

BATTLETECH™

OBJECTIVES

Draconis Combine™





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: *Draconis Combine* describes the state of the major factories, training centers, and command centers of House Kurita's Draconis Combine 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

Though their participation in our Coalition marked something of a watershed moment in foreign relations, the Draconis Combine is already reverting to its historical biases and paranoia now that the Blakist enemy is on the run. Though less of a threat than some of our other neighbors in the short term—due both to their shattered industry on many worlds, and by the potential enemies they still face across every border—the Combine has demonstrated an ability to recover from its disastrous war damage far greater than nearly every one of the other Inner Sphere realms.

Though we obtained some assurances that the Dragon will cooperate with our efforts to secure and stabilize the worlds of the former Blake Protectorate, we should always remember that the Combine made the same arrangement with the Terran Hegemony and Star League of old. Though they adhered to the letter of that agreement, they violated its spirit and assembled the best military force outside the SLDF itself, putting them in the best position to exploit the League's fall of the Star League and nearly conquer the Federated Suns in the First Succession War. In light of that history, and the fact that the Combine has managed to make some astound-

ing technological progress since the Clan invasion, it would be wise to evaluate the potential threat this realm may yet pose to our future endeavors. The *Kanrei's* resistance to seconding Combine line units to Coalition command only supports the notion that we can expect hostility (at best) from the Combine's military leaders when our plans for Terra are announced.

To that end, the following document has been collected from the most current intelligence and critical analysis of the state of the Draconis Combine infrastructure. Concerned less with the Combine military than with the industry that supplies and supports it, this should be taken as a companion to the recently submitted *Field Report: DCMS*, containing information to provide our forces and operatives the location and status of not just the industrial centers producing war materiel, but also the major command and control bases, logistical centers and the primary military academies and advanced military training centers throughout Combine space.

While hope for the future leads one to imagine an Inner Sphere in which the Draconis Combine is content to act as an equal partner with the rest of humanity, history has taught us the prudence and reality that all the Successor States—and almost certainly the Combine—will almost always seek to dominate the others. Against that eventuality, we must be ever vigilant.

HOW TO USE THIS BOOK

Objective Raids: Draconis Combine is a *BattleTech* companion to the *Field Report* PDF-exclusive series designed to provide players with information about the state of the Draconis Combine's Military-Industrial complex in the aftermath of the liberation of Terra during the Jihad (and prior to the official establishment of the Republic of the Sphere).

This first section of this book—the *Combine Overview*—is a brief update on the history of the systems within the Draconis Combine. Split up into two types of systems, the Overview details what happened to the industrial arm of the Combine (*Industrial Update*) and the strategically important star systems (*Strategic Integrity*) of the Combine during the Jihad.

The next chapter, *Industrial State*, covers the status of all the military industrial companies still functioning and producing war materiel for its various military districts, as well as what defending forces are stationed within the factory's planetary system. Listing the systems by military district, the subsections are broken up into Industrial Systems (where factories produce war materiel and components), and Strategic Systems (such as prefecture 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 in efforts to recover from the losses suffered during the Jihad.

Finally, *Rules Annex* provides an index for where to find advanced game rules using the information from the planetary statistic boxes and loose guidelines for creating planetary and local militia defense forces typical to Draconis Combine installations.

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Developer's Note: For more information about the Draconis Combine Industry see *Field Manual: Draconis Combine*, *Field Manual: Updates*, any of the Jihad line of products, *Technical Readout: 3085*, *Field Report: DCMS* and *Experimental Technical Readout: Kurita*.





COMBINE OVERVIEW

As noted in my Field Report on the DCMS, the industrial arm of the Combine was shattered in the Jihad. Facing internal strife from the civil war against the Black Dragon Society and the unrest in the Azami worlds, as well as an unsanctioned invasion from the Federated Suns and the devastation of the Blakists' assaults, the Combine infrastructure was one of the hardest hit of all the Successor States.

INDUSTRIAL UPDATE

From the opening stages of the Jihad, when Blakist forces invaded Luthien in the middle of an open rebellion, the industry and infrastructure of the Draconis Combine suffered the horrors of war unrivaled since the fall of the first Star League. The capital suffered orbital bombardment and nuclear attacks, and the government fled to his historical center on New Samarkand, leaving the Dragon's Black Pearl under years of enemy occupation. Meanwhile, the Word of Blake obliterated facilities and major cities on key worlds such as Dieron, the damage to the Combine industrial might only worsened as the Jihad dragged on.

Luthien Armor Works—the Combine's single largest military producer—suffered the worst of all. With traitorous Black Dragon corruption at the heart of LAW's ownership, the Combine had to divert resources typically allotted to this major supplier to other conglomerates, including newly formed companies. Even if the Coordinator were to throw his trust behind LAW once more, many of the company's facilities on Luthien and Dieron were completely destroyed in the fighting, and it would absorb a great deal of capital to rebuild these lost assets from the ground up—to say nothing of the years that would pass before new production could be realized. The *Yamato* mobile factory, now a key part of LAW's apparatus, is now under constant guard by DCMS special forces, a clear indication of both the strained trust and the desperate codependence between the Combine and its industrial lynchpin.

By comparison, Matabushi Incorporated weathered the Jihad fairly well. Though they moved into military production in the last few decades, their contribution to the civilian infrastructure remains extensive. Besides their DropShip manufacturing activities on Avon (an outgrowth of their National Service Division), their home base on Pesht is crucial to that world's economy where they manufacture computers and robotic equipment, as well as deal in interstellar trade and finance.

Other companies lost entire facilities. Systems such as Al Na'ir, Dieron and Luthien saw nearly all their factories destroyed or severely damaged. Though this created a boon on worlds like New Samarkand, where factories were safer from harm, the DCMS will be unable to replace the crippling industrial losses for years to come. As a result, many regiments removed from the active rolls or reduced to marginal status may not return to strength for years—even decades—to come.

Combine JumpShip and WarShip production is unlikely ever to recover to their pre-Jihad levels. With the loss of nearly all heavy spacecraft manufacturing facilities and much of their combat fleet destroyed, the DCMS has already instituted a program to co-opt commercial JumpShips for troop movement, much like the Federated Suns did during the Fourth Succession War. With most shipyards completely destroyed, and only the naval yard at Midway capable of accommodating WarShips for repair, the Combine, like most of the other Houses, is turning its efforts to JumpShip production only, in an effort to restore the trade and transport capacity necessary to stave off infrastructural collapse.

STRATEGIC INTEGRITY

Unlike the industrial arm, which was the focus of Blakist attacks near the Protectorate and Black Dragons elsewhere across the Combine, the academies were largely overlooked for some reason or other. This wartime oversight may enable the Combine to replenish its manpower losses relatively quickly, even though they remain unlikely to keep up in terms of replacing heavy equipment or transporting their new troops to the duty stations where they are needed most.

The Sun Zhang Military Academy remains the finest and largest of its kind in the Inner Sphere. Though its curriculum is still more limited than other academies, the graduates of SZMA are among the most elite in the DCMS. Nearly all of the Combine's Coordinators have been graduates of this fine institution, a tradition that's sure to continue with Coordinator Hohiro's own heirs. Only the Galedon Military Academy is presently seen as a total loss, destroyed along with the prefecture command installation on Matsuida. An Ting University is also cut off along by its home world's ongoing quarantine, but its ultimate fate remains to be determined; Luthien hopes the world—and its people—can be cleared of the "Curse of Galedon" plague as its medical science struggles to find a cure, but our sources are suggesting that time is fast running out for the people (and training centers) of An Ting.

Meanwhile, the Dieron District Gymnasium reopened swiftly after Dieron itself was liberated, and the DCMS wasted no time in training new recruits on site there—an issue we may have to discuss sooner rather than later. The new Algedi War College was also built, opened, and turned out its first graduating class during the Jihad, even though its inhospitable location seems more a testament to the stubbornness of the Azami than anything else.

Non-military academies fared as well as the worlds on which they were located, being even less of a target than the military centers. While Luthien University received heavy damage, it was incidental to the attacks on the world as a whole, rather than any dedicated effort to destroy it. The University of Pesht also remains active as the most prestigious of the non-military academies, with the Imperial Institute of Technology arguably the most important, since it turns out the best scientists and engineers in the Combine.



STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

PESHT MILITARY DISTRICT	System (Company)	Losses*	Current Operating Capacity
	Abiy Adi (Luthien Armor Works)	0%	100%
	Avon (Matabushi Inc.)	35%	80%
	Chatham (Stellar Trek)	0%	100%
	Chatham (Tomori Trans Industrial)	0%	100%
	Chatham (Wakazashi Enterprises)	0%	100%
	Hanover (Saxe-Heidelberg)	0%	100%
	Jeanette (Jeanette Naval Yards)	0%	100%
	Kagoshima (Nissan General Ind)	0%	100%
	Loysville (Ishikawajima-Harima BAI)	0%	85%
	Luthien (Ishikawajima-Harima BAI)	30%	80%
	Luthien (BBP Industries)	95%	5%
	Luthien (Matabushi Computing Inc.)	60%	60%
	Nykvarn (Luthien Armor Works)	0%	90%
	Pesht (Pesht Motors)	0%	100%
	Qandahar (Dow-Nexus Fusion Products)	65%	60%
	Savinsville (Luthien Armor Works)	0%	75%
	Schuyler (Dharma Hyperspace)	0%	100%
	Schuyler (Galileo Instruments)	0%	100%
	Schuyler (Wakazashi Enterprises)	0%	100%
	Soul (Blankenburg Technologies)	0%	100%
	Schuyler (Wakazashi Enterprises)	0%	100%
	Unity (Pesht Motors)	0%	100%

BENJAMIN MILITARY DISTRICT	System (Company)	Losses*	Current Operating Capacity
	Aix-la-Chapelle (Diplan 'MechYards)	0%	100%
	Dover (Dover Shipyards)	0%	50%
	Dover (Hinsdale Electronics)	0%	100%
	Dover (Wakazashi Enterprises)	0%	100%
	Galtor (Galtor Naval Yards)	0%	100%
	Kajikazawa (Cosby BattleMech)	0%	65%
	Lapida II (Nimakachi Fusion)	0%	80%
	Marduk (Victory Industries)	0%	100%
	Proserpina (Bulldog Enterprises)	0%	100%
	Proserpina (Guided Technologies)	0%	100%
	Tok Do (Alshain Weapons)	0%	100%

GALEDON MILITARY DISTRICT	System (Company)	Losses*	Current Operating Capacity
	Agematsu (Ishikawajima-Harima BAI)	0%	70%
	Hun Ho (LexaTech Industries)	0%	90%
	Kirei Na Niwa (Kinkakuji Ent.)	0%	100%
	Midway (Midway Shipyards)	80%	30%
	Midway (Telfar BattleMechs)	50%	60%
	New Samarkand (BBP Ind)	0%	100%
	New Samarkand (Independence Weaponry)	0%	100%
	New Samarkand (Luthien Armor Works)	0%	100%
	New Samarkand (New Samarkand Metals)	0%	100%
	New Samarkand (Wakazashi Enterprises)	0%	100%
	New Samarkand (Yan Manufacturing)	0%	100%
	Tiflis (Surb Gevorg Manu. Inc.)	0%	100%
	Togura (Ibuki Robotics and Manu.)	0%	100%

DIERON MILITARY DISTRICT	System (Company)	Losses*	Current Operating Capacity
	Algedi (Scarborough Manu. Annex)	0%	100%
	Shimonita (Sapphire Metals)	40%	70%

TEMPORARY RETROTECH FACILITIES (SHUT DOWN BY END OF 3079)

System	Company Name	RetroTech Products
Bjarred	Metals of the Earth	Gladiator
Philadelphia	Osaka Heavy Metrics	Ostwar, Ymir
Togura	Osaka Heavy Metrics	Xanthos
Xinyang	New Samarkand Metals	Archer, Kyodo

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





INDUSTRIAL STATE

A general state of disarray persists throughout the Combine, due to the various simmering conflicts between the DCMS and forces of the Black Dragon, remnant Word of Blake, and tensions with the breakaway Azami worlds. Between these and the additional tensions on every Combine front, the realm's historical solidarity is now a tattered patchwork, and separating Combine worlds into categories of loyal, disloyal, occupied, liberated, contested or otherwise is problematic at best. Instead, systems are listed according to the most recent stable political boundaries, that being the pre-Jihad military districts.

Though less detailed than the recent Field Report, the disposition of local DCMS forces on all relevant systems will be indicated, though their specific strengths are left to the Field Report to avoid redundancy. Only those worlds with relevant industry that might tempt an enemy and thus justify a noteworthy defense force are included in this compilation. As part of this assessment, the dominant terrain and planetary conditions in the region proximal to the target facilities are also indicated. Specific defenses are noted when present.

Note that the forces indicated are only those under the direct command of the DCMS. Thus, any forces endemic to that facility—such as a corporate security, mercenary defenders, or other private troops—are not included, though in general we can presume that all facilities have some form of organic defenders on-site. The more important the facility, the larger and more formidable we can expect the defense assets to be. For each such chassis or part, our standard is to expect a minimum of one lance of 'Mechs, plus supporting infantry and vehicle companies, to defend ground installations. Orbital factories will possess integral aerospace assets of comparable size (fighters with supporting DropShips), except for the mobile factories *Yamato* and *Ryu*, which will be discussed independently later.

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.

PESHT MILITARY DISTRICT

Historically, the Pesht Military District has received the most favor as it has been home of the realm's capital, Luthien, for centuries. Some of this prestige suffered, however, when the Blakists were able to penetrate the defenses and gain a controlling foothold on Luthien itself, occupying the world for some time in the midst of a local power struggle, and then leaving it in ruins after a combined force of Ghost Bear and Combine units reclaimed the world years later. While much of the Dragon's command apparatus was relocated during the crisis, the loss of Imperial City itself for so long will affect any major recovery of the Combine infrastructure.

The Pesht district's long border with the Ghost Bears is a primary threat to security now that the Blakist threat is receding. Many of the region's systems, once lost to the invading Clans, still bear the scars of Smoke Jaguar occupation (with none more so than Turtle Bay), but most had recovered much of their vitality before the Jihad began. The Irece Prefecture of this district is home to the restive Nova Cat Clan, which still acts as primary defense against Ghost Bear aggression.

INDUSTRIAL WORLDS

ABIY ADI

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

Position in System: 3

Time to Jump Point: 9.12 days

Number of Satellites: 1 (Amarigna)

Surface Gravity: 1.20

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 45° C (Arid)

Surface Water: 18 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: None

Population: 350,000,000

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

Defending Forces: None

Landmasses (Capital City): Tsechi (Tigray), Simien, Adwa

Importance: Industrial

A largely desert world, far from enemy borders, it seemed obvious to locate a new BattleMech factory here. Unfortunately, water consumption by the factories themselves has forced the remaining populace to rely on imported supplies for their living needs.



LUTHIEN ARMOR WORKS

Main Products: *Jenner* and *Wolf Trap* Class BattleMechs

City (Landmass): Kola Tembien (Tsechi)

Local Terrain: Badlands

Local Weather: Mild

A new factory built in haste to provide replacement BattleMechs in the wake of the massive LAW losses on Luthien, the new plant on Abiy Adi has been churning out 'Mechs as fast as possible—in some cases, by literally working their personnel to death.

AVON

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

Position in System: 5

Time to Jump Point: 6.19 days

Number of Satellites: None

Surface Gravity: 1.07

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 37° C (Hot)

Surface Water: 47 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Birds

Population: 1,125,000,000

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

Defending Forces: None

Landmasses (Capital City): Albion (Stratford), Britannia, Norman

Importance: Industrial

Besides the Matabushi factory, Avon hosts a minor LAW-Barcella plant manufacturing OmniMech components and second-line BattleMechs for the Nova Cats. *[Note: To minimize confusion, we will discuss the details of the Nova Cats' factories in a separate document. -DL]*

MATABUSHI, INC.

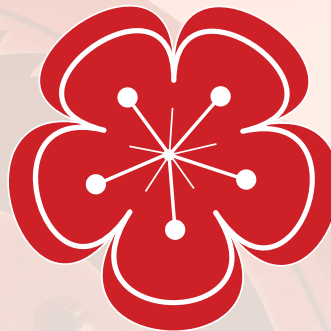
Main Products: *Overlord* and *Union* Class DropShips

City (Landmass): Fresno (Albion)

Local Terrain: Flatlands

Local Weather: Windy

The Matabushi plant also manufactures DropShips for the Nova Cats, according to Clan specifications.



CHATHAM

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

Position in System: 3

Time to Jump Point: 9.12 days

Number of Satellites: 2 (Barnstable and Medway)

Surface Gravity: 1.01

Atmospheric Pressure: Standard (Tainted)

Equatorial Temperature: 25° C (Temperate)

Surface Water: 39 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Reptile

Population: 1,760,000,000

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

Defending Forces: None

Landmasses (Capital City): Crom (Strabo), Lemure

Importance: Industrial

A picturesque world from orbit, the scenic nature is lost when the foul-tasting atmosphere is sampled for the first time. Chatham's abundant resources have long-fueled the output of war materiel from Tomori and Wakazashi, along with supplying construction materials for Stellar Trek's orbital shipyard. Unfortunately, centuries of poor emissions control have combined with native bacteria to create an irreversible taint to the environment that is half-natural, and half-manmade.



TOMORI

TRANS INDUSTRIAL

TOMORI TRANS INDUSTRIAL

Main Products: *Vengeance* and *Nekohono'o* Class DropShips, Various Small Craft

City (Landmass): Strabo (Crom)

Local Terrain: Heavy Urban

Local Weather: Mild

Security at the Tomori plant was significantly increased when the DCMS ordered the company to construct new berths and increase their production rate. While we have no intelligence on the production of any other DropShip classes, we know they are working feverishly to double their in-progress manufacturing capacity. Tomori has even begun to conscript workers from the local mining concerns to staff the factory's increased personnel requirements.

WAKAZASHI

ENTERPRISES

WAKAZASHI ENTERPRISES

Main Products: *Lucifer II*, *Oni*, *Sai*, and *Shilone* Class Aerospace Fighters, *Tatsu* Class OmniFighter, *Inseki*, *Suzume*, and Medium Strike Conventional Fighters

City (Landmass): Chatham Airfield (Lemure)

Local Terrain: Flatlands

Local Weather: Windy

Another of Wakazashi's aerospace plants, their Chatham facility includes a fully-equipped and staffed airport, capable of servicing any aerospace fighter common to DCMS forces, while also serving as a base for test flights of every fighter off the lines.

STELLAR TREK

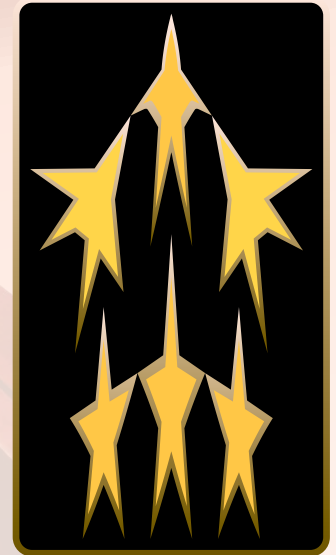
Main Products: *Invader*, *Merchant*, and *Monolith* Class JumpShips

City (Landmass): N/A (Orbital)

Local Terrain: Orbital

Local Weather: N/A

One of few intact shipyards in the Combine, Stellar Trek's slips are currently filled with JumpShips being rushed to completion (similar to those at Dover) in a crash program to boost the Combine's shipping capacity as quickly as possible.



HANOVER

Star Type (Recharge Time): A4V (165 hours)

Position in System: 4

Time to Jump Point: 36.09 days

Number of Satellites: None

Surface Gravity: 0.93

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 20° C (Boreal)

Surface Water: 29 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Fish

Population: 565,000,000

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

Defending Forces: None

Landmasses (Capital City): Niedersachsen (Wexler), Sylvania
Importance: Industrial

A sleepy world where the inhabitants bundle up year-round, the Hanover planetary militia fought the Smoke Jaguars to a standstill during the initial Clan Invasion, but were forced to surrender when the Clans called in reinforcements. Remarkably, most of the world's cities and factories were left intact during the Clan occupation and the world's liberation years later.



SAXE-HEIDELBERG HEAVY INDUSTRIES

Main Products: Shuriken Spotter Plane, Graf-Tengu Air Transport aircraft

City (Landmass): French Lick (Niedersachsen)

Local Terrain: Badlands (Tundra)

Local Weather: Snowy

The S-H plant has been manufacturing atmospheric aircraft for decades in the quaint hamlet of French Lick. A small rail station nearby brings in the factory workers from the nearby capital of Wexler three times a day.



PEOPLE'S PROTECTION

Main Products: Personal security devices and alarms, surveillance equipment, small arms

City (Landmass): East Wexler (Niedersachsen)

Local Terrain: Light Urban

Local Weather: Stormy

Supplying the civilian market with personal protective devices, including pistols and other small arms, People's Protection is the only major company in the Combine to do so.

JEANETTE

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

Position in System: 3

Time to Jump Point: 7.01 days

Number of Satellites: 2 (Annaka, Gunma)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25° C (Temperate)

Surface Water: 74 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Fish

Population: 787,000,000

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

Defending Forces: None

Landmasses (Capital City): Isobe (Usui), Morinoie, Savoie

Importance: Industrial

A world secure within the Bjarred Prefecture, Jeanette's small population tends to ignore interstellar matters. Home to a major Buddhist temple on Savoie, many of the locals are conflicted about the local naval yards building an armed submarine in addition to their standard civilian sea exploration vessels.

JEANETTE NAVAL YARDS

Main Products: *Triton*-class Support Submarine, civilian submarines

City (Landmass): Placidum (Morinoie)

Local Terrain: Light Urban

Local Weather: Rainy

Producing only maritime naval vessels, this factory has a dedicated and expert work force.





KAGOSHIMA

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

Position in System: 3

Time to Jump Point: 20.26 days

Number of Satellites: 1 (Shinmachi)

Surface Gravity: 1.02

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 20° C (Cool-Temperate)

Surface Water: 45 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 2,353,000,000

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

Defending Forces: None

Landmasses (Capital City): Sakurajima (Kuroda), Kyushu, Kamoike

Importance: Industrial, Command, Logistical

Kagoshima is the capital of a prefecture that contains both the traditional Combine capital world of Luthien and the district capital of Pesht. As a result, Kagoshima shouldered considerable responsibility during the Jihad when Luthien was occupied and Pesht focused on defensive efforts. The local government handled the transition well, considering it was done under the watchful gaze of ISF agents. A monument stands in the city of Fujima commemorating the birthplace of Subhash Indrahara; a much grander monument to Takashi Kurita stands in Eto, the city of the late Coordinator's birth.



NISSAN

GENERAL INDUSTRIES

NISSAN GENERAL INDUSTRIES

Main Products: Standard and XL Fusion Engines

City (Landmass): Onami (Kyushu)

Local Terrain: Heavy Urban

Local Weather: Stormy

Though this factory produces high quality engines, the fact that they are intended mainly for vehicles (rather than 'Mechs) has hurt the company's potential sales, as most vehicle manufacturers prefer to use lower cost ICEs whenever possible.

WISDOM OF THE DRAGON

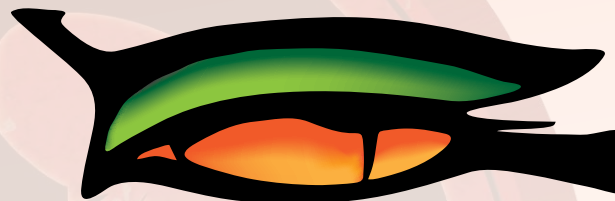
Programs: MechWarrior, Armored and Unarmored Infantry, Cavalry

City (Landmass): Kuroda (Sakurajima)

Local Terrain: Light Urban

Local Weather: Mild

The Wisdom of the Dragon is a "finishing academy" considered by many to be second only to the Sun Zhang MechWarrior Academy in terms of graduate quality. This, of course has much to do with the fact that WD accepts only the finest cadets from other academies, and trains its officers in the nuances of field command. Programs stress leadership, tactics, and strategy in preparing the officer candidates for their eventual position in the DCMS.



LOYSVILLE

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

Position in System: 5

Time to Jump Point: 4.12 days

Number of Satellites: 1 (Titania)

Surface Gravity: 1.10

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30° C (Temperate)

Surface Water: 50 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Fish

Population: 1,155,000,000

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

Defending Forces: None

Landmasses (Capital City): Whiteland (Bitter Lake), Blueland, Redland

Importance: Industrial

A pleasant world home to farmers and fishers with associated tourist industries, Loysville, like Agematsu, became home to a backup factory for producing the Void battle suit in 3066.



ISHIKAWAJIMA-HARIMA BATTLE ARMOR INDUSTRIES

Main Products: Void Class Battle Armor

City (Landmass): Bitter Lake (Whiteland)

Local Terrain: Light Urban

Local Weather: Snowy

Housed in the permafrost of Loysville's largest continent, the arctic-spanning Whiteland, this factory turned out the admiralty and standard variants of the Void battle suit throughout the Jihad.

LUTHIEN

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

Position in System: 4

Time to Jump Point: 10.43 days

Number of Satellites: 4 (Tsu Shima, Orientalis, Hikisaku, Occidentalis)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Tainted)

Equatorial Temperature: 35° C (Temperate)

Surface Water: 70 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Amphibian

Population: 7,268,000,000

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

Defending Forces: First Genyosha

Landmasses (Capital City): Hakkaido (Imperial City), Sakura, Shizuoka, Aichi, Nagoya Island

Importance: Industrial, Command, Logistical

Luthien was hard hit during the fighting that erupted early in the Jihad. Amid the worst of it all, the entire Luthien Armor Works city-complex of factories—as well as LAW's Guthry Island OmniMech facility—and the Buda Imperial Vehicles factory, were completely destroyed.



BBP INDUSTRIES (PROJECTED)

Main Products: *Rose, Okinawa, Nekohono'o, and Excalibur Class DropShips*

City (Landmass): Imperial City (Hokkaido)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

Local Weather: Mild

Though currently still offline, BBP has been exhausting work crews since Luthien was retaken five years ago. Given the rate of their repair efforts, this facility could be partially operational within the next year.

ISHIKAWAJIMA-HARIMA BATTLE ARMOR INDUSTRIES

Main Products: Void Class Battle Armor

City (Landmass): Ishikawajima (Shizuoka)

Local Terrain: Coastal

Local Weather: Windy

Owing most likely to the much smaller footprint of a factory producing battle armor instead of larger combat equipment, the I-H plant came through the Blakist occupation quite well and has already stepped up production.

MATABUSHI COMPUTING EQUIPMENT

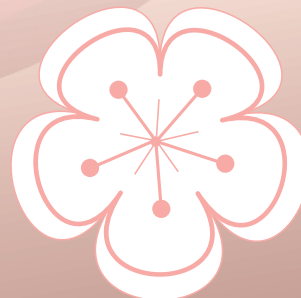
Main Products: Communication systems, targeting and tracking systems

City (Landmass): Nishio (Nagoya Island)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

Local Weather: Stormy

Not completely repaired after the various battles that damaged it, the Matabushi factory has resumed production at a slightly reduced scale. The factory produces advanced components, including C3 systems, Guardian ECM suites and Artemis IV fire control systems integral to their various combat computer equipment.





PAGODA FOR LUTHIEN OFFICERS

Programs: Officer

City (Landmass): Imperial City
(Hokkaido)

Local Terrain: Heavy Urban

Local Weather: Mild

An academy exclusive to the nobility, instruction was obviously cancelled during the Black Dragon and Blakist occupation. Though instruction resumed shortly after the world was retaken in 3074, admission has become even more difficult than before the Black Dragons' coup attempt, with the ISF personally handling the screening process as though conducting interrogations of Blakist prisoners.



LUTHIEN ARMOR WORKS

Main Products: *Grand Dragon* and *Ostroc* Class BattleMechs

City (Landmass): Nykvarn (Stockholm)

Local Terrain: Light Urban (Heavy Industrial Zone)

Local Weather: Windy

Built and producing 'Mechs during the Jihad, this LAW plant has been expanding rapidly—almost recklessly—into the suburbs of Nykvarn. The *Ostroc* line was established in 3075, reaching full production by 3077.

PESHT

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

Position in System: 3

Time to Jump Point: 12.89 days

Number of Satellites: 1 (Buda)

Surface Gravity: 1.04

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 33° C (Tropical)

Surface Water: 64 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 6,345,000,000

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

Defending Forces: Sixth Pesht Regulars, Possible DEST forces

Landmasses (Capital City): Andrassy (Danube), Teleki, Ruhr

Importance: Industrial, Command, Logistical

Though Pesht commands considerable prestige as the capital world of the distract that includes Luthien, the world was considered too close to hostile borders—and to enemy-occupied Luthien—to be home to the Combine leadership once the Jihad was in full swing. This proved wise, as Pesht itself soon came under attack. The wreckage of a major shipyard can still be seen in this world's orbit, but most of the ground-side facilities remain intact. The DEST Tactical Command Center is located on Pesht, though its location is secret. The University of Pesht in Danube is known for its impressive graduates, especially in history.

NYKVARN

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

Position in System: 2

Time to Jump Point: 7.96 days

Number of Satellites: None

Surface Gravity: 0.96

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 29° C (Warm-Temperate)

Surface Water: 37 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Birds

Population: 475,000,000

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

Defending Forces: None

Landmasses (Capital City): Stockholm (Nykvarn), Falun, Bothnia

Importance: Industrial

When this world was freed from the Smoke Jaguars during Operation Bulldog, the liberators were surprised to find a monument built by the occupiers to the Nykvarn Armored Battalion, who fought hard and well against the invaders but were wiped out. Clan boots once again trampled the forests and plains of Nykvarn when the Ghost Bears attacked in 3062.



PESHT MOTORS

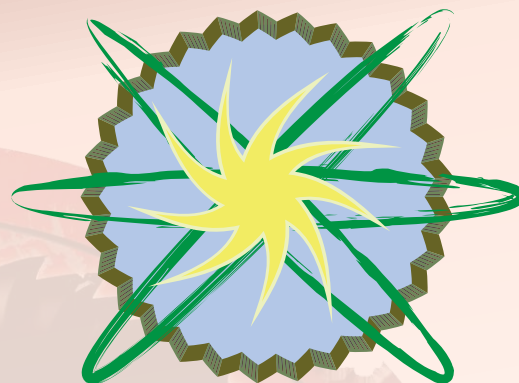
Main Products: *Wolverine* (Primitive) BattleMech, Hiryo WiGE and Prowler Multi-Terrain Vehicle

City (Landmass): Vrydolyak (Teleki)

Local Terrain: Wooded

Local Weather: Rainy

Only the onset of the Jihad moved this factory from its traditional manufacture of buses, trains and other civilian vehicles to the combat vehicle market. During the latter years of the war, Pesht Motors even managed to add a primitive-quality BattleMech line to its capacity.



DOW-NEXUS FUSION PRODUCTS

Main Products: Standard and XL Fusion Engines

City (Landmass): Mistiq (Cordell)

Local Terrain: Heavy Urban (Domed City) (External terrain is Badlands)

Local Weather: None (External atmosphere is Toxic/Poisonous, with Windy weather patterns)

Dow-Nexus lost a significant portion of its personnel and facilities when Blakist attackers breached the Mitig city dome in 3071. Repairs were interrupted when Black Dragon forces assaulted this world in 3077, and once again damaged the industrial city.

QANDAHAR

Star Type (Recharge Time): G0IV (181 hours)

Position in System: 3

Time to Jump Point: 10.43 days

Number of Satellites: None

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Toxic)

Equatorial Temperature: 19° C (Cool-Temperate)

Surface Water: 71 percent

Recharging Station: Zenith, Nadir

HPG Class Type: B

Highest Native Life: Mammal

Population: 2,502,000,000

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

Defending Forces: None

Landmasses (Capital City): Cordell (Fair Weather), Ribbon, Bandeau

Importance: Industrial, Command

As a prefecture capital, Qandahar houses an extensive governmental apparatus. However, compared to other prefecture capitals, their confinement within the domed city of Fair Weather ensures Qandahar will seldom host high command authorities, and thus the world is often overlooked compared to other regional centers.

SAVINSVILLE

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

Position in System: 5

Time to Jump Point: 11.19 days

Number of Satellites: 3 (Sclera, Iris, Pupil)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 15° C (Boreal)

Surface Water: 30 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Fish

Population: 345,000,000

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

Defending Forces: None

Landmasses (Capital City): Craton (Manahawkin)

Importance: Industrial

Savinsville attracts tourists every thirty-three years when the world's three moons come into alignment on the night side, appearing as an immense eye in the sky for one night.



LUTHIEN ARMOR WORKS

Main Products: Kanazuchi Class Battle Armor

City (Landmass): Johnson Ridge (Craton)

Local Terrain: Mountain (Tundra)

Local Weather: Snowy

Tucked into a dell near the village that quadrupled in size to a full-fledged city, the LAW plant works three shifts round the clock in this year-round wintry locale.

SCHUYLER

Star Type (Recharge Time): K4IV (195 hours)

Position in System: 5

Time to Jump Point: 4.31 days

Number of Satellites: 2 (Fisk and Grant)

Surface Gravity: 1.01

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25° C (Temperate)

Surface Water: 40 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Birds

Population: 3,450,000,000

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

Defending Forces: Twenty-second Dieron Regulars

Landmasses (Capital City): Colfax (Creekshell), Lackland

Importance: Industrial

Schuyler is an agricultural world that gained some manufacturing capacity prior to the Rasalhague secession (when it was thus farther away from hostile borders). With the Ghost Bears lurking just one jump away, these factories—including one of the Inner Sphere's few remaining JumpShip manufacturers—now must be guarded more carefully than ever.



DHARMA HYPERSPACE

Main Products: Scout Class JumpShip

City (Landmass): N/A (Orbital)

Local Terrain: Orbital

Local Weather: N/A

GALILEO INSTRUMENTS

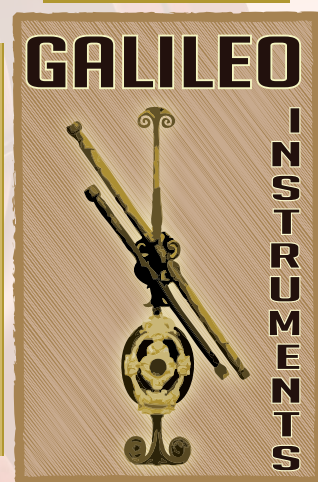
Main Products: *Achilles*,
Behemoth and *Monarch*
Class DropShips

City (Landmass): Matabushi
(Colfax)

Local Terrain: Hills

Local Weather: Windy

Located not far from the site of a prominent battle during Operation Bulldog, Galileo's berths were untouched by the fleeing Jaguars as they retreated from the Inner Sphere.



WAKAZASHI ENTERPRISES

Main Products: *Sai* and *Sholagar* Class Aerospace Fighters

City (Landmass): Olatin (Colfax)

Local Terrain: Coastal

Local Weather: Stormy

The Wakazashi plant survived the Smoke Jaguar occupation intact, mainly because the workers simply kept showing up day after day, uncaring that their overseers had changed to Clan oppressors. The Jaguars even continued to employ the factory's output of ancient fighters, often flying them in defensive sorties against DCMS raiders out of a twisted sense of irony.



SOUL

Star Type (Recharge Time): M2V (203 hours)

Position in System: 5

Time to Jump Point: 2.86 days

Number of Satellites: None

Surface Gravity: 1.13

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 11° C (Arctic)

Surface Water: 82 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: None

Population: 25,000,000

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

Defending Forces: None

Landmasses (Capital City): Soul (Terminus), Spirit, Eternus

Importance: Industrial

An inhospitable ice ball orbiting a dim star, Soul tests its inhabitants' survival abilities every day. Lacking axial tilt in its circular orbit, there are no significant seasonal changes; just long days of bright but cold sunlight and long nights of biting cold. An equator-girdling network of immense greenhouses, using fusion power for heat and sunlamps, grow food for the locals. The capital city is located on the perpetual terminator at the planet's northern pole.

UNITY

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

Position in System: 3

Time to Jump Point: 20.26 days

Number of Satellites: 1 (Harmony)

Surface Gravity: 0.99

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 19° C (Cool-Temperate)

Surface Water: 47 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Mammal

Population: 1,001,000,000

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

Defending Forces: None

Landmasses (Capital City): Amelia (Unity City), Manfred, Wilbur, Charles

Importance: Industrial

A somewhat unremarkable world, it came as a shock to the inhabitants when Pesht Motors began to build their factory here. A new city sprang up in the otherwise unspoiled wilderness around the factory, doubling the planet's population in less than a decade. The once-placid waters of Lake Dunn, and the Orville River which feeds it, have begun to show the effects of unregulated pollution as environmental concerns fell by the wayside in the face of producing war materiel for the DCMS during the Jihad.

BLANKENBURG TECHNOLOGIES

Main Products: *BattleMaster*, *Katana*, and *Tai Sho* Class BattleMechs

City (Landmass): Lumina (Eternus)

Local Terrain: Flatlands (Deep Snow and Ice)

Local Weather: Snowy

As a manufacturer who prides itself on self-reliance, Blankenburg produces chassis, lasers, autocannons (including LB-X types), jump jets, communications systems, and targeting systems for their own designs and to sell to other companies. Using massive heat systems, Blankenburg melts through the planet's icy surface, mines raw materials, processes them, and can build complete products on site with a minimum of outside support.



PESHT MOTORS

Main Products: Hiryo WiGE and Turhan Armored Combat Vehicle

City (Landmass): Motor City (Manfred)

Local Terrain: Wetlands

Local Weather: Mild

Having moved only a decade ago from the civilian vehicle market into producing combat vehicles for the DCMS, this factory has been receiving additional coded communications traffic that we have yet to break. This likely indicates a classified DCMS development effort in underway at these facilities.



STRATEGIC WORLDS

ALBIERO

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

Position in System: 3

Time to Jump Point: 2.86 days

Number of Satellites: None

Surface Gravity: 1.04

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25° C (Temperate)

Surface Water: 12 percent

Recharging Station: Nadir

HPG Class Type: A

Highest Native Life: Reptile

Population: 950,000,000

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

Defending Forces: None

Landmasses (Capital City): Albiero Prime (Corant City)

Importance: Command

Aside from being a prefecture capital, and thus housing significant governmental apparatus for a region that shares a long border with the Ghost Bears, little can be said of Albiero. It is a planet long-abused and tossed aside by mining interests, leaving a landscape riddled with excavation tunnels but few remaining resources. Though Matabushi Inc. relocated its corporate headquarters to Pesht after the Clan occupation here, Corant City has since resumed its status as the planetary and prefecture capital after the world was liberated during Bulldog.

BJARRED

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

Position in System: 5

Time to Jump Point: 16.10 days

Number of Satellites: 1 (Bereich)

Surface Gravity: 0.91

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 48° C (Arid)

Surface Water: 39 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Amphibian

Population: 905,000,000

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

Defending Forces: Tenth Pesht Regulars

Landmasses (Capital City): Lomma (Oasis V), Icefall, Skâne

Importance: Command

A prefecture capital before the Clan Invasion, Bjarred resumed that status after the world was reclaimed from Clan Nova Cat in a famous coin toss. The continent of Icefall was so named for a disastrous ice asteroid crash that occurred when attempting to provide comet water to early colonists. The then-recent arrivals were wiped out by the impact, the crater from that strike still dominates the small continent. A RetroTech factory set up on the Skâne continent during the Jihad was recently mothballed.



IRECE

Star Type (Recharge Time): F8III (179 hours)

Position in System: 4

Time to Jump Point: 12.01 days

Number of Satellites: 1 (Bahia)

Surface Gravity: 0.99

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30° C (Warm-Temperate)

Surface Water: 44 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 3,100,000,000

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

Defending Forces: None

Landmasses (Capital City): Santana (New Barcella), Salvador, Baiano

Importance: Industrial, Command

Though Irece is home to significant manufacturing activity, this is all under Clan Nova Cat's control. However, the Combine does still assert authority over the prefecture command facilities located here, which is more of an oversight operation since the Nova Cats handle the defensive duties across this region. The Nova Cats raised a new capital city—New Barcella—from the plains of Santana when they relocated their people to Irece after the Great Refusal.

NINGXIA

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

Position in System: 3

Time to Jump Point: 5.48 days

Number of Satellites: 1 (Favonius (asteroid))

Surface Gravity: 0.90

Atmospheric Pressure: Low (Breathable)

Equatorial Temperature: 28° C (Temperate)

Surface Water: 32 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Reptile

Population: 30,000,000

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

Defending Forces: None

Landmasses (Capital City): Anemoi (New Zephyrus), Hyacinth, Astraeus, Borus

Importance: Command

A small world whose inhabitants follow primarily an agrarian lifestyle, Ningxia is also the capital of this Periphery-bordering prefecture. This world was the base for the Ryokenroku throughout most of the Jihad, but with the Blakists in retreat, the regiment has moved elsewhere.



BENJAMIN MILITARY DISTRICT

The Benjamin Military District is girded by the Dieron District near Terra, but it shares borders with the Federated Suns, Lyran Alliance, and the Ghost Bears, making it the most beset by external enemies. Should our plans come to fruition, this District will be the most important for us to monitor, as it will be the nearest to our planned border. The potential targets in terms of factories, command centers, and academies should be considered priorities for whatever deterrent forces we will need to assemble in this area.

INDUSTRIAL WORLDS

AIX-LA-CHAPELLE

Star Type (Recharge Time): A2V (163 hours)

Position in System: 4

Time to Jump Point: 43.02 days

Number of Satellites: 3 (Wester, Julich, Burtscheid)

Surface Gravity: 0.90

Atmospheric Pressure: High (Tainted)

Equatorial Temperature: 43° C (Tropical)

Surface Water: 81 percent

Recharging Station: Zenith, Nadir

HPG Class Type: B

Highest Native Life: None

Population: 500,000,000

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

Defending Forces: None

Landmasses (Capital City): Aachen (Rheinphalia)

Importance: Industrial

An inhospitable world with an atmosphere barely tolerable to humans, Aix-la-Chapelle has one large landmass that is also blessed with natural resources. The long JumpShip recharge time here motivated Diplan to convert an on-world components factory using locally processed materials rather than importing their necessary supplies. Immense greenhouses grow most of the food for the local inhabitants using imported soil, but meats must still be imported as all large-scale attempts to raise livestock have met with disaster thanks to the high atmospheric pressure, chemical taints in the air, and the harsh weather patterns.

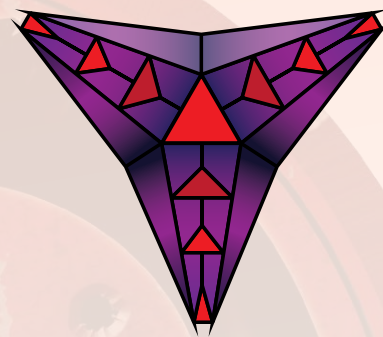
DIPLAN 'MECHYARDS

Main Products: *Hitman, Kabuto, Mongoose*, and Nyx Class BattleMechs
City (Landmass): Belnet (Rheinphalia)

Local Terrain: Plains

Local Weather: Stormy

Renowned for its fortress-like construction, the Diplan factory shrugs off the tornadic storms that periodically ravage the nearby countryside.



DOVER

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

Position in System: 4

Time to Jump Point: 9.12 days

Number of Satellites: 1 (Citrine)

Surface Gravity: 0.93

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 43° C (Arid)

Surface Water: 34 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Reptile

Population: 640,000,000

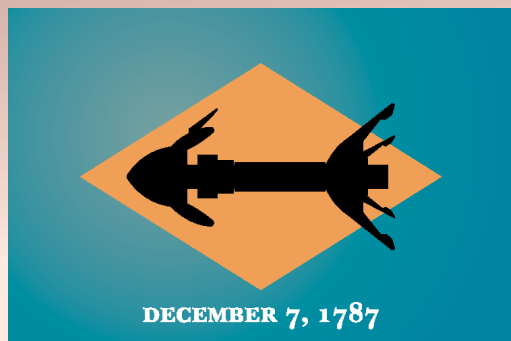
Socio-Industrial Levels: B-B-B-B-C

Defending Forces: Summer's Storm

Landmasses (Capital City): Rutile (Wairdel), Anatase, Quartz

Importance: Industrial, Logistical

The silica and titania sands covering this blindingly bright world are excellent resources, though quality agricultural soil is sporadic. The Silane Sea in the center of Quartz is a geochemical marvel, a source of a variety of pure chemicals and compounds suitable for export to electronics manufacturers throughout the region; DropShips arrive at the Silane Drop-Port, full their tanks and lift-off again with the crew never leaving the ship.



DOVER SHIPYARDS

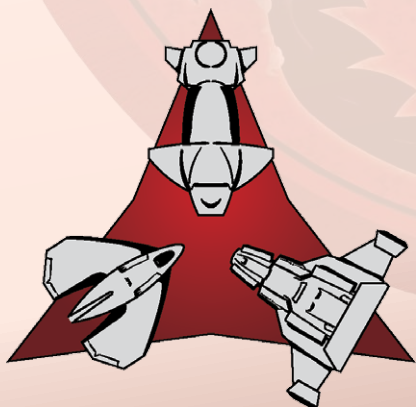
Main Products: *Invader* and *Merchant* Class JumpShips.
City (Landmass): Low Orbit; Kalkedony (Rutile) (Projected)
Local Terrain: Orbital; Flatlands (Sand)
Local Weather: N/A; Windy

The Dover yards achieved muted fame when the mostly-dismantled *Yamato* was reassembled and re-commissioned here as a mobile factory ship, but their slow construction rate on JumpShips has angered the High Command. A DropShip factory is under construction on the surface in the outskirts of Kalkedony, and is projected to eventually construct *Overlord* and *Nekohono'o* Class DropShips once operational.

HINSDALE ELECTRONICS

Main Products: *Condor*, *Nagumo*, and *Taihou* Class DropShips, Various Small Craft
City (Landmass): Ilmenite (Rutile)
Local Terrain: Light Urban (Sand)
Local Weather: Mild

The Hinsdale plant also builds DropShip power plants for off-world export.



WAKAZASHI ENTERPRISES

Main Products: *Sholagar* and *Slayer* Class Aerospace Fighters, *Valiant* Class BattleMech

City (Landmass): Onyx (Anatase)

Local Terrain: Coastal (Sand)

Local Weather: Windy

In addition to constructing the units above, the Wakazashi plant also performs refits for the DCMS on the *Bombardier* BattleMech. A new line is under construction, though what unit(s) it will build is unknown at this time. Given the plant's heritage of constructing aerospace units (the BattleMech construction and refit lines are much more recent additions), it is likely to be an aircraft of some sort. This factory also manufactures class-10 and -20 autocannon and airframes for other craft than those listed above.

DIHL

DOVER INSTITUTE FOR HIGHER LEARNING

Programs: MechWarrior, JumpShip Crew, Technician, Physician, Engineer

City (Landmass): Amethyst (Quartz)

Local Terrain: Light Urban

Local Weather: Mild

Primarily a non-combat university, the MechWarrior program was the only combat MOS taught at Dover IHL for nearly two centuries before the JumpShip and DropShip crew programs were commissioned in the last few years.

AEROSPACE AND INTERSTELLAR INSTITUTE OFFICER'S SCHOOL

Programs: JumpShip, WarShip, and DropShip Command

City (Landmass): Unknown (Rutile)

Local Terrain: Unknown

Local Weather: Unknown

A secret facility whose exact location is unknown to us at this time, the All Officer's School has been delivering advanced training to ship crews—including those coming fresh out of the Dover Institute—in fleet combat. The faculty reportedly consists of survivors of Operation SCOUR. We know the school is separate from the Dover Institute, and some evidence suggests they may be centrally located somewhere on the continent of Rutile.



GALTOR III

Star Type (Recharge Time): F8V (179 hours)
Position in System: 3
Time to Jump Point: 12.01 days
Number of Satellites: 2 (Temos and Froma)
Surface Gravity: 1.00
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Jungle)
Surface Water: 70 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 63,500,000
Socio-Industrial Levels: C-C-B-C-B
Defending Forces: None
Landmasses (Capital City): Eire (New Derry), Samphire, Innacullin
Importance: Industrial

Galtor was the site of a major battle between Combine and FedSuns forces in the first half of the century. The Combine retook the world in the Fourth Succession War, after losing it to House Davion a scant six years before. With no major combat to speak of has occurred here in the decades since, the population managed to rebound from the tremendous casualties suffered in those battles. As a dominantly subsistence-level agrarian world, Galtor's Naval Yards represents the only industrial facilities that export product off-world.

GALTOR NAVAL YARDS

Main Products: Neptune Submarine, Civilian Cargo Submarines
City (Landmass): New Derry (Eire)
Local Terrain: Light Urban/Coastal
Local Weather: Rainy

Producing submarines for decades, the dry docks and sub pens are sheltered behind the Sionnach Islands in Derry Bay on Eire's east coast.



KAJIKAZAWA

Star Type (Recharge Time): G5IV (186 hours)
Position in System: 4
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Yamanashi)
Surface Gravity: 1.04
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 25° C (Temperate)
Surface Water: 71 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Reptile
Population: 1,750,000,000
Socio-Industrial Levels: A-B-A-B-B
Defending Forces: Second Benjamin Regulars
Landmasses (Capital City): Kai Koshu (Kurokami), Kirifuri
Importance: Industrial, Command

Kajikazawa's proximity to the district capital on Benjamin makes for a calm and relaxing atmosphere compared to other prefecture capitals, but that tranquility was disturbed when the Combine relocated the Cosby factories here. The construction boom and influx of workers altered the world's routines with a steady flow of DropShips to and from this world. The construction of a second recharge station at the zenith jump point should soon be completed to accommodate the increased interstellar traffic. There have even been plans made to upgrade the local HPG station to a Class A facility.

COSBY

BattleMech and Myomer Research Firm

COSBY BATTLEMECH AND MYOMER RESEARCH FIRM

Main Products: *Phoenix Hawk, No-Dachi, Thunderbolt* Class BattleMechs
City (Landmass): Hokusai (Kai Koshu)
Local Terrain: Mountains
Local Weather: Snowy

Despite the move under less than ideal circumstances, Cosby has returned to full production with only a minor disruption in its delivery schedule. Still, the company's new location has slowed shipments as the local jump traffic struggles to adapt. Thus, much of Cosby's output is going directly to the on-world Second Benjamin Regulars, tasked to the world in large part to defend the new factory and its output.



LAPIDA II

Star Type (Recharge Time): F2IV (173 hours)

Position in System: 6

Time to Jump Point: 18.75 days

Number of Satellites: None

Surface Gravity: 1.08

Atmospheric Pressure: Standard (Tainted)

Equatorial Temperature: 20° C (Temperate)

Surface Water: 55 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Fish

Population: 3,230,000,000

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

Defending Forces: None

Landmasses (Capital City): Upolu (Aiga-i-le-Tai), Longwalk, Firesand

Importance: Industrial, Logistical

An industrial world whose chilly atmosphere has been tainted by centuries of unremitting efforts to strip its resources and process them into usable products, Lapida II is nevertheless home to a significant population that labors in the many mineral processing and construction factories across the globe. Local products include everything from furniture, to tractors, to BattleMechs. Furthermore, several well-hidden refit and supply centers are known to dot the desert continent of Firesand, where the ammoniac salt sands present a hazard to unprotected humans.

MARDUK

Star Type (Recharge Time): G8II (189 hours)

Position in System: 4

Time to Jump Point: 6.19 days

Number of Satellites: 1 (Kafuffle)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 45° C (Warm-Temperate)

Surface Water: 60 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Reptile

Population: 2,516,000,000

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

Defending Forces: None

Landmasses (Capital City): Tiller (New Pontiac), Aileen, Latvia

Importance: Command

Marduk is an important factory world thanks to its self-sufficiency, but the Combine has grown concerned at recent geological reports of vast metal ore depletion in the Tillerbee Jungle region. Manufacturers have already begun clamoring for increased resources for future efforts, though government officials are quick to point out that even the geologists assert the deposit should last for several more decades at the current rate of consumption.

NIMAKACHI FUSION PRODUCTS, LIMITED

Main Products: Bishamon, Spider, Venom Class BattleMechs

City (Landmass): Mulifanua (Upolu)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

(Actual facilities are Subterranean)

Local Weather: Windy

Nimakachi's subterranean facilities makes it a difficult target for raiders attempting to acquire any product, especially considering the warren of shantytowns extending for kilometers from the edge of the heavily urbanized around near the mine entrance. Any wise strategist would focus instead on efforts to hijack the DropShips ferrying the completed 'Mechs off-world, rather than contend with the dangers of fighting in tunnels against the entrenched and experienced security forces.



VICTORY INDUSTRIES

Main Products: Avatar, Black Hawk-KU, Firestarter, Griffin, and Wolverine Class BattleMechs

City (Landmass): New Pontiac (Tiller)

Local Terrain: Wooded (Jungle)

Local Weather: Rainy

Victory Industries (formerly Norse BattleMech Works) has been turning out high-quality war machines for centuries.





PROSERPINA

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

Position in System: 4

Time to Jump Point: 4.85 days

Number of Satellites: 1 (Taikata)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Tainted)

Equatorial Temperature: 25° C (Warm-Temperate)

Surface Water: 67 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Reptile

Population: 1,950,000,000

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

Defending Forces: Ryuken-san

Landmasses (Capital City): Bragadin (Conqueror's Pride),
Greater Harpago, Lesser Harpago, Amerigo, Darwin

Importance: Industrial, Command, Logistical

Proserpina is one of the Draconis Combine's most-prized worlds. Housing industry and an important military academy, Proserpina also serves as a prefecture capital in the Benjamin District. Originally home to the Proserpina Hussars brigade (of which but one regiment remains today) this world has seen vicious combat numerous times between the Dragon and the Federated Suns, including a nerve agent attack that renders the Amerigo and Greater Harpago continents uninhabitable even to this day. The world's proximity to the FedSuns border justifies a constant defense force, as well as a significant logistical network for repair and refit.



GUIDED TECHNOLOGIES

Main Products: Streak and standard SRM Missiles and Missile Racks

Location: Rushmore (Bragadin)

Local Terrain: Light Urban/Mountain

Local Weather: Windy

The Guided Technologies plant is one of the jewels that sprang up during the recovery of Lostech in the 3030s.

UNIVERSITY OF PROSERPINA

Programs: MechWarrior, Aerospace Pilot, Armored and Unarmored Infantry, Armored Cavalry, Artillery

City (Landmass): The Yard (Bragadin)

Local Terrain: Light Urban

Local Weather: Mild

Historically, UP receives much of its funding from the free-floating regiments of the Proserpina Hussars brigade, which helps to maintain the university and repair its facilities after the various FedSuns attacks that have struck it over the centuries. The brigade's severe losses in recent years (including the betrayal of the First Hussars, who sided with the Black Dragon Society and were subsequently annihilated by the Fifth Sword of Light) now means that most of UP's graduates will likely be used to help reconstitute the Hussars' depleted numbers.

BULLDOG ENTERPRISES

Main Products: Bulldog, Manticore, Schiltron, and Tokugawa Combat Vehicles

City (Landmass): Conqueror's Pride (Bragadin)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

Local Weather: Mild

Besides the primary factory that turns out combat vehicles, Bulldog maintains several ancillary facilities throughout the city that produce various components for these tanks, including engines, targeting and fire-control systems and weapon systems.





TOK DO

Star Type (Recharge Time): K1V (192 hours)
Position in System: 4
Time to Jump Point: 5.18 days
Number of Satellites: 3 (Liancourt, Takeshima, Schippke)
Surface Gravity: 0.96
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 36° C (Tropical)
Surface Water: 75 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Birds
Population: 2,670,000,000
Socio-Industrial Levels: A-A-B-A-B
Defending Forces: None
Landmasses (Capital City): Tong-Do (West Lime), Seo-Do, U'san-Do, Ulnung-Do
Importance: Industrial

A heavily wooded world whose jungles are home to an incredible array of bird species, from the Saurus, a bipedal flightless monstrosity topping two meters high, to the speck, a bird with a wingspan of one centimeter, the humid air seems to inhibit the effects of pollution, preserving the natural environment from the potential damages of the Alshain plant's emissions.

ALSHAIN WEAPONS

Main Products: Panther Class BattleMech, Pacifier SecurityMech Class WorkMech

City (Landmass): East Lime (Tong-Do)

Local Terrain: Light Urban/Woodlands (Jungle)

Local Weather: Rainy

This factory is also a refit site for *Scorpion* and *Shadow Hawk* BattleMechs. Reports also indicate that a new line is being developed for construction of *Phoenix Hawk* BattleMechs. The sprawling site lies across the continental divide, encompassing multiple local ecosystems in various gardens provided for the workers to meditate in during their break periods.



STRATEGIC WORLDS

BENJAMIN

Star Type (Recharge Time): M1V (202 hours)
Position in System: 3
Time to Jump Point: 2.96 days
Number of Satellites: None
Surface Gravity: 1.08
Atmospheric Pressure: Standard (Tainted)
Equatorial Temperature: 30° C (Temperate)
Surface Water: 51 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Mammal
Population: 5,430,000,000
Socio-Industrial Levels: A-A-C-B-D
Defending Forces: Second Benjamin Regulars, Ryoken-roku
Landmasses (Capital City): Castano (Deber City), Osaka, Gojjam
Importance: Command, Logistical

Benjamin was the closest district capital to the Blake Protectorate that still remained free of Blakist occupation. Besieged by both the Word and the FedSuns earlier in the decade, the stalwart defense of this world by the Benjamin Regulars was rightfully played up by the Combine's propaganda machine. Many of this world's famous orbital "artificial suns" were damaged during these actions and have yet to be replaced. This has drastically reduced the planet's agricultural output, and thus has forced an increase in food imports to sustain the population.

OSAKA FIELDS PROVING GROUND

Programs: MechWarrior, Aerospace Pilot, Unarmored Infantry, Tank Crew

Location: Osaka

Local Terrain: Wooded/Wetlands

Local Weather: Rainy

Thanks to the propaganda holos of the Benjamin Regulars' heroism, recruitment for the brigade has swelled beyond its available equipment. To select the best candidates for referral to other military academies (or to admit into the Regulars on a provisional basis), Osaka Fields has been testing applicants, non-stop, for several months now, with exercises taking place day or night between competing soldiers, MechWarriors, tankers and pilots.





BUCKMINSTER

Star Type (Recharge Time): A9III (170 hours)
Position in System: 6
Time to Jump Point: 23.75 days
Number of Satellites: 1 (Geodesia)
Surface Gravity: 1.01
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 29° C (Temperate)
Surface Water: 62 percent
Recharging Station: Zenith
HPG Class Type: A
Highest Native Life: Insects
Population: 2,810,000,000
Socio-Industrial Levels: A-B-A-B-A
Defending Forces: None
Landmasses (Capital City): Sanjucendo (Buckminster City), Richard's Rock, Storm, Trestal
Importance: Command

An agricultural world strained by the responsibilities that come with also serving as a prefecture capital, Buckminster was the long-time home base of the Second Sword of Light. After the Second's disgraceful betrayal in supporting the Black Dragons led to their destruction, Buckminster was not only left undefended, but is also now under increased ISF scrutiny that penetrates all levels of government and corporate leadership here.

IRURZUN

Star Type (Recharge Time): G4V (185 hours)
Position in System: 5
Time to Jump Point: 7.96 days
Number of Satellites: 1 (Lara)
Surface Gravity: 1.03
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Very Hot)
Surface Water: 81 percent
Recharging Station: Zenith, Nadir
HPG Class Type: B
Highest Native Life: Mammal
Population: 5,980,000,000
Socio-Industrial Levels: A-B-A-C-B
Defending Forces: None
Landmasses (Capital City): South Umbrian (New Gotham City), North Umbrian, Easter
Importance: Command, Logistical

Though this world serves as a prefecture capital as well as a source for valuable minerals, its regular defending forces have been routed elsewhere for some time now, first to prosecute the war against the Word of Blake, and later to continue rooting out Black Dragon cells elsewhere. This makes Irurzun a tempting target for the Federated Suns, especially since the shipping disruptions in this regions have left the many New Samarkand Metals mining sites scattered about here unguarded, with immense piles of unrefined ores and processed materials simply waiting for long-overdue DropShips to pick them up.

XINYANG

Star Type (Recharge Time): F0V (171 hours)
Position in System: 2
Time to Jump Point: 21.94 days
Number of Satellites: 1 (Henan)
Surface Gravity: 0.98
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 30° C (Temperate)
Surface Water: 70 percent
Recharging Station: Zenith, Nadir
HPG Class Type: B
Highest Native Life: Amphibian
Population: 1,635,000,000

Socio-Industrial Levels: A-C-D-C-C
Defending Forces: None
Landmasses (Capital City): Zhumadian (Nanyang), Zhejiang
Importance: Command, Logistical

With its massive supply depot reopened, Xinyang serves as a repair and resupply station for forces coming off the front lines. This gives the prefecture leadership contact with many commanders who are not locally based. The hospital in Nanyang can accommodate ten thousand patients at once—and the Jihad has taxed this capacity many times over. It is also worth noting that Silver City on Zhumadian recently mothballed the temporary RetroTech factory set up there during the Jihad.



GALEDON MILITARY DISTRICT

The Galedon Military District was long afforded great respect as the birthplace of the Draconis Combine. The Succession Wars, however, have taken a heavy toll on this region. The Blakist destruction meted out on Luthien restored this district's prominence—at least for now—as the imperial throne returned here, to New Samarkand during the Jihad. Though spared the worst of the fighting felt by worlds in other districts, Snow Raven and FedSuns attacks, and the loss of the district capital world of Galedon V itself to a genetically engineered plague now called the “Curse of Galedon” was actually a greater blow than other districts felt. While Dieron might have been decimated by the war, that world, at least, remains inhabitable, while Galedon is now a lifeless husk in space. For this reason, we believe that New Samarkand will be named the new district capital in the future, especially since the Coordinator and his warlords have already begun the process of returning central command functions back to Luthien.



ISHIKAWAJIMA-HARIMA BATTLE ARMOR INDUSTRIES

Main Products: Void Battle Armor

City (Landmass): Agematsu City (Agematsu Prime)

Local Terrain: Heavy Urban

Local Weather: Mild

Intended as a buttress against losing their capacity on Luthien, this factory, like the one on Loysville, supplied Void suits and repair parts to the DCMS throughout the Jihad.

INDUSTRIAL WORLDS

AGEMATSU

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

Position in System: 2

Time to Jump Point: 11.19 days

Number of Satellites: None

Surface Gravity: 0.85

Atmospheric Pressure: Low (Breathable)

Equatorial Temperature: 45° C (Arid)

Surface Water: 14 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: None

Population: 75,300,000

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

Defending Forces: None

Landmasses (Capital City): Agematsu Prime, Little Irehuna Island

Importance: Industrial

An inhospitable rock in space, initially colonized by a religious sect seeking isolation from humanity's corruption, Agematsu became home to the Ishikawajima-Harima factory in the late-3060s.

HUN HO

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

Position in System: 5

Time to Jump Point: 14.94 days

Number of Satellites: 2 (Zhu, Hou Wah)

Surface Gravity: 0.97

Atmospheric Pressure: High (Breathable)

Equatorial Temperature: 39° C (Tropical)

Surface Water: 60 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Amphibian

Population: 1,765,000,000

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

Defending Forces: None

Landmasses (Capital City): Polska (Paradiso), Bergen

Importance: Industrial

Although Hun Ho is a tropical paradise over most of its landmass, the LexaTech factories and other human habitation clusters around the barren polar areas, where mineral wealth is easily accessible and the risk from harm by the planet's fiercer jungle-dwelling predators is sharply reduced.



LEXATECH INDUSTRIES

Main Products: Archer, Cerberus, and Grasshopper Class BattleMechs

City (Landmass): Corsan (Bergen)

Local Terrain: Badlands (Tundra)

Local Weather: Snowy

In addition to manufacturing BattleMechs of the types noted, the LexaTech facility also refits *Cyclops* to the 11-B variant as of 3075.

KIREI NA NIWA

Star Type (Recharge Time): F2V (173 hours)

Position in System: 3

Time to Jump Point: 18.75 days

Number of Satellites: None

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 27° C (Temperate)

Surface Water: 65 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Fish

Population: 1,500,000,000

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

Defending Forces: None

Landmasses (Capital City): Bounty (Dark Earth), Needles

Importance: Industrial

A planet renowned for fertile soil and a climate suitable for year-round harvests, Kirei Na Niwa has little to entice a potential raider.

KINKAKUJI ENTERPRISES

Main Products: Manazuru Conventional Aircraft

City (Landmass): Newton (Needles)

Local Terrain: Flatlands (Sand)

Local Weather: Windy

The Kinkakuji plant is located on a large plain that is repeatedly battered by severe and unpredictable windstorms rolling in from the surrounding needle-like mountains, allowing the aircraft to be tested under the most hostile of conditions for takeoff and landing.



MIDWAY

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

Position in System: 3

Time to Jump Point: 9.12 days

Number of Satellites: 1 (Oscuro Corazon)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 29° C (Temperate)

Surface Water: 85 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Birds

Population: 2,660,000,000

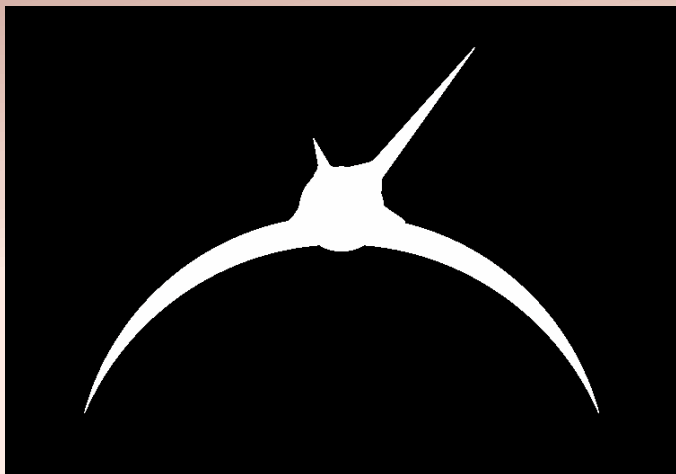
Socio-Industrial Levels: A-B-A-B-B

Defending Forces: All Cadet Fleet

Landmasses (Capital City): Brook (Saginaw), Kahn, Kure

Importance: Industrial

The loss of the Midway shipyards might be a greater loss to the system than to the Combine, as the local population was markedly increased by the facility's presence. The water-rich world is home to an abundant population of albatrosses transplanted from Terra, which compete well with the native kure shrikebat, a savage avian known to carry off small children. The peculiar nature of Midway's satellite is such that it reflects no light and appears always as a purely black feature of the sky, particularly eye-catching when it appears in daylight.



MIDWAY SHIPYARDS

Main Products: JumpShip repair and refit yard (Projected)

City (Landmass): N/A (Orbital)

Local Terrain: Orbit

Local Weather: N/A

The Midway Shipyards were once the pride of the DCA, but the 3074 attack by the Word of Blake's Fourteenth Division might have been their death knell. All indications are that the Combine will repair the facility to construct and/or repair JumpShips, but WarShip manufacturing is considered no longer viable due to the extent of the damage and the expense involved in restoring full output.

TELFAR BATTLEMECHS

Main Products: *Lynx* and *Maelstrom* Class BattleMechs

City (Landmass): Gilhooly's Bar (Kahn)

Local Terrain: Heavy Urban

Local Weather: Stormy

Located in an inversion zone, the weather around the city of Gilhooly's Bar (and the Telfar BattleMechs located within) changes by the hour from the most pleasant conditions to the most extreme.

TELFAR



BATTLEMECHS

AEROSPACE AND INTERSTELLAR INSTITUTE

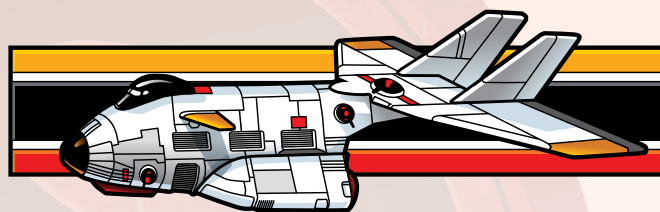
Programs: Aerospace pilot, and JumpShip, DropShip Operations

City (Landmass): Lackawanna (Brook)

Local Terrain: Light Urban

Local Weather: Mild

Once the premiere academy in the Draconis Combine for producing personnel for the admiralty, All cancelled all WarShip coursework and redirected cadets not in the fighter pilot program to DropShip and JumpShip programs. This only makes sense, given the moratorium on new WarShip production, but we expect the rise in "Pocket WarShips" may prompt the DCA to reconsider this action.



NEW SAMARKAND

Star Type (Recharge Time): F0IV (171 hours)

Position in System: 6

Time to Jump Point: 21.94 days

Number of Satellites: 3 (Jimmu, Kōshō, and Chūai)

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35° C (Temperate)

Surface Water: 70 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 3,741,000,000

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

Defending Forces: Ninth Sword of Light, Otomo, Izanagi Warriors, Forty-fifth Dieron Regulars

Landmasses (Capital City): Shimoji (Yamashiro), Nippon, Kurima, and Tarama

Importance: Industrial, Command, Logistical

While Luthien has been recaptured and the national government is in the process of returning there, we believe that the loss of Galedon V will prompt House Kurita to establish New Samarkand as capital world of this military district. All the manufacturing facilities on New Samarkand are built like heavy fortresses to protect them from pirate bands and other threats.

BBP INDUSTRIES (PROJECTED)

Main Products: Unknown DropShip (Projected)

City (Landmass): Mercante (Shimoji)

Local Terrain: Light Urban (Fortified Structures)

Local Weather: Mild

BBP industries began construction of a new DropShip facility here as part of the relocation of key defense industries to New Samarkand during the Jihad. Though still incomplete as of this time, we believe these facilities may actually be a repair and refit yard, since there remains a decided lack of manufacturing equipment at the site. Until the complex is further along, its exact purpose is unlikely to be discerned.

INDEPENDENCE WEAPONRY

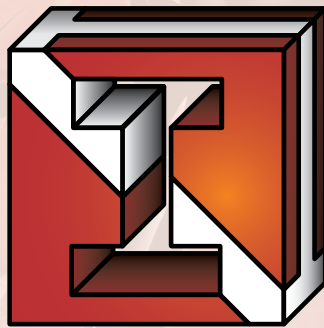
Main Function: BattleMech
Repair and Refit Facilities

City (Landmass): Mercante
(Shimoji)

Local Terrain: Light Urban
(Fortified Structures)

Local Weather: Mild

This plant is known to perform refits of the *Hatchetman*, but no reports indicate full-fledged production.



LUTHIEN ARMOR WORKS

Main Products: *Mauler* Class BattleMech

City (Landmass): Mercante (Shimoji)

Local Terrain: Heavy Urban (Fortified Structures)

Local Weather: Mild

Though currently producing only the *Mauler*, intelligence points to the LAW plant moving from prototyping into production soon on several new chassis.

NAV HULL

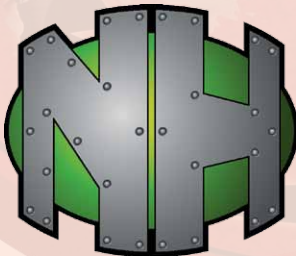
Main Products: Ashigaru, Mauna
Kea and Monitor Naval Vessels

City (Landmass): Kumazaki Wan
(Kurima)

Local Terrain: Coastal
(Fortified Structures)

Local Weather: Snowy

A manufacturer of maritime combat vessels, Nav Hull is one of the Combine's lesser military manufacturers, but its New Samarkand facilities are protected just as well as the BattleMech and tank factories, with the deep waters of Kumazaki Bay on three sides and a well-guarded wall on the other. Even the bay's mouth to the Shinjori Ocean has patrol vessels and ground emplacements, plus sea mines, to deter any assault.



NEW SAMARKAND METALS

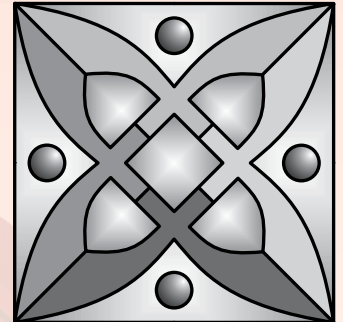
Main Products: Behemoth,
Demolisher, Schrek PPC
Carrier combat vehicles,
Kage and Raiden battlesuits

City (Landmass): Garden
(Shimoji)

Local Terrain: Heavy Urban
(Fortified Structures)

Local Weather: Mild

One of the longest-serving military manufacturing companies on New Samarkand, NSM has been producing combat vehicles for centuries and became one of the Combine's first to produce battlesuits for the DCMS.



NSM

WAKAZASHI ENTERPRISES

Main Products: *Panther* Class BattleMechs

City (Landmass): Wakazashi One (Shimoji)

Local Terrain: Light Urban (Fortified Structures)

Local Weather: Windy

A smaller factory, the Wakazashi plant was tasked with producing *Panthers* after the Blakists occupied Dieron. This factory also has significant repair and refit equipment, making them more versatile to suit the needs of the DCMS; this capability currently sees Wakazashi refitting the *Bombardier* for the Combine.

YAN MANUFACTURING

Main Products: Crow Scout Helicopter and Peacekeeper SWAT
Carrier Combat Vehicles

City (Landmass): New Shiro City (Shimoji)

Local Terrain: Light Urban (Heavy Industrial Zone)

Local Weather: Mild

Yan only recently transitioned from building civilian vehicles to combat vehicles. The Crow helicopter is their first foray into the industry.





SUN ZHANG MECHWARRIOR ACADEMY

Programs: MechWarrior, Aerospace Pilot, Armored Infantry

City (Landmass): Yamashiro (Shimoji)

Local Terrain: Light Urban

Local Weather: Mild

The most prestigious academy in the Draconis Combine, graduates are among the few awarded a *katana* and *wakazashi* upon successful completion of their program of study, as well as joining the Sun Zhang Academy Cadre. The Kurita royal family is renowned for sending heirs to the throne here for their military education.

INTERNAL SECURITY COLLEGE

Programs: Unarmored Infantry, Security, Espionage, Interrogation, Terrorism

Location: Deathsand Desert, Tarama

Local Terrain: Light Urban (Sand)

Local Weather: Windy

The academy for ISF operatives is located in a hostile desert surrounded by a vast desolation. Intruders are not permitted, with aircraft being shot down without warning for drawing too close. Attempted deserters receive similar treatment.



TIFLIS

Star Type (Recharge Time): F6III (177 hours)

Position in System: 5

Time to Jump Point: 13.87 days

Number of Satellites: None

Surface Gravity: 1.02

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30° C (Temperate)

Surface Water: 69 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Fish

Population: 1,238,000,000

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

Defending Forces: None

Landmasses (Capital City): Zakatali (Kars Oblast), Imeretia, Erivan

Importance: Industrial

A pleasant agrarian world with little strategic value and limited natural resources beyond fertile soil, Tiflis cannot even attract tourists with to the complete lack of scenic terrain. With a landscape of rolling hills and no major mountains to speak of, forests of transplanted Terran timber serve to block the wind patterns that, every six years, combine to ravage the planet with continent-spanning storms.

SURB GEVORG MANUFACTURING INC.

Main Products: Wakusei no Mochiagerumono Conventional Aircraft

City (Landmass): Cedarville (Zakatali)

Local Terrain: Light Urban/Flatlands (Planted Fields)

Local Weather: Rainy

A small factory tucked into a corner of a sleepy warehouse district, Surb Gevorg Manufacturing's presence is not advertised. Since Tiflis is relatively insulated from hostile borders by distance, the citizens do not expect enemies ever to set foot upon their world. Given the lack of defenders, the Combine leadership apparently feels the same way.



Surb Gevorg Manufacturing Annex



TOGURA

Star Type (Recharge Time): G4III (185 hours)
Position in System: 4
Time to Jump Point: 7.96 days
Number of Satellites: 1 (Chikuma)
Surface Gravity: 1.03
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 32° C (Tropical)
Surface Water: 65 percent
Recharging Station: Nadir
HPG Class Type: A
Highest Native Life: Birds
Population: 1,050,000,000
Socio-Industrial Levels: A-A-C-B-B
Defending Forces: None
Landmasses (Capital City): Shinano (Nagano), Rikuzen, Onsen
Importance: Industrial

The only remarkable feature this world boasted was the now-destroyed Stellar Trek shipyards. Though well developed, Togura's lack of accessible natural resources required raw material imports for the shipyard. A new DropShip yard is now under construction here, but the company involved and the hulls to be built or refit by these facilities remain unknown. Tourism is a significant component of the world economy, the planet-girdling equatorial ocean being a major draw.

STRATEGIC WORLDS

KAZNEJOY

Star Type (Recharge Time): F4V (175 hours)
Position in System: 5
Time to Jump Point: 16.10 days
Number of Satellites: None
Surface Gravity: 0.99
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 46° C (Arid)
Surface Water: 25 percent
Recharging Station: Zenith, Nadir
HPG Class Type: B
Highest Native Life: Reptiles
Population: 1,032,000,000
Socio-Industrial Levels: B-C-D-C-D
Defending Forces: Kouki no Otakebi
Landmasses (Capital City): Wanaland (Gondovia)
Importance: Command

A prefecture capital seemingly through obstinacy of the leadership on Luthien, Kaznejoy has been little more than a resource-poor, inhospitable wasteland for centuries. The world's hostile environment has become part of the training of DEST commandoes, who must survive in the harsh, unforgiving deserts here to prove their suitability for such an assignment.

IBUKI ROBOTICS AND MANUFACTURING

Main Products: *Marauder* Class BattleMech
City (Landmass): Jigokudani (Shinano)
Local Terrain: Light Urban
Local Weather: Windy

In operation for over a century, Ibuki only recently entered the BattleMech market. Though true production has not yet begun here, our agents indicate that this otherwise unremarkable WorkMech factory

was tasked to build BattleMechs for the DCMS. Apparently, the *Marauder* is to be their first design.





MATSUIDA

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

Position in System: 3

Time to Jump Point: 7.47 days

Number of Satellites: 1 (Merion)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 40° C (Warm-Temperate)

Surface Water: 50 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Reptile

Population: 1,200,000,000

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

Defending Forces: Ryuken-ni

Landmasses (Capital City): Pau Tu (Mystique Bay), Pak Chua

Importance: Command, Logistical

A habitable though unpleasant world, the fishing industry is a prime component of this prefecture capital's economy. The world is also home to the Galedon Military Academy, long the pride of the District. A Federated Suns raid in 3068 razed the prefecture government complex and the Galedon Military Academy, and the region's civil government itself plunged into chaos when Galedon itself was lost. Even today, despite direction from New Samarkand, non-military administration of the Matsuida Prefecture remains unstable, and the Academy still lies in ruins.



GALEDON MILITARY ACADEMY

Programs: MechWarrior, Aerospace Pilot, Armored and Unarmored Infantry, Combat Vehicle, DropShip and JumpShip Operations, Covert Operations

City (Landmass): Takesaki (Pau Chua)

Local Terrain: Mountain

Local Weather: Snowy

An academy with a broad curriculum teaching all branches of warfare, GMA prided itself on pushing its cadets to the breaking point, ensuring that the weak were weeded out before graduation. Locating the academy in the snowy mountains of Matsuida was merely part of the training regimen. The GMA was leveled and much of the training battalion killed trying to stave off the FedSuns attack. Little effort has begun to rebuild the academy at this time.



OSHIKA

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

Position in System: 3

Time to Jump Point: 7.47 days

Number of Satellites: 2 (Tozai, Mejiro)

Surface Gravity: 0.95

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30° C (Temperate-Tropical)

Surface Water: 65 percent

Recharging Station: Zenith, Nadir

HPG Class Type: B

Highest Native Life: Mammal

Population: 5,100,000,000

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

Defending Forces: None

Landmasses (Capital City): Shinjuku (Takadanobaba),
Ridgland

Importance: Command

Much of Oshika's population serves to keep this prefecture capital functioning smoothly in one way or another, as the governmental apparatus occupies several cities spread along much of the Tribly Mountain range on the major continent of Shinjuku. The smaller continent of Ridgland is the home of the native Oshika ox, where the rocky terrain of rough rolling hills serves to naturally separate swaths of land hundreds of hectares in size. The local ranching concerns have used these natural segregations to keep their massive herds of megacattle. WorkMechs are commonly employed here to handle the large, foul-tempered beasts in this broad expanse of often-unforgiving terrain.

TABAYAMA

Star Type (Recharge Time): F0IV (171 hours)

Position in System: 3

Time to Jump Point: 21.94 days

Number of Satellites: None

Surface Gravity: 1.02

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25° C (Cool-Temperate)

Surface Water: 45 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Fish

Population: 2,450,000,000

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

Defending Forces: Nineteenth Galedon Regulars

Landmasses (Capital City): Kitatsuru (Yamanashi), Maudlin,
Joy

Importance: Command

A planet seemingly built around the bureaucracy it serves, this prefecture capital near the Combine's Periphery border employs much of the local population in government positions. Millions of citizens are also part of the a local hunting union, who are fighting a losing battle to keep imported Teran whitetail deer in check, while simultaneously employing a massive industry to process and export the meat and other usable parts of the deer they hunt to other worlds.



DIERON MILITARY DISTRICT

Owing to its proximity to Terra, and the resulting exposure to both the Federated Suns and the Lyran Commonwealth, the Dieron Military District has seen the most fighting through the centuries. The region became a prime target for the Blakists when they began to carve their Protectorate from the Successor States early in the Jihad, though the Word was initially reluctant to attack a state seen as a possible ally. While some worlds were spared because of their lack of defenders, those which felt the tread of Blakist boots almost invariably suffered heavily from the occupation. Internecine fighting between loyalist and Black Dragon forces also plagued many of these worlds, often resulting in massive civilian casualties in addition to widespread infrastructural devastation.

Given that pockets of the Blakist threat remain active in this region, and the Black Dragons and their Kokoryu-Kai still control key systems, while lingering tensions remain between House Kurita and the Azami worlds, the stability of this district and its critical facilities is in flux, and may thus change at any time without warning. This situation might aid our goals in the area, especially once the Blakists are eliminated entirely. Perhaps the citizens on these war-torn planets will even welcome a new system of government, after the series of dictatorships they've labored under for centuries.



INDUSTRIAL WORLDS

ALGEDI

Star Type (Recharge Time): A7IV (168 hours)

Position in System: 5

Time to Jump Point: 27.98 days

Number of Satellites: 1 (Mecca)

Surface Gravity: 0.90

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 45° C (Arid)

Surface Water: 15 percent

Recharging Station: None

HPG Class Type: A

Highest Native Life: Microbes

Population: 1,942,000,000

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

Defending Forces: First Arkab Legion, Second Arkab Legion

Landmasses (Capital City): Algedi Primus (Algiers), Algedi Secundus

Importance: Industrial, Command, Logistical

Long a center of dissent between the Azami and the Combine leadership, the relationship only worsened with the Combine's nuclear attacks during the Jihad. Currently the capital of the Azami worlds and essentially an independent region within the Combine borders, Algedi also served a prefecture capital for centuries. Though tensions remain high, House Kurita hopes to restore the degree of trust and tolerance that once existed between the Azami and the Combine, to make it so again.

In addition to the military manufacturing and training facilities listed here, Cairo Enterprises operates in the Alexandrian Wastes, producing civilian vehicles for the Azami worlds.

SCARBOROUGH MANUFACTURING ANNEX

Main Products: Pegasus Hovortank

City (Landmass): Algiers (Algedi Primus)

Local Terrain: Light Urban

Local Weather: Stormy

A small facility on the edge of Algiers proper, its attached mosque echoes with prayers five times a day, slowing production as the workers worship.



SWORD OF THE PROPHET ENTERPRISES

Main Products: Dervish and Gladiator Primitive BattleMechs

City (Landmass): Agadir (Algedi Secundus)

Local Terrain: Light Urban

Local Weather: Mild

ALGEDI WAR COLLEGE

Programs: MechWarrior, Ground Vehicle, Aerospace Pilot, Armored Infantry

City (Landmass): Algiers (Algedi Primus)

Local Terrain: Heavy Urban

Local Weather: Mild

The Algedi War College academy opened only four years ago and the quality of its graduates has yet to be determined. That a tenth of the first graduating class was offered to the DCMS to fill their roles suggests to some that its relations are thawing between the Azami and the Coordinator—but those who note that these troops were considered the bottom tenth of the class suggests to others that the Azami were merely culling their weakest numbers and retaining the best warriors for the Arkab Legions.



SHIMONITA

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

Position in System: 2

Time to Jump Point: 16.10 days

Number of Satellites: 1 (Nagasaki)

Surface Gravity: 1.06

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 31° C (Temperate-Tropical)

Surface Water: 82 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Birds

Population: 1,531,000,000

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

Defending Forces: None

Landmasses (Capital City): Shangai (Irezumi City), Kasaki Island

Importance: Industrial

A harsh world, constantly battered by savage storms and home to a paltry citizenry, Shimonita nevertheless possesses abundant mineral resources. Neglected by the Combine for centuries, its mining industry has suffered greatly, with output a fraction of what it could be by modern standards.

SAPPHIRE METALS

Main Products: Charger Class BattleMech

City (Landmass): Corundum (Shangai)

Local Terrain: Light Urban

Local Weather: Stormy

The lone constituent of the major industry on Shimonita, the Sapphire Metals plant turns out limited numbers of Chargers annually. We expect their output to increase soon, however, as the holes in the DCMS' depleted ranks are likely to make even this low-demand design a viable offering.





STRATEGIC WORLDS

ASHIO

Star Type (Recharge Time): G6IV (187 hours)

Position in System: 3

Time to Jump Point: 7.01 days

Number of Satellites: 3 (Kauner, Rossi, Hyde)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25° C (Cool-Temperate)

Surface Water: 80 percent

Recharging Station: Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 2,305,000,000

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

Defending Forces: None

Landmasses (Capital City): Rhodesia (Iscariot), Zaire, Vesuvius Prime

Importance: Command

The capital of the Ashio Prefecture, Ashio has significant infrastructure to serve as a logistical and command base for the prefecture, as well as modest agricultural, manufacturing and mining industries. Ashio saw occupation by Draconis March forces in the FedCom Civil War and again by the Blakists in the Jihad. Fortunately, the agrarian portions of the planet were spared the relatively mild damage dealt to its urban and industrial sectors, most of which has already been rebuilt.

DIERON

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

Position in System: 4

Time to Jump Point: 8.53 days

Number of Satellites: 2 (Bemer, Nebulos)

Surface Gravity: 1.02

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 27° C (Temperate)

Surface Water: 54 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Amphibian

Population: 1,231,000,000

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

Defending Forces: Second Dieron Regulars

Landmasses (Capital City): Mataeo (Fortress Dieron), Voltenna, and Wennisaka

Importance: Command, Logistical

Retaken from the Word of Blake by predominantly DCMS forces in 3078, Dieron is crucial to our designs. With the Second Dieron Regulars still on-planet, this world is the lynchpin of Combine power in the midst of the Terran Protectorate. Nevertheless, given the widespread devastation meted out here, control of the world might not be as crucial to the Coordinator as it is to us. Though most of the major military industry here has been smashed and is presently off-line, we can expect any salvageable facilities to be dismantled and relocated should we manage to secure the world as planned. At present, the planetary government is housed in an old Star League complex known as Fortress Dieron—but this is only a temporary base while efforts to rebuild the capital city of Tahlwynn proceed.

DISPUTED SYSTEMS

While the Combine has been one of the more cooperative nations to our Coalition, it is understandable that they desire the return of the systems they have historically claimed since the days of the First War. The Second Dieron Regulars have refused to leave Dieron—but, unlike the lingering Free Worlds and Capellan troops we've monitored, these DCMS forces seem disinclined to fight ours so far. Hopefully, diplomacy and public opinion will resolve the dispute over the eventual fate of Dieron and its neighboring systems before things turn ugly.

DIERON DISTRICT GYMNASIUM

Programs: MechWarrior, Armored Infantry

City (Landmass): Mataeo (Aldinga)

Local Terrain: Light Urban

Local Weather: Mild

This training academy reopened less than a year after the world was liberated, and has already turned out a number of graduates from its accelerated battlesuit program.





UPCOMING PROJECTS

With so many of their factories gutted or seriously damaged, especially their JumpShip yards, the Combine is scrambling to recover any and all components, specs, prototypes and personnel from their smashed factories as they can. Intelligence tells us that even the Combine's rudimentary first pass at picking through the ruins of Yori MechWorks in the Al Na'ir system netted the salvage team the specs and remains of a prototype *Atlas* variant that had yet to make it to full production. As near as we can tell, this is being transferred either to the Scarborough plant on New Samarkand or the Independence plant on Quentin once that world is deemed fully secure. Since the latter could complicate our plans for the region, a bargain may have to be struck regarding output of the Independence plant if we are to realize our goals.

Besides seeking the remains of their most advanced designs in smashed factories, all reports indicate that those factories which were not lost to the Blakists or the Black Dragon insurrection have pushed production to the maximum capacity the work crews can sustain. Added to this are the prototypes and other boundary-pushing technology being thrown into the mix to give the Combine High Command a go—no-go position on continuing their research efforts. Though our agents have yet to obtain a copy, we are aware of a recent digest from the ISF director to the *Gunji-no Kanrei* regarding the latest status on their advanced technology initiatives, some of which we believe make use of captured Blakist materiel from the worlds that have been reclaimed. Given what we know of the Blakist R&D efforts, obtaining this document is a priority for our agents.

While some companies are attempting to expand, others are merely trying to rebuild. The Combine can surely conscript workers to get the rebuilding program underway and thus accomplish it sooner than other nations, but the severe losses their industry has sustained currently leave the Dragon vulnerable. Expect them to be aggressive during the rebuilding to ensure their neighbors do not harbor illusions about picking up where the Blakists left off.

For the major companies of the Combine, the following is intended as our best guess of their plans for the future. In some cases, where noted, these guesses are based on solid intel, while in others it is the best we could deduce given our knowledge of the current state of things.

LUTHIEN ARMOR WORKS

Luthien Armor Works lost more than half their potential output between Luthien and Dieron, and it is not certain that the company as it was will ever return. While LAW's reach extends throughout the Combine, though, the Coordinator will support them, despite their executed leader's political leanings.

With installations throughout the Combine, even producing Clantech units for the Nova Cats on Barcella, we can be sure that

the Coordinator will grant a number of demands for equipment and workers of the new LAW administration, but the wholesale destruction of their flagship plant on Luthien, and the means by which it was lost, ensure that location will not be recoverable. We expect a new construction on Luthien, the best-defended world in the Combine pre-Jihad, to house the new LAW headquarters within the next decade.

WAKAZASHI ENTERPRISES

Wakazashi has triumphed where LAW has fallen short. This is clear from their undertaking construction of the *Valiant* only a few years ago on Dover at the height of the Jihad. While aerospace fighters are their bread and butter, they have some heritage building BattleMechs for the Combine, but rarely would such a contract have gone to a company other than LAW ten years ago.

We have every reason to believe that Wakazashi's weathering of the Jihad storms has seen them granted favored status. Sketchy reports have emerged of a redesigned aerospace fighter at their Chatham plant, meaning it could be the *Sai*, *Shilone*, *Oni*, *Lucifer II*, or even the *Tatsu* OmniFighter, since they are all built there. No reliable reports of the type or new configuration are available, and for all we know it could be that all are being updated. The ISF has done an exceptional job of late in containing security leaks, much better than before the coup attempt.

VICTORY INDUSTRIES

Taking up more of LAW's slack, the Victory plant on Marduk continued to turn out 'Mechs for the DCMS throughout the Jihad. Given that they were the only site to build three LAW designs (though they were built there starting in the '60s) otherwise lost with that company's factories. We have reliable intel that they are retooling an older line to put it back into service. Indications are that it will be in the heavy or assault class, but whether it will be a relocated design from a lost plant or a new design entirely remains unclear.

INDEPENDENCE WEAPONRY

When the Blakists took Quentin, Independence undertook an effort to relocate their manufacturing to New Samarkand. A challenging effort at the best of times, all that has resulted so far is a refit facility on the temporary Combine capital. Now that Quentin is all but returned to Combine control, whether this attempt to start over will continue is in serious doubt. Given that Independence has factories in other nations, they have never been a truly favored entity by the Combine. Despite their headquarters on New Samarkand, expect the Combine to focus more on their home-grown companies for their rebuilding efforts, while leveraging every bit of production that they can get from Quentin. Given our own designs on the world, I cannot stress enough that this is likely to be a serious point of contention between you and the Coordinator.



SCARBOROUGH MANUFACTURERS

Barely surviving the Blakist attack on Al Na'ir, the Scarborough plant suffered moderate damage, though the breaking of the city's dome took a toll on their experienced workforce. While the plant is back and operational, they are unable to increase their rate of delivery without a new influx of experienced workers. While the Quentin plant may prove a sticking point, the damage and staffing issues to the Scarborough factory may present less of an obstacle to our goals. Their annex location on Algedi kept up production throughout the Jihad, though we are unaware of any upgrades or line changes taking place there.

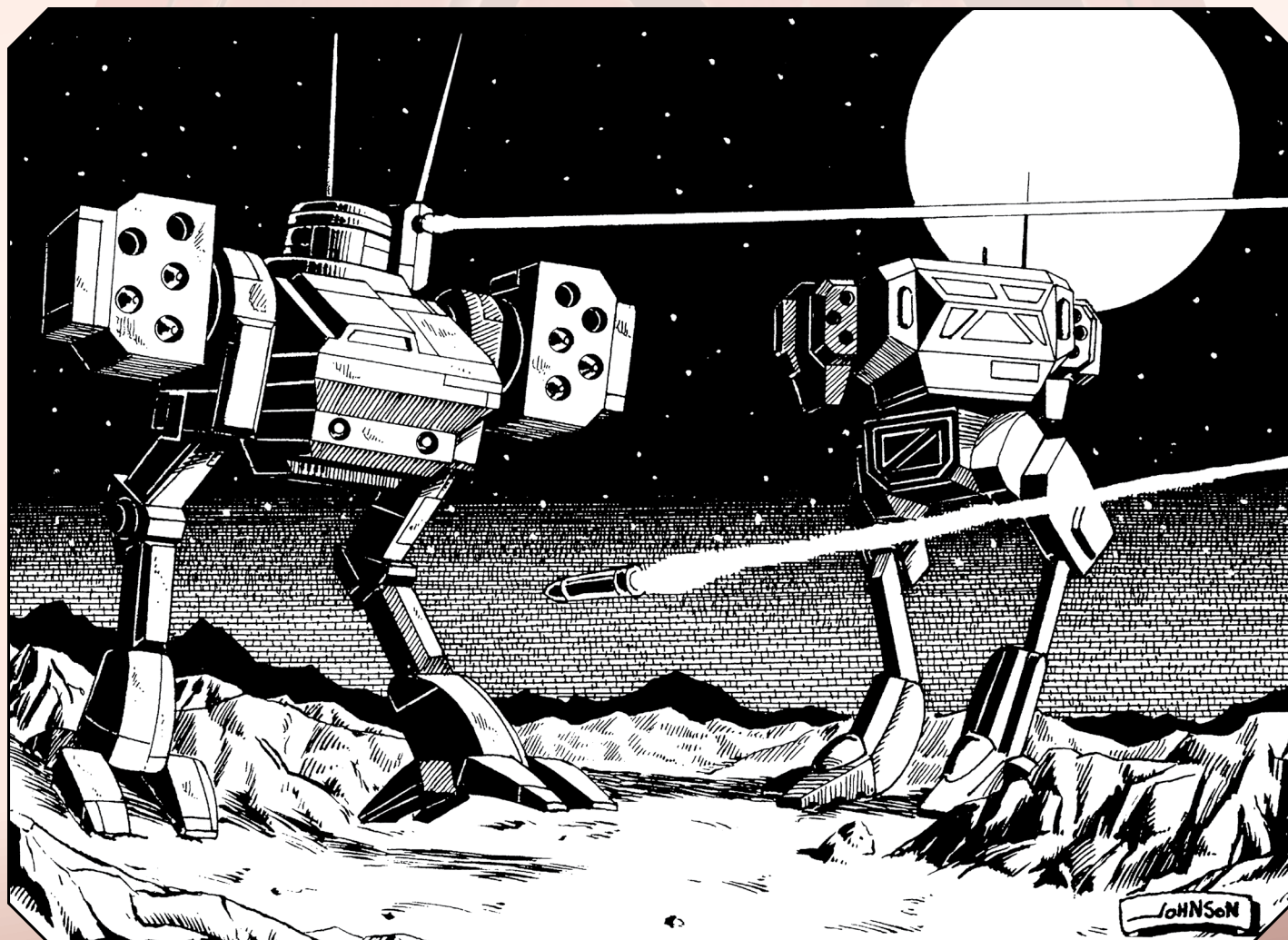
COSBY BATTLEMECH AND MYOMER RESEARCH FIRM

An example of triumph under duress, the Cosby relocation from Vega to Kajikazawa was enough of a task to carry out. That they did so and resumed full production during the most devastating conflict since the First Succession War is nothing short of miraculous.

Thus, the reports that Cosby received significant funding to develop an advanced BattleMech using experimental technology comes as no surprise. We are still endeavoring to determine the specifications of this new 'Mech, but the overheard conversations reported by our agents point to something truly fearsome.

MOBILE FACTORIES

As an example of the Combine leadership's skills at sleight of hand, their disassembly and supposed destruction of the *Yamato* yard at New Samarkand was but a ruse, and one carried off with extraordinary success. When the yard reappeared in the Dover system, rebuilt and outfitted as a mobile factory with Diamond Shark aid, it was a surprise to everyone, including most of the Combine. The quick follow-up on the *Ryū*, though it's limited to repairing Drop-Ships for the most part, gave the Combine two gigantic targets to have to defend. Thus they have tasked the bulk of their decimated WarShip fleet to protect what is likely to amount to two colossal white elephants.





RULES ANNEX

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

Players and gamemasters alike should realize that these rules are actually more a set of suggestions than they are "hard and fast" rules for game campaigns. Those creating tracks and scenarios are encouraged to accept, modify, or even completely ignore these rules if they prove too cumbersome.

USING PLANETARY INFORMATION

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

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

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

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

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

NUMBER OF SATELLITES

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

SURFACE GRAVITY

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

ATMOSPHERIC PRESSURE

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

EQUATORIAL TEMPERATURE AND SURFACE WATER

A world's *Equatorial Temperature* helps define whether the world can be broadly classified as hot, warm, or cold by indicating the average temperate (in degrees Celsius) at the equator—typically the warmest region on the planet's surface. Temperatures at the north and south poles 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 space-borne hubs of trade and communication to the local world. Raiders often avoid these stations by taking non-standard jump points, so the locals cannot be alerted to the raiders' arrival, but more significant invasions often begin by seizing the local recharge stations instead, to secure effective strategic control over the jump point.

HPG Class defines the presence of a local hyperpulse generator on the planet, indicating its ability to transmit signals to other systems nearby. Such stations are always located on the planetary surface, and are largely considered inviolate by all but the most serious attack forces. (Attacking an HPG is still considered a crime against humanity by most civilized realms.) Class A stations reflect major interstellar communications hubs, while Class B stations usually send transmissions in massive bundles less frequently. Although any HPG can send an emergency signal to a nearby system within hours of an attacking force's discovery, many raiders target worlds with Class B stations (or no stations at all), in the hopes that their arrival will raise the alarm among nearby systems more slowly. Assault forces, meanwhile, may target Class A worlds in an effort to secure a realm's communications hub and disrupt responses to a border-wide campaign.

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

the world; so, while a target world may be host only to native-born trees, horses originally raised on Terra may yet make an appearance.

Population defines the number of humans estimated to be living on the target world. Worlds with particularly high populations—those numbering in the billions—are often highly developed, with many major cities. Sparsely populated worlds—with populations in the millions or less—are less likely to have major cities than they are small towns or even tiny outposts and domed arcologies. As a more densely populated world often raises the threat of local armed resistance or merely more eyes to spot incoming invaders and more voices to raise an alarm, raiders tend to target less populated 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 that broadly defines 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, technologically-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, maps are not included in this product, though players may readily presume that any landmasses worth naming account for large regions of a planet's surface, and are likely separated from other landmasses either by large expanses of water or other difficult-to-traverse terrains (such as extensive mountain ranges). Traveling between landmasses will thus often require the use of high-speed rails (overland), aerospace transit (via DropShips or airships), or seagoing vessels.

Finally, a world's Importance defines its main role(s) in the infrastructure of its parent realm. Worlds with Industrial importance reflect those where factory development is significant and vital to the



military capabilities of the parent state. Logistical worlds are those that play a key role in raising or training military forces and/or supplying basic war materiel 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" to be scrambled to defend the target sites. For example, the Scarborough Manufacturing Annex on Algedi produces Pegasus hovertanks and will likely field a home defense force that includes Pegasus hovertanks, while Wisdom of the Dragon, an academy that includes BattleMech, infantry and vehicle programs, will have a home defense force that includes cadets (and instructors) piloting BattleMechs and tanks, accompanied by armored and unarmored infantry squads.

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 occur on a space mapsheet. If additional advanced terrain features apply—most often the Heavy Industrial Zone feature—they will be noted in parentheses beside the Local Terrain listing, and can be found by referencing the terrain tables on p. 69 of *Tactical Operations*.

Local Climate then defines the dominant weather "type" that forces may encounter in the vicinity of the objective (Mild, Windy, Rainy, Snowy, or Stormy). This is a broad classification of weather conditions that are common to that site, but the actual nature of any weather at the time forces land and do battle in the area can vary randomly. To reflect this, before a scenario begins, the game master

LOCAL WEATHER TABLES

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

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

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

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

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

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



should roll 1D6 and consult the appropriate Local Climate column of the Local Weather Table shown below. If the result is No Weather, then combat may begin with no atmospheric activities (though lighting effects, gravity, and temperatures may still be in force). Otherwise, roll 1D6 again, apply the modifier shown in parentheses, and consult the referenced Weather Table to find the actual weather conditions in the area. (For example, at an objective with a "Windy" Local Climate, if the first 1D6 roll is a 4, the player rolls 1D6 again and applies a +1 modifier to the result before consulting Weather Table 1: Wind. If this second roll is a 3, applying +1 makes the result 4, and the result is a Storm in the area. The player then consults p. 61 of *Tactical Operations* to find the rules governing Storm conditions.)

The 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). While it is common for many companies outside the Draconis Combine to hire mercenaries (or other "independent contractors") to augment their site defenses, the general distrust and official policies against mercenaries prohibit this practice in the Combine. Since the Combine's industry is regarded as an arm of the military that runs the nation, mercenary forces will not appear in defense of industrial sites and any corporate defense forces will be drawn from auxiliary DCMS support units, of better quality than planetary militia but less than true DCMS forces.

While they will be charged with defending the factory with their lives, their duty also includes defending the principal personnel of the company. This amounts to armed escorts to and from residence to site and bodyguard details at all time. Unlike such forces in other nations, Draconis Combine corporate security units are regarded as part of the DCMS and subject to orders from on-world DCMS personnel. They will be seconded to DCMS forces stationed on-world, though their area of operations is usually contained to the factory in the event of a raid.

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, aerospace fighter, or other unit that the factory produces, and augment this with a company of additional conventional infantry for every lance. Facilities that produce only components for BattleMechs and vehicles generally 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 led by a corps of veterans (for example, one platoon of infantry). Given the increasing reliance upon battle armored infantry, important systems (that is, those with two or more factories) will augment their corporate security infantry, up to half, in basic (Inner Sphere basic, Raiden) battle armor, including the command units.

LOCAL MILITIA

The Combine's aggressive nature saw more allocation of forces to offensive operations for centuries, though the reforms of Theodore and the repeated assaults from without motivated better training for and larger numbers of local defense forces.

Sometimes called into service to garrison other worlds, as with those units loaned to Stone's Coalition to garrison liberated non-Combine worlds of the Blake Protectorate, this generally does not happen for the Combine's local defense forces. Since all the Military Districts have hostile borders, with the Pesht District being the least exposed, invaders can expect defense forces on Combine worlds to be of comparable size if not quality. The organic planetary defense forces have begun to see a heterogenization of their forces. Where once the defense force would be strictly organized into separate battalions of 'Mechs, tanks and infantry, the realities of modern combat have seen combined arms philosophies take root in the planetary defense forces more so than in the DCMS proper. With BattleMechs in high demand for front-line forces, the number assigned to locals has decreased markedly, while tanks and infantry have remained about the same. Some important worlds gained local battle armor forces, though the suits are not the most modern available to the DCMS.

Typically, the local defense forces are composed of a mixed force 'Mechs, vehicles, and infantry. These forces are considered reserve or detached members of the DCMS, subject to DCMS commands but under much less rigorous training regimens. They typically deploy around governmental installations and any important sites such as factories or academies, where they would follow the command of the base/site/academy's commanding officer.



The size and technological advancement of a planetary defense force is determined by the system's *Population* and *Socio-Industrial Index* values. Well-populated worlds with top tier A- or B-rated technological and industrial systems will probably have higher numbers of troops and be better equipped, with some even boasting small numbers of BattleMechs, battle armor infantry, and combat vehicles. Meanwhile, C-, D- and F-tier systems in the Combine will more likely have only armed WorkMechs, RetroTech 'Mechs, antiquated conventional vehicles and crudely equipped Infantry forces to protect themselves.

Within the Combine, a planetary militia will field up to a lance of BattleMechs, two aerospace fighters, a mixed platoon of conventional vehicles and atmospheric fighters, and a battalion of unarmed (foot) infantry, for every 100 million planetary inhabitants. If the system is advanced (A or B rating), a general guideline is to assign approximately one company (round down) per 1 billion inhabitants. The quality of the troops in the planetary defense force is generally Green or Regular (with Veteran quality rare among those not in the DCMS proper), as retired veterans or academy washouts often staff these forces.

ACADEMIES AND PROVING GROUNDS

Unlike factories and command centers, most academies will not boast a dedicated security team beyond a platoon or two of "campus security" and the well-trained faculty itself. Additionally, as part of their duties to the Dragon, cadets—like those of other Inner Sphere military academies—serve to provide their own defense. No less dutiful than the faculty and other full-fledged members of the DCMS, these cadets are considered servants of the Dragon and many have fought to repel invaders. Given the level of quality demanded of Combine cadets, the majority of the troops in a campus security patrol will be of Regular experience quality, led by Veteran or even Elite-level instructors. Since instructors are not generally retired or past their usefulness, they are always eager to showcase their continued worth. Thus, cadet patrols led by faculty members will be more aggressive than such patrols in other nations.

Almost universally, the enrollment program dictates the type of patrols the academy or university employs. The major Combine academies noted in the system descriptions have their major areas of study stated. Patrols of these force types will be present at the academy or on training maneuvers nearby. Given the state of the DCMS during various points in history, the amount of equipment available to dedicate to cadet training at the academies will vary, from a low point as the Jihad ends to a high point prior to the Clan invasion. 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 the equipment availability, most academies and proving grounds will have 4d6 Lances/Platoons/Squadrons of various weights (BattleMechs, Battle Armor, Fighters, and Vehicles) and types (Infantry) of Green- to Veteran-quality troops available for defense, with the commanders of each Lance/Platoon/Squadron of Veteran or Elite.

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 materiel 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 Blankenburg Technologies on Soul and Bulldog Enterprises on Proserpina. Blankenburg Technologies operates eight remote-operated defense turrets with LB-X autocannon for anti-personnel and anti-Mech deterrence to slow invaders until security forces can arrive. Twin manned emplacements are found at each entrance, with well-bundled up personnel huddling indoors against the cold waiting for trouble to arrive. The Bulldog Enterprises plant on Proserpina is a completely different matter. Since the world has been invaded dozens of times by significant enemy forces, there are no less than fifty turrets within a kilometer of the plant, housed alone or in co-opted buildings in Conqueror's Pride. Closer to the site, overlapped batteries of missiles from the nearby Guided Technologies plant await attempted airstrikes, while anti-BattleMech and anti-armor roadblocks and deadfall traps line the various street approaches. Typical Combine tunnel systems throughout the city provide fast avenues of response for the defending forces. Additional heavy defenses, from artillery to a company of their homemade tanks stand ready to defend the factory itself should any enemy draw within range of their guns.

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 layouts; 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)

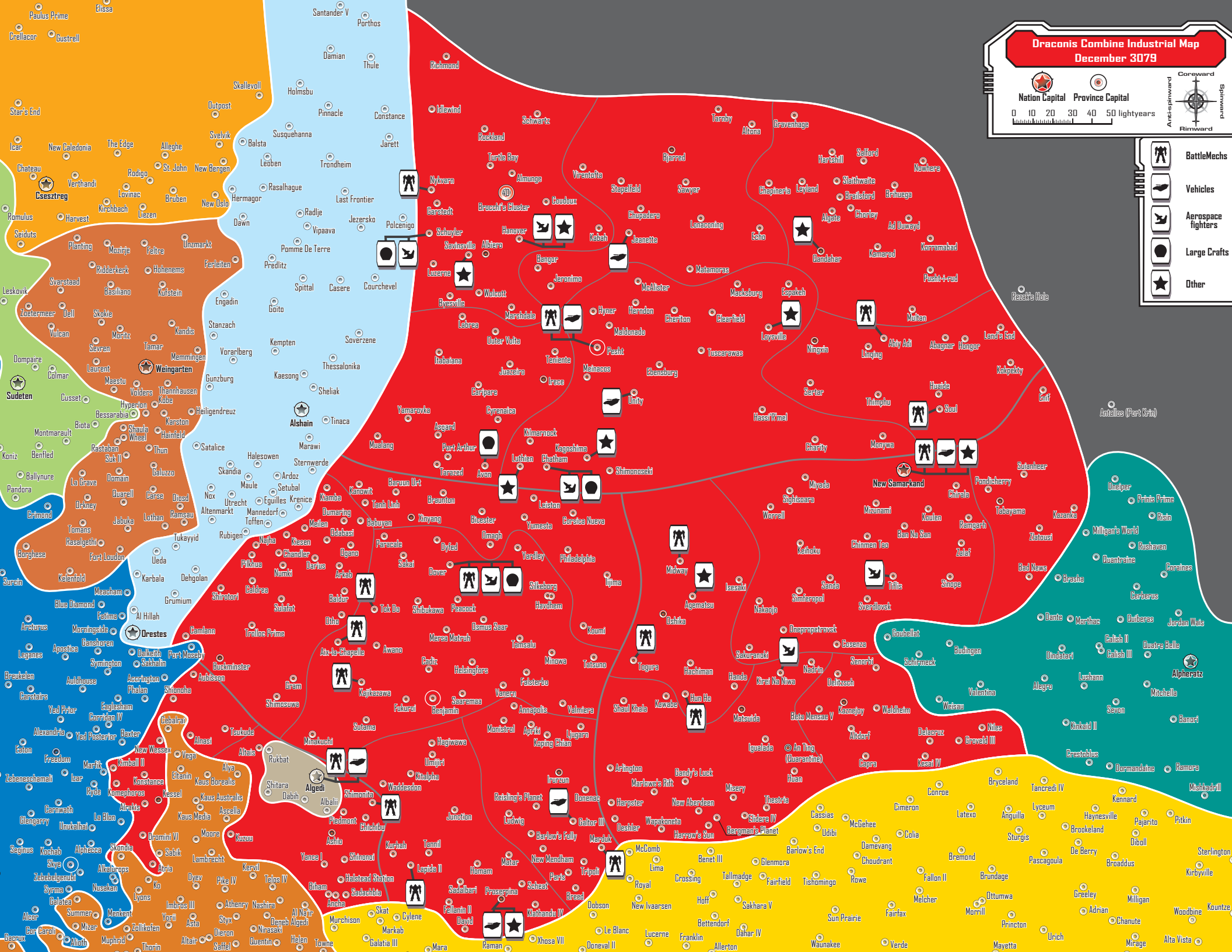
Not all attacks on systems are aimed at conquest or the destruction of infrastructure. Some raiders, in fact, may only hit a factory site to load up on parts and advanced equipment to continue their military campaign, essentially using the objective for repair, refit, and supplies. The following rules 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 the LAW factory on Nykvarn that produces the *Grand Dragon*, kits may be procured to refit a DRG-7K *Grand Dragon* to DRG-9KC *Grand Dragon*.) 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 3 weeks full 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 should 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 0.82 (rounding down to the nearest whole number) before determining the final number 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.



Draconis Combine Industrial Map

December 3079



Nation Capital



Province Capital

0 10 20 30 40 50 lightyears



Coreward



Rimward



Antispinward



Spinward



BattleMechs



Vehicles



Aerospace fighters



Large Crafts



Other