

BATTLETECH

OBJECTIVES

The Periphery™





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



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

The following report is brief compared to the other documents in this series, though this one covers multiple nations. This is due to the smaller number of worlds on which factories and installations of note can be found. Additionally, the lack of firm intelligence and the insular nature of the people of the Periphery means this report is more prone to inaccuracy and has more than its fair share of conjecture.

What is notable in this report is the improvement in technological competence of several Periphery nations. The Taurians, for example, lost considerable personnel and industrial capability, but what survived seems to have experienced an impressive leap forward. There are also indications of new construction to supplant losses on several planets. This would have been unthinkable just a few decades past. While the future products of the new factories remain unknown, indications exist that they will utilize advanced technology. This may be a long-term concern: while we might hope to force reductions in military strength in the wake of the Jihad, the Periphery states have little reason to comply.

The biggest unknown is the Deep Periphery. While always concealed by the murk of distance and disinterest, the absence of updates in recent years is a problem that needs redress. While conducting surveillance in the open may be undesirable, efforts should be undertaken to prevent us from getting blindsided. Such missions might also offer information on Clan encroachments and it never hurts to have more friends, even small ones. Their direct influence may be limited, but small forces on the rim of the Inner Sphere can distract the Successor States.

Beyond the advantages the Periphery may provide for our own agenda, we would do well to identify potential allies and enemies merely because we can rely on our rivals to do the same. And we may wish to eradicate some of the smallest enemies before they have time to recover.

HOW TO USE THIS BOOK

Objective Raids: Periphery is a BattleTech companion to the Field Report PDF series designed to provide players with information about the state of the Periphery nations' 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).

Each Periphery nation (or grouping) is given its own chapter of this document. For each nation, there will be an *Overview*—a brief synopsis on the systems within that nation. Split up into two types of systems, the *Overview* details what happened to the industrial arm of the nation (*Industrial Update*) and its strategically important star systems (*Strategic Integrity*) during the Jihad.

The next section is *Industrial State*, covering the status of all the military industrial companies still functioning and producing war materiel within the nation and what defending units are stationed within the planetary system. The subsections are broken up into *Industrial Systems* where factories produce war materiel and components, and *Strategic Systems* such as regional capitals and other systems containing logistical targets including refit centers, academies, and non-production dry docks.

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

Finally, after all the nations have been dealt with individually, the *Rules Annex* provides an index for where to find advanced game rules using the information from the planetary statistic boxes and loose guidelines for creating planetary and local militia defense forces typical to Periphery installations.

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Developer's Note: For more information about the former Free Worlds League Industry see *Handbook: Minor Periphery States*, *Field Manual: Periphery*, *Field Manual: Updates*, *Masters and Minions: The StarCorps Dossiers*, any of the Jihad line of products, or *Technical Readout: 3085*.

OBJECTIVES



PERIPHERY



CONCORDAT OVERVIEW

The Taurian Concordat suffered the worst in the Jihad of all the major Periphery powers. While some of it was due to their choice of allies, the rest was due to their own rampant paranoia. Asteroids cut off the head of the government when they smashed into Taurus, and the emotional toll was increased by the takeover by the military. With factories lost to astronomical attack and others lost to marauding mercenaries, the Taurian military launched an all-out assault on the Federated Suns. Given the major attrition in infrastructure, the campaign further decimated the TDF that it now seems possible that the Calderon Protectorate could make significant gains.

INDUSTRIAL UPDATE

Loss is the most appropriate word to describe the state of the Taurian military industrial complex. They lost the factory on Perdition and the facilities on MacLeod's Land and Sterope suffered major damage from the Hansen's Roughriders. Their impressive facilities on Taurus were lost when the asteroids fell.

Taurus Territorial Industries suffered the worst of all the Concordat industries. Their facilities on Taurus and Sterope did not survive. This crippled the Taurians' single largest weapons producer. While the Sterope factory is now undergoing repairs, it is at but a fraction of its capacity. Several lines will need complete replacement. There is intent to rebuild on Taurus as well, but that will require a complete ground-up construction effort. The company built a new factory at the Jansen's Hold facility to turn out (Primitive) BattleMechs, and quickly provide garrison 'Mechs.

Pinard Protectorates Limited also suffered significant damage. The factories on Perdition and MacLeod's Land faced the tender mercies of the Roughriders. While the MacLeod's Land facility is technically not a total loss—our estimates place its current capacity at one-fifth its former level—little has been done to begin the rebuilding of this private company's factories. The shattered Taurian economy has prevented any government funds from being provided to the company as incentive to rebuild. This should continue for several years at least.

Vandenberg Mechanized Industries has emerged as the largest military manufacturer in the Concordat outside of the Hyades Cluster. With none of their factories suffering damage, their production level has remained at its maximum capacity with shifts operating around the clock to turn out as much materiel as possible for the TDF.

Sterope Defense Industries has returned to about half their production level on Sterope, while Alphard Trading Corporation's factory on Perdition is a complete loss, with the company uncertain it will rebuild in the Concordat. Edge Industries on Celano suffered minor damage when the Calderon Protectorate staged a raid, but they have nearly recovered completely from the attack. The other minor industrial companies of the Concordat continue their operations without a break; the pace demanded for the war efforts taxes personnel and machinery to their limits. Liberty Arms was founded and built their Jamestown plant to produce (Primitive) BattleMechs in 3075, a process that will likely taper off as damaged factories are brought back online and the necessary supplies are diverted back to their usual destinations.

STRATEGIC INTEGRITY

The military training apparatus of the TDF suffered comparable damage. Gone are the École Militaire of Taurus along with the University of Taurus. Training for MechWarriors has resumed on Taurus, but the quality of future graduates will pale beside those who came before with the loss of the facilities and the faculty. The losses of experienced personnel capable of training cadets in the conflict with the Federated Suns will further hamper their education. New Vandenburg's Naval Institute and Samantha's Concordat Aerospace Flight School were not subject to enemy aggression and despite the departure of most senior cadets and combat-viable faculty for the war effort, instruction was uninterrupted at both throughout the Jihad.

Aside from those lost on Sterope, Perdition, and MacLeod's Land (where the University was also razed to the ground), the local training academies are all intact. These lesser schools generally train only local militia to defend important installations. This sees their presence limited to those worlds deemed important by the Concordat government, usually worlds with factories or critical infrastructural necessity to the nation as a whole.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Brinton (O/P Computer Electronics)	0%	80%
Celano (Edge Industries)	35%	70%
Dicallus (Bowie Industries)	0%	90%
Illiushin (Vandenberg Mechanized Ind.)	0%	95%
Jamestown (Liberty Arms)	0%	90%
Jansen's Hold (Taurus Territorial Industries)	0%	75%
MacLeod's Land (Pinard Protectorates Ltd.)	90%	20%
New Vandenburg (Concordat Tele & Trans)	0%	95%
New Vandenburg (Paulina Weapons)	0%	80%
New Vandenburg (Vandenberg Mech. Ind.)	0%	85%
Organo (Pinard Protectorates Limited)	0%	75%
Perdition (Alphard Trading Corporation)	100%	0%
Perdition (Pinard Protectorates Limited)	100%	0%
Pinard (Pinard Protectorates Limited)	0%	80%
Pinard (Pinard-Dicolais Electronics)	0%	80%
Pinard (Vandenberg Mechanized Ind.)	0%	90%
Pinard (Wingman Enterprises, Ltd)	0%	75%
Sterope (Sterope Defense Industries)	85%	50%
Sterope (Taurus Territorial Industries)	90%	35%
Taurus (Magna Metals)	0%	95%
Taurus (Taurus Territorial Industries)	100%	0%

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

INDUSTRIAL STATE

Battered and much-reduced, the Taurian industry staved off the onslaught of asteroids, pirates, former allies and vengeful mercenaries enough to maintain some output. Though some factories were total losses, others are undergoing repairs and expansion.

INDUSTRIAL SYSTEMS

BRINTON

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

Position in System: 5

Time to Jump Point: 18.75 days

Number of Satellites: 2 (Onion and Turnip)

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25°C (Cool-Temperate)

Surface Water: 57 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Avian

Population: 22,750,000

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

Defending Forces: None

Landmasses (Capital City): Fawcett (Richard), Charlton, Harvey, and Gladstone

Importance: Industrial

Famed for its computer industry, the importance of Brinton has seen O/P Computer Electronics increase the size of its standing defense force to one AeroSpace regiment and a regiment of well-trained infantry; one of the infantry companies is equipped with battle armor. An ancient bioweapon set off by Capellan raiders decades ago continues to infect and kill all visitors. Products are shipped offworld by NBC-suited personnel who vent the entire cargo area to space to kill any infectious material that tagged along.

O-P COMPUTER ELECTRONICS

Main Products: Communication systems, and Targeting and Tracking systems

Location: Fago (Charlton)

Local Terrain: Flatlands, Urban

Local Climate: Arid

CELANO

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

Position in System: 4

Time to Jump Point: 16.10 days

Number of Satellites: None

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 29°C (Temperate)

Surface Water: 78 percent

Recharging Station: None

HPG Class Type: None

Highest Native Life: Fish

Population: 85,000

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

Defending Forces: None

Landmasses (Capital City): Aquila (Abruzzo), Maytal, and Whirlstorm

Importance: Industrial

Only recently colonized by the Taurians, the world's lone industry began with LosTech Inc. refurbishing and selling off the stores from an old SLDF cache. When LosTech went bankrupt, it took foreign funding for Edge industries to take over the operation. With little habitation, especially on the deadly storm-swept plains of Whirlstorm, Celano typifies the Inner Sphere stereotype of a Periphery world, in which the struggle for survival is the focus of the local population.



EDGE INDUSTRIES

Main Products: Standard and Ferro-Fibrous/Aluminum Armor, Streak SRM launchers, tank guns, and ordnance

Location: Edgewood (Aquila)

Local Terrain: Woodlands

Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Abruzzo (Aquila)

Local Terrain: Coastal

Local Climate: Stormy

DICALLUS

Star Type (Recharge Time): G2V (183 hours)
Position in System: 3
Time to Jump Point: 9.12 days
Number of Satellites: 1 (Mond)
Surface Gravity: 1.02
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 27°C (Temperate)
Surface Water: 55 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Avian
Population: 275,000,000
Socio-Industrial Levels: B-B-C-B-A
Defending Forces: None
Landmasses (Capital City): Weiss (Nürnberg), Grün, Brün, Blauwald
Importance: Industrial

Visitors are initially put off by the large companion dogs of all natives. Necessary to defend against the varied, cunning and deadly predators, who have resisted all eradication efforts, the dogs were engineered centuries ago. The dogs' long lifespans ensures people have a guardian throughout much of their lives.

ILLIUSHIN

Star Type (Recharge Time): M6V (207 hours)
Position in System: 4
Time to Jump Point: 2.34 days
Number of Satellites: 1 (Eye)
Surface Gravity: 1.01
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 27°C (Temperate)
Surface Water: 66 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Avian
Population: 35,000,000
Socio-Industrial Levels: C-C-B-C-A
Defending Forces: None
Landmasses (Capital City): Flight (Dilyalevo), Harbor
Importance: Industrial

Nearly every type of cheese known to man is manufactured on Illiushin. A fondness for dairy products among early settlers and extensive grasslands enabled the cheese-making industry on a tremendous scale. A pirate raid once led to a lengthy halt in exports, and motivated other pirates to hunt down and punish the offenders, establishing the hands-off policy towards the agricultural regions and infrastructure of this world.



BOWIE INDUSTRIES

Main Products: Gabriel Hovercraft
Location: Nürnberg (Weiss)
Local Terrain: Urban
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry
Location: Nürnberg (Weiss)
Local Terrain: Urban
Local Climate: Mild



VANDENBERG MECHANIZED INDUSTRIES

Main Products: *Shadow Hawk*, *Stinger*, *Commando* and *Griffin* BattleMechs; *Union*-class DropShips; small craft; jump jets, short range missiles; *Toro* and *Xanthos* (Primitive) BattleMechs
Location: Cheese Whey (Pasteur)
Local Terrain: Mountain/Urban
Local Climate: Windy

Originally built as a covert factory hidden from observing eyes due to the general prohibition against invading the agricultural paradise, it eventually expanded into plain view. Though some of the output is dedicated to the honor guard protecting the world's precious food-stuff industry, most product stacks up on the outbound DropShip warehouses, competing for export priority with the many cheeses.

ILLIUSHIN TAURIAN ACADEMY

Programs: WorkMech, Armor, Unarmored infantry
Location: Dairy (Whey)
Local Terrain: Light Urban
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry
Location: Dairy (Whey)
Local Terrain: Light Urban
Local Climate: Mild

JAMESTOWN

Star Type (Recharge Time): G1V (182 hours)
Position in System: 5
Time to Jump Point: 9.75 days
Number of Satellites: 1 (York)
Surface Gravity: 0.99
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 35°C (Tropical)
Surface Water: 75 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Fish
Population: 250,000,000
Socio-Industrial Levels: C-C-C-D-B
Defending Forces: None
Landmasses (Capital City): Helen (Founding), Chichón, Atwell
Importance: Industrial

LIBERTY ARMS

Main Products: *Toro*, *Thunderbolt* and *Ymir* (Primitive) BattleMechs
Location: Bowie (Bowie Seamount)
Local Terrain: Jungle
Local Climate: Mild

Built from scratch in 3075 when the company was founded after the terrible losses on other worlds, it is likely this plant will cease production and be converted to other uses once true BattleMech production levels are recovered at damaged and destroyed factories elsewhere. Its location on an extinct volcano in the tropics ensures workers are easy to come by.

PLANETARY MILITIA

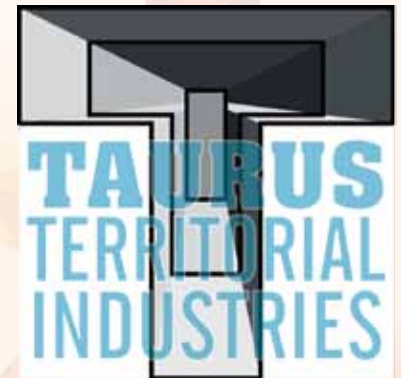
Main Programs: Vehicles, Unarmored infantry
Location: Founding (Helen)
Local Terrain: Hills
Local Climate: Stormy

JANSEN'S HOLD

Star Type (Recharge Time): G4V (185 hours)
Position in System: 3
Time to Jump Point: 7.96 days
Number of Satellites: 2 (Dak and Rogue)
Surface Gravity: 1.06
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 26°C (Cool-Temperate)
Surface Water: 45 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 365,000,000
Socio-Industrial Levels: C-C-B-C-C
Defending Forces: None
Landmasses (Capital City): Glacia (Theo), Massak, Puttaa
Importance: Industrial

TAURUS TERRITORIAL INDUSTRIES

Main Products: *Griffin* and *Phoenix* (Primitive) BattleMechs
Location: Masaaraq (Glacia)
Local Terrain: Tundra
Local Climate: Windy

**PLANETARY MILITIA**

Main Programs: Vehicles, Unarmored infantry
Location: Gnome (Massak)
Local Terrain: Flatlands
Local Climate: Stormy

MACLEOD'S LAND

Star Type (Recharge Time): G1V (182 hours)
Position in System: 3
Time to Jump Point: 9.75 days
Number of Satellites: 1 (Shikiku)
Surface Gravity: 0.99
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 32°C (Temperate)
Surface Water: 61 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Mammal
Population: 345,000,000
Socio-Industrial Levels: B-C-B-C-B
Defending Forces: Concordat Commandos
Landmasses (Capital City): Heather (Dougal), Connor, Ramirez
Importance: Industrial

NEW VANDENBURG

Star Type (Recharge Time): F5IV (176 hours)
Position in System: 6
Time to Jump Point: 14.94 days
Number of Satellites: 2 (Jefferson and Locke)
Surface Gravity: 1.10
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 31°C (Temperate)
Surface Water: 68 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Avian
Population: 2,650,000,000
Socio-Industrial Levels: B-A-C-A-C
Defending Forces: Elements of the First Taurian Lancers
Landmasses (Capital City): Hoyt (New Vandenburg), Suisen, South Holme
Importance: Industrial, Logistical



PINARD PROTECTORATES LIMITED

Main Products: *Locust* BattleMechs, Jump Jets, Machine Guns
Location: Castigere (Heather)
Local Terrain: Urban
Local Climate: Mild

Limping along at a low production rate that should increase in fits and jumps as engineers get lines repaired and in use once more, the TDF expects that *Clint* and *Stinger* production will resume eventually.

PLANETARY MILITIA

Main Programs: Unarmored infantry
Location: Dougal (Heather)
Local Terrain: Wetlands
Local Climate: Windy

The militia on MacLeod's Land has been stripped of their combat vehicles to replenish the losses in the Taurian military. Their commander has put out feelers for civilians and businesses that are willing to refit their vehicles to make-shift fighting vehicles.

CONCORDAT TELECOM AND TRANSSTELLAR

Main Products: *Quasit* MilitiaMech
Location: New Vandenburg (Hoyt)
Local Terrain: Urban
Local Climate: Mild

PAULINA WEAPONS

Main Products: *Cyrano* Gunship VTOL
Location: Ariane (Hoyt)
Local Terrain: Plains
Local Climate: Windy

VANDENBERG MECHANIZED INDUSTRIES

Main Products: *Stinger*, *Archer*, *Marauder* and *Ostroc* BattleMechs, Hunter tank, *Chippewa* aerospace fighter, and *Tigress* small craft, XL and standard fusion engines, lasers, armor and jump jets
Location: Industrial City (Hoyt)
Local Terrain: Urban
Local Climate: Mild

A manufacturing center that had a city spring up around it, the entire local economy revolves around the manufacture of war materiel. As with many other mining towns, the workers use corporate scrip to purchase supplies at the company stores.

TAURIAN NAVAL INSTITUTE

Programs: DropShip, JumpShip and WarShip crew, officer, piloting, and gunnery

Location: University City (Hoyt)

Local Terrain: Mountains

Local Climate: Stormy

Appearing from space as an annex to the University, the Institute makes use of the University's classroom facilities while the flattened top of nearby Aerie Butte serves as the training DropPort for the Institute's cadets. The frequently changing weather systems ensure that all piloting trainees experience the full range of potential takeoff and landing conditions. The JumpShip and WarShip programs have received a boost as they work on repairing one of the Taurian Navy's few *Star Lord* JumpShips, which was heavily damaged in 3078.

NEW VANDENBURG TAURIAN ACADEMY

Programs: Armored and Unarmored Infantry, Cavalry

Location: Almatuff City (Hoyt)

Local Terrain: Forest

Local Climate: Rainy

The southernmost city on Hoyt, this militia academy trains the fierce and universally respected New Vandenburg militia. Specializing in defensive operations, the academy maintains bases and training fields on all the world's continents, even the otherwise-prohibited wildlife sanctuary of South Holme. This prepares the troopers to fight invaders anywhere on the planet.

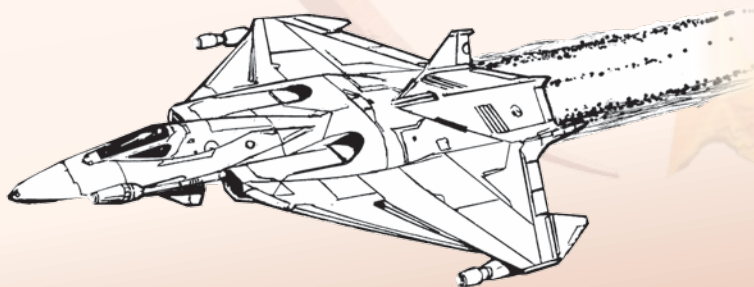
PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry

Location: Zathus (South Holme)

Local Terrain: Coastal

Local Climate: Rainy



ORGANO

Star Type (Recharge Time): K1V (192 hours)

Position in System: 3

Time to Jump Point: 5.18 days

Number of Satellites: 1 (Organus)

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 41°C (Tropical)

Surface Water: 54 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Fish

Population: 27,900,000

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

Defending Forces: Red Chasseurs

Landmasses (Capital City): Alphus (Typae), Omegus

Importance: Industrial

PINARD PROTECTORATES LIMITED

Main Products: *Sabre* aerospace fighter

Location: Althea (Alphus)

Local Terrain: Flatlands

Local Climate: Windy

Planted at the infertile sandy extreme of a vast agricultural plantation, the Pinard plant performs most of its assembly underground in an immense natural cavern at the border of desert and agricultural fields. Large cranes lift the completed fighters from the underground hangars when their retractable roofs are open. A nearby airfield facilitates transport by trained pilots to the militia headquarters in Typae.

ORGANO TAURIAN ACADEMY

Programs: Aerospace Pilot, Armored and Unarmored Infantry, Cavalry

Location: Star City (Omegus)

Local Terrain: Flatlands

Local Climate: Mild

PLANETARY MILITIA

Main Programs: Aerospace fighters, Unarmored infantry

Location: Typae (Alphus)

Local Terrain: Flatlands

Local Climate: Windy

PINARD

Star Type (Recharge Time): G8V (189 hours)
Position in System: 3
Time to Jump Point: 6.19 days
Number of Satellites: 1 (Cebeuq)
Surface Gravity: 0.97
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 25°C (Cool-temperate)
Surface Water: 54 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Avian
Population: 375,000,000
Socio-Industrial Levels: B-B-B-B-B
Defending Forces: Elements of the First Taurian Lancers
Landmasses (Capital City): Yvon (Daniel), Cecile, Drummond
Importance: Industrial

PINARD PROTECTORATES LIMITED

Main Products: *Marauder* and *Phoenix Hawk* BattleMechs, Plainsman and Prowler vehicles
Location: Daniel (Yvon)
Local Terrain: Urban
Local Climate: Mild

PINARD-DICOLAIS ELECTRONICS

Main Products: PowerSat satellite, TAG and ECM systems
Location: Konstr (Cecile)
Local Terrain: Urban
Local Climate: Windy



VANDENBERG MECHANIZED INDUSTRIES

Main Products: *Warhammer*, and *Thunderbolt* BattleMechs, Vedette tank and Heavy Hover APC
Location: Allentown (Drummond)
Local Terrain: Urban/Hills
Local Climate: Mild
 Located on the smallest continent, the terrain shaped the facility's growth, with portions underground in tunnels cut through the hills.

WINGMAN ENTERPRISES LIMITED

Main Products: *Shilone* and *Slayer* aerospace fighters, 'MechBuster and Heavy Strike Fighter
Location: Luq (Yvon)
Local Terrain: Plains
Local Climate: Windy

PINARD TAURIAN ACADEMY

Programs: Armored and Unarmored Infantry, Cavalry
Location: Jacques (Yvon)
Local Terrain: Urban
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry
Location: Grande Gateaux (Cecile)
Local Terrain: Coastal
Local Climate: Rainy

An effective fighting force for a militia, they have been banished to Cecile after incidents with tourists who didn't react well to their 'Taurian Superiority' beliefs.

STEROPE

Star Type (Recharge Time): K2V (193 hours)
Position in System: 5
Time to Jump Point: 4.85 days
Number of Satellites: 2 (Pleuron and Porthaon)
Surface Gravity: 0.97
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 31°C (Temperate)
Surface Water: 50 percent
Recharging Station: Zenith
HPG Class Type: None
Highest Native Life: Mammal
Population: 126,558,000
Socio-Industrial Levels: A-B-B-C-C
Defending Forces: None
Landmasses (Capital City): Siren (Tegea), Helios, Xanthip
Importance: Industrial



STEROPE DEFENSE INDUSTRIES

Main Products: ER, pulse and standard lasers; light, ultra, LB-X and standard autocannon; LRMs and rocket launchers

Location: Tegea (Siren)

Local Terrain: Urban

Local Climate: Rainy

Hansen's Roughriders used the threat of a nuclear attack to cow the defenders. Making off with a full DropShip of the factory's output, the Roughriders left a gutted installation in their wake. Rebuilding has proceeded apace, with reports of improved automation and streamlined production accounting for the slow process of returning to full production levels.

TAURUS TERRITORIAL INDUSTRIES

Main Products: *Seydlitz* aerospace fighters; Hunter tanks, Maultier hover APCs, tracked APCs, heavy wheeled APCs; Asterion battle armor; *Union*-class DropShips; antipersonnel mines, static gun emplacements

Location: Taurus City (Siren)

Local Terrain: Urban

Local Climate: Windy

STEROPE TAURIAN ACADEMY

Programs: Armored and Unarmored Infantry, Cavalry

Location: Heracles (Siren)

Local Terrain: Mountain

Local Climate: Snow

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry

Location: Various

Local Terrain: Various

Local Climate: Various

Sterope does not have a planetary militia but rather is protected by a similar sized force split between various nobles that rule Steropic territory. The quality and equipment of each group is varied but all are capable of working together.

TAURUS

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

Position in System: 4

Time to Jump Point: 8.53 days

Number of Satellites: 1 (Drusilla)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Temperate)

Surface Water: 65 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Mammal

Population: 3,830,000,000

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

Defending Forces: Taurian Guard, Special Asteroid Support Forces

Landmasses (Capital City): Sicily (New Chappelle), Calderon
Importance: Industrial, Command, Logistical

With Samantha wiped out in the asteroid strikes of 3074, the capital was relocated to New Chappelle. Reconstruction has been promised but is yet to begin on a new planetary capital of New Samantha. Much of the interstellar draw of the world was lost, including the University of Taurus, one of the most respected centers of learning in all human space. Still the seat of the new government, Taurus may forever remain a shadow of its former self while it focuses its energies towards destroying the Federated Suns instead of rebuilding.



MAGNA METALS

Main Products: PPCs, Lasers, ICEs, Fusion and XL engines, DropShip and Small Craft engines

Location: Palermo (Sicily)

Local Terrain: Urban

Local Climate: Windy

TAURUS TERRITORIAL INDUSTRIES

Main Products: *Locust* BattleMech, Lightning hovercraft, *Warhammer* BattleMech refit

Location: Samantha (Calderon)

Local Terrain: Urban (ruins)

Local Climate: Mild

ÉCOLE MILITAIRE

Programs: MechWarrior, Armored and Unarmored Infantry, Cavalry

Location: Tulsa Flats (Sicily)

Local Terrain: Plains

Local Climate: Windy

Founded anew in Quonset huts and other temporary structures after the academy's loss with Samantha, instruction is being given by those troops deemed too severely wounded to return to the front. While this showcases the dedication to duty among the officer corps in the fight against the Federated Suns, the crippled, burned, and maimed officers have damaged the morale of the current cadets as much as the loss of the entire academy faculty and student body did. No decision has been made on where the new permanent academy should be constructed, with equal numbers favoring New Chappelle and New Samantha.

PLANETARY MILITIA

Main Programs: Unarmored infantry

Location: New Samantha (Calderon)

Local Terrain: Badlands

Local Climate: Stormy

STRATEGIC SYSTEMS

PERDITION

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

Position in System: 5

Time to Jump Point: 7.01 days

Number of Satellites: None

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35°C (Tropical)

Surface Water: 83 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Fish

Population: 157,500,000

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

Defending Forces: First MacLeod's Regiment

Landmasses (Capital City): Hel (Damnation), Purgatory, Hades

Importance: Logistical

Once home to bustling factories of Pinard Protectorates Ltd and Alphard Trading Corporation, both felt the vengeful hand of Hansen's Roughriders and are now little more than concrete plains on the islands where their foundations were laid ages past.

PERDITION TAURIAN ACADEMY

Programs: Armored and Unarmored Infantry, Cavalry

Location: Damnation (Hel)

Local Terrain: Urban

Local Climate: Mild

SAMANTHA

Star Type (Recharge Time): G7V (188 hours)

Position in System: 4

Time to Jump Point: 6.57 days

Number of Satellites: 1 (Ostia)

Surface Gravity: 1.08

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 20°C (Cool-Temperate)

Surface Water: 65 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Mammal

Population: 250,000,000

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

Defending Forces: None

Landmasses (Capital City): Willamette (Ulritch), Big Round, Little Round, Roq

Importance: Logistical

CONCORDAT AEROSPACE FLIGHT SCHOOL

Programs: Aerospace pilot

Location: Fort Stratford (Willamette)

Local Terrain: Urban

Local Climate: Mild

The academy for Concordat military pilots, this school churns out cadets taught by expert instructors from the Outworlds Alliance. Though graduates are fewer than the Ecole Militaire, their quality is beyond reproach.

UPCOMING PROJECTS

Little can be said about new construction or innovations coming out of the Concordat in the short term. We have discovered that the Blakists shared significant advanced technology with the Taurians. Prototype units have been reported from a number of facilities, apparently meeting with varying degrees of success. The following is all we have learned as to their efforts to recover from the massive damage sustained and their drive to incorporate advanced technology to keep pace with the Inner Sphere.

VANDENBERG MECHANIZED INDUSTRIES

Spared by the asteroid impacts, the VMI plant on Taurus has been observed constructing new additions to their factory site. The

massive buildings are either intended as warehouse storage or for new construction. However, the buildings went up before any machinery installation was observed. It is possible they completed the structure prior to placing any equipment for manufacture and assembly as a means to conceal their activities.

WINGMAN ENTERPRISES, LTD

Wingman's plant on Pinard is known to be carrying out development of a new unit. Believed to be a conventional fighter, we expect a variant on the 'MechBuster fighter they already construct to be the eventual result. What modifications they will incorporate to the base design remains to be seen, however.



PROTECTORATE OVERVIEW

The Calderon Protectorate is far from the Inner Sphere. With the destabilization of the Taurian Concordat, it is likely that either the Protectorate will seize control of additional neighboring worlds or those worlds will come willingly. The Protectorate intends to remain a stable nation independent from the Concordat, and it may pursue that goal aggressively.

INDUSTRIAL UPDATE

Now that their new academy is churning out recruits, the biggest threat to the Calderon Protectorate's continued existence is the lack of military industry. They will have personnel without equipment unless it comes by way of trade. While the six worlds of the Protectorate do boast significant exportable commodities, Baron Kithrong has ordered conversion of existing vehicle factories to build military vehicles. There is a new WorkMech plant on Diik, and several others under construction within the Protectorate. The lack of weapons manufacturers precludes converting them to armed variants, though it is likely the fastest way in which the ranks of the Calderon Guard might be filled.

STRATEGIC INTEGRITY

Rushed to completion, the New Hope Military Academy on Erod's Escape will soon see its second graduating class enter the Protectorate military. Per Baron Kithrong's orders, the senior commanders of the First Taurian Pride, once the Taurian Concordat's Sixth Corps, generated the curriculum for all branches of service. Since the faculty numbers are few, training is the barest practical instruction in actual 'Mechs since simulators have yet to be acquired. The classroom instruction is mostly tactical, with cadets expected to learn administration as they rise through the ranks. Several graduating classes have already been allocated to the newly-formed Calderon Guard regiments.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Diik (Protect. Def. Conglomerate)	0%	100%

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

INDUSTRIAL SYSTEMS

DIIK

Star Type (Recharge Time): G7V (198 hours)

Position in System: 3

Time to Jump Point: 6.57 days

Number of Satellites: None

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 40°C (Arid)

Surface Water: 60 percent

Recharging Station: None

HPG Class Type: None

Highest Native Life: Mammal

Population: 7,500,000

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

Defending Forces: Third Calderon Guard

Landmasses (Capital City): Overland (Diik City), Northland, Netherland

Importance: Industrial

Settled only a few decades past, this world's location central to the Protectorate saw the new AgroMech factory upgraded to produce BattleMechs, even if of older vintage, before any WorkMechs were even turned out. Largely unexplored, this world attracts loners, hunters, explorers, and new settlers alike. Thus far, the only settlements of note are on the largest continent of Overland. An elite company of infantry, provided by the Protectorate, guards the facility and its personnel.

PROTECTORATE ARMS CONGLOMERATE

Main Products: Toro (Primitive) BattleMech

Location: South Diik (Overland)

Local Terrain: Forest

Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Edo (Netherland)

Local Terrain: Coastal

Local Climate: Rainy



STRATEGIC SYSTEMS

EROD'S ESCAPE

Star Type (Recharge Time): G0V (181 hours)
Position in System: 5
Time to Jump Point: 10.43 days
Number of Satellites: 3 (Maui, Kauai, and Molokai)
Surface Gravity: 1.10
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 43°C (Tropical)
Surface Water: 68 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Avian
Population: 18,000,000
Socio-Industrial Levels: D-D-B-B-A
Defending Forces: First Taurian Pride
Landmasses (Capital City): Elysium (Shangri-La), Jacob's
 Retreat, Boundless, Oahu, Majorca, Tenerife
Importance: Command, Logistical

NEW HOPE MILITARY ACADEMY

Programs: MechWarrior, Armored and Unarmored Infantry, Cavalry, Aerospace Pilot
Location: Shangri-La (Elysium)
Local Terrain: Urban
Local Climate: Mild

The cadets and first class of graduates have formed the core of the small but hopeful military of the Calderon Protectorate. That most of the cadets left for the TDF during the drive into Federated Suns space left doubt in the minds of Baron Kithrong and his advisors that future classes would hold the same loyalty to their former nation. Like all such academies, it specializes in training conventional forces, but includes MechWarrior and aerospace pilot programs as well.

UPCOMING PROJECTS

With only one manufacturer to speak of, we were nonetheless surprised to learn that a test line for RetroTech was constructed by PAC.

PROTECTORATE ARMS CONGLOMERATE

We have reliable intelligence reports that the PAC plant on Diik not only developed a primitive 'Mech line, but they also commissioned a RetroTech aerospace fighter production line. Apparently a reproduction of an antiquated fighter design, the *Star Dagger* entered the Protectorate military within the past year. The production actually exceeds the graduation rate of the New Hope Military Academy, seeing some of these fighters exported to the Fronc Reaches and other nations.



MAGISTRACY OVERVIEW

As noted in the Field Report on the Periphery, the Canopian industrial arm has prospered in the Jihad. Despite the Blakist invasion and occupation on several worlds, the collaborative strategy used by the Canopians during the Star League era was repeated with the Blakists. That they succeeded in completing construction of several new factories during the Jihad is quite remarkable.

INDUSTRIAL UPDATE

Canopus IV was occupied and the national capital of Crimson was firebombed by the Blakists. However, the wise city planning of centuries past saw both Canopus Industries Alpha and Majesty Metals & Manufacturing spared the worst of the conflict. While both industrial compounds suffered minor damage, they had both returned to full capacity by 3075.

The Word of Blake assaulted Detroit with the intent of either occupying the world or at least taking the three Detroit Consolidated factories offline, but they would be denied both objectives. Repelled by the tenacious defense, the three factories suffered only minor damage, slowing but not stopping production. They have since returned to full production.

None of the other Canopian military industrial facilities on various worlds suffered damage of any sort. This is the result of their cooperation with the Blakist occupiers and the desire of those occupiers to leverage the output of those factories for their own purposes. Most impressive, though, was the expansion program that continued throughout the conflict. Novis AT-H, Inc. built three new factories on Detroit, Krimari and Palladix.

It is telling that the Canopians were never forced to institute programs to manufacture primitive BattleMechs. They maintained production of modern BattleMechs throughout the Jihad.

STRATEGIC INTEGRITY

Arguably the worst loss the Canopians suffered was the destruction of the Canopian Institute of War during the firebombing of Crimson. Compounding the loss of their premier academy, the Blakists targeted the various local academies on a number of worlds when insurgencies were discovered. The provincial academies on Bass, Lindenmarle, Megarez, Adherlwin, Borgan's Rift, Royal Foxx, Fanardir, Gallis, and Early Dawn were completely destroyed.

Their academies were gutted, and much of their upper military echelon were killed during the attack on Crimson. This is sure to leave a lingering effect on the quality of the MAF for years to come.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Booker (Bermuda Combat Systems)	0%	100%
Canopus IV (Canopus Industries Alpha)	20%	100%
Canopus IV (Majesty Metals & Manu.)	25%	100%
Detroit (Detroit Consolidated Aerospace)	30%	100%
Detroit (Detroit Consolidated MechWorks)	25%	100%
Detroit (Detroit Consolidated Veh. Works)	15%	100%
Detroit (Novis AT-H, Inc)		0%
Dunianshire (Majesty Metals & Manu.)	0%	100%
Krimari (Novis AT-H, Inc)		0%
Marantha (Alliance Aerospace Group)	0%	100%
Palladix (Novis AT-H, Inc)		0%
Royal Foxx (Foxx Infantry Systems)	0%	100%

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

INDUSTRIAL STATE

As noted above, the industrial arm of the Canopian military fared better than most realms the Blakists assaulted. The Canopian war industry has even grown through a combination of rebuilding and new construction.

INDUSTRIAL SYSTEMS

BOOKER

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

Position in System: 3

Time to Jump Point: 6.19 days

Number of Satellites: None

Surface Gravity: 0.90

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 40°C (Tropical)

Surface Water: 50 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Avian

Population: 12,500,000

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

Defending Forces: None

Landmasses (Capital City): Strachey (Hamilton), Hatteras, Somers

Importance: Industrial



BERMUDA COMBAT SYSTEMS

Main Products: *Shadow Hawk, Toro and Wasp Primitive*
BattleMechs, Humming Bird VTOL, Components

Location: Bermuda (Somers)

Local Terrain: Coastal/Urban

Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry

Location: TeeJay (Strachey)

Local Terrain: Wetlands

Local Climate: Rainy

CANOPUS IV

Star Type (Recharge Time): F5IV (176 hours)

Position in System: 4

Time to Jump Point: 14.94 days

Number of Satellites: 2 (Cybele, Inanna)

Surface Gravity: 1.10

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25°C (Temperate)

Surface Water: 60 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Fish

Population: 1,107,500,000

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

Defending Forces: First and Second Canopian Cuirassiers

Landmasses (Capital City): Alinia (Crimson), Salonika
and Obio

Importance: Industrial, Command, Logistical

CANOPUS INDUSTRIES ALPHA

Main Products: Pike Support Vehicle

Location: Astarte (Salonika)

Local Terrain: Urban

Local Climate: Stormy

MAJESTY METALS & MANUFACTURING

MAJESTY METALS & MANUFACTURING

Main Products: *Locust, Marauder, Phoenix Hawk, Stinger and Wasp*
BattleMechs, Heavy Tracked APC

Location: Mertonia (Salonika)

Local Terrain: Urban

Local Climate: Stormy

Surrounded by the city that sprang up around it on the Bay of Al-tay, this was the premier factory in the Magistracy until the factories on Detroit eclipsed it.

EMMA CENTRELLA MARTIAL ACADEMY

Programs: MechWarrior, Armored and Unarmored Infantry,
Cavalry, Aerospace Pilot, Officer, VTOL Pilot, DropShip/
JumpShip Officer/Crew

Location: Astarte (Salonika)

Local Terrain: Urban

Local Climate: Stormy

Still under construction, instruction and training is underway in those buildings which have been completed while others are held in local assembly areas. The owners of the local meeting halls are not yet being compensated for this use.

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Crimson (Alinia)

Local Terrain: Urban

Local Climate: Rainy

DETROIT

Star Type (Recharge Time): G1V (182 hours)
Position in System: 3
Time to Jump Point: 9.75 days
Number of Satellites: 2 (Livonia and Tecumseh)
Surface Gravity: 1.03
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 33°C (Temperate)
Surface Water: 78 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Amphibian
Population: 2,105,000,000
Socio-Industrial Levels: B-B-B-B-C
Defending Forces: First Canopian Light Horse
Landmasses (Capital City): South (Ann Arbor), North
Importance: Industrial

DETROIT CONSOLIDATED AEROSPACE

Main Products: *Troika* aerospace fighter
Location: Flint (North)
Local Terrain: Urban
Local Climate: Snowy

DETROIT CONSOLIDATED MECHWORKS

Main Products: *Anubis, Eyleuka, Marshal, Ostroc, Stinger* and *Wasp* BattleMechs, and Trinity Battle Armor
Location: Dearborn (North)
Local Terrain: Urban
Local Climate: Snowy

Central to the world's economy, and fulcrum of the dispute with the Fronc Reaches over the world's ownership, this factory can be said to be the most advanced in the Periphery.

DETROIT

CONSOLIDATED MECHWORKS

DETROIT CONSOLIDATED VEHICLE WORKS

Main Products: Danai Support Vehicle
Location: Dearborn (North)
Local Terrain: Urban
Local Climate: Snowy

NOVIS AT-H, INCORPORATED

Main Products: Tamerlane Strike Sled
Location: Warren (North)
Local Terrain: Hills
Local Climate: Windy

Situated on the edge of the Warren Valley, this factory sprang up seemingly overnight, with workers flocking to it.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry
Location: Ann Arbor (South)
Local Terrain: Flatlands
Local Climate: Stormy

Typically the only fighting force on South, the militia kept the Blakists from invading South, providing an excellent base of operations for counter attacks.

DUNIANSHIRE

Star Type (Recharge Time): M0V (201 hours)
Position in System: 6
Time to Jump Point: 3.14 days
Number of Satellites: 3 (Komondor, Eire, Caledon)
Surface Gravity: 0.96
Atmospheric Pressure: Standard (Tainted)
Equatorial Temperature: 30°C (Tropical)
Surface Water: 53 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Mammal
Population: 155,600,000
Socio-Industrial Levels: B-A-B-B-C
Defending Forces: First Canopian Brigade
Landmasses (Capital City): Brittainy (Londinium), Battery, Kongolia
Importance: Industrial



MAJESTY METALS & MANUFACTURING

Main Products: *Koschei*, *Locust* and *Shadow Hawk* BattleMechs; *Leopard* and *Princess Luxury Liner* DropShips; Long Range Shuttle Craft Small Craft; Wheeled APCs, Heavy LRM Carrier, Heavy MML Carrier, Light SRM Carrier, Manticore, Pike, and Po vehicles; *Sabre* aerospace fighter; Bluehawk, Guardian, and Light Strike Conventional Aircraft

Location: Giggleswick (Brittayne)

Local Terrain: Urban

Local Climate: Mild

This venerable factory has been in operation since the Star League era, and was upgraded and expanded before the outbreak of the Jihad. It is critical to the Magistracy military industry.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry

Location: Londinium (Brittayne)

Local Terrain: Urban

Local Climate: Mild

KRIMARI

Star Type (Recharge Time): K7V (198 hours)

Position in System: 3

Time to Jump Point: 3.70 days

Number of Satellites: 1 (Names)

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25°C (Temperate)

Surface Water: 56 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Reptile

Population: 75,000,000

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

Defending Forces: Third Canopian Fusiliers

Landmasses (Capital City): Dorian (Bastion), Turkleton, Reedcox, Espinosa

Importance: Industrial

A world secure within the Magistracy borders, Krimari was long known for the medical aptitude of the populace. The world's most important exports are its doctors and nurses.

NOVIS AT-H, INCORPORATED

Main Products: Tamerlane Strike Sled

Location: Eddymac (Dorian)

Local Terrain: Urban

Local Climate: Stormy

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry

Location: Bastion (Dorian)

Local Terrain: Mountain

Local Climate: Windy

LOCKTON

Star Type (Recharge Time): A3IV (164 hours)

Position in System: 2

Time to Jump Point: 39.38 days

Number of Satellites: 2 (Oasis, Mirage)

Surface Gravity: 1.13

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 31°C (Warm Temperate)

Surface Water: 5 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Microbe

Population: 13,490,000

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

Defending Forces: None

Landmasses (Capital City): Lockton (Helios)

Importance: Industrial

Heavily reliant upon water imports from Oasis, Lockton is a very inhospitable world.

CERES METALS INDUSTRIES OF LOCKTON

Main Products: *Firebee*, *Icarus* and *Ostwar* (Primitive) BattleMechs

Location: Mynde (Lockton)

Local Terrain: Flatlands

Local Climate: Windy





PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry

Location: Helios (Lockton)

Local Terrain: Coastal

Local Climate: Arid

Note: Any climate roll for rain or snow, instead use Blowing Sand (see p. 62, TO).

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry

Location: Dibblehanitz (Jubilee)

Local Terrain: Wetlands

Local Climate: Stormy

MARANTHA

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

Position in System: 4

Time to Jump Point: 4.12 days

Number of Satellites: 1 (Aramathea)

Surface Gravity: 0.95

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Temperate)

Surface Water: 41 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Fish

Population: 157,000,000

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

Defending Forces: Third Canopian Light Horse

Landmasses (Capital City): Jubilee (Dixonderoga), Cheatham, Glory Be

Importance: Industrial

A world appearing beautiful from orbit, the soil is lacking in the necessary components to raise crops. While tailored crops were once plentiful, a series of famines in the 2980s reduced the agricultural output to a nearly unsustainable level. Still, the brandy prepared from native fruits remains a viable export

PALLADIX

Star Type (Recharge Time): G7V (188 hours)

Position in System: 2

Time to Jump Point: 6.57 days

Number of Satellites: 3 (Kinsey, Masters, Johnson)

Surface Gravity: 1.03

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25°C (Temperate)

Surface Water: 60 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Fish

Population: 250,650,000

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

Defending Forces: None

Landmasses (Capital City): Gdansk (Weilun), Polska, Krakow

Importance: Industrial

NOVIS AT-H, INCORPORATED

Main Products: Tamerlane Strike Sled

Location: Czarci (Polska)

Local Terrain: Coastal

Local Climate: Rainy

Situated on the edge of Lake Sniardwy, the largest freshwater body on the planet, residents have complained that the new factory has already fouled the water quality and killed off several fish species.



ALLIANCE AEROSPACE GROUP

Main Products: *Lightning*, *Seydlitz* and *Thunderbird* aerospace fighters

Location: Lancaster (Jubilee)

Local Terrain: Hills/Urban

Local Climate: Windy

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry

Location: Weilun (Gdansk)

Local Terrain: Plains

Local Climate: Windy



ROYAL FOX

Star Type (Recharge Time): G1V (182 hours)
Position in System: 4
Time to Jump Point: 9.75 days
Number of Satellites: 2 (Ilwynog and Fennec)
Surface Gravity: 1.00
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 35°C (Warm-Temperate)
Surface Water: 58 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 265,750,000
Socio-Industrial Levels: B-B-C-D-C
Defending Forces: None
Landmasses (Capital City): Vixen (Reynard), Skulk, Waagosh
Importance: Industrial



FOXX INFANTRY SYSTEMS

Main Products: Trinity Battle Armor

Location: Vulpes (Vixen)

Local Terrain: Urban

Local Climate: Stormy

A large factory, separate facilities exist for the different variants of the Trinity.

PLANETARY MILITIA

Main Programs: Vehicles, Armored infantry

Location: SummersVille (Vixen)

Local Terrain: Coastal

Local Climate: Mild

UPCOMING PROJECTS

Given their superior state of industry, the Canopians have relatively few R&D type projects that we have discerned. Despite the good state of repair of their factories, the Canopians nevertheless remain mired in the older tech level of the Succession Wars. Outside of Detroit, few of their factories produce completed units with advanced technology.

FOXX INFANTRY SYSTEMS

A number of reports point to a new line being constructed on Royal Foxx adjacent to the two parallel sites already present and building Trinity battle suits. Since the industrial engineers have separated the facilities in terms of different variant production, the conclusion is that a new variant of this battle suit will soon be produced.



REACHES OVERVIEW

The Fronc Reaches is a nation still finding its way. With the knowledge that their neighbors could easily overwhelm them at any time they have instituted a crash program to build combat vehicles within their borders. Re-tasking civilian vehicle factories to construct combat vehicles is a problematic but historically oft-repeated operation.

INDUSTRIAL UPDATE

Interstellar Agriculture Concerns is an international and interstellar conglomerate known throughout human space. While they normally produce only those vehicles of interest to farmers, the government on Fronc took great interest in their ability to build articulated and tracked vehicles. If a farm vehicle can be built from the ground up, chassis to engine to driver's seat, then so might a tank.

Similarly, the Colonial Tractors plant on Fronc itself has supplied wheeled tractors and combines to farmers for several decades. Lacking expertise and equipment to manufacture tracked vehicles was deemed no impediment, and home-grown Hetzer wheeled assault guns have been rolling off the assembly lines in greater and greater numbers to augment the capital's defense.

STRATEGIC INTEGRITY

Unlike their founding nations, the Reaches lack any proper military academies. As they also lack a proper military, their defensive posture is shoddy compared to their neighbors. An influx of skilled refugees from the Inner Sphere and other Periphery nations has provided a good basis for developing an educational system. The Marshalry Academy, still a work in progress on Fronc, will shape recruits into Marshals, but a corresponding academy for the Sentinels has not yet been conceived. Thus, the Cuirassiers are forced to train any new recruits one-on-one.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Fronc (Colonial Tractors)	0%	100%
Rockwellawan (Interstellar Ag. Conc.)	0%	100%

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

INDUSTRIAL SYSTEMS

Fronc is still in a pioneer state. Industry has focused on mining, farming and construction as the colonists-turned-citizens strive to tame their savage worlds. Now that they must also provide for their own defense, they have been scrambling to develop all the industries necessary to protect their people and worlds. While they can handle armed civilian vehicle conversions and a few new programs to develop combat vehicle production, the Fronc Reaches remains dependent on the Magistracy and on trade with other nations to obtain defensive armaments.

FRONC

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

Position in System: 5

Time to Jump Point: 7.96 days

Number of Satellites: 3 (Orleans, Stafford, Oswaltt)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 35°C (Arid)

Surface Water: 41 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Reptile

Population: 675,400,000

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

Defending Forces: Colonial Marshals

Landmasses (Capital City): Freedom's Ring (Paradiso), Agra Primo, Gopher

Importance: Industrial, Command, Logistical

Capital of the Fronc Reaches, this world boasts the highest population in the nation. From the barren deserts consuming the central bulk of the three main landmasses to the deep waters of the oceans, seas and rivers, Fronc is a world yet to realize the promise of the ironic name given to the capital city, Paradiso.

COLONIAL TRACTORS

Main Products: Hetzer Wheeled Assault Guns

Location: Ayms (Paradisa)

Local Terrain: Plains

Local Climate: Windy



THE MARSHALRY ACADEMY

Programs: MechWarrior, Officer, Tactics, Law, Criminal Justice, Adjudication

Location: Marshaltown (Paradisa)

Local Terrain: Badlands

Local Climate: Mild

Still under construction in a secure enclave outside the capital, the future academy for Colonial Marshals has been carrying out instruction in Freedom's Ring for at least the last five years. Equal emphasis is placed on the laws and proper enforcement within the Reaches as for combat training. Lacking simulators, the BattleMechs of the instructing Marshals are used to teach the cadets.

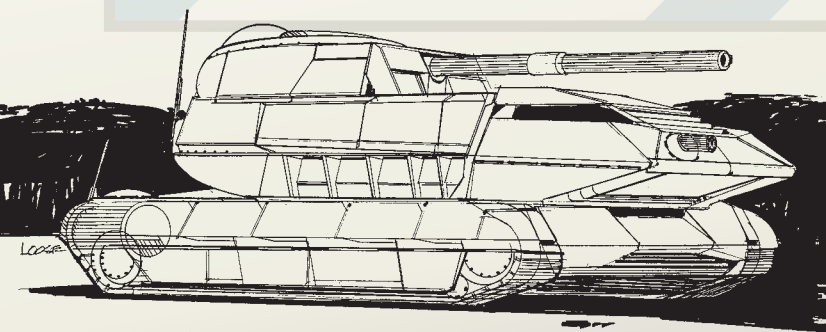
PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Xaing's Nobb (Gopher)

Local Terrain: Hills

Local Climate: Stormy



ROCKWELLAWAN

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

Position in System: 2

Time to Jump Point: 4.85 days

Number of Satellites: 1 (Roth)

Surface Gravity: 0.96

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Tropical)

Surface Water: 70 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Avian

Population: 79,150,000

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

Defending Forces: Fronc Cuirassiers

Landmasses (Capital City): Diamond (Carat), Facet, Corundum

Importance: Industrial

Formerly a Taurian world, the local citizens maintain the fierce independence-minded mentality of their former nation. Piracy has been much decreased now that the Cuirassiers maintain their home base on Rockwellawan. The world's rich mineral resources seem inexhaustible, with new strikes reported on a daily basis across the landmasses.

INTERSTELLAR AGRICULTURE CONCERNS

Main Products: Vedette tanks

Location: Kite (Corundum)

Local Terrain: Flatlands

Local Climate: Stormy

On the edge of the world's arctic glacial region, the IAC plant has manufactured tracked farm and industrial vehicles since the world was in Taurian hands. Their efforts to build Vedettes have been hampered by engine and transmission issues, but their engineers have been resolving failures as they occur.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Carat (Diamond)

Local Terrain: Mountains

Local Climate: Rainy

COALITION OVERVIEW

The Filtvelt Coalition is walking a tightrope. They declared independence due to the traditional neglect from the Federated Suns government during the Jihad when piracy was at its worst level in memory. Their ability to maintain that freedom and survive as a stable nation remains contentious. The biggest problem for the Coalition is their lack of manufacturing infrastructure. Similar to the Fronc Reaches, they have a population of capable though largely unskilled workers but the dearth of facilities to construct basic needs much less combat vehicles is proving a crippling deficiency.

INDUSTRIAL UPDATE

Lacking any BattleMech factories, they surprised everyone with the sudden conversion of a local WorkMech factory to build Primitive 'Mechs. Located on Filtvelt, the new Coalition Armory Inc. took over the dilapidated factory from Outback FarmMechs and in a miraculously short time turned out their own 'Mechs, antiquated technology notwithstanding. Besides the CAI plant, the Cal-Boeing plant continued operations throughout the transfer of power. Their limited selection of products has promoted some uniformity in the Filtvelt Citizen's Militia. This parts commonality results in a greatly reduced logistical cost.

The Quikscell plant on Broken Wheel was little more than a large repair and refit warehouse, but the Coalition government directed the company to begin constructing complete vehicles from scratch. Their first entrant into this field is the Pegasus hover tank. While less capable than more modern variants, the Succession Wars era configuration survived for centuries for a reason.

STRATEGIC INTEGRITY

One benefit of the nation's small size is that they do not need to invest as much into an educational infrastructure as large nations. While the lack of educational facilities in some ways contributed to the discontent with New Avalon, it is less of a burden for the Coalition.

Expanding the Filtvelt Academy, the youngest and least well-regarded of the Federated Suns' academies, provides a solid foundation for the Filtvelt Citizens Militia. With the need to fill their ranks as quickly as possible, training is being curtailed for lower ranks, while officer candidates remain in the program for the full term as proscribed. It is not so much the lack of people that now stymies improving the Militia's quality, but a lack of educated people. Since officers need a functional education in terms of reading and mathematics as well as military tactics and the standard academy curriculum, the Coalition has mandated that general education of the populace be increased beyond the meager efforts of the Federated Suns vagabond schools, largely regarded as a failure. Until the population as a whole is educated to at least a secondary education level, the officer corps of the Militia will suffer.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Broken Wheel (Quikscell)	0%	100%
Filtvelt (Cal-Boeing of Dorwinion)	0%	100%
Filtvelt (Coalition Armory Inc.)	0%	100%

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

INDUSTRIAL SYSTEMS

As with most other aspects of the Coalition, meager best describes the industrial state of the Coalition. Lacking in fundamental component manufacturing has limited their BattleMech-building aspirations to substandard Primitive variants of well-known chassis for the meantime. However, their quick development of even that capability indicates a progressive and determined program to create a self-sustaining industrial base. Whether New Avalon allows them the luxury of continued existence long enough to achieve that goal is still unknown. However, the more the Coalition improves themselves, the more their borders will be violated by those seeking the more developed and attractive targets.

BROKEN WHEEL

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

Position in System: 5

Time to Jump Point: 10.43 days

Number of Satellites: 1 (Axle)

Surface Gravity: 1.08

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 41°C (Arid)

Surface Water: 47 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Mammal

Population: 127,500,000

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

Defending Forces: None

Landmasses (Capital City): Magg (Tripet), Tyre, Valvo

Importance: Industrial

A long-inhabited world of the Federated Suns, Broken Wheel joined with Filtvelt to present a unified front against the pirate threat during the Malagrotta occupation. Offering a vehicle repair facility that is still being upgraded to a factory, the Coalition was glad to have this world support their efforts.

QUIKSCCELL

Main Products: Pegasus hovertank, Light Thunderbolt Carrier
Location: Conestoga (Magg)
Local Terrain: Jungle
Local Climate: Rainy



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Tripet (Magg)
Local Terrain: Coastal
Local Climate: Stormy

FILTVELT

Star Type (Recharge Time): G5III (186 hours)
Position in System: 3
Time to Jump Point: 7.47 days
Number of Satellites: 2 (Torbjørnskjær, Færder)
Surface Gravity: 0.78
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 31°C (Temperate)
Surface Water: 55 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Mammal
Population: 201,000,000
Socio-Industrial Levels: B-C-C-C-A
Defending Forces: None
Landmasses (Capital City): Hurum (Undredal)
Importance: Industrial, Command, Logistical

As the capital of the new nation, Filtvelt is being both aggressive and cautious in its actions. While diverting all funds to creating the means to manufacture combat equipment in numbers and of quality to defend themselves, they are careful not to antagonize any of their powerful neighbors. The combination of low gravity and Nordic ancestry often yields extremely tall, fair natives despite the prominent French influences. Its single true continent of Hurum is buttressed by many large coastal islands, including Buskerud, Fyr and Olavtoppen, where significant agriculture flourishes, protected by the surrounding water from predators like the thunderbeast.

COALITION ARMORY INC.

Main Products: *Dervish* and *Toro* (Primitive) BattleMechs
Location: Sor-Jan (Hurum)
Local Terrain: Mountains
Local Climate: Windy

CAL-BOEING OF DORWINION

Main Products: Ripper VTOL and Boomerang Spotter Plane
Location: Olafberg (Hurum)
Local Terrain: Urban
Local Climate: Stormy



Part of the large urban center of the largest continent, this plant maintains a lodge for its employees, where drinks are limited to one liter of beer or mead during lunch breaks. Efforts to curtail the practice resulted in a near-riot by the workers.



FILTVELT ACADEMY

Main Programs: MechWarrior, Vehicle Crew, Unarmored infantry, Aerospace Fighter, VTOL piloting
Location: Underdal (Hurum)
Local Terrain: Urban
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Underdal (Hurum)
Local Terrain: Urban
Local Climate: Mild

MARIAN HEGEMONY OVERVIEW

While the military and government of the Hegemony suffered greatly from the attack on Nova Roma and the Circinian invasion, their industry was largely unaffected. This is mainly due to the distance between the factory worlds and the Hegemony's national borders. For the factories on Alphard, this was due to the distance between the government center and the industrial districts. While prior Caesars had pushed for infrastructural advancement throughout the Hegemony, Cassius has yet to establish whether he will carry out the same policies. Since taking power, he has had little time for such concerns, dealing with internal dissent in the Lothian Province and with external threats from the Blakists and Circinians.

INDUSTRIAL UPDATE

Spared from the neutron bombs that took out the Caesar and most of the national leadership, the factories on Nova Roma continued production without interruption.

STRATEGIC INTEGRITY

The Marians had but two academies prior to the neutron bomb attack. Both the Collegium Bellorum Imperium and the Alphard Air Academy were on the outskirts of Nova Roma and well within the blast radius. All cadets and faculty were lost in the attack. This was perhaps the greatest loss to the nation aside from the Caesar's death. With the loss of the senior military leadership and the adept faculty at the academy, it will be some time before the Marian officer corps recovers and the training arm is able to supply high-quality new officers. For the present, only local planetary training camps are providing even the rudiments of command and officer training. No plans have been drawn up as to where or when to rebuild the lost academies.

INDUSTRIAL STATE

With little industry of any kind throughout the underdeveloped nation, there are three arms manufacturers in the entire nation. While these are staffed by competent personnel, the lack of educational institutes and suitable technology greatly limits the capabilities of these factories. A further lack of manufacturing of high-tech components is also a significant limitation. Otherwise, the Hegemony has numerous mineral-rich worlds to be exploited, if only funding or outside companies can be secured to develop them.

INDUSTRIAL SYSTEMS

ALPHARD

Star Type (Recharge Time): G3IV (184 hours)
Position in System: 4
Time to Jump Point: 8.53 days
Number of Satellites: 1 (Romulus)
Surface Gravity: 1.00
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 33°C (Temperate)
Surface Water: 55 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 3,112,075,000
Socio-Industrial Levels: B-B-B-C-C
Defending Forces: III Legio
Landmasses (Capital City): Italia (Nova Roma), Alba, Gaul, Hispania, Moesia
Importance: Industrial, Command, Logistical

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Alphard (Alphard Trading Corporation)	0%	100%
Alphard (Marian Arms, Inc.)	0%	100%
Pompey (Hadrian Mechanized Industries)	0%	100%

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

ALPHARD TRADING CORPORATION

Main Products: *Centurion* (Primitive) BattleMech, Fulcrum and J. Edgar hovertanks
Location: O'Reilly (Italia)
Local Terrain: Hills/Urban
Local Climate: Windy





MARIAN ARMS, INCORPORATED

Main Products: Gladius and Maultier (and other APC) hovertanks; *Centurion*, *Emperor*, *Gladiator* and *Icarus* (Primitive) BattleMechs, *Marauder II* and *Whitworth* BattleMech refits

Location: Cisterna (Alba)

Local Terrain: Valley

Local Climate: Mild

While they started the RetroTech construction program five years ago, unlike other powers we expect the Marians to continue building the lower tech BattleMechs for the foreseeable future due to the ease and speed of construction. Nestled in the rolling hills and valleys of Alba this factory is ideally situated for defense.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry

Location: Nova Roma (Italia)

Local Terrain: Wetlands

Local Climate: Rainy

POMPEY

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

Position in System: 3

Time to Jump Point: 7.96 days

Number of Satellites: 1 (Herculaneum)

Surface Gravity: 0.92

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 31°C (Temperate)

Surface Water: 57 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Avian

Population: 264,750,000

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

Defending Forces: III Legio

Landmasses (Capital City): Campania (Naples), Cumae, and Stabiae

Importance: Industrial

HADRIAN MECHANIZED INDUSTRIES

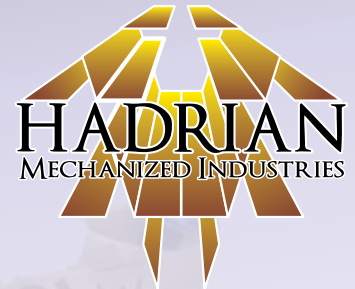
Main Products: SRM, Laser and AC/2 Carrier vehicles, APCs, Harasser hovercraft, and *Shilone* aerospace fighters

Location: Nola (Campania)

Local Terrain: Urban

Local Climate: Mild

In the heart of the raucous and polluted city of Nola, HMI employs thousands of the nearby residents despite attempts by local criminal organizations to extort from the company executives by unionizing the workers. A low-level street war has persisted for decades, with each side occasionally killing low-ranking members of the other.



PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry

Location: Naples (Campania)

Local Terrain: Coastal

Local Climate: Arid

STRATEGIC SYSTEMS

ILLYRIA

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

Position in System: 3

Time to Jump Point: 7.96 days

Number of Satellites: 1 (Gentius)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 27°C (Temperate)

Surface Water: 61 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Mammal

Population: 25,592,000

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

Defending Forces: II Legio

Landmasses (Capital City): Cadmus (Dalmatia), Harmonia, Celtus, Galas

Importance: Command

Capital to the Illyrian Province, the populace has been much more amenable to integration with their Hegemony conquerors than the residents of the Lothian Province. A cool world whose ancestry is mostly of Scandinavian persuasion, the population grew significantly over the last several decades due to immigration of Rasalhagian refugees.

LOTHARIO

Star Type (Recharge Time): M3III (204 hours)

Position in System: 2

Time to Jump Point: 2.67 days

Number of Satellites: 1 (Logan)

Surface Gravity: 1.10

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 20°C (Boreal)

Surface Water: 70 percent

Recharging Station: None

HPG Class Type: None

Highest Native Life: Mammal

Population: 2,300,000

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

Defending Forces: V Legio

Landmasses (Capital City): Anzac (Vatnajökull), Calafate, Siegfried, and Furtwängler

Importance: Command

Capital to the Lothian Province, this world has seen much unrest over the past few years. The HPG and other infrastructure was destroyed, and it is expected that the province will achieve independence from the Hegemony and reestablish the Lothian League. This ice planet is hostile to all but the heartiest humans, with some predators as large at birth as a fully adult polar bear. The fur industry is the largest contributor to the economy, benefiting from the large population of rehabilitated Terran species.

UPCOMING PROJECTS

It is not so much a lack of ability as it is a lack of infrastructure and funds that limits the innovative efforts within the Hegemony. The few developments that do occur are aimed at procuring specifications for units that are already well-known elsewhere. This involves negotiating licenses from companies in other realms, which can be an expensive and time-consuming process.

HADRIAN MECHANIZED INDUSTRIES

Our agents report that the Caesar presented plans to HMI some five years past for the Heavy LRM Carrier. Since that time, HMI added a new line and produced a set of prototypes to work out niggling issues with developing a new production line. Full-scale production is slated to begin soon, if it has not already.

MARIAN ARMS, INC

An apparently cooperative effort with the Alphard Trading Corporation has seen the Hegemony actually build and field some primitive BattleMechs. This RetroTech version of the *Centurion* has begun to fill the ranks of the depleted legions. Though no other designs are under construction, this development could signify the eventual evolution of the Hegemony to a developer of new 'Mechs.

ALPHARD TRADING CORPORATION

Through assistance from their locations in other nations, the ATC was instrumental in getting the RetroTech *Centurion* manufacturing line into operation. We have no indications of other imminent projects, but the loss of the company's factory in Taurian space has resulted in a diversion of resources to the Hegemony.





LESSER PERIPHERY STATES OVERVIEW

While information from the lesser Periphery states is far removed from direct observation of our agents, the following summaries were collated from multiple corroborating sources and are deemed accurate. Of particular note is the development of manufacturing capabilities within some of these realms beyond what we reasonably have expected.

INDUSTRIAL UPDATE

New St. Andrews has long been an independent world. Luckily avoiding the conflict between the Hegemony and the Circinians, the one-world nation has devoted significant resources to obtaining manufacturing technology. Meridian Manufacturing has come through for the world's leadership, though, and begun to produce IndustrialMechs. Though a far cry from the BattleMech factory they would surely like to have, such a target would be too tempting for the nearby Hegemony to ignore.

The Rim Collection also boasts results from their desperate drive to maintain their independence through internal manufacturing of weapons. Rim Motors on Otisberg took advantage of educated refugees fleeing the war engulfing the Circinus Federation to aid their renovation of the ancient factory ruins of their world. The primitive 'Mechs that they have produced thus far are remarkably well-built considering the speed with which the operations were completed.

No less impressive are the efforts of the Fiefdom of Randis. Using their increasing power and funds, they motivated Hope Industrial Works to upgrade their WorkMech factory to produce primitive 'Mechs. We have been unable to determine when this production began, though it was at least five years ago. These primitive BattleMechs are more than sufficient to the present needs of the Brotherhood, but considering the leaps and bounds of their advancement, we expect to see step-wise improvement of their 'Mech quality as they develop the means to manufacture the various components needed to produce a non-primitive 'Mech.

STRATEGIC INTEGRITY

Lacking in all the lesser Periphery states that we consider here, none have academies to speak of. The closest institution to an academy is the Brotherhood Monastery on Randis IV, whose prior brutal methods might return.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
New St. Andrews (Meridian Manu.)	0%	100%
Otisberg (Rim Motors)	0%	100%
Randis IV (Hope Industrial Works)	0%	100%

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

INDUSTRIAL STATE

The distant worlds of the Periphery for the most part possess a lower level of industrial development than comparable worlds in the Inner Sphere. However, recent influxes of refugees from more developed nations and increased funds from new arrivals and investors, plus the drive of governments to provide security in the calamitous times of the Jihad has seen quantum leaps of industrial development in three of these lesser powers.

INDUSTRIAL SYSTEMS

OTISBERG

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

Position in System: 4

Time to Jump Point: 11.19 days

Number of Satellites: 1 (Miloe)

Surface Gravity: 1.03

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 23°C (Cool-Temperate)

Surface Water: 47 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Avian

Population: 35,000,000

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

Defending Forces: None

Landmasses (Capital City): Salvation (Troy), Purgatory, Ashland

Importance: Industrial

Otisberg has devoted massive effort to excavating the ruins of Star League era factories. Some assembly lines were found to be repairable, and primitive BattleMech production has been ongoing for some time. The world has many active volcanoes scattered about the oceans and continents, providing fertile but dangerous soil.

RIM MOTORS

Main Products: *Commando* (Primitive) BattleMechs

Location: Amariston (Salvation)

Local Terrain: Plains

Local Climate: Mild



PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Illiana (Ashland)

Local Terrain: Mountain

Local Climate: Rainy

Currently guarding an excavation to a potential Star League era facility, the militia is stuck far from their families and three months overdue on their deployment.

RANDIS IV

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

Position in System: 2

Time to Jump Point: 4.31 days

Number of Satellites: 1 (Eminence)

Surface Gravity: 1.01

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 39°C (Tropical)

Surface Water: 75 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Fish

Population: 12,186,000

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

Defending Forces: Brotherhood of Randis

Landmasses (Capital City): Hope (Hope City), Volcroth, Frews, Randis

Importance: Industrial, Command, Logistical

A water-rich world with little land, the population has swelled over the last century with peoples from many nations; the Brotherhood has demanded and enforced a policy to prevent development and technological advancement from damaging the environment. Once known as Hope IV, the recent advances have redeemed that long ago name, and repudiated the sardonic nickname of Lost Hope.

HOPE INDUSTRIAL WORKS

Main Products: *Hawkwolf*, *Dervish* and *Firebee* (Primitive) BattleMechs

Location: Hope City (Hope)

Local Terrain: Urban

Local Climate: Rainy

Housed in the capital where half the world's population is available to provide workers, this plant has already seen the rewards of its primitive 'Mech production, with the excess being exported to other systems. The *Hawkwolf* is a new RetroTech chassis whose configuration may change with time. Strangely, locals were not involved in the construction and it is unknown who is providing the financial and technical resources for the new facility.

BROTHERHOOD MONASTERY

Main Programs: MechWarrior

Location: Hope City (Hope)

Local Terrain: Mountain

Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry

Location: Hope City (Hope)

Local Terrain: Urban

Local Climate: Rainy

STRATEGIC SYSTEMS

NEW ST. ANDREWS

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

Position in System: 4

Time to Jump Point: 16.10 days

Number of Satellites: 1 (Gealach)

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 25°C (Temperate)

Surface Water: 58 percent

Recharging Station: None

HPG Class Type: None

Highest Native Life: Mammal

Population: 12,340,000

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

Defending Forces: Nelson's Longbows

Landmasses (Capital City): New Scotland (Kilrymont), Kinness, Scores

Importance: Industrial, Command

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Laudance (Scores)

Local Terrain: Forest

Local Climate: Mild

UPCOMING PROJECTS

With the lack of concrete intelligence of these small powers, we have little to report on the direction of their military manufacturing. Considering the advances already made, we may deduce that the newly-developed primitive BattleMech lines, for example, will see effort devoted to upgrade them to build more modern tech BattleMechs.



DEEP PERIPHERY OVERVIEW

The Deep Periphery, including the nations of the Hanseatic League, the Castilian Principalities and the Umayyad Caliphate, are completely separate from Inner Sphere politics. Their distance from the Successor States creates a buffer that allows their own internal politics to dominate rather than suffer from outside pressures. This has begun to change with the encroachment onto their territory by the Clans. Both the Diamond Sharks and the Ice Hellions have engaged in conflict with the Hanseatic League, the former claiming victory while the latter was driven off. Their home worlds have experienced only one another's hostile forces, with the Clans being engaged farther afield.

While the distance from the Inner Sphere has kept them insulated from the conflicts that routinely embroil the Successor States, it also insulates them from technological advancement. With trade being hindered by distance and distrust, the Deep Periphery has completely missed much of the technological improvements and scientific discoveries of the past centuries. Able to maintain a late Succession Wars level of technology at best, even recovered Star League technology is beyond the means of the Deep Periphery to produce.

INDUSTRIAL UPDATE

The Hanseatic League's merchants have always dominated their politics. The best illustration is their meddling in the conflict between the Umayyads and the Castilians over the past two centuries. By fomenting conflict, they were able to profit by selling to both sides. However, the Hansa's industry itself was always secondary to the mercantile concerns. As such, the Hansa were usually content to trade away resources for components or materiel rather than manufacture it themselves. As a result, their industry is composed of few actual factories. With military production limited to Antwerp, they are barely able to keep their RDF units supplied under the current climate of conflict. The drive to defend against the Clans and the increasing raids by the Castilians has motivated them to develop a RetroTech manufacturing capability to enable faster replacement of their BattleMech losses, due to their extremely limited production capacity. Most of their military industry is focused on vehicle manufacture, including some units developed on their own.

The capabilities of Neuva Castile are reportedly improving as part of their drive to eliminate dependence upon the meddling Hanseatic League. While their efforts to reverse engineer captured Umayyad equipment have met with limited success through the years, their military manufacturing capabilities are extremely limited due to damage sustained in the generations-long conflict with the Umayyads. Their efforts are limited to the single operational factory within their realm.

The Umayyads have fallen far now that the Castilians have reconquered almost all their worlds. This defiant, Islam-influenced faction is backed up onto little more than the first world they conquered centuries ago. This has reduced their already limited industry to what is available on Granada, their capital world and really the only one they can still claim ownership of. Like the Castilians and the Hansa, they are focused on building materiel as fast as possible, requiring a regression in technological advancement of the products, despite limited production levels of more advanced—but still obsolete—technology.

STRATEGIC INTEGRITY

Like the lesser Periphery nations, the Deep Periphery nations have no academies to speak of. Making use of cadre training methods and on-the-job trials by fire, their militaries are far lower in quality in terms of ability as well as technology compared to the Inner Sphere and especially the Clans.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Antwerp (Bordello Military Goods, Inc.)	0%	100%
Castile (King Dumount Defense Facility)	0%	100%
Granada (Alhambra Refit Station)	0%	100%
Granada (Caliphate Airfield Alpha)	0%	100%

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



INDUSTRIAL STATE

Outside of agricultural concerns, industry in the Deep Periphery nations is very limited. What was considered primitive in the Inner Sphere prior to the technological renaissance is the state of the art in the Deep Periphery. Besides the distance from the Inner Sphere, the lack of desirable targets contributes to the scarcity of pirate or other attacks on these worlds by outsiders.

INDUSTRIAL SYSTEMS

ANTWERP

Star Type (Recharge Time): G7V (188 hours)
Position in System: 5
Time to Jump Point: 6.57 days
Number of Satellites: 1 (Ghent)
Surface Gravity: 0.90
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 31°C (Temperate)
Surface Water: 64 percent
Recharging Station: None
HPG Class Type: None
Highest Native Life: Plant
Population: 189,235,000
Socio-Industrial Levels: B-C-B-C-C
Defending Forces: Regional Defense Force 2
Landmasses (Capital City): Nederlandia (Jersey City),
 Brabant, Flanders
Importance: Industrial

BORDELLO MILITARY GOODS, INC.

Main Products: *Wolverine* (Primitive) BattleMech; Tiger Medium Tank, AC/2 Carrier and Vedette vehicles; *Centurion* and *Vulcan* aerospace fighters; *Phoenix Hawk*, *Locust*, and *Wasp* BattleMechs; *Manatee DropShip*
Location: Jersey City (Nederlandia)
Local Terrain: Urban
Local Climate: Mild

Nestled in the rolling hills and valleys of Nederlandia, the complex of BMG plants is noteworthy as the only Hansa factory producing war materiel. With the ability to manufacture multiple unit types, BMG produces less of each than it might if it focused on one only.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry
Location: New Newark (Nederlandia)
Local Terrain: Wetlands
Local Climate: Rainy

CASTILE

Star Type (Recharge Time): G2V (183 hours)
Position in System: 4
Time to Jump Point: 9.12 days
Number of Satellites: 0
Surface Gravity: 1.11
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 28°C (Temperate)
Surface Water: 70 percent
Recharging Station: None
HPG Class Type: None
Highest Native Life: Reptile
Population: 370,350,000
Socio-Industrial Levels: C-D-B-C-B
Defending Forces: Third Brigada
Landmasses (Capital City): Iberia (Padre), Barthelona,
 Marianas
Importance: Industrial

KING DUMOUNT DEFENSE FACILITY

Main Products: *Medium Strike* conventional fighter; *Shadow Hawk* and *Rifleman* (Primitive) BattleMechs, and LRM Carrier vehicles; *Wasp* and *Stinger* BattleMechs
Location: Dumount Valley (Iberia)
Local Terrain: Hills
Local Climate: Windy

A small factory producing multiple unit types, the Castilians assign great prestige to the company's officers by providing a company of veteran infantry as bodyguards. The recent addition of the RetroTech *Shadow Hawk* and *Rifleman* is the result of the loss of more advanced factories during the gradual retreat from their former conquered worlds.



ROYALS REFIT AND REPAIR STATION

Main Products: BattleMech and aerospace fighter refits

Location: Real (Barthelona)

Local Terrain: Mountains

Local Climate: Stormy

Located in the Détente Mountains, this refit facility is able to handle BattleMechs as well as aerospace fighters. Most refits are downgrades to the technological level able to be produced in the Castilian Principalities.

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Padre (Iberia)

Local Terrain: Urban

Local Climate: Arid

GRANADA

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

Position in System: 4

Time to Jump Point: 6.19 days

Number of Satellites: 1 (Andalusia)

Surface Gravity: 1.03

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 29°C (Temperate)

Surface Water: 57 percent

Recharging Station: None

HPG Class Type: None

Highest Native Life: Plant

Population: 410,650,000

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

Defending Forces: Third Corps

Landmasses (Capital City): Pasadena (Arcadia), Altadena, Monrovia

Importance: Industrial

ALHAMBRA REFIT STATION

Main Products: *Vulcan* BattleMech refit

Location: Alhambra City (Pasadena)

Local Terrain: Mountains

Local Climate: Windy

A facility that has been in place for some time, the most recent reports have indicated new developments and efforts on the Umayyads' part, apparently with Clan Diamond Shark aid, to produce a standard refit of the *Vulcan*.

CALIPHATE AIRFIELD ALPHA

Main Products: *Thunderbird Strike* aerospace fighter and SRM Carrier vehicle

Location: Victory Plains (Pasadena)

Local Terrain: Plains/Urban

Local Climate: Mild



PLANETARY MILITIA

Main Programs: Unarmored infantry

Location: Arcadia (Pasadena)

Local Terrain: Coastal

Local Climate: Mild

PRIDE OF GRANADA INDUSTRIES

Main Products: *Stinger* and *Wasp* BattleMechs; *Shadow Hawk* and *Rifleman* (Primitive) BattleMechs

Location: Temple City (Pasadena)

Local Terrain: Plains

Local Climate: Windy



STRATEGIC SYSTEMS

BREMEN

Star Type (Recharge Time): G3V (184 hours)
Position in System: 4
Time to Jump Point: 8.53 days
Number of Satellites: 1 (Bremerhaven)
Surface Gravity: 1.09
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 28°C (Temperate)
Surface Water: 70 percent
Recharging Station: None
HPG Class Type: None
Highest Native Life: Avian
Population: 129,300,000
Socio-Industrial Levels: C-C-D-C-B
Defending Forces: Regional Defense Force 1
Landmasses (Capital City): Hansa (Freie Hansestadt), Weser, Kreuznach
Importance: Command

The Hanseatic League's capital, Bremen houses the major trading families' headquarters and homes. The Council of Merchants has their governing apparatus here, from which they direct the vast trading fleets and the Regional Defense Forces. Oddly, this world is not one of those where trading with outsiders takes place, serving to insulate the Council from direct influence and reducing the likelihood of a decapitating attack.

ASTURIAS

Star Type (Recharge Time): G6V (187 hours)
Position in System: 5
Time to Jump Point: 7.01 days
Number of Satellites: 2 (Grable, Mansfield)
Surface Gravity: 0.98
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 32°C (Temperate-Hot)
Surface Water: 65 percent
Recharging Station: None
HPG Class Type: None
Highest Native Life: Mammal
Population: 61,200,000
Socio-Industrial Levels: C-D-C-D-B
Defending Forces: First Brigada
Landmasses (Capital City): Sanctorum (Sanctum), Volksmarch, Franco
Importance: Command, Logistical

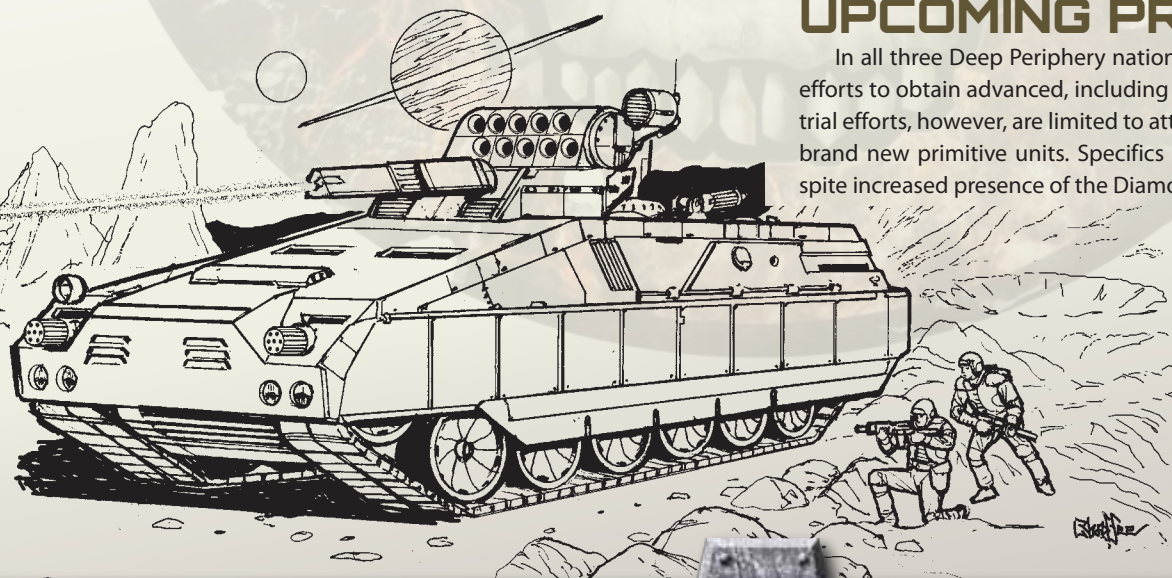
SANCTUARY STATION

Main Products: Korvin Patchwork Refit
Location: Sanctuary Hills (Sanctorum)
Local Terrain: Hills
Local Climate: Rainy

A small refit station that has been tinkering with various vehicle refits for decades, it is best known for the retrograde refits of the Korvin tanks of the Castilian Brigadas.

UPCOMING PROJECTS

In all three Deep Periphery nations, reports indicate expending efforts to obtain advanced, including Clan, technology. Most industrial efforts, however, are limited to attempts to produce obsolete or brand new primitive units. Specifics are unavailable, however, despite increased presence of the Diamond Sharks in the region.





PIRATE OVERVIEW

While little was known about the Tortuga Dominion prior to the Jihad, even less is certain in these closing stages. The Death's Consorts left the worlds to be nominally ruled by the Blakists, and the extermination of the Consorts increased the power vacuum in the Dominion. Various pirates forces are believed to be fighting for control over the Dominion, with the Blakist rulership having vanished seemingly overnight once the assault on the Terran system had begun. Never home to much true industry, it was the stabilizing presence of powerful pirate forces including Lady Death herself, and to a diminishing extent the Blakists who ruled after the Consorts' relocation to Malagrotta, that enabled the pirate den to develop manufacturing worth mentioning. Vengeance Incorporated, by all reports, is still producing BattleMechs with relatively modern components, superior to those found in most corners of the Periphery and Deep Periphery.

Until another pirate force ascends to dominance of their fellows, the fate of the Dominion is difficult to predict. With the presence of Clan forces and determined Inner Sphere forces on their doorsteps, in a climate whose hatred for pirates has been heightened after the Malagrotta conquest by Death's Consorts, the pirates of the Dominion are faced with an environment of hostility from without in addition to the forthcoming power struggle within.

INDUSTRIAL UPDATE

A surprise to all the major powers, the emergence of Vengeance Incorporated as a true BattleMech manufacturer from the collection of junkyards and chop shops twenty years past changed the nature of the pirate "nation." No longer reliant only on theft and salvage, the Tortugans now could produce their own new war materiel without outside assistance, other than components quietly purchased on the open Inner Sphere market. The ability to produce what was at the time modern components for their 'Mechs was regarded as a significant breach of corporate security within the Inner Sphere. With only one assault on Tortuga Prime, a punitive strike by the Filtveltlers in 3076, the factories remain intact and operational. Apparently, a lack of viable intelligence on the world has kept the exact location of the factories a secret. Some would attribute this to the efforts of the pirates, but in fact the ignorance is due more to the Inner Sphere's apathy than to a failure of their intelligence arms. The slapdash and haphazard layout of the facilities on the world contributes greatly to the inability to recognize the factories from orbit or high altitude. Truly, one must be almost on top of them to recognize them.

STRATEGIC INTEGRITY

The pirate bands have always benefited from their non-integrated nature. This continues today. While a concentrated assault on one or more of the worlds might annihilate a pirate force, their dispersion throughout the Pirates Haven Star Cluster ensures that most of the lawless bands will remain safe from attack. Relying upon disaffected Inner Sphere and lately even some few Clan defectors for new recruits, there is no academy or other educational infrastructure to speak of in this nation where slavery is one of the largest economic components.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Tortuga (Vengeance, Inc.)	0%	100%

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





INDUSTRIAL STATE

With only one manufacturer to speak of, the factories on Tortuga Prime at least have no competitors on- or off-world. While the potential for a devastating strike existed with the Filtvelt raid, the powerful and direct response to the invasion by a force of domestically-built tanks and well-drilled infantry was a surprising but wonderfully-successful defense. The factories were saved, and with the mineral wealth of Tortuga Prime itself, the factories are expected to remain safe and productive for the foreseeable future.

INDUSTRIAL SYSTEMS

TORTUGA PRIME

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

Position in System: 3

Time to Jump Point: 9.12 days

Number of Satellites: 5 (Barbarossa, Kidd, Wendigo, Lafleur, and Pandora)

Surface Gravity: 0.85

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Temperate)

Surface Water: 40 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Plant

Population: 1,401,000

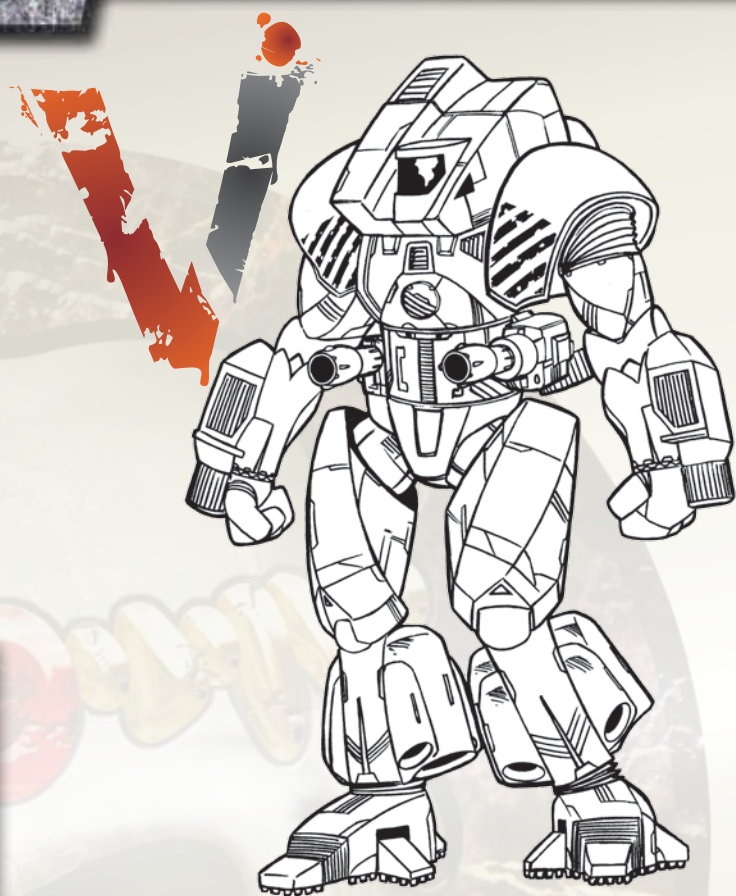
Socio-Industrial Levels: D-C-D-D-C

Defending Forces: None

Landmasses (Capital City): Torment (Raider's Roost),

Importance: Industrial, Command

A hostile world whose potable water is limited to underground sources, the one main continent of Torment is home to significant mineral wealth as well as the world's seven major cities. Three regiments of combat vehicles defend this world.



VENGEANCE INCORPORATED

Main Products: *Brigand* BattleMechs; *Vedette*, *Hunter* and *Demolisher* tanks

Location: Unknown (Torment)

Local Terrain: Urban

Local Climate: Windy

Its location as yet uncertain to off-world sources, the VI factories are known to produce only one Battle-Mech chassis in addition to several venerable and reliable vehicles.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Raider's Roost (Torment)

Local Terrain: Flatlands

Local Climate: Arid

UPCOMING PROJECTS

With so little means to expand their capabilities, maintaining their current facilities and production levels is the best the Tortugans can manage. Thus, there is no indication of any forthcoming products or prototypes to speak of.



RULES ANNEX

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

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

USING PLANETARY INFORMATION

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

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

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

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

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

NUMBER OF SATELLITES

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

SURFACE GRAVITY

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

ATMOSPHERIC PRESSURE

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

EQUATORIAL TEMPERATURE AND SURFACE WATER

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



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

RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

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

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

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

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

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

SOCIO-INDUSTRIAL LEVELS AND DEFENDING FORCES

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

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

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

LANDMASSES, CAPITAL CITIES, AND IMPORTANCE

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

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



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

USING TARGET SITE DATA

In addition to planetary data, each entry listed in this book also includes brief data on the various factories and facilities that make critical objectives for BattleTech campaigns. These objectives come in two broad classes: production sites and training sites. Production sites (factories and such) will be identified by listing what their main products are, while training sites are identified by listing what their main programs are. In both cases, an attacker may expect some of the site's "products" scrambled to defend the target sites. For example, the Pinarid Protectorate plant on MacLeod's Land produces *Locust* BattleMechs, which will likely appear in the home defense force, while the Organo Taurian Academy trains infantry, vehicle crews and aerospace pilots, which will add cadets (and instructors) as infantry, piloting fighters, and driving tanks to the local defense force.

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

LOCAL TERRAIN AND CLIMATE

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

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

LOCAL WEATHER TABLES

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

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

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

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

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

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

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



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

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

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

OTHER DEFENSES

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

CORPORATE SECURITY

Even more important in the Periphery than the Inner Sphere, military industry is accorded the best protection available. In most cases this exceeds the defenses allocated to governmental installations. Like many Inner Sphere nations, manufacturers in the Periphery tend to rely upon mercenary forces to bolster their defenses, with local militias serving as additional security. Less common in the Periphery than the Inner Sphere are dedicated corporate security forces raised by the companies themselves. For the same reason that few companies possess such organic defenses throughout human space, it simply cuts into profit margins. Unless specifically noted in the individual system descriptions, consider such forces to be absent in the Periphery.

As in the Inner Sphere, factory defense forces are composed largely of the units manufactured at that site. This can produce a limited force, such as the Vedettes produced at Rockwellawan's Interstellar Agriculture plant, or a combined arms force, such as the 'Mechs, tanks, and aerospace fighters of the Majesty Metals & Manufacturing plant on Dunianshire. Regardless of whether the site has a mercenary defender, there will be a local force fielding the homemade units in defense of the factory. This may be a dedicated component of the militia, but most likely will be technicians, engineers and laborers of Green quality desperately trying to protect their own livelihoods.

Most corporate principals will have a personal security detachment. In the Periphery, this will be limited to, at most, a platoon of infantry. This is especially true in the more prosperous nations of the Magistracy of Canopus and the Taurian Concordat. Typically, howev-



er, a single bodyguard or a squad of highly-skilled and trusted troopers is tasked with these protection details. Company officials in the Marian Hegemony merit a squad of troopers each, provided by the Hegemony though of lesser quality than the Caesar's Royal Guard. Somewhat paradoxically, it is the smaller and less affluent nations who prize the company officials more, in hopes of preventing a loss of respect or dedication that might see them shutter their factory and relocate. This is true for Protectorate Arms personnel on Diik, where the factory, chief designers and company officers are feted like royalty and provided an elite company of infantry to guarantee their safety.

To determine the rough size and composition of local corporate defenses around a factory, a good rule of thumb is to provide up to a lance of each unit that the factory produces and augment this with conventional infantry, with the following national variations: The Taurian Concordat provides an additional lance of BattleMechs for each world with a 'Mech factory. The Magistracy supports corporations by deploying an infantry company at every factory location, in addition to the factory's own force. The Hegemony relies on their military to protect their factories, assigning no special defense force. The Fronc Reaches and the Calderon Protectorate rely on conventional vehicle platoons to augment their corporate defenders, adding one platoon per factory shift. The Filtvelt Coalition uses an academy cadre company of Cavalier battle armor to protect their limited factories.

REGIONAL AND LOCAL MILITIA

Typically militia forces in the Periphery deploy around governmental installations and important sites such as factories or academies, where they follow the orders of the local command authority. These are reserve or militia forces, subject to different training histories depending on their faction. The makeup and size of local defense forces is legion throughout the Periphery. The size and technological advancement of a planetary defense force is determined by the system's Population and Socio-Industrial Index values. Well-populated worlds with top tier A- or B-rated technological and industrial systems will have higher numbers of troops and be better equipped, not limited to the units produced on-world but including those made throughout the nation. Meanwhile, C-, D- and F-tier systems in the Periphery are limited to armed WorkMechs and conventional vehicles to complement their infantry.

Typical Periphery militias might contain 1 lance of 'Mechs, 1 company of vehicles, and 1 or more regiments of foot infantry. Worlds with large populations are rare, but for worlds with 1 billion inhabitants or more, assign a total of 1 company each of BattleMechs and vehicles, one squadron of aerospace fighters and 1 company of Inner Sphere Standard battle armor. Besides variations noted in system descriptions, however, the following should be used for generating defense forces for various Periphery worlds, based on their faction, in addition to the general forces noted above.

The Taurian Concordat requires all citizens to serve the government. This results in a much larger pool of reserve militia than in any other nation, composed mostly of infantry with skills including minelaying, scorched earth, and suicide attacks. For every 100 million inhabitants (round up), assign two battalions of green infantry, one battalion of regular infantry, one company of veteran infantry, and one platoon of elite infantry.

The Magistracy of Canopus has planetary militias of smaller size but intermediate quality. Assign one company of veteran skill infantry for every 500 million inhabitants (round down), plus one company of regular and one battalion of green infantry per 250 million inhabitants (round down).

The Marian Hegemony uses mostly unskilled locals, including convicts, for their militias. This results in large but poor quality defense forces as likely to attack the Hegemony as the enemy. Assign one company of regular infantry and one battalion of green infantry per 200 million inhabitants (round down), plus one company of green (prisoner) infantry per 100 million inhabitants (round up).

The Calderon Protectorate has the same tactics and training as the Taurian Concordat, though at smaller numbers. Use the same force type and numbers, but do so for every 200 million inhabitants (round up). The Fronc Reaches prides itself on quality over quantity. Assign one company of regular infantry and one company of green/regular tanks (Vedettes and Hetzers) per 100 million inhabitants (round up), plus one company of veteran and one platoon of elite infantry per world (not based on population); double the numbers of regular infantry when the attacker is a pirate force. Similarly, the Filtvelt Coalition boasts militias of one battalion of regular infantry per 100 million (round down) and one company of veteran infantry per world. Filtvelt worlds also gain one regular-skill combined company of tanks, VTOLs, and conventional/aerospace fighters.

The Tortuga Dominions apply overwhelming force to dissuade attackers. In addition to standard militia as noted above, Tortugan worlds carry one regular-skill battalion of combat vehicles.

ACADEMIES AND LOCAL TRAINING CENTERS

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

Almost universally, the enrollment program dictates the type of patrols the academy or university employs. The major Periphery 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. For example, the Filtvelt Academy typically has some mixture of a pair of aerospace fighters, lance of BattleMechs, company of infantry, platoon of tanks and squadron of VTOLs patrolling the campus perimeter at all times. The Organo Taurian Academy, however, puts more emphasis on aerospace and will have two squadrons of fighters patrolling the skies while the ground is secured by a platoon of tanks and company of unarmored infantry. The amount and technological level of equipment available to dedicate for cadet training at Periphery academies will vary depending on the era in which the scenario is taking place; the GM should use discretion when developing a cadet patrol. 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 to assist in the system defense.

To reflect this, most academies will have approximately 4d6 Lances/Platoons/Squadrons of various weights (BattleMechs, fighters, and vehicles) and types (infantry) of Green-quality troops available for defense, with the commanders of each Lance/Platoon/Squadron of Regular or Veteran. Training centers will have vehicles and infantry, but only wealthy or highly advanced planets will possess 2d6 Fighters, BattleMechs or MilitiaMechs.

STATIC DEFENSES

Solely dependent on the importance and location, the amount, type and even the very possibility of static defenses can vary widely from system to system. Interior systems without any real targets of interest rarely have permanent static defenses, relying on impromptu erected anti-vehicle and infantry traps, or large ditches made to simply slow down a BattleMech advance. Strictly military objectives isolated from civilian sectors, meanwhile, may have permanent gun emplacements ready to oppose invaders, along with extensive hangars for housing troops. Many of these tend to be armed with weapons produced domestically, limited only by domestic supplies for missile and cannon turrets, with interlocked minefields, and backed up by Artillery—although target sites located within population centers tend to refrain from using automated or area-effect weapons such as minefields and artillery, to avoid collateral damage. Almost all factories producing war material allocate some of their excess production to build up static defenses, so factories that produce long range missiles will likely have those weapons mounted on many of their weapon turrets.

A good example of a facility using static defenses is the Majesty Metals and Manufacturing plant on Dunianshire. As a critical component of the Magistracy's military industry, considering it produces 21 distinct units in addition to PPCs, AC/2s and AC/5s, LRMs and SRMs, its defenses are severe. Besides the local militia, there are two dozen turrets with interlocking fields of fire in a networked system with connecting underground tunnels. These turrets are ranged in concentric rings, with the armaments being those weapon systems built on site. The factory itself is surrounded by a large wall that has withstood sev-

eral raids by various pirate forces unlucky enough to survive the turret system to encounter the minefields scattered at the foot of the wall. Immense but well-camouflaged sally ports allow BattleMechs built within the factory to come to the site's defense as needed, using the sophisticated video surveillance system, powered by the factory's internal power plant, to appear where and when needed.

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

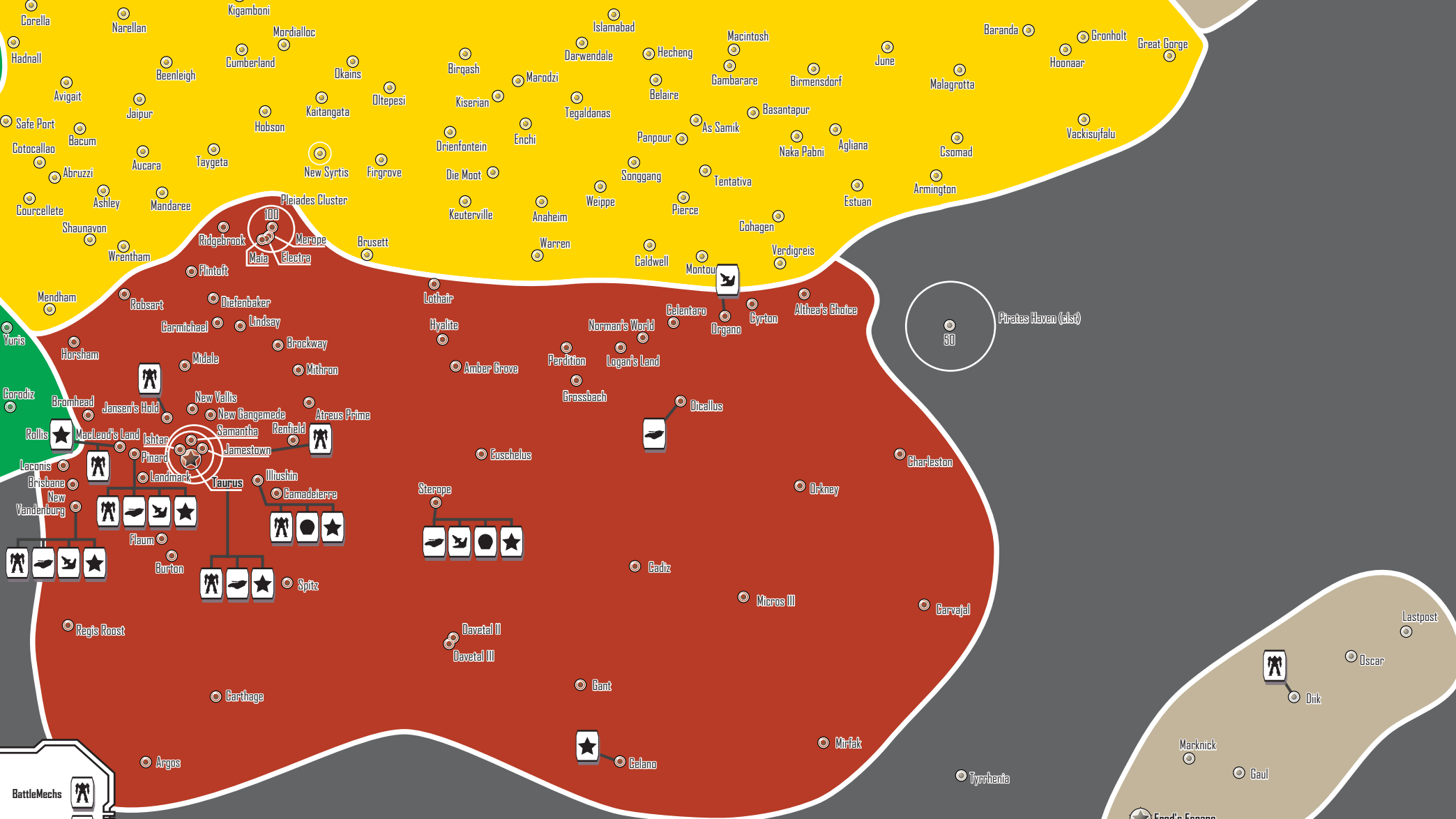
SPOILS OF WAR (REFIT KITS AND SUPPLIES)

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

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

Due to the many factories, business models and production capabilities in existence, only a certain amount of refit kits may be available at the time the attackers take the site and when they depart. Most are assembled at the time of chassis production to avoid unnecessary overhead. We suggest that on an immediate arrival or successful attack, the Game Master rolls 1d6/2 per chassis produced. That is the amount of refit kits available for capture if the unit intends to leave immediately. If they intend to stay for a length of time, roll 1d6, modified by -1 if the unit stays more than a week but leaves before week 5. After week 5, remove that -1 modifier, and for every full 3 weeks after that add a +1 modifier to the roll (cumulative). This is the amount of additional refit kits per unit produced by the time of departure. Groups are also suggested to modify this tally by the current production capability of the factory. If the factory hit is currently running at 90% capacity (such as Edge Industries), modify the result by .90 (round down) before determining the final amount of kits available.

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

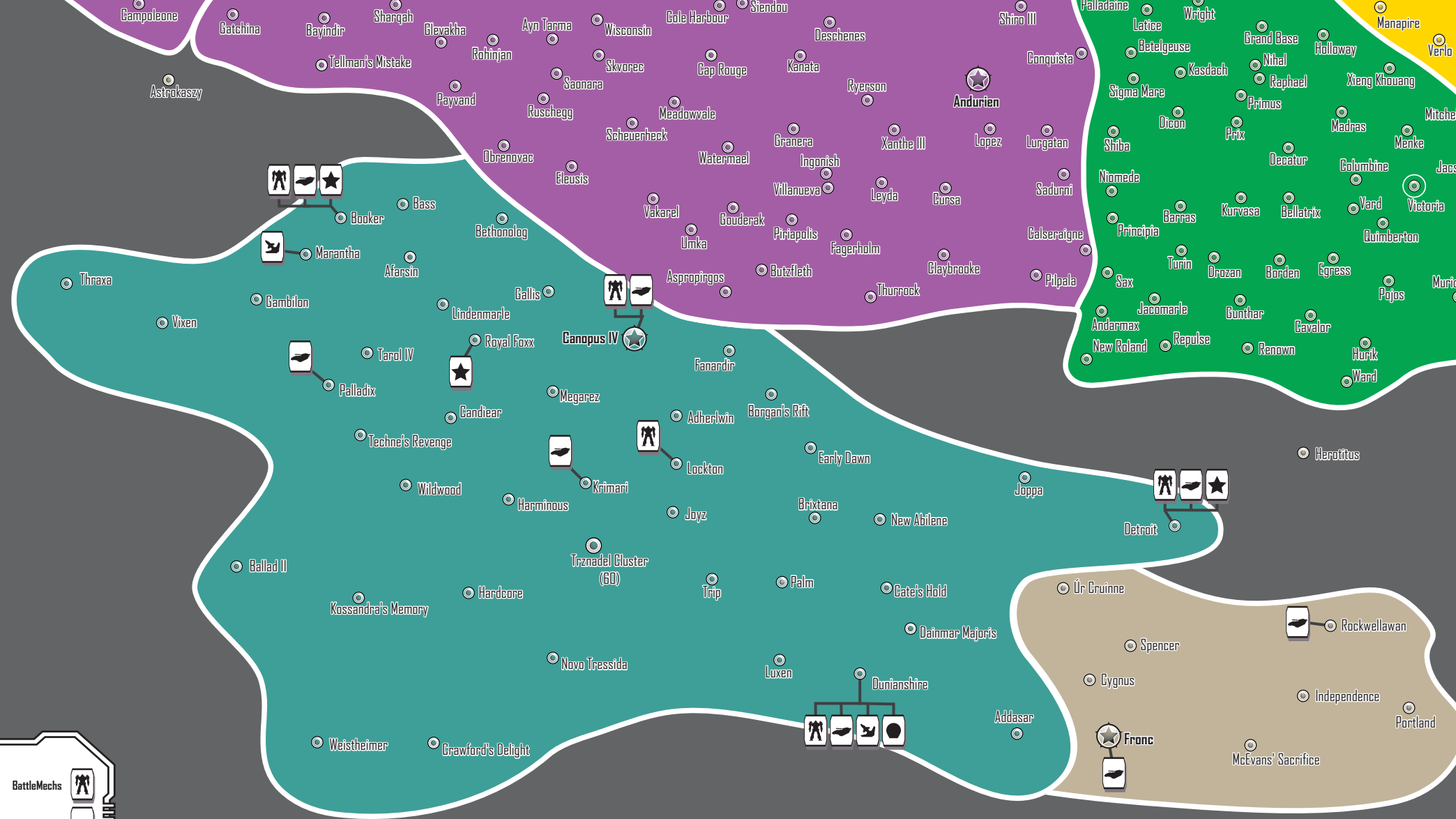


Taurian Concordat Region
Industrial Map - December 3079

Nation Capital
 Province Capital

0 10 20 30 40 lightyears

Coreward
 Antispinward
 Rimward
 Spinward



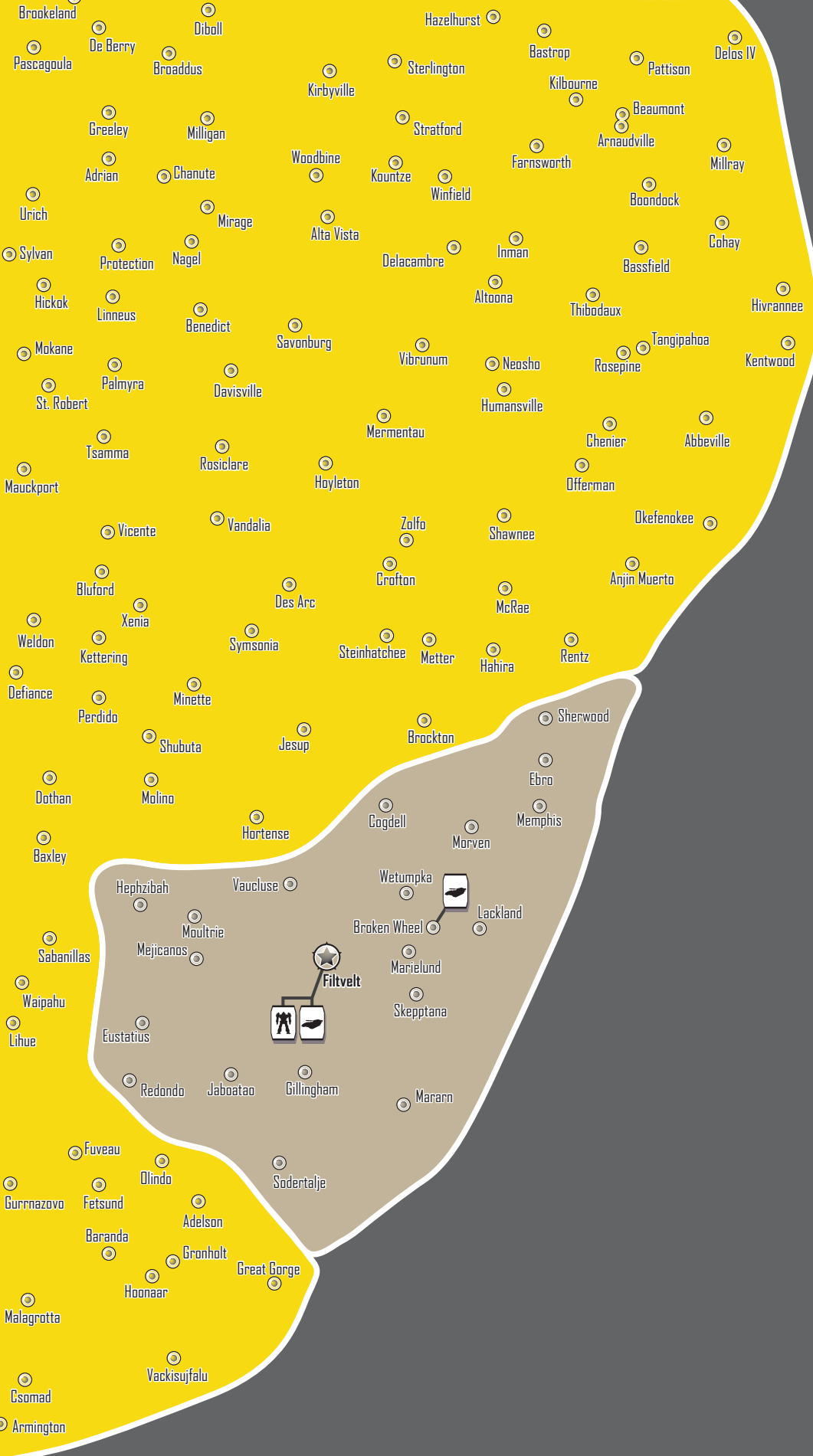
BattleMechs
 Vehicles
 Aerospace fighters
 Large Crafts
 Other

Magistracy of Canopus Region
Industrial Map - December 3079

Nation Capital Province Capital

0 10 20 30 40 lightyears

Coreward
 Rimward
 Antispinward
 Spinward



Filtvelt Coalition Region
Industrial Map - December 3079

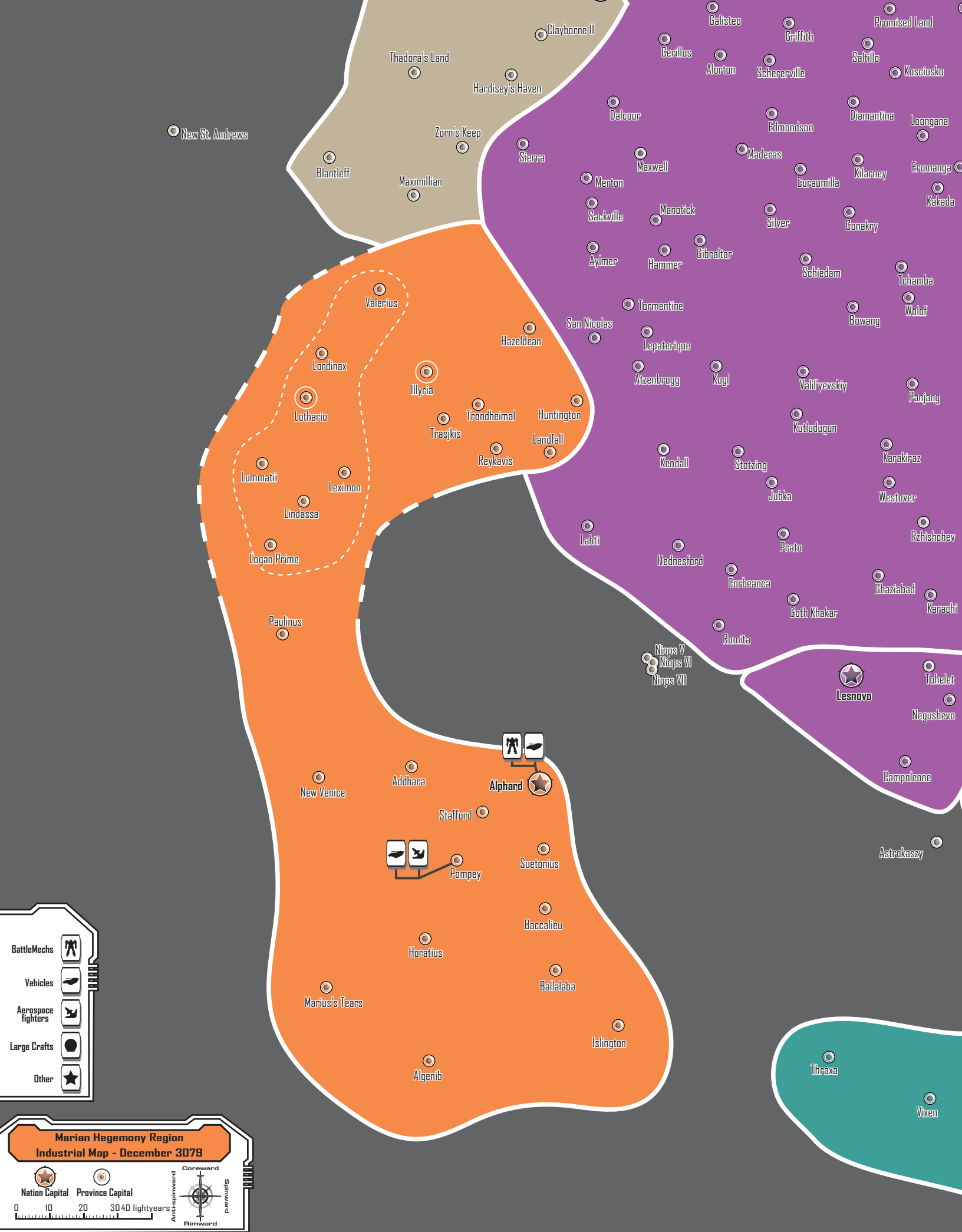
Nation Capital
 Province Capital






0 10 20 30 40 lightyears

BattleMechs
 Vehicles
 Aerospace fighters
 Large Crafts
 Other


Tortuga Prime
 Morgan's Holdfast
 New Port Royal
 Fletcher's Feast
 New Hati
 New Gascony


Randis IV





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

Marian Hegemony Region
Industrial Map - December 3079


 Nation Capital


 Province Capital










New St. Andrews

Thadora's Land
 Clayborne II
 Hardisey's Haven
 Zorn's Keep
 Blantleff
 Maximilian
 Sierra

Valerius
 Lordinax
 Lothario
 Illyria
 Tronheimal
 Trasjkis
 Reykavis
 Landfall
 Huntingtion
 Lummatii
 Leximon
 Lindassa
 Logan Prime
 Paulinus
 Addhara
 New Venice
 Stafford
 Pompey
 Suetonius
 Baccalieu
 Horatius
 Ballalaba
 Marius's Tears
 Algenib
 Islington



Galisteo
 Griffith
 Promised Land
 Gerillos
 Alorton
 Schererville
 Saltito
 Kosciusko
 Diamantina
 Loongana
 Edmondson
 Maderias
 Guraumilla
 Kilarney
 Eromanga
 Kakada
 Dalcour
 Maxwell
 Merton
 Sackville
 Manotick
 Silver
 Conakry
 Aylmer
 Hammer
 Bibralter
 Schiedam
 Tohamba
 Wolof
 Tormentine
 San Nicolas
 Lepaterique
 Atzenbrugg
 Kogl
 Valt'yevskiy
 Panjang
 Kendall
 Stotzing
 Jobka
 Karakiraz
 Westover
 Lahti
 Hednesford
 Prato
 Rzhishchev
 Romita
 Corbeance
 Ghaziabad
 Karachi
 Both Khakar
 Nips V
 Nips VI
 Nips VII
 Lesnovo
 Tohelet
 Negushevo
 Campoleone
 Astrokaszy

Thraxa
 Vixen

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



Last Known Deep Periphery Industrial Map

 Nation Capital
  Province Capital

0 10 20 30 40 50 lightyears

Coreward
 Rimward
 Anti-spinward
 Spinward

