings. Earthwerks' retaliation on Styk promised to escalate the affair into a full-fledged corporate war until the Jihad spread deeper to Capellan space and forced the rival companies to put aside their differences. (Undoubtedly, the Chancellor himself also played a role in settling this dispute as well.)

Hellespont Industries lost much of their personnel and operating capital between the two campaigns for Sian, but this was due to their lending of company security forces to surrounding areas during the second assault. With security troops taking up garrison work for the state, front-line forces were free to reinforce and protect the Forbidden City. The gamble paid off, saving Sian despite widespread damage to Hellespont's facilities. In gratitude, Chancellor Sun-Tzu personally assisted in relieving much of the com-

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

CAPELLA COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Ares (Bergan)	38%	82%
	Ares (EarthWerks)	25%	90%
	Ares (Quikscell)	85%	52%
	Bithinia (Bithinian)	0%	100%
	Capella (Ceres)	0%	91%
	Capella (Ras-Owens)	0%	80%
LIAO COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Corey (Hollis)	0%	100%
	Nanking (Kallon)	85%	13%
	Sarna (Asuncion)	0%	95%
	Sarna (Tengo)	0%	100%
	Styk (Tao)	63%	63%
SIAN COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Betelgeuse (Aldis)	18%	100%
	Betelgeuse (Firmir)	45%	78%
	Betelgeuse (Hellespont)	0%	88%
	Grand Base (EarthWerks)	38%	70%
	Menke (Ceres)	0%	100%
	Menke (Menke)	0%	100%
	Menke (SCorps)	0%	100%
	Sian (Ceres)	47%	90%
	Sian (Hellespont)	50%	82%
	Sian (Hellespont MW)	22%	89%
	Sian (Saroyan)	60%	76%
ST. IVES COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Indicass (Ceres)	22%	100%
	St. Ives (Ceres)	86%	45%
	St. Ives (HildCo)	67%	42%
	St. Ives (Mujika)	20%	100%
	St. Ives (SCorps)	72%	66%
	St. Ives (Tengo)	22%	100%
	Texlos (HildCo)	25%	100%
	Texlos (Kajuka)	30%	100%
	Texlos (Texlos)	22%	100%
	Warlock (Ceres)	39%	79%
VICTORIA COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Victoria (EarthWerks)	0%	100%
	Victoria (Shengli)	84%	63%
	Victoria (Trellis)	0%	100%

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



pany's reconstruction costs, and authorized development of a new Hellespont facility on Betelgeuse.

Outside of the early fighting and the loss of all assets on Necrom, many of the Industrial systems still held by the Confederation are fully repaired and back up to full production capacity, though several key ones are still suffering from the lingering effects of the damage. During the Jihad, companies set-up temporary assembly lines to produce RetroTech versions of many older designs, but as more advanced facilities came back online these were shut down to shift resources back to more capable products. Most of these are now shut down, with only Hellespont and Asuncion still operating (at reduced capacity).

Statewide, the Confederation's military output is completely dedicated to rebuilding its front-line and Home Guard forces, as well as those of its Magistracy allies. It would not be surprising to see their rejuvenated armies unleashed on our borders in the coming years in an effort to retake systems that they deem historically "Capellan", such as Tikonov.

TEMPORARY RETROTECH FACILITIES (SHUT DOWN BY END OF 3079)

System	Company Name	RetroTech Products
Boardwalk	Confederation Defense Corp.	FireBee, Thunderbolt
Glasgow	Wesley Industries	Firebee
Tsinghai	Hollis Incorporated	Xanthos
Ward	Ceres Metals Industries	Emperor, Helepolis, Rifleman

STRATEGIC INTEGRITY

As with its industries, the concentration of the Confederation's major academies and command centers on only a handful of worlds proved to be a double-edge sword. As each system was hit, the logistical assets allowed the defenders to concentrate their strength around each vital target, but it also meant that the fighting damaged just about every facility located on-planet.

The Liao and St. Ives Commonalities were—as expected—hit the worst. Their training cadres were thrown into the fight, decimated as they put up a valiant defense against various attackers. The regional training centers (RTCs) and command centers were often struck first, often to devastating effect.

Overall, the RTCs of the various duchies are playing a far greater role than anyone else expected. With most only producing tank crews and infantry soldiers, those destroyed in the early part of the decade were able to recover with little loss in materiel. Only the most coreward duchies are still missing their RTCs, but even those may come back online within the next two years. These centers, having by far the largest classes within the Confederation, are graduating soldiers for conventional units at an alarming rate, but at a noticeable expense of quality. This is not surprising, as the home guard commands remain just under sixty percent strength at the time of this writing.

While this may not seem like much of a handicap when compared to front-line forces of the Inner Sphere, it should be noted that there is traditionally a home guard regiment providing the normal defense for *every* system. This perhaps illustrates why the Confederation is so focused on rebuilding, as its primary mobile defense is in disarray. Without the support of home guard troops, the Capellans are currently ill prepared to launch any offensives more damaging than a raid.



INDUSTRIAL STATE

For the sake of clarity, I am organizing the detail reports of the various key worlds, industries, and other potential objective targets by the various sub-states (Commonalities) of the Capellan Confederation, with a separate section for similar targets in nonaligned and/or disputed territories. Though I was tempted to include the Capellans' Canopian allies in this report, I have decided to maintain treating these as separate entities, as was done with the *Field Reports*.

For brevity, only basic statistics and bare bones summaries of the various systems are included here. Additional details can be obtained and verified through research that is beyond the scope of this report, and may require active surveillance to confirm to adequate degree. Last-known defending forces stationed in each pertinent objective's system are given, where possible, as well as why the system is considered important, and even dominant terrain and climate conditions that can be expected around the potential target sites. For more information about local military formations, refer to the faction's specific *Field Report*.

Not listed are the inherent paramilitary forces that never stray too far from their respective facilities, the relatively minor—but often hard to quantify—base or corporate security troops. Such forces can vary wildly in size and experience, with the best-equipped typically fielding products of local manufacture (such as 'Mech factories fielding a lance or two of their own designs) or assets typically employed for other routine missions (such as transport DropShips and support craft at command centers or orbital stations).

The *Importance* category for each objective identifies all of these sites by three broad classifications: Industrial, Command, and Logistical. Industrial objectives produce war goods, either as components or finished units, from personal arms to vehicles or even WarShips. Command objectives note targets that often base high-ranking officers, provincial or even realm leadership, and have the permanent facilities to co-ordinate multi-planet campaigns. Logistical objectives are those that play a key role in maintaining materiel for the realm's defense, be they advanced training centers (beyond the basic boot camps all systems can boast), or dry-docks and refit stations used to repair or refit combat units (but which are unable to manufacture new products). It is common to see many important systems possess two, or even all three classifications, depending on the local facilities.

CAPELLA COMMONALITY

For almost thirty years, the Capella Commonality was the last significant buffer between Sian and a final assault by the Federated Commonwealth. The Sarna March, once a large swath of territory that belonged to House Liao, was transformed for a generation into the front line between the Capellan capital and Steiner-Davion troops.

As a result, the Commonality evolved a mass of fortifications and staging grounds. Static defenses were prepared, and home guard and militia regiments entrenched—only to instead be unleashed against their would-be attackers during Operation Guerrero.

Though these defenders prided themselves on their vigilance, the advances of *Xin Sheng* and the creation of the Liao Commonality has done much to demilitarize the region. Many fortifications were temporarily abandoned, and home guard forces were moved off to assist in the defense of the Liao and St. Ives Commonalities instead. Steps were taken, however, to ensure that the shut down fortifications can be reactivated in record time (a fact that aided the Commonality in resisting Blakist raids), so attacks in this Commonality may find more resistance than originally expected should any operation last more than a couple days.

INDUSTRIAL SYSTEMS

ARES

Star Type (Recharge Time): M1IV (202 hours)

Position in System: 8

Time to Jump Point: 2.96 days

Number of Satellites: 1 (Aphrodite)

Surface Gravity: 0.98

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 42°C (Temperate)

Surface Water: 36 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Reptile

Population: 4,520,000,000

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

Defending Forces: The Green Machine, elements of the Third Confederation Reserve Cavalry

Landmasses (Capital City): Harmonia (New Olympia), Anteros

Importance: Industrial, Logistical

Important both symbolically and strategically to the Confederation, Ares has always maintained prominent front-line defenses that proved themselves several times over the centuries.

BERGAN INDUSTRIES

Main Products: *Locust* and *Stinger* BattleMechs

Location: Ausapolis (Anteros)

Local Terrain: Light Urban

Local Climate: Mild

BERGAN INDUSTRIES

EARTHWERKS LIMITED

Main Products: *Danais*, *Kuan Ti*, *Overlord*, and *Union*-class Dropships

Location: Ausapolis (Anteros)

Local Terrain: Light Urban

Local Climate: Mild

QUIKSCCELL COMPANY

Main Products: AC Carrier, Arrow IV Carrier, Bulldog Medium Tank, Heavy Tracked APC, LRM Carrier, Manticore Tank, SRM Carrier, Scorpion Light Tank, Tracked APC

Location: Ausapolis (Anteros)

Local Terrain: Light Urban

Local Climate: Mild



DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Anteros

Local Terrain: Hills

Local Climate: Windy

BITHINIA

Star Type (Recharge Time): F7V (178 hours)

Position in System: 2

Time to Jump Point: 12.89 days

Number of Satellites: Paludina, Valvata, Littorina

Surface Gravity: .9

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30° C (Warm-Temperate)

Surface Water: 55 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Reptile

Population: 3,710,700,000

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

Defending Forces: Elements of Laurel's Legion

Landmasses (Capital City): Chalcedon, Cius, Nicomdeia (Bithinia)

Importance: Industrial, Logistical



BITHINIAN BALLISTICS

Main Products: BattleMech and Vehicle Autocannons, Artillery.

Location: Hera (Cius)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

Local Climate: Mild

Located right next to a complex refinery, defense of the factory has been forced to expand around the refinery facilities, which increases the manpower needed for security, and often involves whatever front-line garrison is stationed on-planet at the time.

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Cius

Local Terrain: Badlands

Local Climate: Stormy

CAPELLA

Star Type (Recharge Time): G8III/F6III (189 hours)

Position in System: 7

Time to Jump Point: 6.19 days

Number of Satellites: 1 (Nikos)

Surface Gravity: 1.02

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 38° C (Very Hot)

Surface Water: 60 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Plant

Population: 6,382,000,000

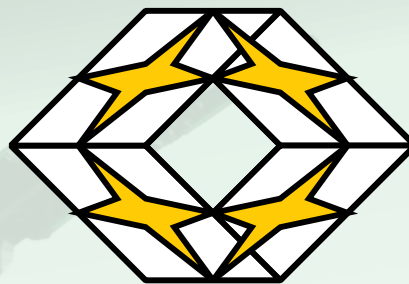
Socio-Industrial Levels: A-A-B-A-D

Defending Forces: Holdfast Guard

Landmasses (Capital City): Llagarres (Memorial City), Pociello

Importance: Command, Industrial, Logistical

Capella suffered several raids that did nothing but wear down the Holdfast Guards and inflict significant casualties to the populace. Luckily for the industry here, none made it to the various production facilities.



RASHPUR-OWENS INC.

Main Products: *Achilles, Avenger, Excalibur, Lung Wang* and *Triumph DropShips; Invader, Merchant, and Monolith JumpShips*

Location: L1 Point

Local Terrain: Orbital

Local Climate: Not Applicable

It is expected that Rashpur-Owens will soon abandon rebuilding the warship interplanetary drive facility that was moved to the now-destroyed Necromo site, as they now lack the Blakist expertise that assisted in the construction—and disassembly—of the initial facility.

CAPELLA WAR COLLEGE

Main Programs: MechWarrior, Aerospace, DropShip, JumpShip, Vehicles, Armored and Unarmored Infantry

Location: Herald (Pociello)

Local Terrain: Light Urban

Local Climate: Mild



DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Pociello

Local Terrain: Woodlands

Local Climate: Mild

Stationed only a hundred kilometers away from the Capella War College, the Capella Duchy RTC constantly cross-trains with the MechWarriors and aerospace fighters, honing their combined arms training that often leads to the creation of many of the augmented lances the Confederation has been increasingly using.

CERES METALS INDUSTRIES

Main Products: *Firestarter OmniMech, Maruader, Ostroc, Snake, Thunder, Ti'Tsang, and Vindicator BattleMechs; Defiance and Transit aerospace fighters; Katya Conventional Fighter; Fa Shih, Inner Sphere Standard, and Yin Long battle armor*

Location: Ceres City (Llagarres)/L1 Point

Local Terrain: Heavy Urban (Heavy Industrial Zone)/Orbital

Local Climate: Mild/Not Applicable

The largest BattleMech production facility inside Capellan space, the main branch of Ceres Metals takes defense of their facility very seriously; only fanatical corporate security teams are used to protect the massive complex. At its peak, corporate security outnumbered both front-line and Home Guard Garrison. In addition to its products, many high-tech components are produced for shipment to other facilities.



STRATEGIC SYSTEMS

EXEDOR

Star Type (Recharge Time): F2V (172 hours)
Position in System: 4
Time to Jump Point: 18.75 days
Number of Satellites: None
Surface Gravity: 1.15
Atmospheric Pressure: Thick (Tainted/Caustic)
Equatorial Temperature: 30° C (Warm-Tropical)
Surface Water: 53 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammals
Population: 224,200
Socio-Industrial Levels: B-C-C-C-D
Defending Forces: None
Landmasses (Capital City): Tardess (Sanctuary)
Importance: Logistical

Exedor's population swelled during the Fourth Succession War and the more recent Jihad, with many refugees hoping the lack of real military industry would keep the violence away. With almost all of the local population underground and little real industry, overcrowding and unrest climbed rapidly until the government authorized a massive tunnel expansion program set to run till 3100, putting people to work and creating more space for the increased population.

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Tardess
Local Terrain: Badlands
Local Climate: Rainy

One of the three facilities with permanent structures above ground, the Exedor RTC uses the tainted atmosphere to train soldiers in XCT Operations, regularly trading slots with more conventional Duchy RTCs for its other systems.

GEI-FU

Star Type (Recharge Time): F5II (176 hours)
Position in System: 3
Time to Jump Point: 14.94 days
Number of Satellites: 1 (Yè xīng)
Surface Gravity: 0.95
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 43° C (Tropical)
Surface Water: 72 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammals
Population: 2,068,200,000
Socio-Industrial Levels: B-C-C-C-C
Defending Forces: None
Landmasses (Capital City): Ziyóu (Yushui), Tiāntáng
Importance: Logistical

Gei-Fu continually boasts the highest percentage of enrollment in Capellan space, something recognized as vital now with the lack of manpower for the Confederation military. The Duchy RTC is currently overflowing with applicants, so a number are shipped off to other training centers in smaller Duchies to keep the flow steady.

DUCHY RTC

Main Programs: BattleMech, Aerospace Fighter, Vehicle, Unarmored Infantry
Location: Yìdiànyuán (Tiāntáng)
Local Terrain: Flatlands
Local Climate: Rainy

Many instructors involved with Gei-Fu's RTC are petitioning the Strategios to allow the rebuilding of the Third Capellan Defense Force, but no progress is anticipated in being made until the rest of the CCAF has finished rebuilding from the casualties suffered during the Jihad.

INGERSOLL

Star Type (Recharge Time): G2V (183 hours)
Position in System: 5
Time to Jump Point: 9.12 days
Number of Satellites: 2 (Talley and Rand)
Surface Gravity: 1.01
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 35°C (Tropical)
Surface Water: 52 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Amphibian
Population: 4,520,000,000
Socio-Industrial Levels: B-C-A-A-C
Defending Forces: None
Landmasses (Capital City): Aleshia, Danika, Hurtong (Komododo), Sufhe, Tang, Zhen
Importance: Logistical

Ingersoll's major landmasses are actually broken up into groupings of large paradise islands the size of small continents, and as a result, most travel between the planet's major cities is done via seagoing vessels, commercial aircraft, or sub-orbital DropShip flight.

DUCHY RTC

Main Programs: Aerospace Fighter, Vehicle, Unarmored Infantry
Location: Danika
Local Terrain: Coastal
Local Climate: Windy

KASHILLA

Star Type (Recharge Time): M1V (202 hours)
Position in System: 4
Time to Jump Point: 2.96 days
Number of Satellites: 1 (Libby)
Surface Gravity: 1.0
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 36° C (Tropical)
Surface Water: 20 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Reptile
Population: 1,813,500,000
Socio-Industrial Levels: C-C-C-C-C
Defending Forces: None
Landmasses (Capital City): Kashilla (Leah)
Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Kashilla
Local Terrain: Mountains
Local Climate: Stormy

OVERTON

Star Type (Recharge Time): G4V (185 hours)
Position in System: 3
Time to Jump Point: 7.96 days
Number of Satellites: 1 (Heysham)
Surface Gravity: 1.00
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Temperate-Tropical)
Surface Water: 78 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Amphibian
Population: 1,320,000,000
Socio-Industrial Levels: C-C-C-C-C
Defending Forces: None
Landmasses (Capital City): Yarmouth (Glasson)
Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Yarmouth
Local Terrain: Mountains
Local Climate: Snowy

LIAO COMMONALITY

The recently reconstituted Liao Commonality, lying closest to Terra, bore the brunt of the Blakist Jihad. These systems, having been scarred already by the fighting of the Fourth Succession War and later during Operation Guerrero, were savaged anew with the formation of the Blakist Protectorate that annexed or conquered approximately a dozen systems early in the war. Vengeful Capellan forces reclaimed many of these systems later on—sometimes after battling our own coalition troops when they landed in the same systems. It is here where much of the Confederation's rebuilding efforts are most apparent.

Our analysts agree that military operations from this Commonality will focus on the former Protectorate, with goals to not only protect the recently captured Nanking facilities, but for a lightning strike aimed at retaking Tikonov from us, a far greater prize than any of Sun-Tzu's other recent acquisitions.

INDUSTRIAL SYSTEMS

COREY

Star Type (Recharge Time): M1V (202 hours)
Position in System: 3
Time to Jump Point: 2.96 days
Number of Satellites: 1 (Celt)
Surface Gravity: 1.0
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 36° C (Tropical)
Surface Water: 86 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Avian
Population: 2,110,000,000
Socio-Industrial Levels: B-B-B-B-C
Defending Forces: None
Landmasses (Capital City): Vallhala (Valasha)
Importance: Industrial

HOLLIS INCORPORATED

Main Products: *Catapult*, *Huron Warrior*, *Xanthos* BattleMechs, BattleMech refit and repair facilities
Location: Valasha, (Vallhala)
Local Terrain: Light Urban (Heavy Industrial Zone)
Local Climate: Mild

NANKING

Star Type (Recharge Time): G1V (182 hours)
Position in System: 4
Time to Jump Point: 9.75 days
Number of Satellites: 4 (Chang-o, How-Chu, Kun-Lun, Yi)
Surface Gravity: 1.06
Atmospheric Pressure: Standard (Breathable)
Surface Water: 70 percent
Equatorial Temperature: 36° C (Tropical)
Highest Native Life: Plants
Recharging Station: Zenith and Nadir
HPG Class Type: A
Population: 5,972,080,000
Socio-Industrial Levels: A-A-A-B-A
Defending Forces: Elements of Second McCarron's Armored Cavalry
Landmasses (Capital City): Jianye, Shanlu, Yangtze (Yang-Ku)
Importance: Industrial

KALLON INDUSTRIES

Main Products: *Shadow Hawk* and *Wolverine* BattleMechs; Ontos and Partisan Tanks
Location: Yang-Ku (Yangtze)
Local Terrain: Heavy Urban (Heavy Industrial Zone)
Local Climate: Mild



SARNA

Star Type (Recharge Time): F8IV (179 hours)
Position in System: 3
Time to Jump Point: 12.01 days
Number of Satellites: 1 (Grace)
Surface Gravity: 1.03
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 41°C (Very Hot)
Surface Water: 70 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Reptile
Population: 3,034,000,000
Socio-Industrial Levels: A-A-D-C-D
Defending Forces: Sarna Marital Academy Cadre
Landmasses (Capital City): Borah, Canoshal, Jacarlos (Sarna), Oahu, Yanti
Importance: Command, Industrial, Logistical

ASUNCION INDUSTRIES

Main Products: *Wolverine* primitive BattleMech.
Location: Gerriado (Borah)
Local Terrain: Light Urban
Local Climate: Rainy

Set up in 3074 to assist in the keeping the Confederation's military equipped with any sort of military hardware, now that the Jihad is ending and focus is back on quality equipment, Asuncion is evaluating the profitability of this line in the near future.



TENGO AEROSPACE

Main Products: Yangtze Air Transport; *Cheetah*, *Lightning* and *Thrush* Aerospace Fighter; *Mammoth*, *Mule* and *Seeker* DropShips
Location: Backtal (Canoshal)
Local Terrain: Flatlands
Local Climate: Windy

Untouched during the Jihad, Tengo has been running around the clock producing fighters and DropShips for the CCAF. Unsubstantiated rumors have Tengo attempting to produce a *Mule* Q-ship in possible clandestine operations against future targets, most likely coalition forces.

SARNA MARTIAL ACADEMY

Main Programs: BattleMech, Armor, Unarmored Infantry, Aerospace, Officer
Location: Sarna (Jacarlos)
Local Terrain: Flatlands/Light Urban
Local Climate: Mild



DUCHY RTC

Main Programs: BattleMech, Aerospace, Armor, Unarmored Infantry
Location: Svoboda (Jacarlos)
Local Terrain: Mountains
Local Climate: Windy

The Duchy RTC enrollment has leveled off since 3067, with more cadets now willing to stay on and become part of the front line CCAF.

STYK

Star Type (Recharge Time): K2IV (193 hours)
Position in System: 2
Time to Jump Point: 4.88 days
Number of Satellites: 2 (Dianthus, Pantheons)
Surface Gravity: 1.10
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Tropical)
Surface Water: 78 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Reptile
Population: 934,000,000
Socio-Industrial Levels: B-B-B-B-C
Defending Forces: Ambemarle's Highlanders
Landmasses (Capital City): Burtnik (Lorelei), Curulewski, Deyoung, Gowan, Panozzo North, Panozzo South, Shaw, Sucherman, Young
Importance: Industrial, Logistical

TAO MECHWORKS

Main Products: *Crusader*, *Victor* Class BattleMech
Location: Lorelei (Burtnik)
Local Terrain: Light Urban
Local Climate: Rainy

Having just recently come back online, Tao MechWorks is still struggling to get back to full capacity after Capellan, Blakist, and even other corporate forces inflicted damage to the facilities during the Jihad.

STRATEGIC SYSTEMS

HIGHSPIRE

Star Type (Recharge Time): F9V (180 hours)
Position in System: 2
Time to Jump Point: 11.19 days
Number of Satellites: 1 (Peak)
Surface Gravity: 0.99
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 38°C (Tropical)
Surface Water: 78 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Plant
Population: 1,234,000,000
Socio-Industrial Levels: B-C-C-D-C
Defending Forces: None
Landmasses (Capital City): Chu-Li (Crescent)
Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Chu-Li
Local Terrain: Mountains
Local Climate: Rainy

A large increase in Maskirovka personnel on and around the RTC campus signals that the Confederation is intent on keeping an eye on any potential Thuggee resurgence. Although Highspire's duchess, Kali Liao, was exonerated for her "selfless service to the state" during the Jihad, it is doubtful that Chancellor Sun-Tzu Liao relishes the idea of a repeat performance.

LIAO

Star Type (Recharge Time): K5V (196 hours)
Position in System: 3
Time to Jump Point: 4.85 days
Number of Satellites: 1 (Elias' Promise)
Surface Gravity: 1.05
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Temperate)
Surface Water: 55 percent
Recharging Station: Nadir
HPG Class Type: A
Highest Native Life: Reptile
Population: 3,800,000,000
Socio-Industrial Levels: B-C-C-D-A
Defending Forces: Dynasty Guards, First St. Ives Lancers
Landmasses (Capital City): Anderia, Beilù (Chang-an), Nánlù
Importance: Command, Logistical

LIAO CONSERVATORY
OF MILITARY ARTS

Main Programs: BattleMech, Aerospace,
 Vehicle, Armored and Unarmored Infantry
Location: Chang-an (Beilù)
Local Terrain: Woodlands
Local Climate: Mild

DUCHY RTC

Main Programs: Vehicle,
 Unarmored Infantry
Location: Nánlù
Local Terrain: Woodlands
Local Climate: Rainy



OLD KENTUCKY

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

Position in System: 4

Time to Jump Point: 8.53 days

Number of Satellites: 2 (Foster, Rowan)

Surface Gravity: 1.1

Atmospheric Pressure: High (Breathable)

Equatorial Temperature: 45° C (Very Hot)

Surface Water: 56 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Mammal

Population: 923,000,000

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

Defending Forces: None

Landmasses (Capital City): Argos, Dargo (Lexington), Nugget

Importance: Logistical

REMSHIELD

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

Position in System: 2

Time to Jump Point: 11.19 days

Number of Satellites: None

Surface Gravity: 0.99

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 38°C (Temperate)

Surface Water: 40 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Reptile

Population: 833,000,000

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

Defending Forces: Elements of the Fifth Confederation Reserve Cavalry

Landmasses (Capital City): Betty, Julia (Mineral City)), Tonya

Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Nugget

Local Terrain: Woodlands (Jungle)

Local Climate: Mild

Old Kentucky RTC is the Confederation's premier jungle warfare training facility. The Duchy will often trade platoon-sized slots with other districts to let their own infantry regiments gain a wider variety of tactical options while strengthening the defense of the Confederation in other locals.

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Betty

Local Terrain: Badlands

Local Climate: Stormy

WEI

Star Type (Recharge Time): G3IV (184 hours)
Position in System: 3
Time to Jump Point: 8.53 days
Number of Satellites: 2 (Arils and Arlis)
Surface Gravity: 1.0
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 45°C (Very Hot)
Surface Water: 76 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Reptiles
Population: 1,630,000,000
Socio-Industrial Levels: C-D-C-F-B
Defending Forces: None
Landmasses (Capital City): Province (Vandannis City)
Importance: Logistical

YUNNAH

Star Type (Recharge Time): K3III (194 hours)
Position in System: 6
Time to Jump Point: 4.62 days
Number of Satellites: None
Surface Gravity: 1.0
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 43°C (Very Hot)
Surface Water: 76 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 1,100,000
Socio-Industrial Levels: C-D-C-C-C
Defending Forces: Elements of the Sixth Confederation
Reserve Cavalry
Landmasses (Capital City): Burma (Yunnah Prime)
Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Province
Local Terrain: Mountains
Local Climate: Rainy

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Burma
Local Terrain: Flatlands
Local Climate: Windy

The Duchy has taken full advantage of Yunnah's sparse population, using the large swath of untouched lands nearby to train in large-scale combat maneuvers.

SIAN COMMONALITY

The heart of the Capellan Confederation, the Sian Commonality is also historically the most vulnerable administrative district in the Inner Sphere (up until the Clan Invasion, which put the heart of the Draconis Combine just one jump away from two Clans). Because of its proximity to outside powers, the Sian Commonality is always heavily defended, with its home guard forces rarely leaving the region (the most exception being the war to reclaim St. Ives).

Despite constant raids and damage, the industry in this Commonality is among the strongest in the Confederation. Many companies actively prepare for war, stockpiling supplies and spare parts to rebuild infrastructure when the dust settles. The biggest casualty the Jihad inflicted to this region was Buenos Aires, which remains quarantined at this time (though, curiously, no plans have been put in motion to move its RTC to a different location just yet).

INDUSTRIAL SYSTEMS

BETELGEUSE

Star Type (Recharge Time): M2I (203 hours)

Position in System: 2

Time to Jump Point: 2.86 days

Number of Satellites: None

Surface Gravity: .95

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35° C (Tropical)

Surface Water: 43 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Amphibian

Population: 4,225,000,000

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

Defending Forces: House Kamata

Landmasses (Capital City): Bulwark (Bidan), Ecchi

Importance: Industrial, Logistical



ALDIS INDUSTRIES

Main Products: Behemoth Heavy Tank, Demolisher Heavy Tank, Regulator Hovertank, Schrek PPC carrier, Zhukov Heavy Tank

Location: Kingston (Bulwark)

Local Terrain: Heavy Urban

Local Climate: Mild

FIRMIR WEAPONRY

Main Products: BattleMech and Vehicle Lasers

Location: Kingston (Bulwark)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

Local Climate: Mild



HELLESPONT INDUSTRIALS

Main Products: *UrbanMech* BattleMech, *Icarus* and *Wasp* Primitive BattleMechs

Location: Kingston (Bulwark)

Local Terrain: Heavy Urban

Local Climate: Mild

With the Blakists more than willing to target the production facilities themselves, Hellepont chose to diversify their locations and reactivate their production center on Betelgeuse. Limited to *Urbanmechs* and retrotech designs, the winding down of the Jihad is having production of the primitive designs about to be shut down.

DUCHY RTC

Main Programs: Aerospace Fighter, Vehicle, Unarmored Infantry

Location: Ecchi

Local Terrain: Hills

Local Climate: Rainy

GRAND BASE

Star Type (Recharge Time): G5IV (186 hours)
Position in System: 4
Time to Jump Point: 7.47 days
Number of Satellites: 2 (Hightower and Capetown)
Surface Gravity: 1.10
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 36°C (Tropical)
Surface Water: 34 percent
Recharging Station: Zenith, Nadir
HPG Class Type: B
Highest Native Life: Reptile
Population: 4,620,000,000
Socio-Industrial Levels: A-A-C-A-C
Defending Forces: None
Landmasses (Capital City): Behemoth (Hudson)
Importance: Industrial

EARTHWERKS LTD.

Main Products: *Archer*, *Cataphract*, *Griffin*, *Shadow Hawk*, and *Stinger* BattleMechs; Sherpa Armored Truck. BattleMech repair and refit facilities

Location: Behemoth

Local Terrain: Hills

Local Climate: Windy

Tucked away from populated areas, the Earthwerks complex often has double the normal security or military forces present, due to elements of various forces arriving on-site for rest and refit between military operations.



MENKE

Star Type (Recharge Time): K7V (198 hours)
Position in System: 2
Time to Jump Point: 3.70 days
Number of Satellites: 1 (Darbonne)
Surface Gravity: 1.13
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 42°C (Very Hot)
Surface Water: 74 percent
Recharging Station: Zenith
HPG Class Type: A
Highest Native Life: Plant
Population: 5,613,000,000
Socio-Industrial Levels: A-B-C-C-C
Defending Forces: Third McCarron's Armored Cavalry
Landmasses (Capital City): Menke Prime (Archibald), Menke Beta, Menke Omega.

Importance: Command, Industrial, Logistical

As the home base of McCarron's Armored Cavalry, Menke not only boasts tight security, extensive facilities and a militaristic culture, but also has the ability to coordinate Interstellar campaigns should other nearby command systems fall to enemy aggression.

CERES METALS

Main Products: Po, Heavy Tanks

Location: Archibald

Local Terrain: Heavy Urban

Local Climate: Rainy

Though the Ceres Metals facilities still manufactures the original Po tank, its production has been cutting back in favor of the more advanced Po II model.

MENKE ARMOR AND ARMAMENTS

Main Products: Arrow IV Artillery systems, BattleMech Armor, Missile, and Targeting systems

Location: Archibald

Local Terrain: Woodlands/Light Urban

Local Climate: Rainy

Menke A&A dedicates as much of their production to the McCarron's Armored Cavalry as requested. With the heavy fighting in recent years, that has reached almost ninety percent.

STARCORPS INDUSTRIES

Main Products: *Emperor* and *Warhammer* BattlMechs

Location: Archibald/L2 point

Local Terrain: Light Urban/Orbital

Local Climate: Rainy/Not Applicable

DUCHY RTC

Main Programs: Vehicle, Armored and Unarmored Infantry

Location: Menke Omega

Local Terrain: Woodlands

Local Climate: Stormy

Not just producing trained warriors for the home guards and outside duchies, Menke's RTC also assists in training armored infantry exclusively for the Armored Cavalry units.

SIAN

Star Type (Recharge Time): G0III (181 hours)

Position in System: 2

Time to Jump Point: 10.43 days

Number of Satellites: 3 (Fu Hsi, Nüwa, Shennong)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Temperate-Tropical)

Surface Water: 70 percent

Highest Native Life: Plant

Recharging Station: Zenith and Nadir

HPG Class Type: A

Population (3076): 7,243,000,000

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

Defending Forces: First Capellan Defense Force, Fifth McCarron's Armored Cavalry

Landmasses (Capital City): Imarra, Liaoning, South Home, Wuhan (Zi-jin Cheng)

Importance: Command, Industrial, Logistical

Other than a few ruins left deliberately as a memorial to those lost in the Blakist attacks, the rest of the Confederation capital is completely rebuilt. Plans seem to be underway to prevent any new surprise attacks like the bombardment of Forbidden City or the smuggling of troops during the second assault of Sian in 3074. While details are sketchy, we believe this may include placement of advanced remote sensors all over the planet and a rudimentary SDS system based off of sub-capital weapons.



CERES METALS

Main Products: *Thunder* BattleMech

Location: Imarra

Local Terrain: Woodland/Wetlands

Local Climate: Rainy

HELLESPONT INDUSTRIES

Main Products: Heavy Wheeled and Tracked APCs, Hover APC, Maxim Hover Transport, Pegasus Scout Hover Tank, Scorpion Light Tank, and Vedette Medium Tank; Fa Shih and standard battle armor

Location: Sylbari (Imarra)

Local Terrain: Coastal/Heavy Urban

Local Climate: Rainy

HELLESPONT 'MECH WORKS

Main Products: *Assassin*, *Men Shen*, *Pillager*, *Raven*, *Sha Yu*, *Stinger*, and *Wasp* BattleMechs.

Location: Sylbari (Imarra)/L2 point

Local Terrain: Coastal/Heavy Urban/Orbital

Local Climate: Rainy/Not Applicable

During the First attack on Sian in 3070, portions of the Word of Blake battled the corporate aerospace defense force, succeeding in damaging the production facilities for several years.



Saroyan

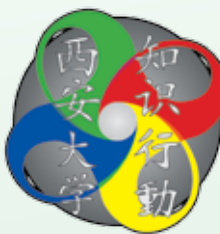


SAROYAN SPECIAL PRODUCTION

Main Products: Heavy Strike Fighter, Transgressor Aerospace Fighter
Location: Imarra
Local Terrain: Badlands
Local Climate: Windy

SIAN CENTER FOR MARTIAL DISCIPLINES

Main Programs: BattleMech, Aerospace, DropShip, JumpShip, Vehicles, Armored and Unarmored Infantry
Location: Wuhan
Local Terrain: Light Urban
Local Climate: Mild



SIAN UNIVERSITY

Main Programs: Officer
Location: Liaoning
Local Terrain: Coastal/Wetlands
Local Climate: Rainy

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Guangxi (Wuhan)
Local Terrain: Coastal/Wetlands
Local Climate: Windy

STRATEGIC SYSTEMS

ALTORRA

Star Type (Recharge Time): G3V (184 hours)
Position in System: 4
Time to Jump Point: 8.53 days
Number of Satellites: 1 (Delilah)
Surface Gravity: 0.83
Atmospheric Pressure: Thin (Breathable)
Equatorial Temperature: 39°C (Tropical)
Surface Water: 76 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammals
Population: 1,011,000,000
Socio-Industrial Levels: C-C-C-D-C
Defending Forces: Renshield's Dragoons
Landmasses (Capital City): Costello (Tara)
Importance: Logistical

DUCHY RTC

Main Programs: Aerospace, Vehicle, Unarmored Infantry
Location: Costello
Local Terrain: Woodlands
Local Climate: Windy

HARLOC

Star Type (Recharge Time): F0V (171 hours)
Position in System: 5
Time to Jump Point: 21.94 days
Number of Satellites: None
Surface Gravity: 0.96
Atmospheric Pressure: Thin (Breathable)
Equatorial Temperature: 30° C (Tropical)
Surface Water: 65 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 731,200,000
Socio-Industrial Levels: C-C-C-C-D
Defending Forces: None
Landmasses (Capital City): Dupree (Harloc Prime)
Importance: Logistical

The prevalence of many deadly predators on Harloc's sole continent has led the inhabitants to develop a very martial society, making this a prime location for a RTC.

DUCHY RTC

Main Programs: BattleMech, Vehicle, Unarmored Infantry

Location: Dupree

Local Terrain: Badlands

Local Climate: Snowy

The Harloc RTC is credited with producing the Harloc Raiders regiment, and takes much pride in that fact. Top-rated cadets often attempt to use their grades and connections to wrangle an assignment to that once-native command.

HOLLOWAY

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

Position in System: 5

Time to Jump Point: 9.12 days

Number of Satellites: 2 (Jolly and Martin)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35°C (Tropical)

Surface Water: 59 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Amphibian

Population: 1,330,600,000

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

Defending Forces: Elements of the Second Capellan Defense Force

Landmasses (Capital City): Bethesda, Flushing (Belmont), Morristown

Importance: Logistical

HOUSEKARLE

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

Position in System: 3

Time to Jump Point: 7.01 days

Number of Satellites: 1 (Royal)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 38°C (Tropical)

Surface Water: 64 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Mammal

Population: 1,980,000,000

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

Defending Forces: None

Landmasses (Capital City): Hastings (Godwinson), Stanford

Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Standford

Local Terrain: Flatlands

Local Climate: Windy

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Morristown

Local Terrain: Wetlands

Local Climate: Stormy

KRIN

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

Position in System: 4

Time to Jump Point: 4.85 days

Number of Satellites: None

Surface Gravity: 1.07

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 28°C (Temperate-Tropical)

Surface Water: 52 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Amphibian

Population: 2,272,000,000

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

Defending Forces: None

Landmasses (Capital City): Auburn (Pole), Fairfax

Importance: Logistical

SHIBA

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

Position in System: 5

Time to Jump Point: 3.31 days

Number of Satellites: 1 (Amity)

Surface Gravity: 1.09

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35°C (Tropical)

Surface Water: 52 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Reptile

Population: 2,000,600,000

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

Defending Forces: Syn's Hussars

Landmasses (Capital City): Abbey (Montauk), Abbot

Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Fairfax

Local Terrain: Mountains

Local Climate: Snowy

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Abbot

Local Terrain: Flatlands

Local Climate: Windy

ST. IVES COMMONALITY

The fires of the Jihad came first to St. Ives Commonality in the form of Duke Hasek's SOVEREIGN JUSTICE, and later in the Word of Blake's repeated raids and assaults on its key worlds. The twin wars damaged the Commonality, with St. Ives itself suffering from several full-scale assaults.

It is easy to see why the St Ives Commonality would be such a contested area. Its high concentration of highly developed worlds and heavy military industry offers a tremendous boon to any realm that claims them—provided the fighting hasn't destroyed these vital assets in the bargain. This Commonality's Duchy Regional Training Centers are also among the most advanced in the Confederation, with all four churning out MechWarriors for their home guard forces as well as conventional soldiers.

INDUSTRIAL SYSTEMS

INDICASS

Star Type (Recharge Time): A7V (168 hours)

Position in System: 1

Time to Jump Point: 27.98 days

Number of Moons: None

Surface Gravity: 1.0

Atmospheric Pressure: High (Breathable)

Equatorial Temperature: 56° C (Arid/Very Hot)

Surface Water: 22 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Microbes

Population: 28,520,000

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

Defending Forces: None

Landmasses (Capital City): Indicass (Xin Singapore)

Importance: Industrial, Logistical

Only two things keep Indicass populated: its vast reserves of raw materials surrounding the sole body of water that companies use to produce war goods, and a military training facility to protect the system.

CERES METALS

Main Products: Galleon Tank, Heavy Hover APC, Hetzer Wheeled Assault Gun, Swift Wind Scout Car, Wheeled APC

Location: Xin Singapore (Indicass)

Local Terrain: Heavy Urban

Local Climate: Mild

The first to settle Indicass, Ceres Metals have invested a lot into ensuring its people are comfortable on the otherwise desert planet, going so far as creating a lush forest around the capital, known as the "Black Forest"

DUCHY RTC

Main Programs: BattleMech, Vehicle, Unarmored Infantry

Location: Indicass

Local Terrain: Badlands

Local Climate: Windy

The Indicass RTC maintains a sizable presence in the planet's outlands, where its cadets train for action in inhospitable environments.

ST. IVES

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

Position in System: 3

Time to Jump Point: 6.19 days

Number of Satellites: 1 (Cochrane)

Surface Gravity: 1.01

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 34°C (Tropical)

Surface Water: 67 percent

Highest Native Life: Plant

Recharging Station: Zenith and Nadir

HPG Class Type: A

Population: 5,258,000,000

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

Defending Forces: Second St. Ives Lancers, St. Ives Academy of Martial Sciences Training Group.

Landmasses (Capital City): Liaoning (Tian-tan), 'Zona

Importance: Command, Industrial, Logistical

With much of its industry built in underground caverns, only small portions of the command centers and factory complexes on St. Ives were exposed to the Word of Blake onslaught. This helped spare much of the production lines, though the determined Blakist invaders still left their mark.

CERES METALS

Main Products: Blackjack, Phoenix Hawk ; Po II Heavy Tank

Location: 'Zona

Local Terrain: Mountains

Local Climate: Windy

HILCO INTERPLANETARY

Main Products: *Victor*, and *Pillager* BattleMechs
Location: Tain-tan (Liaoning)
Local Terrain: Heavy Urban (Heavy Industrial Zone)
Local Climate: Mild

MUJKA AEROSPACE TECHNOLOGIES

Main Products: *Thrush* Aerospace Fighter; *Guardian*, 'Mechbuster, and *Crane* Conventional Fighters; *Boomerang* Spotter Plane, *Bullet* Suicide Drone.
Location: 'Zona
Local Terrain: Flatlands
Local Climate: Windy

TENGO AEROSPACE

Main Products: *Cheetah*, *Lightning* Aerospace fighters.
Location: Tain-tan (Liaoning)
Local Terrain: Light Urban
Local Climate: Mild



STARCORPS

Main Products: *Avatar*, *Black Hawk-KU*, and *Sunder* OmniMechs, *Longbow* and *Emperor* BattleMechs
Location: Liaoning
Local Terrain: Mountains
Local Climate: Windy

ST. IVES ACADEMY OF MARTIAL SCIENCES

Main Programs: BattleMech, Aerospace, Armor, Armored and Unarmored Infantry, Officer
Location: Liaoning
Local Terrain: Woodlands
Local Climate: Mild



DUCHY RTC

Main Programs: BattleMech, Vehicle, Unarmored Infantry
Location: 'Zona
Local Terrain: Hills
Local Climate: Rainy

TEXLOS

Star Type (Recharge Time): K8V (199 hours)
Position in System: 6
Time to Jump Point: 3.47 days
Number of Satellites: 3 (Maxia, Alicia, and Rose)
Surface Gravity: 0.99
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Temperate-Tropical)
Surface Water: 45 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Amphibian
Population: 5,520,000,000
Socio-Industrial Levels: A-B-B-B-B
Defending Forces: None
Landmasses (Capital City): Livius (Valencia), Titus
Importance: Industrial



HILCO INTERPLANETARY

Main Products: *Lightning* Aerospace Fighters
Location: Titus
Local Terrain: Flatlands/Woodlands
Local Climate: Rainy

KAJUKA AEROSPACE DIVISION

Main Products: BattleMech and Aerospace grade lasers
Location: Valencia (Livius)
Local Terrain: Light Urban/Flatlands
Local Climate: Rainy

TEXLOS MILTRONICS

Main Products: Communications and targeting and tracking systems

Location: Valencia (Livius)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

Local Climate: Rainy



WARLOCK

Star Type (Recharge Time): F9IV (180 hours)

Position in System: 3

Time to Jump Point: 11.19 days

Number of Satellites: 1 (Blackguard)

Surface Gravity: 1.03

Atmospheric Pressure: Thin (Breathable)

Equatorial Temperature: 5°C (Arctic)

Surface Water: 12 percent

Recharging Station: Zenith and Nadir

HPG Class Type: B

Highest Native Life: Plant

Population: 5,451,800,000

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

Defending Forces: None

Landmasses (Capital City): Warlock (Solitude)

Importance: Industrial

CERES METALS

Main Products: *Blackjack* OmniMech, *Cossack*, *Helios*, *Ostroc* and *Marauder* BattleMechs; Minion Hovertank, Morningstar Command Vehicle

Location: Solitude (Warlock)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

Local Climate: Snowy

DUCHY RTC

Main Programs: BattleMech, Aerospace, Vehicle, Unarmored Infantry

Location: Warlock

Local Terrain: Mountains

Local Climate: Snowy

Tucked into the snowy mountains far from the capital city, Warlock's RTC is the Confederation's premier facility for cold-weather, high-altitude training. Graduates of these programs are well versed in combat conditions where thin air, snow, ice, and sub-freezing temperatures are the norm.

STRATEGIC SYSTEMS

DENBAR

Star Type (Recharge Time): M2IV (203 hours)

Position in System: 8

Time to Jump Point: 2.86 days

Number of Satellites: 1 (Kenilworth)

Surface Gravity: 0.98

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 32°C (Temperate-Tropical)

Surface Water: 67 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Plant

Population: 1,432,000,000

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

Defending Forces: None

Landmasses (Capital City): Bellhaven, Lothian (Barns)

Importance: Logistical

DUCHY RTC

Main Programs: BattleMech, Vehicle, Unarmored Infantry

Location: Pictish (Bellhaven)

Local Terrain: Light Urban

Local Climate: Mild

VICTORIA COMMONALITY

Only a few systems in the Victoria Commonality felt the Jihad directly. Indeed, the most devastating impact of the conflict could well have been the betrayal of the Olsen's Rangers mercenary command, whose sudden treachery and departure nearly destroyed the Shengli Arms facilities on Victoria itself in 3068. Though this region is the least developed out of all the Commonalities, the progress made in the past decade has been impressive; many industries now capitalize on the increased trade through this area and the neighboring Magistracy of Canopus.

Because it lacks much in the way of industry, the Victoria Commonality's borders are perhaps the least protected in the Confederation. This does not make them an easy target though; any potential campaign against this region is likely to face resistance from nearby Magistracy troops rushing in to assist their Capellan allies.

INDUSTRIAL SYSTEMS

VICTORIA

Star Type (Recharge Time): K7IV (198 hours)

Position in System: 2

Time to Jump Point: 3.70 days

Number of Satellites: 4 (Jocelyn, Jennifer, Astrid, Lissete)

Surface Gravity: 1.00

Atmospheric Pressure: Thin (Breathable)

Equatorial Temperature: 2°C (Boreal)

Surface Water: 9 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Plants

Population: 2,112,000,000

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

Defending Forces: Prefecture Guard, Lethal Injection

Landmasses (Capital City): Victoria (Barns)

Importance: Command, Industrial, Logistical

Given the planet's cold and often-violent weather patterns, most of Victoria's population lives underground in vast domes and caverns.

EARTHWERKS LIMITED

Main Products: *Flea* BattleMech

Location: Victoria

Local Terrain: Mountains

Local Climate: Snowy

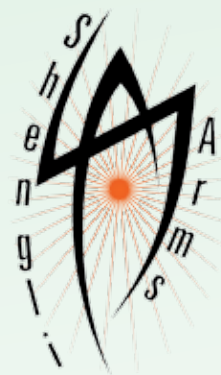
SHENGLI ARMS

Main Products: *Duan Gung*, *Jinggau*, *Lao Hu* and BattleMechs

Location: Pictish (Victoria)

Local Terrain: Mountains

Local Climate: Snowy



TRELLIS ELECTRONICS

Main Products: Communications and targeting and tracking systems

Location: Trellis (Victoria)

Local Terrain: Light Urban

Local Climate: Snowy



VICTORIA ACADEMY OF ARMS AND TECHNOLOGY

Main Programs: BattleMech, Aerospace, Vehicle

Location: Trellis (Victoria)

Local Terrain: Light Urban

Local Climate: Snowy

Victoria is probably the only major military academy to have more technicians enrolled than those in combat disciplines.



DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Victoria

Local Terrain: Badlands

Local Climate: Stormy



STRATEGIC SYSTEMS

DECATUR

Star Type (Recharge Time): G5V (186 hours)
Position in System: 4
Time to Jump Point: 7.47 days
Number of Satellites: None
Surface Gravity: 0.95
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 36° C (Tropical)
Surface Water: 80 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Reptiles
Population: 1,420,000,000
Socio-Industrial Levels: C-C-C-C-B
Defending Forces: None
Landmasses (Capital City): Decatur (Macon)
Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Dectaur
Local Terrain: Flatlands
Local Climate: Mild

DROZAN

Star Type (Recharge Time): F2V (173 hours)
Position in System: 5
Time to Jump Point: 18.75 days
Number of Satellites: 0
Surface Gravity: 0.96
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 29°C (Temperate)
Surface Water: 71 percent
Recharging Station: Zenith and Nadir
HPG Class Type: A
Highest Native Life: Mammals
Population: 6,240,000,000
Socio-Industrial Levels: C- D-C-C-A
Defending Forces: None
Landmasses (Capital City): Broad, Walton (Rid)
Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Broad
Local Terrain: Coastal/Wetlands
Local Climate: Rainy

Drozan's RTC boasts excellent training programs for jump and motorized infantry; it also turns out cadets who excel in underwater operations thanks to a well-funded combat SCUBA program.

EGRESS

Star Type (Recharge Time): G3V (184 hours)
Position in System: 5
Time to Jump Point: 8.53 days
Number of Satellites: None
Surface Gravity: 1.0
Atmospheric Pressure: High (Breathable)
Equatorial Temperature: 35° C (Temperate-Tropical)
Surface Water: 41 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Avian
Population: 2,835,000,000
Socio-Industrial Levels: C-C-C-D-D
Defending Forces: None
Landmasses (Capital City): Bowie (Smith), Hilt
Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Bowie
Local Terrain: Woodlands
Local Climate: Rainy

ROLLIS

Star Type (Recharge Time): F3V (174 hours)
Position in System: 2
Time to Jump Point: 17.36 days
Number of Satellites: 1 (Rory)
Surface Gravity: 1.02
Atmospheric Pressure: Thin (Breathable)
Equatorial Temperature: 32°C (Temperate-Tropical)
Surface Water: 56 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Plant
Population: 92,000,000
Socio-Industrial Levels: D-D-D-F-C
Defending Forces: Elements of Kingston's Rangers
Landmasses (Capital City): Como (New Harmon), Spruce, Wright
Importance: Logistical

ROLLIS REPAIR CENTER

Main Function: DropShip repair and refit facilities
Location: L1 Point
Local Terrain: Orbital
Local Climate: Not Applicable

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Wright
Local Terrain: Woodlands
Local Climate: Windy

Rollis' sparse population has left its Regional Training Center free to use the planet's large swaths of undeveloped land to train in various large-scale combat exercises.

SAX

Star Type (Recharge Time): F5V (176 hours)
Position in System: 2
Time to Jump Point: 14.94 days
Number of Satellites: None
Surface Gravity: 0.90
Atmospheric Pressure: Thin (Breathable)
Equatorial Temperature: 32° C (Temperate-Tropical)
Surface Water: 85 percent
Recharging Station: Zenith and Nadir
HPG Class Type: B
Highest Native Life: Microbes
Population: 1,691,200,000
Socio-Industrial Levels: C-C-D-C-D
Defending Forces: None
Landmasses (Capital City): Sax (Alicante)
Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry
Location: Sax
Local Terrain: Badlands
Local Climate: Snowy

TURIN

Star Type (Recharge Time): G2V (183 hours)
Position in System: 5
Time to Jump Point: 9.12 days
Number of Satellites: 1 (Shroud)
Surface Gravity: 1.02
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 32°C (Arid-Temperate)
Surface Water: 23 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Reptile
Population: 3,996,000,000
Socio-Industrial Levels: C-D-C-D-A
Defending Forces: None
Landmasses (Capital City): Turin (Porter)
Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Turin

Local Terrain: Mountains

Local Climate: Windy

The Turin RTC specializes in jump infantry training, and is considered one of the Confederation's best.

ZANZIBAR

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

Position in System: 3

Time to Jump Point: 9.12 days

Number of Satellites: 1 (Pemba)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 38°C (Arid-Tropical)

Surface Water: 44 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Mammal

Population: 2,763,000,000

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

Defending Forces: Elements of Kingston's Rangers

Landmasses (Capital City): Khani, Stone (Wete)

Importance: Logistical

DUCHY RTC

Main Programs: Vehicle, Unarmored Infantry

Location: Khani

Local Terrain: Coastal

Local Climate: Rainy

DISPUTED SYSTEMS

In their push to reclaim the Confederation's lost systems, CCAF forces have come into contact with Coalition troops in a number of systems. In every instance, the Confederation warriors assumed a hostile stance, often coming to blows with ours, even in those cases where allied units had come to save the beleaguered CCAF. The Confederation's willingness to employ WMDs prompted our withdrawal from some worlds, but currently, two remain heavily contested, with our forces and theirs still engaged in a tense standoff.

HSIEN

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

Position in System: 1

Time to Jump Point: 10.43 days

Number of Moons: 1 (Lin)

Surface Gravity: 0.74

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 48° C (Very Hot)

Surface Water: 54 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Reptiles

Population: 3,580,000,000

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

Defending Forces: Fourth McCarron's Armored Cavalry,
Fourth Tau Ceti Rangers

Landmasses (Capital City): Chengu (Zhi-Chiang), Montong,
Dendeez

Importance: Command

The most recent fighting on Hsien was a three-way campaign between our Coalition, the Word of Blake's militia, and Capellan troops. Though a tentative cease-fire now exists since the Word's defeat, we have unconfirmed rumors of low level sparring between our forces and the Fourth MAC.

LIBERTY

Star Type (Recharge Time): K0V (191 hours)

Position in System: 5

Time to Jump Point: 5.48 days

Number of Satellites: None

Surface Gravity: .84

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 34° C (Warm-Temperate)

Surface Water: 87 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Reptile

Population: 85,000,000

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

Defending Forces: House Imarra

Landmasses (Capital City): Chone, Dendeez, Klieksa (Dronane)

Importance: Command

Positioned deep inside the former Protectorate, this system bears heavy scars on its numerous small islands. Should full combat break out between our Coalition and the Confederation, this system will be a key battle site, as the veteran Warrior House Imarra can use it as a jump-off point to numerous key positions we now hold deep within the liberated Protectorate.

SPECULATION: UPCOMING PROJECTS

Having suffered massive statewide infrastructure damage during the Jihad, the Confederation has tried to make the best of a bad situation. In addition to replacing damaged military production lines with more advanced equipment, some companies have also been reevaluating their production lines to determine possible substitutions for their lesser-selling designs.

Many companies are also taking advantage of the increased cooperation and trade between the Confederation and the Magistracy of Canopus. Companies that would otherwise be breaking even by selling only to the Confederation are now finding profit in supplying the Canopians with high technology, reaping the benefits of the nearly non-existent tariffs between realms. Others are importing resources at reduced fare from the Periphery state, lowering production costs for their products. There have even been rumors of a trade pact forming with the Duchy of Andurien.

The following are projects we believe the Confederation is to create new manufacturing capabilities or expand existing ones.

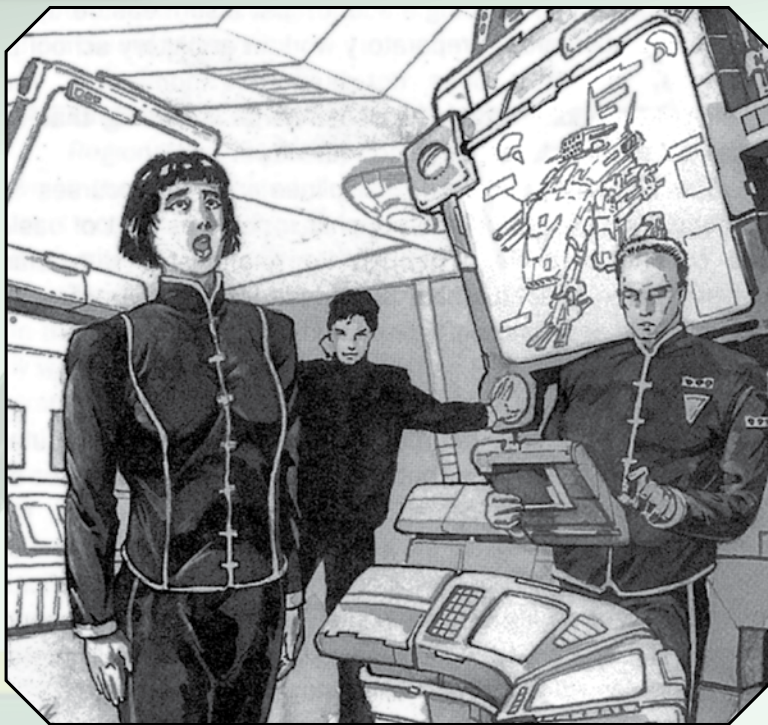
CERES METALS

By far the largest producer of military equipment within the Capellan Confederation, Ceres Metals unabashedly intends to remain House Liao's dominant contractor. The company has begun testing new components, vehicles, aerospace fighters, and BattleMechs at various testing sites across the Confederation. However, Ceres' older factory sites have already been expanded to their maximum potential, so any all-new production may fall to the newer facilities on Warlock and Menke.

With increased emphasis on conventional vehicles and battle armor to fill in for horrendous 'Mech losses throughout the Jihad, Ceres is also adding greater focus to its already impressive battle armor lines. Both Ying Longs and Fa Shih are being tested with prototype equipment, including Clan-level technologies (likely obtained through trade with the Diamond Sharks) as a prelude to the next generation in armored infantry hardware.

HELLESPONT INDUSTRIES

Hellespont has been testing a wide variety of new BattleMech prototypes in recent years. Our initial reports suggested most were simple variant designs, such as a modified *Raven* prototype, but recent months have spotted several other unidentified chasses as well. Electronic surveillance cannot penetrate the outer shell of these new units, suggesting the use of more stealth armor technology—if not to confound surveillance, than as an actual design spec.



STARCORPS

The massive military-industrial corporation has so far dodged many of our attempts to delve into their new projects, especially in the already hard-to-penetrate Confederation, but observations of what we theorize is a StarCorps prototype operating on Westerhand illustrates that their ability to construct the most cutting-edge technology has not been impeded. The so-called "Lich" *Warhammer* variant—once a custom model intended for the Westerhand 'Mech games—is reportedly heading to full-scale production, thanks to some technical refinements and an unexpected spike in popular demand.

SHENGLI ARMS

With rebuilding still ongoing, Shengli is currently having its R&D division working overtime, most likely in preparation of a new design, and a new lightweight design as been spotted being field tested in the past month. Though still in the early stages recent arrivals of procurement officers seem to indicate the new design is being fast tracked and could see full production within the next year or two.

TENGO AEROSPACE

Tengo's dominance of the Confederations light aerospace production has continued, with the increased need for swift interceptors to take on possible Blakist (or Coalition) raiders. In addition to upgrading their lines to carry the most advanced equipment, plans for a new state-of-the-art light aerospace fighter are rumored to be in the works. Nothing has been confirmed, however, and it could be deliberate hearsay designed to raise investor capital.

LACK OF PROGRESS

"While logical and beneficial to us at the time, the movement of the interplanetary drive assembly system to Necromo has proven to be the death-knell of our foreseeable WarShip production capability."

The latest survey of Necromo has given us the same analysis as the last several: there is nothing left to salvage within the system. The advanced interplanetary drive assembly yard, originally located within our orbital complex over Capella, was moved there in 3068 to facilitate faster construction of the Confederation's WarShip fleet.

Those factories are now completely destroyed.

Despite having the assembly line on Capella for years, the Word of Blake-enforced secrecy of the systems' designs kept critical aspects of how, exactly, they work from our engineering teams, and left us with little reliable chance to duplicate the manufacturing equipment and the exact processes that made these components so vital.

We can easily explain this as yet another strike against the state by the Blakist turncoats, even as their strength quickly fades within our realm. And we could possibly allude to sabotage and outside interference to buy time, in the hopes that our engineers can make some headway into cracking the processes from what little we have learned. But in the end, all the blame in the world won't mask the truth that we cannot build effective WarShips at this time.

In the meantime, our yards can continue their constant overhaul and repair work for the few remaining vessels in the Confederation Navy—as well as the many state-registered JumpShips that exist in dire need of work. There will be no shortage of need for either of those critical assets in the years to come.

—Internal Rashpur-Owens memo, 18 November 3079.

QUIKSCCELL

One of the largest conventional vehicle manufacturing companies in the Confederation (and the one with the most questionable reputation), it seemed that the Liao branch of Quikscell would find itself out of orders despite its increased quality of its products in recent years. But as the Jihad raged, the company found itself swarmed by desperate buyers, eager to snatch up any sort of military equipment they could get. Profits soared, and local CEO Dieter Brasche reinvested them to rebuild and upgrade their facilities to finally produce quality (if relatively low-tech) products. Combined with the constant need to rebuild, this "contribution to the war effort" prompted the Strategios to reward Quikscell's results with a near guarantee of future contracts for the foreseeable future.

The one catch, however, is that the CCAF wants more than older technology in the conventional vehicles they are increasingly coming to rely on. This may force Quikscell to actually perform a thorough round of R&D before they sell the Confederation their next batch of vehicles.

OTHER CORPORATIONS

The major corporations of the Confederation are not the only ones who have been trying to advance their product lines. With the number of available personnel being an issue in the coming years, House Liao has shifted to a "quality over quantity" approach, upgrading low-cost but quickly assembled combat units to more advanced (and therefore, more expensive) models. A prime example of this is the Ceres Metals Po II Heavy tank, which first deployed in 3077. Once an inexpensive, and swiftly produced tank for large formations, the new version has transformed to a model more than twice the cost with state-of-the-art weapons and internals. With every unit now a precious commodity, no expense is being spared to preserve and optimize the CCAF's fighting ability.

Rashpur-Owens' failure to rebuild its lost interplanetary drive construction facility for WarShip construction has instead made the company focus on creating Confederation-centric Pocket WarShip concepts, with a promising *Lung Wang* prototype being tested near the liberated Protectorate border. No matter the results of the DropShip's testing, Rashpur-Owens' new line of sub-capital lasers are proving a success, and they seem to be producing them for use not only in DropShips, but also as part of the "light SDS network" that began construction on Capella (and which we expect to come online within a decade or two).

If the concept of stealth armor during the conquest of the St. Ives conflict was not proven enough, the Jihad ensured the technology its place within Capellan military doctrine. With the heavy use of advanced electronics such as Artemis, and prolific deployment of C3, the so-called "shadow lances" have become a critical component to the Confederation's defense. A vast number of new BattleMech designs and variants have emerged that use stealth armor, and as we speak, Capellan manufacturers are racing to put an experimental vehicular version into widespread use for conventional vehicle forces and aerospace fighters.

RULES ANNEX

The following section is designed to assist both players and gamemasters with guidelines and reference tables for using *Objectives* to create games and/or campaign based on the target systems, factories, or cities described herein. The following rules primarily rely on the players' understanding of the core game 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 substantially less rigid than core rules. Players creating tracks and scenarios using the material in this annex are encouraged to accept, modify, or even completely ignore these guidelines 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(s) located there. 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; an "orbital position" may 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 effect to secure a realm's communications hub and disrupt responses to a border-wide campaign.

Native Life describes (in very basic terms) the highest level of native-born life forms the world has. More life-barren worlds in the Inner Sphere may be host only to microbes or plants, while more evolved planets often host their own species of animal life up to and including mammals. Though this rarely impacts a planetary campaign, it cannot be ignored that many local creatures can pose a threat—or a boon—to raiders and invaders in some circumstances, ranging from being a source for local food in the event of supply shortage, or a hazard to establishing secure perimeters while 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, airships, and other aerospace craft), 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 hovertanks will likely field a home defense force that includes Pegasus hovertanks, 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

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

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

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

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

randomly. To reflect this, before a scenario begins, the game master should roll 1D6 and consult the appropriate local climate column of the Local Weather Table shown below. If the result is No Weather, then combat may begin with no atmospheric activities (though lighting effects, gravity, and temperatures may still be in force). Otherwise, roll 1D6 again, apply the modifier shown 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

As a general rule, installations of any 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, many companies have developed a standard procedure to have their own permanently stationed corporate force on site to add another layer of defense against raids and invasions.

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

Unlike front-line, home guard, or planetary militia forces, corporate security rarely shifts away from the site it is charged with defending, nor are they typically bound to any command outside of

the company’s officers. This makes corporate forces often among the most independent-minded in the Inner Sphere, but in the Confederation, the Chancellor and Strategios have begun to demand that newer security contracts contain clauses allowing said forces to be “drafted” into overall system defense, for the good of the state. Indeed, during the waning years of the Jihad, it was no longer uncommon to see corporate forces moving out to protect a nearby city from raiders under orders from the government, effectively leaving the posts they were originally hired to protect.

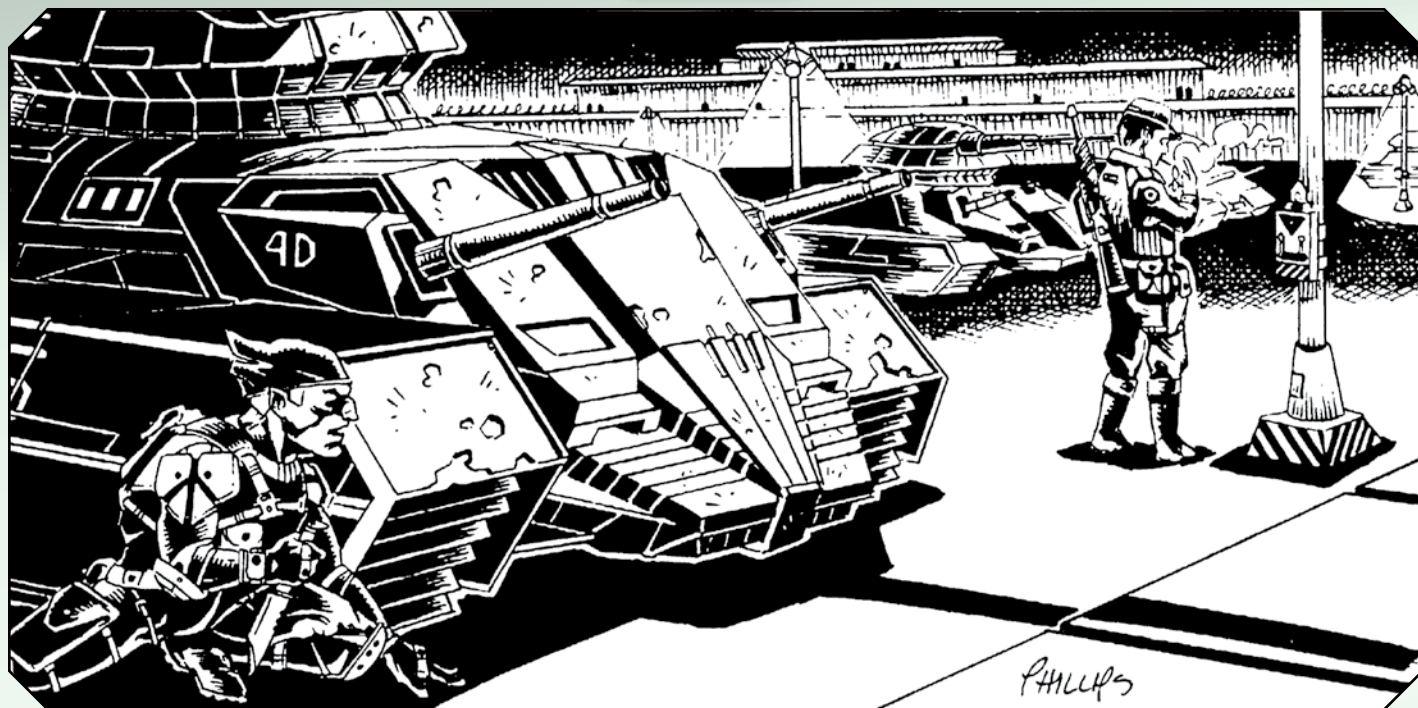
To determine the rough size and composition of local corporate defenses around a factory, a good rule of thumb is to provide a lance worth of every BattleMech, vehicle, or aerospace fighter line that factory produces, and augment this with a platoon of additional conventional infantry for every lance. Facilities that produce only components for BattleMechs and vehicles almost always have just one lance of their own security, backed up by one to four platoons of conventional infantry. Most corporate security forces tend to be of Regular quality.

In addition, depending on the location and just how much often the fighting has occurred in recent history, mercenary forces may also be hired to provide additional protection. The strength, numbers, and quality of such forces should be based on the gamemaster’s discretion. These added defenses should be dealt with on a case-by-case basis. For example, Tengo Aerospace on Sarna produces aerospace fighters and DropShips, and so most likely will not have corporate BattleMechs protecting its facility but instead a company of motorized infantry, supported by a squadron of fighters and several modified DropShips retained for combat and convoy escort. Being a system that has been contested several times in the past century, they have been known to hire a battalion’s worth of various mercenary BattleMechs for additional ground protection around their facility. The larger Hellespont Industries, meanwhile, only has a company of BattleMechs—all mercenary—to back up their regiment of unarmored Infantry, because while Sian has been raided and attacked several times, Hellespont was rarely the attackers’ target as they usually concentrated on the Forbidden City instead.

HOME GUARD AND LOCAL MILITIA

With its history of being mostly on the defensive for centuries, the Capellan Confederation has developed a relatively high amount of localized defenders in the form of the home guard and planetary militias, two formations that are in theory very similar, but realistically have some big differences.

While planetary militias never leave their native systems, home guard forces can and often do, typically to reinforce the Confederation’s borders. Interior duchies may only have a single home guard regiment within their borders, while outer ones might actually have one to two per system. At the start of the Jihad, many home guard regiments had upgraded their equipment to have a battalion of BattleMechs instead of vehicles, with the rest of the regiment composed of a mix of vehicles, infantry and fighters. With all the casual-



ties inflicted and rebuilding necessary all around House Liao, only a few examples of these still exist, and most have reverted back to their original formation of a battalion of vehicles backed by a mix of infantry and conventional fighters.

Traditionally, most Liao planetary militias contain approximately 1 to 3 companies of vehicles and conventional fighters, and about 1 to 2 battalions of unarmored infantry (mostly foot). Unlike other realms that keep these forces as standby as reserves, Capellan militias are always active and on the alert for attacks. These forces are thus often spread out to the various vital locations (industrial centers, capital cities, and so forth), diluting their strength but maintaining enough presence to at least put up a fight at the most likely targets. This works well against raiders, but should an actual invasion force arrive, many of these commands can be ripped apart piecemeal or forced to retreat and regroup.

A good rule of thumb to determine the size and technological advancement of a planetary militia is the system's *Population* and *Socio-Industrial Index* values. Well-populated worlds with top tier A- or B-rated technological and industrial systems will probably have higher numbers and a better equipped militias, with some even boasting small numbers of light BattleMechs or armed IndustrialMechs attached to the capital's police department, along with tactical vehicles armed with 'Mech-grade weapons. Meanwhile, C-, D- and F-tier systems in the Confederation will more likely have only the oldest conventional vehicles and crudely equipped Infantry forces to protect themselves.

As a general rule, it is common for a planetary militia to field only a single company of conventional vehicles and atmospheric fight-

ers, plus a single battalion of unarmored infantry, for every one billion planetary inhabitants. If the system is advanced or important enough to have BattleMechs within its militia, however, a good rule of thumb is to assign approximately one lance per full one billion inhabitants. The quality of the soldiers can run the gamut from Green to Veteran, as retired veterans or new graduates from the nearest Duchy RTC often staff these forces.

ACADEMIES AND DUCHY REGIONAL TRAINING CENTERS

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

Almost universally, the enrollment program dictates the type of patrols the academy or university employs. Major Capellan universities have programs for all branches of the military, and so often have a wide variety of soldiers patrolling at any given time, while the Duchy RTCs almost always rely on vehicle and infantry teams training in reconnaissance. While academies and Duchy RTCs have large class sizes, the available equipment dictates how many can actually fight should real combat occur around them. When a system with



a major academy is under a full fledged assault, cadets assigned equipment often fall under the command of the head instructors, who will report to the militia/provincial garrison commander on how to assist in the system defense.

To reflect this, most academies and academies will have approximately 4d6 Lances/Platoons/Squadrons of various weights (BattleMechs, Fighters, and Vehicles) and types (Infantry) of Green-quality troops available for defense, with the commanders of each Lance/Platoon/Squadron of Regular or Veteran.

STATIC DEFENSES

Solely dependent on the importance and location, the amount, type and even the very possibility of static defenses can vary widely from system to system. Interior systems without any real targets of interest rarely have permanent static defenses, relying on impromptu erected anti-vehicle and infantry traps, or large ditches made to simply slow down a BattleMech advance. Strictly military objectives isolated from civilian sectors, meanwhile, may have permanent gun emplacements ready to oppose invaders, along with extensive hangars for housing troops. Many of these tend to be armed with weapons produced inside the Confederation border, so it is not surprising many of the former Confederation static defenses contain missile turrets, surrounded by minefields, and backed up by Artillery—although target sites located within population centers tend to refrain from the use of automated or area-effect weapons such as minefields and artillery, to avoid unnecessary collateral damage. Almost all factories producing war material divert some of their excess production to build up static defenses, so factories that produce Plasma rifles will likely have those weapons mounted on many of their weapon turrets.

Two examples are Firmir Commercial on Betelgeuse, and Ceres Metals on Capella. Firmir operates about ten remote-operated security bunkers with dual-purpose anti-personnel and BattleMech grade lasers for use in delaying or deterring would-be raiders until security teams can move in. Only a couple of additional bunkers are manually operated by on-site crews near the main entrances, as many feel that the larger Aldis facility will be targeted by a sizable raiding party. In contrast, the Ceres complex on Capella has an estimated two hundred separate fixed positions, including automated anti-personnel turrets, anti-BattleMech and anti-fighter emplacements, and covert underground spotting bunkers all commanded by a dozen advanced command and control buildings to coordinate the perimeter defense. At least the three massive artillery batteries, housed on the outer walls of the main building, can even be called into play to hammer enemy forces at extreme ranges.

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

SPOILS OF WAR (REFIT KITS AND SUPPLIES)

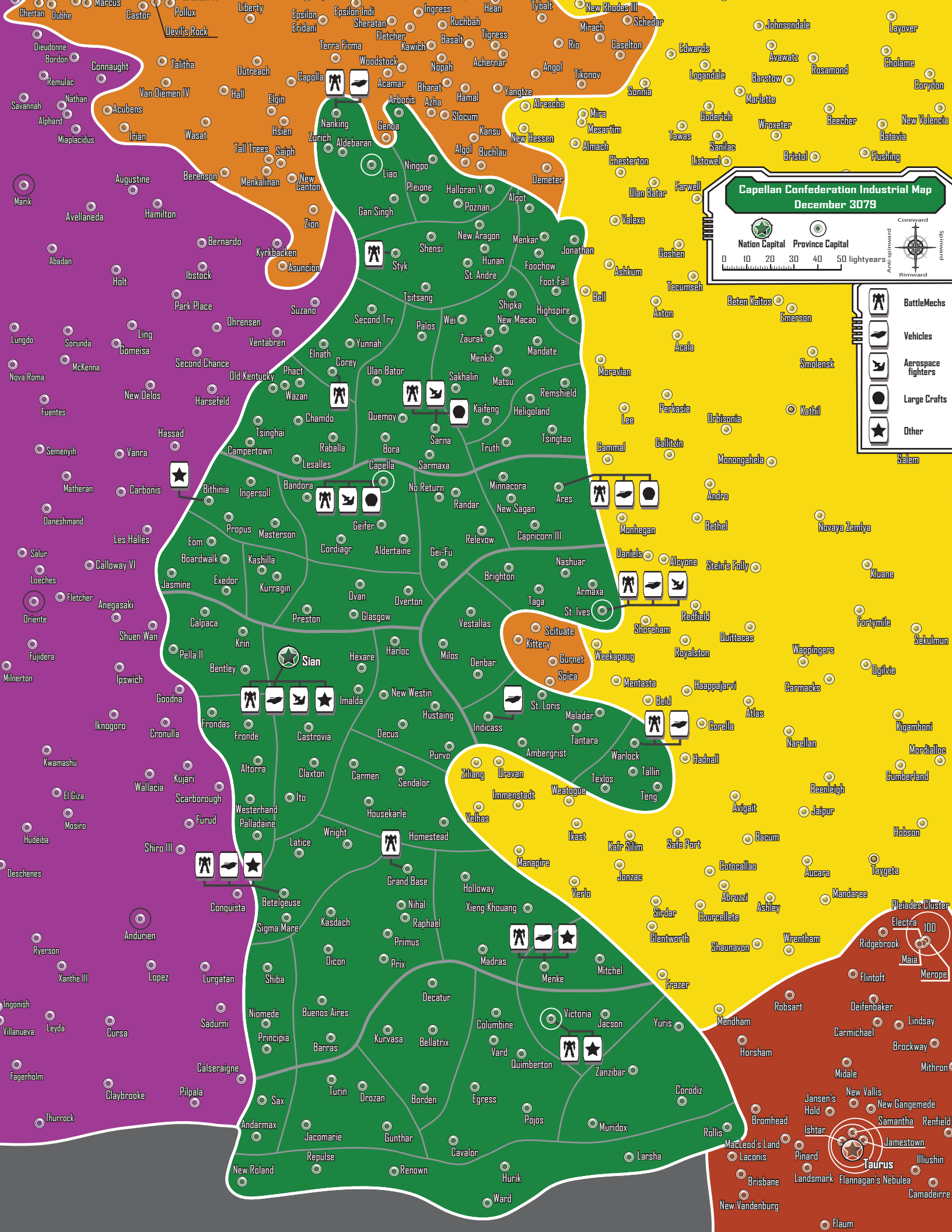
Not all attacks on systems are aimed at conquest or the destruction of infrastructure. Some raiders, in fact, may only hit a factory site to load up on parts and advanced equipment to continue their military campaign, essentially using the objective for repair, refit, and supplies. The following rules are intended for use with the Repair, Salvage, and Customization rules found in *Strategic Operations* (SO).

For forces that are raiding for refit kits and spare parts, any facility that produces completed units (such as BattleMechs and aerospace fighters) is generally presumed to be capable of producing custom work and producing Class E or F factory-level refits for any of the chasses the factory in question already produces (see p. 188, SO). (For example, at a factory that produces the *Vindicator*, kits may be procured to refit a VND-3L *Vindicator* to VDN-6L *Vindicator*.) For chasses of the same unit type that the factory produces (such as BattleMechs at a BattleMech factory), but which are *not* of the models the factory makes, factories can perform Class D or lower refits, so long as it has access to the components desired.

Component factories that do not produce any complete unit designs can produce—at most—a Class C (maintenance-level) refit kit, but only with components that the factory makes on-site. If a unit is attempting to garner a refit for a unit whose type is different from those produced at the site (such as a BattleMech attempting to get refits done at a vehicle factory and vice versa), drop the maximum possible class of refit kit available by two ratings (to a minimum Class of A).

Due to many factories' business models and production capabilities, only a certain amount of refit kits may be available between the time its attackers take control of the site and when they must depart. To determine the maximum number of refits possible, one recommended method is to roll 1d6 for each chassis the factory produces and halve each die roll result (rounding down). The final result is the amount of refit kits available for capture if the attacking force intends to leave immediately. If they intend to stay for a length of time, roll 1d6 again, modified by -1 if the unit plans to stay more than one week but less than 5. After week 5, apply an additional +1 modifier, and another +1 for every full 3 weeks after the site's capture (to a maximum modifier of +6). This is the amount of additional refit kits per production line produced by the time of the attacking force's 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, multiply the final result by .82 (rounding down to the nearest whole number) before determining the final amount of kits available.

As always, these numbers are solely up to the gamemaster and the player group to accept or modify as necessary. If specific equipment for a particular variant is sought, it is suggested to look at the appropriate *Technical Readout* entry of the desired design to see if that variant is (or can be) produced at that site.



Capellan Confederation Industrial Map

December 3079



Nation Capital



Province Capital

0 10 20 30 40 50 lightyears



BattleMechs



Vehicles



Aerospace fighters



Large Crafts



Other

Salem