

OBJECTIVE RAIDS™

A BATTLETECH® SOURCEBOOK

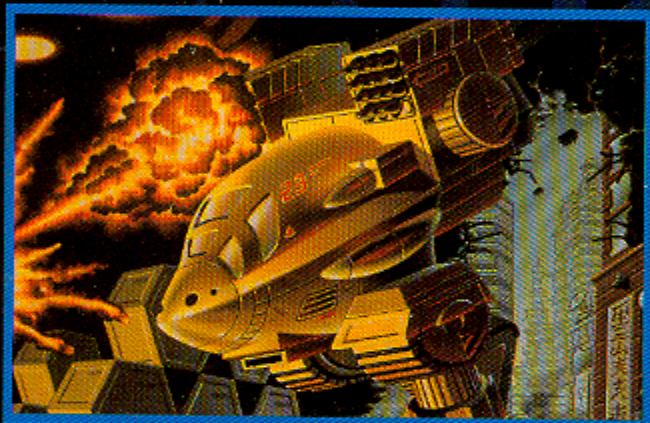
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BATTLETECH®

OBJECTIVE RAIDS™

"THE UNIVERSE CONTAINS ENDLESS
OPPORTUNITIES FOR THOSE WHO
HAVE THE GUTS TO GRAB HOLD
OF THEIR DESTINY."



"ANYTHING YOU WILL EVER WANT OR
NEED IS THERE FOR THE TAKING. ALL
YOU NEED TO KNOW IS WHERE IT IS."

—VANCE REZAK, NOTORIOUS BORDER PIRATE

OBJECTIVE RAIDS IS AN
INDISPENSABLE RESOURCE FOR
BATTLETECH AND MECHWARRIOR
PLAYERS, PROVIDING CURRENT LISTINGS
OF UNITS AND INDUSTRIES ON WORLDS
ALONG THE BORDER OF THE CLAN
OCCUPATION ZONE.

A DISCUSSION OF THE TACTICS
FOR CONDUCTING RAIDS, TWO
REPRESENTATIVE INDUSTRIAL FLOOR
PLANS, AND A REFERENCE GUIDE FOR
LOCATING THE MANUFACTURING SITE
OF ANY BATTLEMECH, VEHICLE,
AEROSPACE FIGHTER OR COMPONENT
IS ALSO INCLUDED.

FASA
CORPORATION

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OBJECTIVE RAIDS

FASA CORPORATION
1992

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OBJECTIVE RAIDS



BRIEFING

The halt to the invasion forced upon the Clans by ComStar's victory on Tukayyid means that the major military action in the Inner Sphere will once again be border skirmishes and raids. This report provides all the information currently available on post-Clan-invasion Inner Sphere, Periphery, and Clan troop movements and unit deployment. In addition, the updates provided on the status of major military-goods manufacturing sites should help us predict where these military actions will most likely occur during the next fifteen years.

The four major sections in this report will help ComStar administrators and the Com Guards defend against raiding actions of the Clans and Inner Sphere militaries. Conducting Raids describes the tactics most commonly used by raiding parties and a brief description of the Clan's military structure and philosophy. Frontline Forces provides current unit listings for all forces stationed near the Clan-Inner Sphere and Inner Sphere-Inner Sphere borders. (These listings do not include the complete Federated Commonwealth and Draconis Combine militaries, only those units stationed on borders or strategically important worlds likely to be the target of raiding.)

Border Worlds comprises an alphabetical listing of the planets on each border, the units that defend that world, units within jump radius of the world, and any industry found on that world. The industry listings include all components manufactured by that company or plant. Border Worlds is followed by Typical Industrial Set-Ups, which provides the layouts for two common factory types. The report's final section is an easy reference to where military components are manufactured in the Inner Sphere.

SITUATION BRIEFING

In the war-torn history of the Inner Sphere, no event has prompted the kind of wide-spread confusion, wholesale destruction, and rapid shifting of loyalties that followed in the wake of the Clan invasion. Even with the advantage of access to nearly all Inner Sphere communications, ComStar itself was hard-pressed to keep up with the swift fall of worlds and military units. The Treaty of Tukayyid slowed the changes, but ongoing raiding by both the Clans and the Successor States keeps the political and military situation in flux.

Raiding has always been a fact of life in the Inner Sphere. Even with the recovery of lostech, modern Inner Sphere conflict relies on manufacturing. If a military power takes away its opponent's factories, that opponent becomes incapable of rebuilding the losses of war. Militaries deprived of their own refit and supply facilities naturally try to acquire equipment elsewhere, though the goal of a raid may also be to destroy others' supplies. Thus far, the Clans have shown little interest in Inner Sphere military industries, but those factory complexes of such apparent insignificance to the Clans are vital to the militaries of the Successor States. Any weapons manufacturing plant within reach of the Clans is potentially the site of a major battle.

Because the Federated Commonwealth and Draconis Combine have massed their military strength on the Clan fronts, other nations of the Inner Sphere are tempted to strike at suddenly weakened borders. Activity within the bandit kingdoms of the Periphery has also greatly increased. Most alarming of all, many formerly loyal mercenary units have turned to piracy, a direct response to the events of the Clan invasion. Mercs forced to fight against forces armed with tremendously superior weaponry chose to flee, rather than honor their contracts and accept the near-suicidal missions assigned them.

The Federated Commonwealth has suffered most from these defections, because Hanse Davion sent his mercenaries to slow the Clans and give the Davion and Steiner House units a chance to mobilize. While the merc units may in fact have been more prepared for ready-response actions than the regular forces, many mercenaries felt their troops were sacrificed in order to spare Commonwealth line units.

The militaries of the Inner Sphere also fueled the mercenaries' fears and resentments by outfitting line units with all available advanced technology while failing to supply such equipment to the mercs. Now the Successor States are paying the price for this policy.

Factory garrisons were weakened as units shifted to the Clan frontlines, and desperate mercenaries now raid with abandon, eager to take for themselves the equipment denied to them by their former employers. (Most of these raids have been small grab-and-

carry actions, but Fuchida's Fusiliers ended up razing the Precision Weaponry plant on Tancredi IV.)

Outfitting themselves with their captured Star League tech, these renegade units are either turning pirate or signing with Periphery lords. The Capellan Confederation has also netted itself a fair number of merc units by promising to stay out of the Clan-Inner Sphere war.

Most raiding units are small companies and lances, but many larger merc outfits are allowing their contracts with the Federated Commonwealth to expire. Already six regiments have deserted the Federated Commonwealth, and an equal number have allowed their contracts to expire.

Deserting Units (present employer)

- Gregg's Long Striders (Capellan Confederation)
- The Green Machine (Capellan Confederation)
- Vandelay's Valkyries (Taurian Concordat)
- Hermann's Hermits (Free Worlds League)
- Fuchida's Fusiliers (Piracy)
- Vinson's Vigilantes (Piracy)

Units Lost to Contract Expiration (present employer)

- Clifton's Rangers (Capellan Confederation)
- The Lone Star Regiment (Taurian Concordat)
- The Screaming Eagles (Magistracy of Canopus)
- Simonson's Cutthroats (Independent)
- The Hsien Hotheads (Unknown)

When the Clan invasion resumes, the war will be fought by more evenly-matched 'Mechs. Inner Sphere weapons manufacturers are steadily producing improved components, and the current disparity between Clan and Inner Sphere 'Mechs will soon be negligible. The Inner Sphere could have the advantage in the coming conflict, however, by improving its armored forces. The Clans fight with BattleMechs and infantry exclusively; if the Inner Sphere upgrades its armor so that four vehicles are a match for one OmniMech, it could win by sheer numerical superiority.

ComStar personnel should use every means at their disposal to persuade the decision-makers of the Successor States to begin modernizing their armor units, stressing, however, that this modernization need not and should not be made at the expense of 'Mech production.

The chaos of the invasion has made it impossible for our personnel to verify all incoming reports. Periodic updates will be provided as additional information is accumulated and confirmed.

—Precentor Jeffrey Layton
ComStar Archives, Terra
10 January 3054

CONDUCTING RAIDS

ComStar's creed of neutrality in the constant Inner Sphere conflicts has allowed us little practical experience in combat strategy, but our performance on Tukayyid proves our skill, lack of practical experience notwithstanding. Military savvy has very little to do, however, with the type of raiding common to pirates, and recently taken up by Inner Sphere mercenaries. Raiders use unconventional and even unusual tactics to accomplish a goal, tactics with which ComStar forces must familiarize themselves, in order to launch raids of their own or defend against raids conducted by others.

STANDARD APPROACH

The standard attack approach used by all militaries is a simple offensive tactic. A JumpShip passes from one colonized system to another, arriving at the system's zenith or nadir point. From that point, DropShips burn in-system at 1G acceleration. If the carrier is a *Leopard*, *Union*, or *Overlord*, the 'Mechs are dropped from orbit when the DropShip reaches the system's inhabited planet. If the DropShip cannot disembark 'Mechs in orbit, ground units must load out after the carrier makes planetfall.

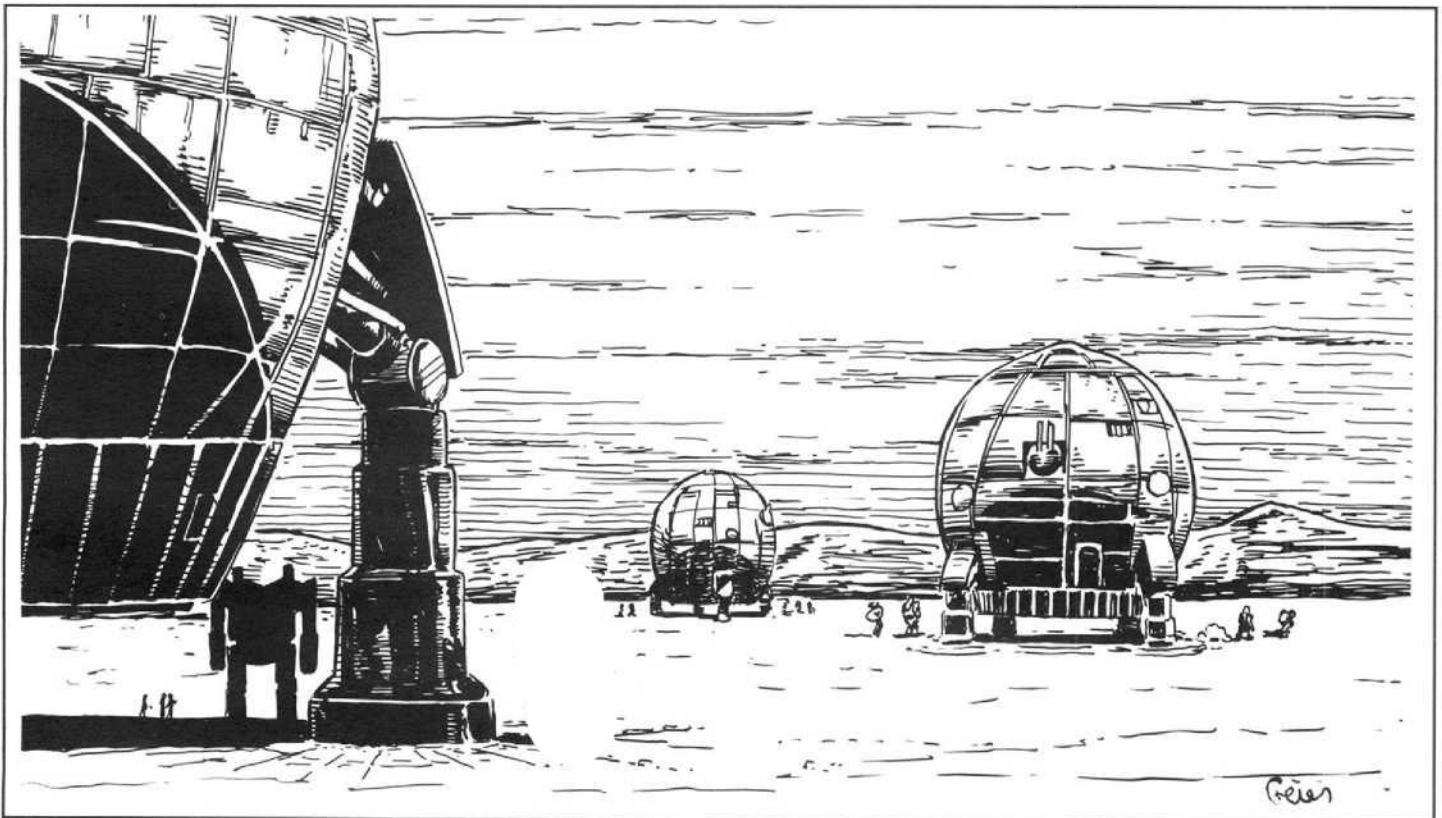
This is the safest system of deployment. Generally, owners consider their 'Mechs, DropShips, and JumpShips too valuable to risk in a less orthodox approach.

PIRATE POINTS

A talented and audacious JumpShip navigator or DropShip pilot can greatly decrease this transit time to make a quick strike by estimating jump points, commonly referred to as pirate points, for uncolonized systems. Such jumps are almost impossible to detect by electronic surveillance. Relying on estimates rather than established jump points, however, puts the crew and vessel at risk of making a misjump. If the navigator plots a point too far from the system's sun, the gravitational attraction will not be strong enough to pull the ship free of jump space. A jump made too close to the system's sun risks damage from too much gravity, damage that could strand a ship far from any possible aid.

Navigators may also choose to arrive at a jump point other than the zenith or nadir points. Any point as far from the target sun as the zenith and nadir point negates the problems of the sun's gravity. However, the zenith and nadir points are perpendicular to the "disc" in which the system's planets orbit. Jumping in at any other point will place the JumpShip closer to the system's planets, decreasing DropShip burn time, but increasing the chance of damage to the jump drive from the gravity disruptions of the planets.

Navigators have even been known to jump to within a planet's orbit. This tactic ensures that there will be no debris at the target site, but the danger of arriving within the area of effect of the system's solar and planetary gravity wells more than offsets the benefits.



DropShip pilots have other tricks of the trade. The most effective of these is to simply accelerate toward the planet at greater than 1G. This tactic uses fuel at a dangerously high rate, but in-system transit time is reduced.

Standard military reaction time allows offworld reinforcements four to six weeks to reach the scene of a conflict. This figure assumes the use of standard jump procedures, but by using the nonstandard pirate tactics, this time can often be cropped to less than a week.

PLANETFALL

If a raiding unit chooses to use the standard approach and arrive in-system at the zenith or nadir point, the team may be able to successfully masquerade as a harmless merchant ship. This is especially easy if the target is far from any hostile border, but the tactic depends on arriving at an unmanned recharging station. Craft can only be identified otherwise by communications codes, making deception easy.

One of the biggest risks a raiding team faces comes at planetfall. Once the raiders' DropShips are grounded, the huge drive systems must be shut down so that vehicles and personnel can disembark, and to minimize the vessel's heat signature, making it difficult for the enemy to pinpoint the landing site. The problem, of course, is that the engines cannot be rekindled for several hours following shutdown. The timing of the raid between planetfall and liftoff needs to be planned carefully.

Most raids are conducted using lance- and company-sized units. Using this small of a force seems foolhardy, given the size of many planetary garrisons. But the objective of a raid is entirely different from that of an assault. Raiding parties depend on stealth and surprise to overcome what little resistance they expect. The defenders are often slow to react to the first sign of attack, because the Succession Wars taught defending commanders to commit their forces cautiously. All too often, a garrison commander orders her troops out to engage an enemy rampaging across her planet, only to have the property she was charged to protect attacked by a second, undetected enemy force.

On the average, it will be twelve hours before a large-scale counterstrike will be made against a raiding unit. This is hardly enough time for an army to establish a landing zone, but a small force can conduct successful raids against various lesser objectives (water purification plants are favorite targets for such attacks) and make their way off planet in the same amount of time.

The defenders will certainly unleash a small force, perhaps a lance or company, to gather intelligence and slow the attackers, but this is an enemy with which most raiding teams can deal.

CLAN MILITARY ART

Clan combat strategies are much different than the combat strategies used by the Inner Sphere. One obvious difference is the superiority of Clan weaponry. Advances in Inner Sphere technology have lessened the disparity between Clan and Inner Sphere weaponry in effective ranges and other offensive capabilities, but we are still greatly outclassed in other areas.

While our techs scrounge for custom-fit parts, the Clans simply jack any of a number of modular systems into their OmniMechs. Because their repair time is a fraction of our own, the Clans recover from combat much more quickly than do the armies of the Successor States.

Clan sensor and ECM equipment is also much more advanced than similar Inner Sphere equipment, and so the Clans have the advantage of surprise in most encounters.

As much as the technology of the Clans has influenced their tactics, however, their philosophy has played an even greater role. It is apparent that the Clans believe themselves superior in all ways, especially morally, to the people of the Inner Sphere. They made a deliberate break with all the traditions of the Successor States, including the Inner Sphere military organization.

Clan military is based on groupings of five, representing one of their most honored symbols, the five-pointed star. An individual 'Mech or five infantry Elementals is referred to as a "Point." Five Points make up a Star, the equivalent of an Inner Sphere Lance. Often, a Star of 'Mechs and a Star of Elementals are combined into one unit referred to as a "Nova."

Two Stars grouped together are a Binary, and three Stars make up a Trinary. Binaries and Trinaries containing Novas are called "Supernovas." The next largest troop organization size is a "Cluster." Clusters usually contain three to five of the preceding subunits in any combination. Clusters can also be made larger than this by attaching "independent" Stars to the base group.

Three to five Clusters make up a "Galaxy," the largest military formation used by the Clans. Galaxies vary greatly in size, depending on how much of their strength is made up of Binaries and Trinaries.

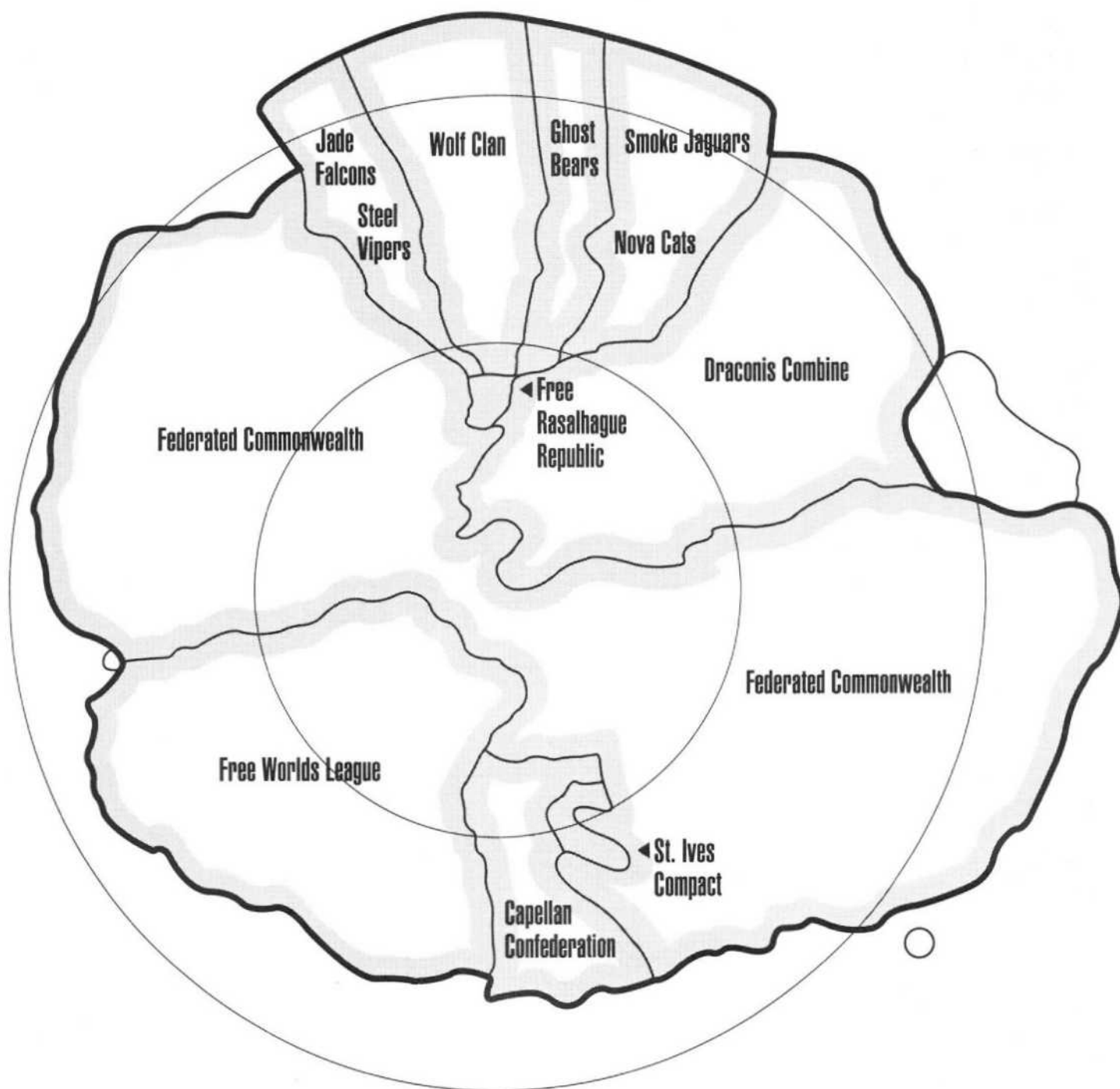
The Clans' code of honor is another major influence on their style of combat. Several conflicts in the invasion were fought according to an elaborate system of rules defining proper conduct during battle. The most significant rule requires the Clans to "bid away" their forces in order to launch assaults using the smallest force necessary to achieve a goal, minimizing death and destruction.

The same elaborate system of rules, and Clan honor, forbids more than one opponent to attack a single enemy, resulting in massive, battlefield-sized duels. The armies of the Inner Sphere seized on this tactic immediately and exploited it extensively during the Clan invasion.

Inner Sphere forces have also been able to take advantage of the huge discrepancy in equipment quality between Clan frontline and provisional garrison units. Only frontline units use OmniMechs; garrison forces are manned by the same types of 'Mechs used in the Successor States, though even these Clan 'Mechs carry more advanced components.

OBJECTIVE RAIDS





Map of the Inner Sphere

FRONTLINE FORCES

Now that the Clans have settled into more permanent garrisons, we at ComStar are able to more accurately tally their strength—and it is considerable. We estimate that the Clan armies possess one of their OmniMechs for every four BattleMechs held by the Successor States.

This section provides all known unit dispositions of Inner Sphere and Clan forces. The military organizations are presented in descending order of strength. This information is not complete: some units we were simply unable to locate. Also, because of the size of the Federated Commonwealth military, we limited its listing to those units stationed on borders shared with the Clans and other Houses.

So many units have been debilitated in action against the Clans that it is necessary to distinguish between regiments no longer possessing three battalions and those in which the battalions have been stationed separately. The number of battalions remaining in weakened regiments is listed following their designation. For example: 12th Deneb Light Cavalry (1 Battalion).

Regiments which have been split up will list which battalion is at the location in question following the unit's designation. For example: 1st St. Ives Lancers (1st Battalion).

Because existing conventional armor is not a factor against the Clans, we have limited these deployment tables to Mech units.





ARMED FORCES OF THE FEDERATED COMMONWEALTH

(Deployment as of 3054)

The Federated Commonwealth was hardest hit by the Clan invasion. House Steiner took staggering losses, prompting widespread transfer of Davion forces into Lyrans space. The Davion units fared better, but they entered the conflict late. When the forward movement of the invasion was stopped, most of the Davion troops stationed on Steiner worlds remained as garrison forces, ostensibly for those planet's protection, but resulting nonetheless in resentment and growing friction between the peoples of the two nations.

Commanders: Prince Victor Ian Steiner-Davion and Archon Melissa Steiner-Davion

Aide: Marshal of the Armies Morgan Hasek-Davion

'Mech Strength: 187 Regiments, 1 Battalion

FEDERATED SUNS STATE COMMAND

Commander: Field Marshal Jackson Davion

Aide: Field Marshal Roman Steiner

'Mech Strength: 56 Regiments

DRACONIS MARCH

Commander: Field Marshal James Sandoval

Aide: Marshal Aileen Lugo

'Mech Strength: 13 Regiments

COREWARD COMBAT THEATER (ROBINSON OPERATIONS AREA)

Theater Commander: Field Marshal Vanessa Bisla

Aide: Hauptmann General Nicholas Stephenson

'Mech Strength: 7 Regiments, 2 Battalions

Addicks PDZ (Addicks Command)

Commander: Marshal Andrew Terlecki

Second-in-Command: Hauptmann General Douglas Garett

'Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Addicks DMM (CO: Lieutenant General Nancy Bannson)	Regular	Reliable	Addicks
2nd Kearny Highlanders			
1st Battalion (CO: Colonel James D. Cochraine)	Regular	Reliable	Northwind
2nd Battalion (CO: Colonel James D. Cochraine)	Regular	Reliable	Northwind
3rd Battalion (CO: Colonel James D. Cochraine)	Regular	Reliable	Ozawa

Kentares PDZ (Kentares Command)

Commander: Hauptmann General Anton Jacowitz

Second-in-Command: Lieutenant General Kingsley Phillips

'Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Cloviss DMM (CO: Lieutenant General Brian Bruning)	Green	Reliable	Kentares IV
1st NAIS Cadet Cadre (CO: Lieutenant General Jonathan Sanchez)	Green	Fanatical	Schedar

Raman PDZ (Raman Command)

Commander: Marshal Melford Dennis

Second-in-Command: Hauptmann General Laura Hamilton

'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Raman DMM (CO: Lieutenant General Renee Mazner)	Green	Reliable	Raman

Le Blanc PDZ (Le Blanc Command)

Commander: Marshal Mason Vanderkellos

Second-in-Command: Hauptmann General Vivian Colgate

'Mech Strength: 1 Regiment, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Robinson DMM (CO: Lieutenant General Jennifer Durret)	Green	Reliable	Le Blanc
Robinson Academy Training Battalion (CO: Kommandant Samuel O'Day)	Green	Reliable	Robinson

Dahar PDZ (Dahar Command)

Commander: Marshal Clair Hamilton

Second-in-Command: Hauptmann General Salvatore Herrmann

'Mech Strength: 1 Regiment, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Dahar DMM (CO: Lieutenant General Brian DeWaters)	Regular	Reliable	Dahar IV
Sakhara Academy Training Battalion (CO: Kommandant Elkin Odds)	Green	Reliable	Sakhara V

OBJECTIVE RAIDS • UNITS

EDGEWARD COMBAT THEATER (WOODBINE OPERATIONS AREA)

Commander: Marshal George Simonon
Second-in-Command: Hauptmann General George Powell
Mech Strength: 5 Regiments, 1 Battalion

Bremond PDZ (Bremond Command)

Commander: Hauptmann General Mary Tallman
Second-in-Command: Lieutenant General Brian Gruber
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Bremond DMM (CO: Lieutenant General Syraman Simpreeni)	Regular	Reliable	Bremond

Bryceland PDZ (Bryceland Command)

Commander: Hauptmann General Petra Nichols
Second-in-Command: Lieutenant General Edward Vishlo
Mech Strength: 1 Regiment, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Bryceland DMM (CO: Lieutenant General Oci Begunson)	Regular	Reliable	Bryceland
1st Conroe Training Battalion (CO: Kommandant Leona Peterson)	Green	Reliable	Tancredi IV

Mayetta PDZ (Mayetta Command)

Commander: Hauptmann General Vonda DeGreer
Second-in-Command: Lieutenant General Mary Ann Heinrich
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Mayetta DMM (CO: Lieutenant General Kirk "The Trekkie" Yalos)	Green	Reliable	Mayetta

Milligan PDZ (Milligan Command)

Commander: Hauptmann General Uston Vewas
Second-in-Command: Lieutenant General Lynn Merrow
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Milligan DMM (CO: Lieutenant General Juan Nishioka)	Green	Reliable	Milligan

Kilbourne PDZ (Kilbourne Command)

Commander: Marshal Lisa Talrude
Second-in-Command: Hauptmann General Frannie Assure
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Kilbourne DMM (CO: Lieutenant General Mariva Kelly)	Green	Reliable	Kilbourne

CAPELLAN MARCH

Commander: Field Marshal Leah Thomas
Aide: Marshal Linda Archer
Mech Strength: 26 Regiments, 2 Battalions

COREWARD COMBAT THEATER (KATHIL OPERATIONS AREA)

Commander: Marshal Suzanne Zellner
Second-in-Command: Hauptmann General Christopher Tice
Mech Strength: 6 Regiments, 2 Battalions

Valexa PDZ (Valexa Command)

Commander: Marshal Vivian Chou
Second-in-Command: Lieutenant General Quentin Drathers
Mech Strength: 1 Regiment, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Valexa CMM (CO: Lieutenant General Sarah Delittle)	Regular	Reliable	Valexa
1st Bell Training Battalion (CO: Kommandant Paula Quarnry)	Green	Reliable	Axton

Kathil PDZ (Monongahela Command)

Commander: Hauptmann General Piper Burullo
Second-in-Command: Lieutenant General Lana Knothe
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
2nd NAIS Cadet Cadre (CO: Lieutenant General Helen Sanderson)	Green	Fanatical	Kathil

Alcyone PDZ (Alcyone Command)

Commander: Hauptmann General Kinsely Crossburns
Second-in-Command: Lieutenant General Ashton Cumberland
Mech Strength: 4 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Alcyone CMM (CO: Lieutenant General Dan Kendall)	Regular	Reliable	Alcyone
5th Syrtis Fusiliers RCT (CO: Hauptmann General Nathaniel Hasek)	Green	Reliable	Lee
8th Donegal Guards RCT (CO: Hauptmann General Galen Meinecke)	Veteran	Reliable	Monhegan
1st Kittery Borderers (CO: Colonel Leslie Casey)	Regular	Reliable	Kittery
1st Kittery Training Battalion (CO: Kommandant Raul Bethune)	Green	Reliable	Kittery

EDGEWARD COMBAT THEATER (TAYGETA OPERATIONS AREA)

Commander: Marshal Jennifer Lawson
Second-in-Command: Hauptmann General Clifford Scott
Mech Strength: 20 Regiments

New Syrtis PDZ (New Syrtis Command)

Commander: Hauptmann General Angelo Ciampa
Second-in-Command: Lieutenant General Peter Zaro
Mech Strength: 1 Regiment

OBJECTIVE RAIDS • UNITS

Unit Name	Experience Level	Loyalty	Homeworld
New Syrtis CMM (CO: Lieutenant General Tia Caruthers)	Green	Questionable	New Syrtis

Sirdar PDZ (Sirdar Command)

Commander: Marshal Hugh Teitjan
Second-in-Command: Hauptmann General Adam Korsant
'Mech Strength: 12 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Sirdar CMM (CO: Lieutenant General Russel Ito)	Regular	Reliable	Sirdar
4th Donegal Guards RCT (CO: Marshal Lyle Cerny)	Veteran	Reliable	Velhas
3rd Ceti Hussars RCT (CO: Hauptmann General Kellie Lee-Merrow)	Regular	Reliable	Manapire
4th Illician Lancers (9th Rangers) (CO: Colonel Kenneth Koppell)	Green	Reliable	Immenstadt
3rd Illician Lancers (4th Rangers) (CO: Colonel Alicia Ramaley)	Regular	Reliable	Glentworth
2nd Illician Lancers (21st Rangers) (CO: Colonel Roy Barnard)	Regular	Reliable	Mendham
Davion Assault Guards RCT (CO: Marshal Stephan Cooper)	Veteran	Reliable	Frazer
15th Deneb Light Cavalry RCT (CO: Hauptmann General Michael Lipstein)	Regular	Reliable	Verlo
Hansen's Roughriders (CO: Colonel Wolfgang Hansen)	Veteran	Questionable	Bromhead
1st Federated Suns Armored Cavalry (CO: Hauptmann General Rudolph Chapman)	Elite	Fanatical	Ziliang
1st Capellan Dragoons (CO: Lieutenant General Ulso Dripe)	Regular	Questionable	Horsham
2nd Ceti Hussars RCT (CO: Hauptmann General Oscar Carlson)	Veteran	Reliable	Uravan

Altair PDZ (Ridgebrook Command)

Commander: Marshal Gil Carlson
Second-in-Command: Hauptmann General Salvatore Watsellburg
'Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Ridgebrook CMM (CO: Lieutenant General Seth Miller)	Green	Reliable	Ridgebrook
Lexington Combat Group 32nd Recon (CO: Major General Malcolm Feinman)	Veteran	Reliable	Lindsay
Marie's Golden Hammers (CO: Colonel Marie Stevens)	Regular	Reliable	Midale
Frederic's Gazelles (CO: Colonel Frederic Zaffson)	Regular	Reliable	Brockway

Warren PDZ (Warren Command)

Commander: Hauptmann General Coaler Merrick
Second-in-Command: Lieutenant General Joey Zibler
'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Warren CMM (CO: Lieutenant General Martin Maser)	Green	Reliable	Warren
2nd Albion Training Cadre (CO: Lieutenant General Vincent Rasmussen)	Green	Fanatical	Enchi
8th Syrtis Fusiliers RCT (CO: Hauptmann General Deborah Palu)	Regular	Reliable	Lothair

CRUCIS MARCH

Commander: Field Marshal Ardan Sortek
Aide: Marshal Simon Gallagher
'Mech Strength: 16 Regiments, 1 Battalion

COREWARD COMBAT THEATER (MARKESAN OPERATIONS AREA)

Commander: Marshal Aileen Young
Second-in-Command: Hauptmann General Ruby Ellis
'Mech Strength: 8 Regiments, 1 Battalion

Archemar Combat Region (Marlette Command)

Commander: Marshal Peter Chesterton
Second-in-Command: Lieutenant General Mary Lyman
'Mech Strength: 2 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Marlette CMM (CO: Lieutenant General Dennis Waxon)	Regular	Reliable	Marlette
1st Aragon Borderers (CO: Lieutenant General Barrie Salsburg)	Veteran	Reliable	Layover
Goshen War College Training Battalion (CO: Kommandant Archibald Enoch)	Green	Reliable	Johnsondale

Kestrel Combat Region (Kestrel Command)

Commander: Hauptmann General Phillip Abrams
Second-in-Command: Lieutenant General Christopher Espinosa
'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Kestrel CMM (CO: Lieutenant General Vivian Petty)	Regular	Reliable	Kestrel

New Avalon Combat Region (New Avalon Command)

Commander: Marshal Sharon Zardetto
Second-in-Command: Hauptmann General Gilliam Davis
'Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
New Avalon CMM (CO: Lieutenant General Russel Payne)	Regular	Reliable	New Avalon
1st Davion Guards RCT (CO: Marshal Bishop Sortek)	Elite	Fanatical	New Avalon
Davion Heavy Guards RCT (CO: Marshal Ann Adelman)	Elite	Fanatical	New Avalon
Team Banzai (CO: Doctor Anna Banzai)	Elite	Fanatical	New Avalon
1st Davion Guards RCT	Elite	Fanatical	New Avalon
19th Arcturan Guards 1st Battalion (CO: Lieutenant General Jadwiga Poole)	Green	Questionable	Delavan
2nd Battalion (CO: Lieutenant General Jadwiga Poole)	Green	Questionable	Talcott
3rd Battalion (CO: Lieutenant General Jadwiga Poole)	Green	Questionable	Salem

OBJECTIVE RAIDS • UNITS

EDGEWARD ALPHA COMBAT THEATER (CHIRIKOF OPERATIONS AREA)

Commander: Marshal James Flinn
Second-in-Command: Hauptmann General Bertram Winn
Mech Strength: 4 Regiments

Nunivak Combat Region (Nunivak Command)

Commander: Hauptmann General Brenda Mast
Second-in-Command: Lieutenant General Victoria Seymour
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Remagen CMM (CO: Lieutenant General Hans Scheller)	Regular	Reliable	Nunivak

Islamabad Combat Region (Islamabad Command)

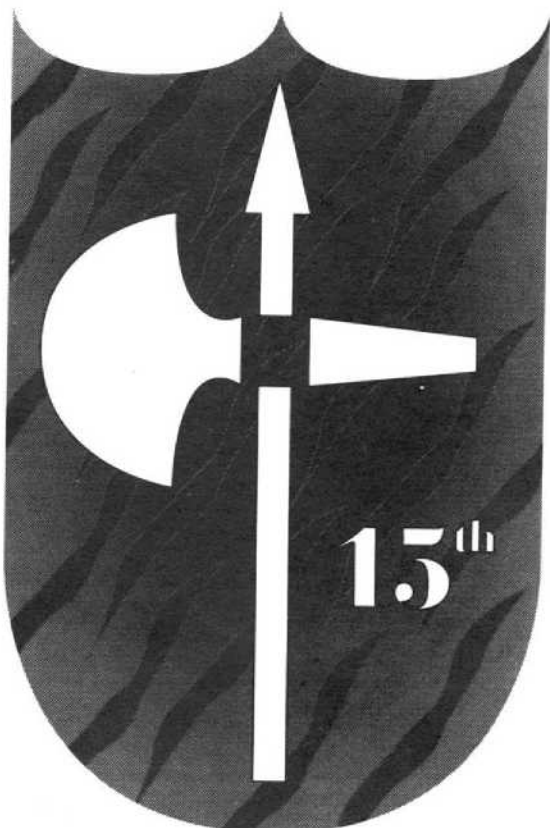
Commander: Hauptmann General Lucille Carton
Second-in-Command: Lieutenant General James Brady
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Islamabad CMM (CO: Lieutenant General Zeller Shuftan)	Green	Reliable	Islamabad

Malagrotta Combat Region (Malagrotta Command)

Commander: Hauptmann General David Paulson
Second-in-Command: Lieutenant General Rudolph Bratge
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Malagrotta CMM (CO: Lieutenant General Eda Shrake)	Green	Questionable	Malagrotta



EDGEWARD BETA COMBAT THEATER (MINEITE OPERATIONS AREA)

Commander: Marshal Jonathan Steiner-Sortek
Second-in-Command: Hauptmann General Helen Halbrigston
Mech Strength: 4 Regiments

Point Barrow Combat Region (Point Barrow Command)

Commander: Hauptmann General Sheridan Miley
Second-in-Command: Lieutenant General Ross Irsud
Mech Strength: 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Point Barrow Academy Training Battalion (CO: Kommandant Severine Brint)	Green	Reliable	Point Barrow

Tsamma Combat Region (Tsamma Command)

Commander: Hauptmann General Jeremy Swaine
Second-in-Command: Lieutenant General Jocasta Zibler
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Tsamma CMM (CO: Lieutenant General Ann-Marie Cassidy)	Regular	Reliable	Tsamma

Anjin Muerto Combat Region (Anjin Muerto Command)

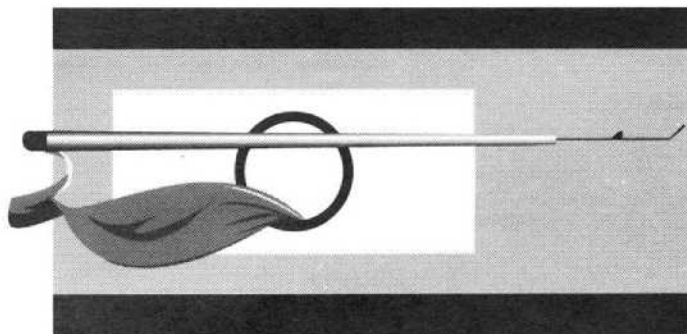
Commander: Hauptmann General Suzanne Lipstein
Second-in-Command: Lieutenant General Harold Halbrig
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Anjin Muerto CMM (CO: Lieutenant General George Kubas)	Regular	Reliable	Anjin Muerto

Broken Wheel Combat Region (Broken Wheel Command)

Commander: Hauptmann General Albert Carson
Second-in-Command: Lieutenant General Robin Maynard
Mech Strength: 1 Regiment, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
1st Albion Training Cadre (CO: Lieutenant General Derrick Gray)	Green	Fanatical	Broken Wheel
Filtvet Academy Training Battalion (CO: Kommandant Diana Jousma)	Green	Reliable	Filtvet
1st Brockton Training Battalion (CO: Kommandant Leslie Stokoi)	Green	Reliable	Brockton



LYRAN COMMONWEALTH STATE COMMAND

Commander: Field Marshal Nondi Steiner
Aide: Marshal Xerxes Davion
Mech Strength: 131 Regiments, 1 Battalion

SARNA MARCH

Commander: Field Marshal David Sandoval
Aide: Marshal Stephen Davion
Mech Strength: 37 Regiments, 1 Battalion

PALOS OPERATIONS AREA

Commander: Marshal Joseph Goff
Aide: Hauptmann General Nathan Steiner-Armstrong
Mech Strength: 20 Regiments, 1 Battalion

Corey Command

Commander: Marshal Carmen Marsh
Second-in-Command: Hauptmann General Randolph Valencia
Mech Strength: 10 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Corey SMM (CO: Lieutenant General Marcia Wilcox)	Green	Questionable	Corey
4th F-C RCT (CO: Hauptmann General Fiona Degrew)	Regular	Reliable	Lesalles
8th F-C RCT (CO: Hauptmann General Mitchell Weintraub)	Regular	Reliable	Second Try
6th Syrtis Fusiliers RCT (CO: Hauptmann General Richard Silver)	Elite	Reliable	Wazan
15th Arcturan Guards (CO: Lieutenant General Suzanne Wright)	Regular	Reliable	Elnath
2nd Robinson Rangers (CO: Lieutenant General Cluely Montserrat)	Regular	Reliable	Phact
12th Vegan Rangers			
Alpha Regiment (CO: General Tom Stancel)	Elite	Reliable	Campertown
Beta Regiment (CO: Colonel Miller al-Nahib)	Veteran	Reliable	Tsinghai
Gamma Regiment (CO: Colonel Connie Desantis)	Veteran	Reliable	Old Kentucky
Delta Regiment (CO: Colonel Alex Greene)	Regular	Reliable	Chamdo

Kaifeng Command

Commander: Marshal Florence Heilman
Second-in-Command: Hauptmann General John Myers
Mech Strength: 6 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Kaifeng SMM (CO: Lieutenant General Cyndi Fallon)	Green	Questionable	Kaifeng
3rd F-C RCT (CO: Hauptmann General Gregory Sykes)	Regular	Reliable	Sarna
20th Avalon Hussars RCT (CO: Hauptmann General Jack Roberts)	Veteran	Fanatical	Truth
Sarna Martial Academy Training Group (1 Battalion) (CO: Lieutenant General Glen Myopps)	Green	Reliable	Sarna
36th Lyrans Guards RCT (CO: Marshal Harold Andrews)	Regular	Reliable	Tsingtao
5th Syrtis Fusiliers RCT (CO: Hauptmann General Clarence Long)	Green	Reliable	Bora
Grim Determination (CO: Colonel Hardy Haarhar)	Regular	Reliable	Sarmaxa

Wei Command

Commander: Hauptmann General Clement Nim-so
Second-in-Command: Lieutenant General Nguyen "Scott" Ky
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Wei SMM (CO: Lieutenant General Dianne Glow)	Regular	Questionable	Wei
5th Crucis Lancers RCT (CO: Hauptmann General Olaf Richardson)	Veteran	Fanatical	Shengsi
5th F-C RCT (CO: Hauptmann General James White)	Green	Reliable	Tsitang
3rd Donegal Guards (CO: Hauptmann General Thanom Hammerskjold)	Elite	Reliable	Styk

TERRA FIRMA OPERATIONS AREA

Commander: Field Marshal Ivan Steiner
Aide: Marshal Francis Bergsma
Mech Strength: 17 Regiments

Acherner Command

Commander: Hauptmann General Richard Kleindienst
Second-in-Command: Lieutenant General Jay Pfeifer
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Acherner SMM (CO: Lieutenant General Walter Flostet)	Green	Questionable	Acherner
Tikonov Martial Academy Training Group (CO: Lieutenant General Greg Murray)	Green	Questionable	Tikonov
Laurel's Legion (CO: Colonel Constance Laurel)	Regular	Reliable	Tigress

Liao Command

Commander: Marshal Esau Esom
Second-in-Command: Hauptmann General Alvar Adams
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Liao SMM (CO: Lieutenant General Henry Akbar)	Green	Questionable	Liao
1st F-C RCT (CO: Marshal Vonda DeGreer)	Veteran	Reliable	Gan Singh
1st Kestral Grenadiers (CO: Marshal Agatha Stromp)	Elite	Fanatical	New Canton
5th Lyrans Regulars			
1st Battalion (CO: Lieutenant General Jeannine Castro)	Regular	Reliable	Saiph
2nd Battalion (CO: Lieutenant General Jeannine Castro)	Veteran	Reliable	Tall Trees
3rd Battalion (CO: Lieutenant General Jeannine Castro)	Regular	Reliable	Tall Trees

OBJECTIVE RAIDS • UNITS

Nanking Command

Commander: Marshal Alan Cline
Second-in-Command: Hauptmann General Clifford Byas
Mech Strength: 7 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Nanking SMM (CO: Lieutenant General Grace Arminius)	Green	Questionable	Nanking
2nd F-C RCT (CO: Marshal Irene Thome)	Regular	Reliable	Hsien
1st Republican (CO: Lieutenant General John Joseph Atherton)	Veteran	Questionable	Talitha
2nd Republican (CO: Lieutenant General Lyman Babbitt)	Veteran	Questionable	Wasat
3rd Republican (CO: Lieutenant General Robert Baker)	Veteran	Questionable	Van Diemen IV
4th Republican (CO: Lieutenant General William "Bud" Baranov)	Green	Questionable	Hall
5th Republican (CO: Lieutenant General Abder-Rahman Barton)	Green	Questionable	Elgin

Epsilon Eridani Command

Commander: Marshal Abdul Beaufort
Second-in-Command: Hauptmann General Frederick Augustus Bell
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Epsilon Eridani SMM (CO: Lieutenant General Pierre Benton)	Green	Questionable	Epsilon Eridani
30th Lyran Guards RCT (CO: Marshal Vincent Tanne)	Regular	Reliable	New Home
6th F-C RCT (CO: Hauptmann General Isabella Rahm)	Regular	Reliable	Small World

SKYE MARCH

Commander: Field Marshal Richard Steiner II
Aide: Marshal David Hayes Etherege
Mech Strength: 15 Regiments, 2 Battalions

RYDE THEATER (RYDE OPERATIONS AREA)

Commander: Field Marshal Rainer Poulin
Aide: Marshal Ivan Hasek
Mech Strength: 4 Regiments, 1 Battalion

Accrington Command

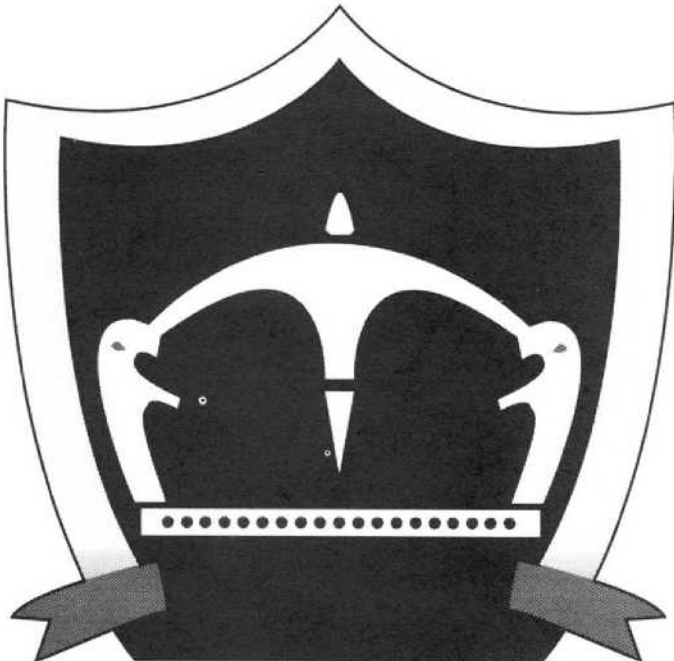
Commander: Hauptmann General Kathleen Heany
Second-in-Command: Lieutenant General Myron Mahrt
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Accrington SMM (CO: Lieutenant General Shmuel de Fermat)	Green	Reliable	Accrington
3rd Royal Guards RCT (CO: Marshal Harrison Bradford)	Elite	Fanatical	Port Moseby

Alexandria Command

Commander: Hauptmann General Marcus Ford
Second-in-Command: Lieutenant General Emilio Bosch
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Alexandria SMM (CO: Lieutenant General Karl Timmerman)	Green	Reliable	Alexandria



OBJECTIVE RAIDS • UNITS

Lyons Command

Commander: Marshal Carl Ethan Gaines
Second-in-Command: Hauptmann General Ernst Arkwright
Mech Strength: 1 Regiment, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Lyons SMM (CO: Lieutenant General Kingsley Gardner)	Green	Reliable	Lyons
3rd NAIS Cadet Cadre (3rd Battalion) (CO: Kommandant Merlin Staab)	Green	Fanatical	New Earth

WYATT THEATER (ALCOR OPERATIONS AREA)

Commander: Field Marshal Sarah Joss
Aide: Marshal Daniel Bishop
Mech Strength: 12 Regiments, 1 Battalion

Denebola Command

Commander: Hauptmann General Edward Goldberg
Second-in-Command: Lieutenant General Isaac Schoendienst
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Denebola SMM (CO: Lieutenant General Josef Gould)	Green	Questionable	Denebola
12th F-C RCT (CO: Hauptmann General Carl Bert Gregg)	Green	Reliable	Marcus
17th Arcturan Guards RCT (CO: Hauptmann General Allan Nacine)	Regular	Reliable	Wyatt
11th Lyrans Guards RCT (CO: Marshal Sharon Byran)	Elite	Reliable	Callison
Harlock's Warriors (CO: Colonel Samantha Viele)	Regular	Reliable	Phecda

Gacrux Command

Commander: Hauptmann General Amos Bronson Harrington
Second-in-Command: Lieutenant General William Foxwell Hahnemann
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Gacrux SMM (CO: Lieutenant General Affonso Hamsun)	Green	Questionable	Gacrux
32nd Lyrans Guards RCT (CO: Marshal Gustav Van Buren)	Green	Reliable	Solaris
10th Skye Rangers (CO: Lieutenant General Tjuti Bakkish)	Veteran	Questionable	New Kyoto
11th F-C RCT (CO: Hauptmann General Marlin Andor)	Green	Reliable	Skye
3rd NAIS Cadet Cadre (1st and 2nd Battalions) (CO: Lieutenant General Carlos Post)	Green	Fanatical	Oliver
Kilbourne Academy Training Battalion (CO: Kommandant Nilson Sven)	Green	Reliable	Summer

Nekkar Command

Commander: Hauptmann General Louisa May Hawkins
Second-in-Command: Lieutenant General Frances Linacre
Mech Strength: 1 Regiment, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Nekkar SMM (CO: Lieutenant General Isabella Held)	Green	Questionable	Nekkar
Cranston Snord's Irregulars (1 Battalion) (CO: Colonel Rhonda Snord)	Veteran	Fanatical	Edasich

TAMARIND MARCH

Commander: Marshal Kurt Ramsay
Aide: Hauptmann General Katrina Fernau
Mech Strength: 14 Regiments

FORD THEATER (SOILHULL OPERATIONS AREA)

Commander: Marshal Caesar Steiner
Aide: Hauptmann General Felix Zellner
Mech Strength: 8 Regiments

Trent Command

Commander: Hauptmann General Richard Hine
Second-in-Command: Lieutenant General Nelson Wilmarth
Mech Strength: 3 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
Furillo TMM (CO: Lieutenant General Thomas Hogarth)	Green	Questionable	Furillo
7th Donegal Guards (1st and 2nd Battalions) (CO: Hauptmann General Daniel Voss-Steiner)	Regular	Reliable	Rahne
15th Lyrans Guards RCT (CO: Marshal Gina Ciampa)	Elite	Fanatical	Hesperus II
3rd Davion Guards RCT (CO: Marshal Jim Seymour)	Veteran	Fanatical	Hesperus II

Dar-es-Salaam Command

Commander: Marshal Edwin Jimenez
Second-in-Command: Hauptmann General Darwin Redding
Mech Strength: 4 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Dar-es-Salaam TMM (CO: Lieutenant General Shalom Hubble)	Green	Reliable	Dar-es-Salaam
14th Lyrans Guards RCT (CO: Marshal Emily Stevens)	Veteran	Reliable	Ford
2nd Donegal Guards RCT (CO: Hauptmann General Delmar Voss)	Veteran	Reliable	Gienah
4th Crucis Lancers RCT (CO: Hauptmann General Andrew Giggins)	Veteran	Reliable	Giausar
7th Donegal Guards (3rd Battalion) (CO: Kommandant Adrian McCready)	Regular	Reliable	Launam

Chukchi III Command

Commander: Hauptmann General Vicente Hussey
Second-in-Command: Kommandant Mateo Ipatieff
Mech Strength: No Regiments

OBJECTIVE RAIDS • UNITS

CAVANAUGH THEATER (BOLAN OPERATIONS AREA)

Commander: Marshal Mitchell Henders
Aide: Hauptmann General John Vlachos
'Mech Strength: 6 Regiments

Dixie Command

Commander: Hauptmann General Miguel James
Second-in-Command: Lieutenant General Jean Andrews
'Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Dixie TMM (CO: Lieutenant General Alexander Johns)	Green	Reliable	Dixie
7th Lyran Regulars (CO: Lieutenant General Clair Hamilton)	Green	Reliable	Loric

Penobscot Command

Commander: Hauptmann General Gary Terlecki
Second-in-Command: Lieutenant General Vittorio Kane
'Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Penobscot TMM (CO: Lieutenant General Hannes Kemble)	Green	Reliable	Penobscot
10th Lyran Regulars (CO: Lieutenant General Darrel Ingles)	Regular	Reliable	Timbiqui
6th Donegal Guards RCT (CO: Marshal Seamus Kinnell)	Regular	Reliable	Cavanaugh II
42nd Avalon Hussars RCT (CO: Hauptmann General Roger Waters)	Regular	Reliable	Poulsbo

PERIPHERY MARCH

Commander: Marshal Nils Steiner-Davis
Aide: Hauptmann General Horatio King
'Mech Strength: 16 Regiments, 1 Battalion

TIMBUKTU THEATER (VENARIA OPERATIONS AREA)

Commander: Marshal Olaf Dinesen
Aide: Hauptmann General Tatyana O'Timmons
'Mech Strength: 7 Regiments, 1 Battalion

Teyvareb Command

Commander: Hauptmann General Ali Kollwitz
Second-in-Command: Lieutenant General Muhammed Aldrich
'Mech Strength: 2 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Teyvareb PMM (CO: Lieutenant General Ethan Kuhn)	Regular	Reliable	Teyvareb
Buena War College Training Battalion (CO: Kommandant Florence Ellinwood Landers)	Green	Reliable	Buena
Mobile Fire 1st Battalion (CO: Colonel Fred Laurencin)	Regular	Reliable	Khon Kaen
2nd Battalion (CO: Colonel Fred Laurencin)	Regular	Reliable	Madiun
3rd Battalion (CO: Colonel Fred Laurencin)	Regular	Reliable	Son Hoa

Florida Command

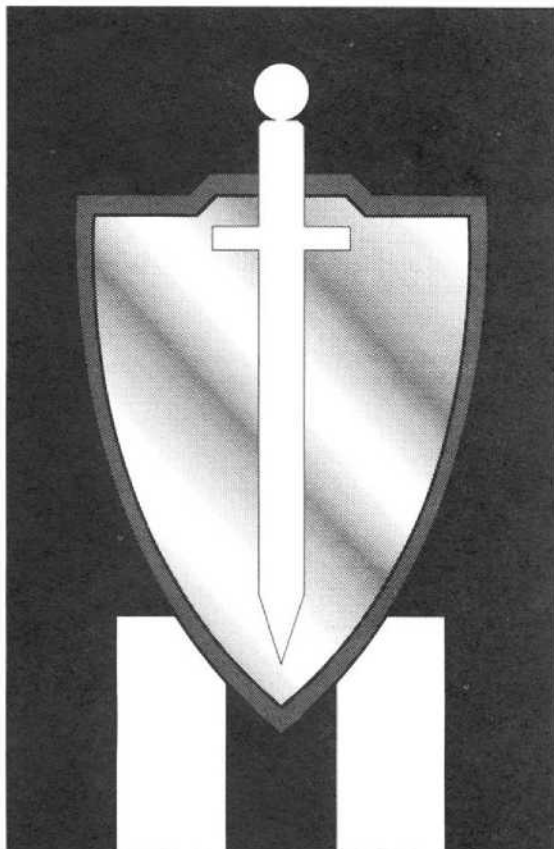
Commander: Hauptmann General Frederick Clayton
Second-in-Command: Lieutenant General Grace Ethel Cecile Rosalie Lee
'Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Florida PMM (CO: Lieutenant General Henry Watkins)	Green	Reliable	Florida
8th Lyran Regulars (CO: Lieutenant General William Korsant)	Regular	Reliable	New India

Alekseyevka Command

Commander: Hauptmann General John Lermontov
Second-in-Command: Lieutenant General Melvin Israel Aleixandre
'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Alekseyevka PMM (CO: Lieutenant General Lydia Arentsen)	Green	Reliable	Alekseyevka
11th Arcturan Guards RCT (CO: Hauptmann General Maria Estaban)	Regular	Reliable	Timbuktu
6th Crucis Lancers RCT (CO: Hauptmann General Patricia Vineman)	Veteran	Reliable	Langhorne



MAIN STREET THEATER (TSARAHAVANA OPERATIONS AREA)

Commander: Marshal Isak Berrymann
Aide: Hauptmann General Bernardo Falco
Mech Strength: 9 Regiments

Qanatir Command

Commander: Hauptmann General Steve Loeb
Second-in-Command: Lieutenant General William Schley
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Qanatir PMM (CO: Lieutenant General Woody Lounsbury)	Green	Reliable	Qanatir

Neerabup Command

Commander: Hauptmann General Robert Malthus
Second-in-Command: Lieutenant General Claude Jean Archer
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Neerabup PMM (CO: Lieutenant General Edward McKenzie)	Green	Reliable	Neerabup
7th Crucis Lancers RCT (CO: Hauptmann General Jasper Zibler)	Elite	Fanatical	Winter
9th Lyrans Regulars (CO: Lieutenant General Jeanette Scarlett)	Green	Reliable	Main Street
22nd Skye Rangers (CO: Lieutenant General Francisco de Argall)	Green	Questionable	Engadine

Chahar Command

Commander: Hauptmann General David Mayer
Second-in-Command: Lieutenant General Joseph W. Waldheim, Jr.
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Chahar PMM (CO: Lieutenant General Alica Mason)	Regular	Reliable	Chahar
15th Lyrans Regulars (CO: Lieutenant General Lisa Orsini)	Regular	Reliable	Hood IV
1st Ceti Hussars RCT (CO: Marshal Vance Lamont)	Veteran	Reliable	Chahar
The Knights of St. Cameron (CO: Colonel Mortimer Dewey)	Regular	Fanatical	Chahar

DONEGAL MARCH

Commander: Marshal John Peter Zenger
Aide: Hauptmann General Benjamin McLoughlin
Mech Strength: 6 Regiments

ALARION MILITARY DISTRICT (ALARION OPERATIONS AREA)

Commander: Hauptmann General Fay Nichols
Aide: Lieutenant General Michael Sanchez
Mech Strength: 2 Regiments

Herzberg Command

Commander: Lieutenant General Alba Menken
Second-in-Command: Kommandant Alonso de Turenne
Mech Strength: No Regiments

Carlisle Command

Commander: Lieutenant General Luis Mikoyan
Second-in-Command: Kommandant Carlos Altgelt
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Carlisle DMM (CO: Lieutenant General Otto McIntyre)	Green	Reliable	Carlisle

Noisiel Command

Commander: Lieutenant General Eric Temple
Second-in-Command: Kommandant Fisher Moore
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Alarion DMM (CO: Lieutenant General Idi Clarke)	Green	Reliable	Alarion

Summit Command

Commander: Lieutenant General Maxwell Paganini
Second-in-Command: Kommandant Philip Warren
Mech Strength: No Regiments

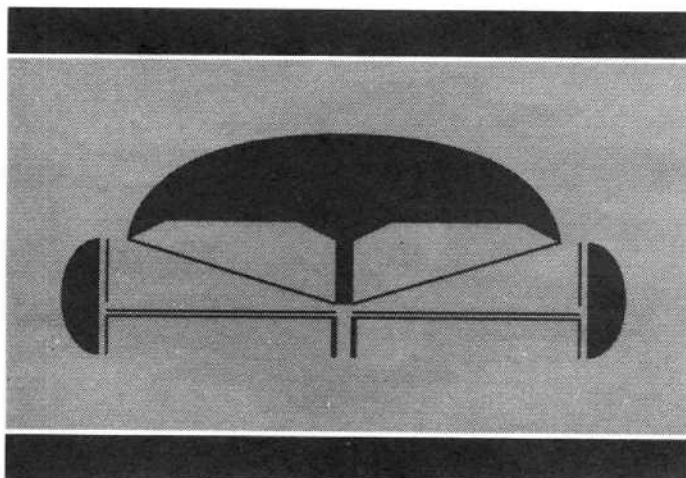
Porrina Command

Commander: Lieutenant General Robert Parrington
Second-in-Command: Kommandant Sherwood Clements
Mech Strength: No Regiments

Cameron Command

Commander: Hauptmann General Jose Peale
Second-in-Command: Lieutenant General Gyula Ho
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Royal Guards RCT (CO: Archon Melissa Steiner Davion)	Regular	Fanatical	Tharkad
2nd Royal Guards RCT (CO: Marshal Richard Regis II)	Veteran	Fanatical	Tharkad
24th Lyrans Guards RCT (CO: Marshal Orpheus Thomas)	Green	Fanatical	Donegal



TAMAR MARCH

Commander: Field Marshal Rainer Poulin
Aide: Hauptmann General Rebecca Simons
Mech Strength: 43 Regiments

PASIG OPERATIONS AREA

Commander: Marshal Claudia Saunders
Aide: Hauptmann General Walther Gothard
Mech Strength: 17 Regiments, 2 Battalions

Kikuyu (formerly Hot Springs) Command

Commander: Hauptmann General Abigail Burne-Jones
Second-in-Command: Lieutenant General John Cicero
Mech Strength: 9 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
24th Arcturan Guards RCT (CO: Marshal Grace Shremp)	Veteran	Reliable	Barcelona
22nd Avalon Hussars RCT (2 Battalions) (CO: Hauptmann General Donna Iona)	Veteran	Reliable	Clermont
2nd Crucis Lancers RCT (1 Battalion) (CO: Hauptmann General Anne Sung)	Regular	Reliable	Kikuyu
2nd Davion Guards RCT (CO: Hauptmann General William Kossacks)	Veteran	Fanatical	Blue Hole
8th Deneb Light Cavalry RCT (CO: Marshal Lisa Aileen Bortman)	Veteran	Reliable	Kikuyu
Eridani Light Horse (1 Regiment, 2 Battalions) (CO: General Adriana Winston)	Veteran	Reliable	Kikuyu
21st Striker (2 Battalions)			
(CO: Colonel Edwin Amis)			
151st Light Horse (CO: Colonel Charles Antonescu)	Elite	Fanatical	Mogyorod
1st Kearney Highlanders (CO: Colonel James D. Cochrane)	Veteran	Reliable	Mogyorod
Narhal's Raiders (4 Battalions) (CO: Lieutenant General Pedro Antonio Giraudoux)	Regular	Reliable	Clermont
17th Skye Rangers (CO: Lieutenant General Mitchell Simons)	Elite	Questionable	Barcelona
Stirling's Fusiliers (1 Battalion) (CO: Colonel Andrea Stirling)	Veteran	Reliable	Blue Hole

Koniz Command

Commander: Hauptmann General Joseph Cummings
Second-in-Command: Lieutenant General George Dalrymple
Mech Strength: 11 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
23rd Arcturan Guards RCT (CO: Hauptmann General Nadine Killson)	Veteran	Reliable	A Place
11th Avalon Hussars RCT (CO: Hauptmann General Justin Leabo)	Regular	Reliable	Dustball
1st Crucis Lancers RCT (CO: Hauptmann General Ivor Wasjinji)	Regular	Fanatical	Ballynure
4th Davion Guards RCT (CO: Marshal Alberta Orsina)	Elite	Fanatical	Pandora
12th Deneb Light Cavalry (1 Battalion) (CO: Lieutenant General Jeffrey Neece)	Regular	Reliable	Pasig
11th Donegal Guards (1 Battalion) (CO: Hauptmann General Cyrus Andes)	Green	Questionable	Graceland
10th F-C RCT (CO: Hauptmann General James Ito)	Regular	Reliable	Pandora
The Fighting Urakhai 8th Striker (2 Battalions) (CO: General Bryan Holstead)	Veteran	Reliable	Ballynure
Roman's Bar Hounds (1 Battalion) (CO: Colonel Randy Roman)	Regular	Questionable	Ballynure
DeMaestri's Sluggers, 2nd Battalion (CO: Colonel Ross DeMaestri)	Regular	Questionable	Macintosh
DeMaestri's Sluggers, 3rd Battalion, 1st and 2nd Companies (CO: Colonel Ross DeMaestri)	Regular	Questionable	Panpour
DeMaestri's Sluggers, 3rd Battalion, 3rd Company (CO: Colonel Ross DeMaestri)	Regular	Questionable	Panpour
Gray Death Legion (CO: Colonel Grayson Carlyle)	Elite	Fanatical	Glengarry
1st Kathil Uhlans (CO: Lieutenant General Andrew Redburn)	Regular	Fanatical	Koniz
Koniz TMM (CO: Lieutenant General Konrad Davis)	Regular	Reliable	Koniz
Lindon's Battalion (formerly Lindon's Regiment) (CO: Colonel Sarah Lindon)	Veteran	Reliable	A Place
3rd Lyrans Guards RCT (CO: Marshal Paul Zardetto)	Veteran	Fanatical	Graceland
Pandora College Training Battalion (CO: Kommandant Cyrus Hubbard)	Green	Reliable	Pandora



OBJECTIVE RAIDS • UNITS

Kelenfold Command

Commander: Hauptmann General Stella Dmowski
 Second-in-Command: Lieutenant General Edgar Forbes-Robertson
 'Mech Strength: 9 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
1st Argyle Lancers (CO: Colonel Vincent Bannock)	Veteran	Reliable	Crimond
Barber's Marauder II's (1 Battalion) (CO: Major Susan Barber)	Elite	Reliable	Tomans
Blue Star Irregulars (1894th Light Horse) (CO: Colonel Alexander Duff-Gordon)	Veteran	Questionable	Rasalgethi
2nd Chisholm's Raiders (2 Battalions) (CO: Lieutenant General Helen Eisner)	Veteran	Reliable	Crimond
The Dioscuri (1 Battalion) (CO: Colonels Timothy and Brenda Nels)	Regular	Reliable	Crimond
13th Donegal Guards (CO: Lieutenant General John Stokoi)	Regular	Reliable	Meacham
Kelenfold TMM (CO: Lieutenant General Endre Douglass)	Green	Reliable	Kelenfold
The Kell Hounds (2 Regiments) (CO: Lieutenant Colonel Dan Allard)	Elite	Fanatical	Tomans
6th Lyrans Guards RCT (CO: Marshal Seth Alpert)	Elite	Reliable	Rasalgethi
10th Lyrans Guards RCT (CO: Prince Victor Ian Steiner-Davion)	Veteran	Fanatical	Ft. Loudon

COVENTRY MILITARY DISTRICT (COVENTRY OPERATIONS AREA)

Commander: Hauptmann General Mark Kostic
 Aide: Lieutenant General Kimberly Mueller
 'Mech Strength: 1 Regiment

Ellengurg Command

Commander: Lieutenant General Andre Mossbauer
 Second-in-Command: Kommandant Roald Aleichem
 'Mech Strength: No Regiments

Adelaide Command

Commander: Lieutenant General Carl David Young
 Second-in-Command: Kommandant Alfred Rolf
 'Mech Strength: No Regiments

Santana Command

Commander: Lieutenant General John Necker
 Second-in-Command: Kommandant Joseph Martinez
 'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Coventry DMM (CO: Lieutenant General Judith Niemeyer)	Green	Reliable	Coventry

Vorzel Command

Commander: Lieutenant General Marian Cottingshire
 Second-in-Command: Kommandant Eugene Garecki
 'Mech Strength: No Regiments

THARKAD MILITARY DISTRICT (PHERKAD OPERATIONS AREA)

Commander: Field Marshal Dean Forney
 Aide: Marshal Mitch Simms
 'Mech Strength: 3 Regiments

Mkuranga Command

Commander: Hauptmann General Arch Worley
 Second-in-Command: Lieutenant General Peggy Larson
 'Mech Strength: 8 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
20th Arcturan Guards RCT (1 Battalion) (CO: Hauptmann General Alden Gray)	Green	Reliable	Morges
25th Arcturan Guards RCT (CO: Hauptmann General Gilda Felra)	Regular	Reliable	Mkuranga
3rd Crucis Lancers RCT (CO: Hauptmann General Acabee Zardetto)	Elite	Reliable	Babeski
5th Davion Guards (CO: Hauptmann General William Galloway)	Veteran	Reliable	Mkuranga
Davion Light Guards RCT (CO: Marshal Johnathan Riffenberg)	Veteran	Reliable	Pasig
10th Deneb Light Cavalry RCT (CO: Hauptmann General Jameson Gaston)	Veteran	Reliable	Babaeski
The Grave Walkers (CO: Colonel Jason Merwin)	Regular	Reliable	Kooken's Pleasure Pit
1st Robinson Rangers RCT (CO: Hauptmann General Mai Fortuna)	Veteran	Fanatical	Kooken's Pleasure Pit
4th Skye Rangers RCT (2 Battalions) (CO: Hauptmann General William Harrison von Frisch)	Elite	Questionable	Morges

UNATTACHED UNITS

Unit Name	Experience Level	Loyalty	Homeworld
Wolf's Dragoons (5 Regiments) (CO: Colonel Jamie Wolf)	Elite	Reliable	Outreach



Map of the



DRACONIS COMBINE MUSTERED SOLDIERY

(Deployment as of 3054)

Prior to the War of 3039, House Kurita received covert military aid from ComStar, which greatly strengthened their borders against the hated Federated Suns. During the Clan invasion, these units were withdrawn from the Federated Commonwealth border to reinforce the Clan front, but they have since been returned to the border. Despite an impressive defense, the Combine suffered significant losses in the war with the Clans, and now fear more than ever that the Federated Commonwealth will take advantage of their weakness. ROM has been unable to determine what Combine forces have been stationed on Wolcott, though we suspect that this planet is being prepared for use as a staging area for Draconis raids into the Clan occupation zone.

Because Takashi and Theodore Kurita are now presenting a united front, the loyalty rating refers to the Combine itself, rather than one man or the other.

Commander: Coordinator Takashi Kurita
Aide: Gunji-no-Kanrei Theodore Kurita
'Mech Strength: 60 regiments



DIERON MILITARY DISTRICT

Commander: Tai-shu Michi Noketsuma
Aide: Tai-sho Dale Stephans
'Mech Strength: 3 Regiments

KESSEL PREFECTURE

Prefecture Commander: Tai-sho Isoroku Kurita
Aide: Sho-sho Tobias Villagua
'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
40th Dieron Regulars (CO: Tai-sa Oscar Oshion)	Green	Questionable	Kessel

VEGA PREFECTURE

Prefecture Commander: Tai-sho Michael Sobiroff
Aide: Sho-sho Vincent Gasora
'Mech Strength: No Regiments

AL NA'IR PREFECTURE

Prefecture Commander: Tai-sho Hosiji Vestuto
Aide: Sho-sho Hector Sesla
'Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
3rd Dieron Regulars 1st Battalion (CO: Sho-sho Samson Torsibo)	Regular	Reliable	Dieron
2nd Battalion (CO: Sho-sho Samson Torsibo)	Regular	Reliable	Dieron
3rd Battalion (CO: Sho-sho Samson Torsibo)	Regular	Reliable	Altair
15th Dieron Regulars 1st Battalion (CO: Tai-sa Patrick Sanderson)	Regular	Reliable	Al Na'ir
2nd Battalion (CO: Tai-sa Patrick Sanderson)	Regular	Reliable	Nirasaki
3rd Battalion (CO: Tai-sa Patrick Sanderson)	Regular	Reliable	Al Na'ir

ASHIO PREFECTURE

Prefecture Commander: Tai-sho Jasik Yoshiro
Aide: Sho-sho Seth Adams
'Mech Strength: No Regiments

ALGEDI PREFECTURE

Prefecture Commander: Tai-sho Andrew Asaro
Aide: Sho-sho Jeffrey Kornilov
'Mech Strength: No Regiments

GALEDON MILITARY DISTRICT

Commander: Tai-shu Li Dok To
Aide: Tai-sho Jarvek Dolmassay
'Mech Strength: 3 Regiments

NEW SAMARKAND PREFECTURE

Prefecture Commander: Tai-sho Wendall Hansen
Aide: Sho-sho James O'Callahan
'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
6th Galedon Regulars (CO: Tai-sa Ivor Sotallarude)	Regular	Reliable	New Samarkand

KAZNEJOV PREFECTURE

Prefecture Commander: Tai-sho Hak Su Kim
Aide: Sho-sho James Flynn
'Mech Strength: No Regiments

MATSUIDA PREFECTURE

Prefecture Commander: Tai-sho David Chung
Aide: Sho-sho Mich Altermeir
'Mech Strength: No Regiments

OSHIKA PREFECTURE

Prefecture Commander: Tai-sho U Poi
Aide: Sho-sho Arthur Koop
'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
16th Galedon Regulars (CO: Tai-sa William Tohiro)	Green	Reliable	Hachiman

TABAYAMA PREFECTURE

Prefecture Commander: Tai-sho Samon Tartikoff
Aide: Sho-sho Joseph Ullors
'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
19th Galedon Regulars (CO: Tai-sa Bobby Bock)	Regular	Questionable	Bad News

BENJAMIN MILITARY DISTRICT

Commander: Tai-shu Boris Petroff
Aide: Tai-sho Fritz Hillinger
Mech Strength: 22 Regiments, 1 Battalion

BALDUR PREFECTURE

Prefecture Commander: Tai-sho George Hujwara
Aide: Sho-sho Kevin Hamilton
Mech Strength: 11 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
2nd Sword of Light (CO: Tai-sa Kelly Tok Do)	Elite	Fanatical	Baldur
2nd Arkab Legion (1 Battalion) (CO: Tai-sa Basir Ojima)	Veteran	Reliable	Ogano
6th Arkab Legion (CO: Tai-sa Jusiral Bjutial)	Regular	Reliable	Arkab
2nd Benjamin Regulars (2 Battalions) (CO: Tai-sa Samson Ashura)	Regular	Reliable	Ogano
11th Benjamin Regulars (1 Battalion) (CO: Tai-sa Martin Drully)	Regular	Questionable	Meilen
12th Dieron Regulars (1 Battalion) (CO: Tai-sa Lacor Walton)	Regular	Reliable	Kiesen
24th Dieron Regulars (1 Battalion) (CO: Tai-sa Frederick Lugo)	Green	Reliable	Odabasi
17th Galedon Regulars (CO: Tai-sa Jon Zibleron)	Regular	Fanatical	Chandler
1st Ghost (CO: Unknown)	Veteran?	Reliable	Babuyan
3rd Ghost (CO: Unknown)	Veteran?	Questionable	Dumaring
10th Ghost (CO: Unknown)	Regular?	Reliable	Meilen
11th Ghost (CO: Unknown)	Regular?	Questionable	Najha
12th Ghost (CO: Unknown)	Green?	Questionable	Najha

KAJIKAZAWA PREFECTURE

Prefecture Commander: Tai-sho Victor Coale
Aide: Sho-sho Hishu Stonara
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
3rd Benjamin Regulars (2 Battalions) (CO: Tai-sa Samuel Nelson)	Veteran	Questionable	Paracale
6th Benjamin Regulars (CO: Tai-sa Hajji Mara)	Regular	Reliable	Dover
3rd Proserpina Hussars (1 Battalion) (CO: Tai-sa Gregg Weston)	Elite	Fanatical	Paracale

PROSERPINA PREFECTURE

Prefecture Commander: Tai-sho Fenton Worridge
Aide: Sho-sho Hohijo Bradbury
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
9th Benjamin Regulars (CO: Tai-sa Mark Tomtrill)	Veteran	Reliable	Proserpina

XINYANG PREFECTURE

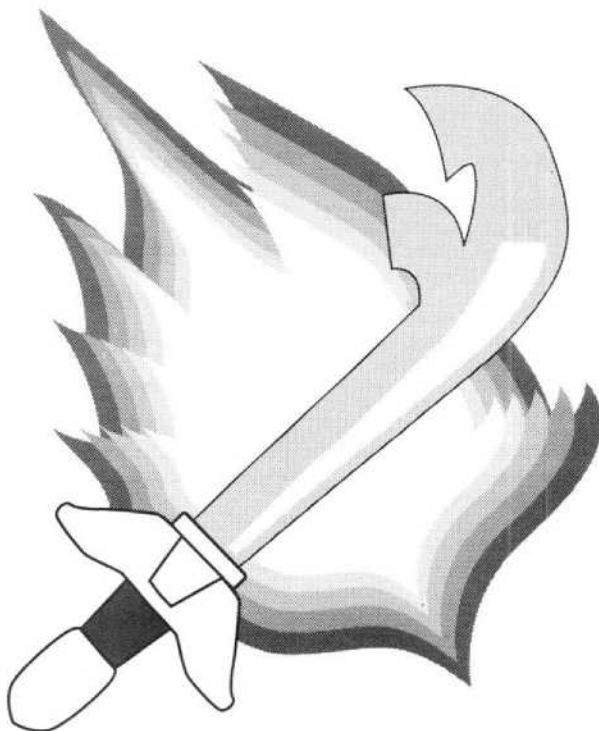
Prefecture Commander: Tai-sho Elliot Tsein
Aide: Sho-sho Todo Gewers
Mech Strength: 7 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
5th Sword of Light (CO: Tai-sa Hohiro Tastuma)	Green	Fanatical	Tanh Linh
2nd An Ting Legion (2 Battalions) (CO: Tai-sa Shin Oshika)	Veteran	Reliable	Leiston
15th Benjamin Regulars (CO: Tai-sa Drex Hof)	Green	Reliable	Xinyang
2nd Galedon Regulars (CO: Tai-sa Hojim Banjuri)	Green	Reliable	Braunton
8th Galedon Regulars (1 Battalion) (CO: Tai-sa Richard Hanson)	Veteran	Questionable	Braunton
12th Galedon Regulars (2 Battalions) (CO: Tai-sa Oscar Bassman)	Regular	Reliable	Bicester
21st Galedon Regulars (CO: Tai-sa Lee Sawyer)	Regular	Reliable	Yumesta
34th Galedon Regulars (1 Battalion) (CO: Tai-sa Venn Oblak)	Regular	Reliable	Leiston
1st Proserpina Hussars (2 Battalions) (CO: Tai-sa Jeong Moon Lee)	Veteran	Reliable	Yumesta
7th Ghost (CO: Unknown)	Veteran?	Reliable	Baruun Urt

IRURZUN PREFECTURE

Prefecture Commander: Tai-sho Salija Warrick
Aide: Sho-sho Sojane Rausali
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
22nd Benjamin Regulars (CO: Tai-sa John Ahmram)	Green	Questionable	Marduk



OBJECTIVE RAIDS • UNITS

PESHT MILITARY DISTRICT

Commander: Tai-shu Teyasu Ashora
Aide: Tai-sho Kelly Dasoshigi
'Mech Strength: 31 Regiments, 2 Battalions

KAGOSHIMA PREFECTURE

Prefecture Commander: Tai-sho Tomoe Sakade
Aide: Sho-sho Aron Kirzak
'Mech Strength: 24 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
1st Sword of Light (2 Battalions) (CO: Tai-sa Shigeru Yoshida)	Veteran	Fanatical	Luthien
7th Sword of Light (2 Battalions) (CO: Tai-sa Kiyomori Minamoto)	Veteran	Fanatical	Luthien
8th Sword of Light (2 Battalions) (CO: Tai-sa Kevin Awano)	Regular	Fanatical	Chatham
Otomo (2 Battalions) (CO: Tai-sa Oda Hideyoshi)	Elite	Fanatical	Luthien
Ryukun (4 Regiments) (CO: Sho-sho Sung Kim II)	Veteran	Reliable	Pesht
Ryukun-Ni (CO: Tai-sa Dechan Fraser)	Veteran	Reliable	Luthien
1st Amphigean Light Assault Group (CO: Tai-sa Ishajii Michaels)	Veteran	Questionable	Kilmarnock
7th Alshain Regulars (1 Battalion) (CO: Tai-sa Yama Shazli)	Veteran	Questionable	Chatham
8th Alshain Regulars (CO: Tai-sa Tasha Greer)	Veteran	Reliable	Chatham
11th Alshain Regulars (2 Battalions) (CO: Tai-sa Mara Kalish)	Green	Questionable	Chatham
17th Benjamin Regulars (CO: Tai-sa Tucker Orsinian)	Veteran	Reliable	Luthien
2nd Dieron Regulars (CO: Tai-sa Jerome Tishlar)	Veteran	Questionable	Pesht
8th Dieron Regulars (CO: Tai-sa Carlos Leighiar)	Veteran	Questionable	Meinacos
12th Dieron Regulars (2 Battalions) (CO: Tai-sa Brian Quick)	Green	Reliable	Maldonado
22nd Dieron Regulars (CO: Tai-sa Jason Ohio)	Veteran	Reliable	McAlister
24th Dieron Regulars (2 Battalions) (CO: Tai-sa Frederick Lugo)	Green	Reliable	Herndon
32nd Galedon Regulars (CO: Tai-sa Elizabeth Venga)	Green	Questionable	Pesht
4th Pesht Regulars (2 Battalions) (CO: Sho-sho Stephan Somogyi)	Green	Reliable	Pesht
9th Pesht Regulars (2 Battalions) (CO: Tai-sa Mark Graham)	Regular	Questionable	Chatham
1st Genyosha (CO: Tai-sa Narimasa Asano)	Elite	Fanatical	Luthien
2nd Genyosha (1 Battalion) (CO: Tai-sa Laura Nelson)	Elite	Reliable	Luthien
1st Shin Legion (CO: Tai-sa Chou Yanyuan)	Veteran	Reliable	Luthien
2nd Legion of Vega (CO: Tai-sa Tikov Recardni)	Veteran	Reliable	Luthien
11th Legion of Vega (CO: Tai-sa Yoshi Yamasaki)	Veteran	Questionable	Chatham
6th Ghost (CO: Unknown)	Veteran?	Fanatical	Kagoshima
8th Ghost (1 Battalion) (CO: Unknown)	Regular?	Reliable	McAlister

LONACONING (FORMERLY BJARRED) PREFECTURE

Prefecture Commander: Tai-sho Tashu Jacarlaba
Aide: Sho-sho Robert Manati
'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
3rd Alshain Regulars (1 Battalion) (CO: Tai-sa Murry Cohen)	Regular	Questionable	Lonaconing
4th Alshain Regulars (1 Battalion) (CO: Tai-sa Steven Watkins)	Veteran	Questionable	Altona
4th Arkab Legion (2 Battalions) (CO: Tai-sa Sajulam Kosiridam)	Veteran	Reliable	Lonaconing
5th Sun Zhang Academy Cadre (2 Battalions) (CO: Tai-sa Ishtar von Nielsburg)	Green	Fanatical	Altona
2nd Night Stalkers (CO: Tai-sa Okubo Henderson)	Veteran	Questionable	Matamoras

NINGXIA PREFECTURE

Prefecture Commander: Tai-sho Bradley Tigart
Aide: Sho-sho William Cloud Climber
'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
7th Pesht Regulars (CO: Tai-sa Kurtis Benzinger)	Green	Reliable	Lands End

QANDAHAR PREFECTURE

Prefecture Commander: Tai-sho Hya Toyotomi
Aide: Sho-sho Tadaki Johiro
'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
6th Pesht Regulars (CO: Tai-sa Basia Bryant)	Green	Reliable	Qandahar
10th Pesht Regulars (CO: Tai-sa Jefferson McCarl)	Green	Reliable	Gravenhage
5th Ghost (CO: Unknown)	Regular?	Fanatical	Nowhere



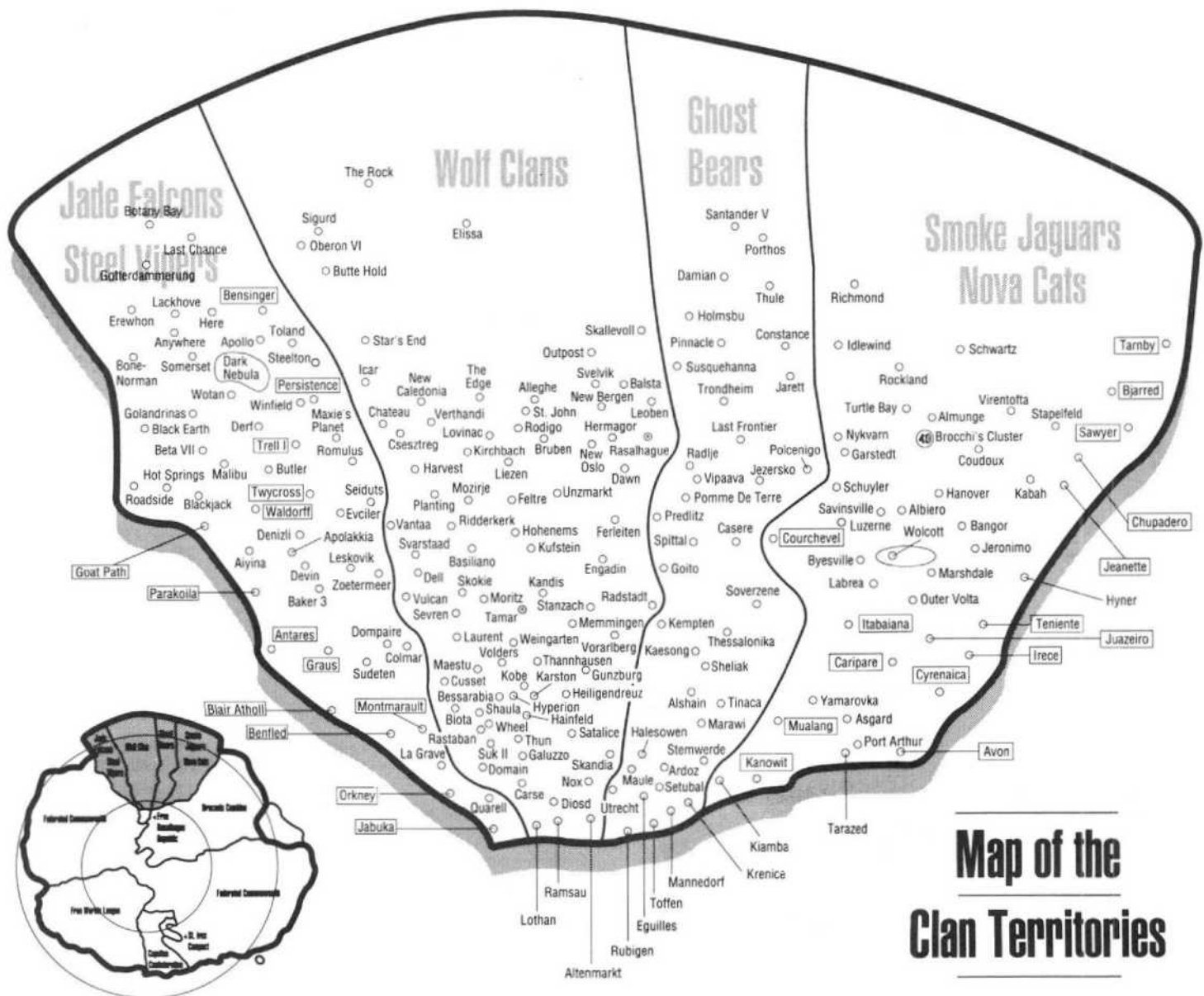
THE CLANS

(Deployment as of 3054)

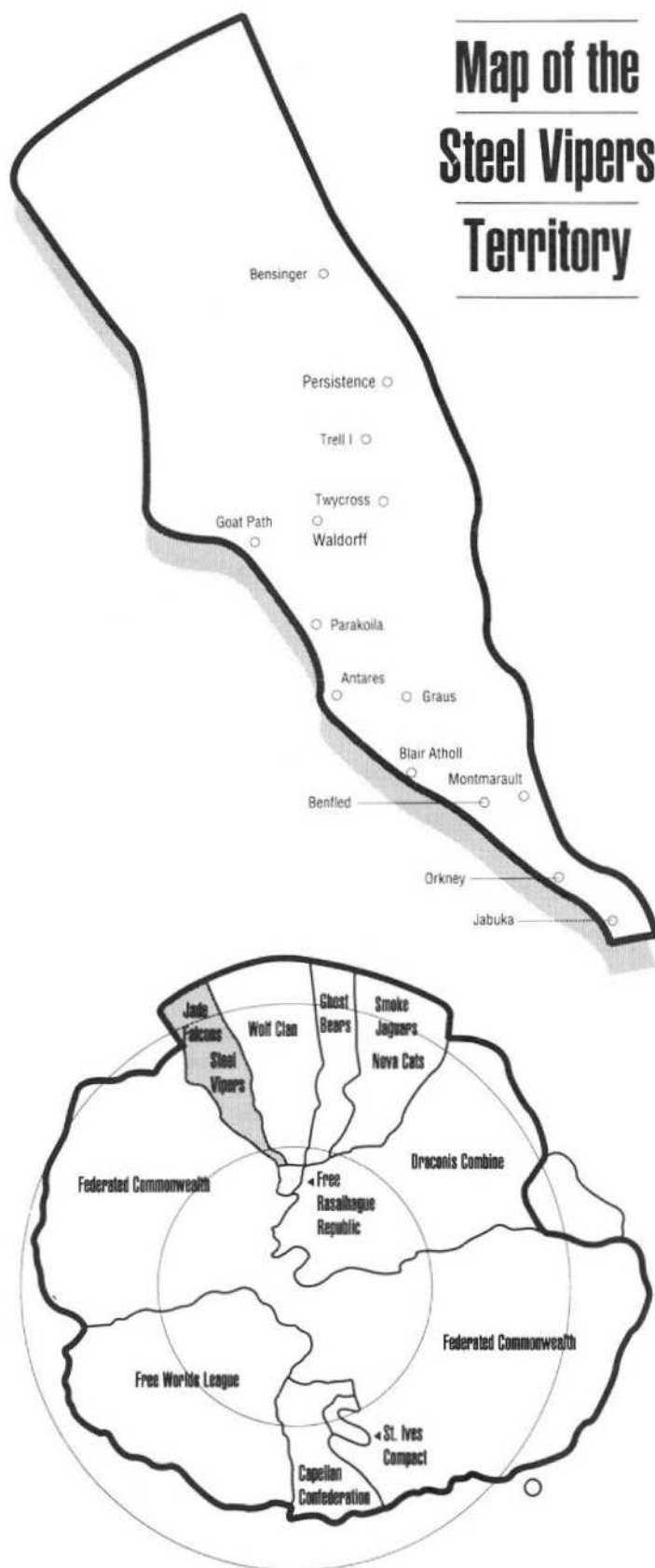
Operation Scorpion and the defeat at Tukayyid were bitter medicine for the Clans to swallow. We are not surprised that the Clans seem to be doing everything in their power now to prevent our order from gaining any further information, especially military intelligence, from them.

Our limited knowledge does indicate that they are heavily fortifying the borders they share with one another. We have been able to learn about their troop deployment along the Inner Sphere front relatively easily, but units stationed deep within Clan-held space are much more difficult to track.

As a result, the information we have available on Clan unit deployments is not complete. This list includes unit disposition for six of the seven Clans involved in the invasion: Steel Viper, Jade Falcon, Wolf, Ghost Bear, Smoke Jaguar, and Nova Cat, presented in clockwise order of the occupation zones. We were unable to gather any information on Clan Diamond Shark, and also lost track of the Epsilon Galaxy of Clan Wolf. Known units are designated Frontline (F) or Provisional Garrison Cluster (PGC). The following information should be considered a highly educated estimate and not viewed as fact.



Map of the Steel Vipers Territory



CLAN STEEL VIPER

Alpha Galaxy (F)

Unit Name

1st Viper Guards
2nd Viper Guards
4th Viper Guards
400th Assault Cluster

Base World

Jabuka
Jabuka
Blair Atholl
Blair Atholl

Beta Galaxy (F)

Unit Name

Viper Fusiliers
126th Striker Cluster
195th Striker Cluster

Base World

Goat Path
Goat Path
Antares

Gamma Galaxy (F)

Unit Name

423rd Assault Cluster
428th Assault Cluster
51st Battle Cluster
94th Battle Cluster
57th Striker Cluster

Base World

Twycross
Twycross
Trell I
Twycross
Twycross

Zeta Galaxy (PGC)

Unit Name

1st Fang
2nd Fang
38th Phalanx
71st Phalanx

Base World

Parakoila
Parakoila
Graus
Graus

Rho Galaxy (PGC)

Unit Name

3rd Fang
4th Fang
5th Legion
141st Phalanx
164th Phalanx

Base World

Benfled
Benfled
Jabuka
Montmarault
Montmarault

Chi Galaxy (PGC)

Unit Name

1st Legion
5th Viper Regulars
11th Viper Regulars

Base World

Blair Atholl
Antares
Antares

Omega Galaxy (PGC)

Unit Name

9th Fang
10th Fang
80th Fang
167th Phalanx

Base World

Waldorff
Waldorff
Blackjack
Persistence

PSI Galaxy (PGC)

Unit Name

144th Phalanx
165th Phalanx

Base World

Orkney
Orkney

CLAN JADE FALCON

Gamma Galaxy (F)

Unit Name

Falcon Guards
1st Falcon Jaegers
1st Falcon Velites
305th Assault Cluster
124th Striker Cluster

Delta Galaxy (F)

Unit Name

2nd Falcon Jaegers
5th Battle Cluster

Vau Galaxy (F)

Unit Name

4th Falcon Velites
89th Striker Cluster
94th Striker Cluster

Iota Galaxy (PGC)

Unit Name

Choyer Garrison Cluster
Gurbeng Garrison Cluster
Dorbeng Garrison Cluster
8th Falcon Regulars
Nega Garrison Cluster

Omicron Galaxy (PGC)

Unit Name

3rd Talon
4th Talon
4th Provisional Garrison Cluster
14th Falcon Regulars
17th Falcon Regulars

Rho Galaxy (PGC)

Unit Name

5th Talon
5th Provisional Garrison Cluster
6th Provisional Garrison Cluster
5th Falcon Regulars
18th Falcon Regulars

Epsilon Galaxy (PGC)

Unit Name

7th Talon
8th Talon
7th Provisional Garrison Cluster
8th Provisional Garrison Cluster
7th Falcon Regulars

Phi Galaxy (PGC)

Unit Name

9th Talon
10th Talon
9th Provisional Garrison Cluster
10th Provisional Garrison Cluster
12th Falcon Regulars

Base World

Sudeten
La Grave
Quarell
Baker 3
Malibu

Base World

Aiyina
Hot Springs

Base World

Roadside
Black Earth
Bone Norman

Base World

Devin
La Grave
Sudeten
Sudeten
Quarell

Base World

Botany Bay
Last Chance
Gotterdammerung
Here
Apollo

Base World

Toland
Steelton
Winfield
Derf
Beta VII

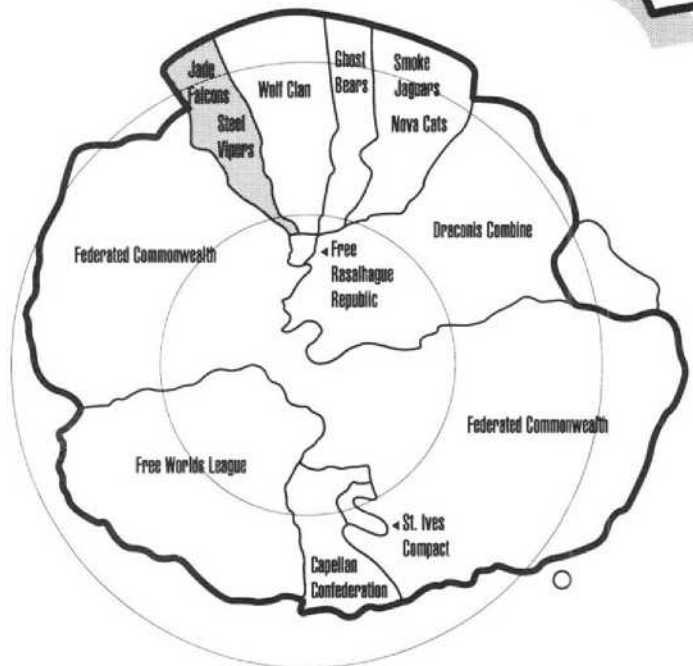
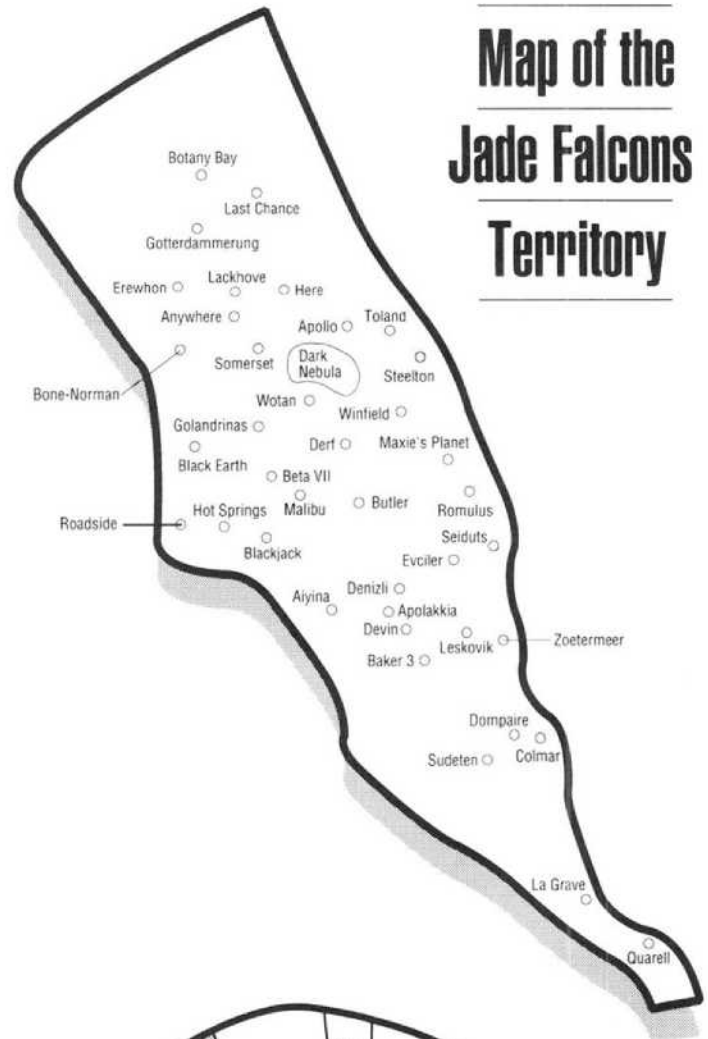
Base World

Butler
Maxie's Planet
Romulus
Seiduts
Evciler

Base World

Denizli
Apolakikia
Leskovik
Zoetermeer
Colmar

Map of the Jade Falcons Territory



CLAN WOLF

Alpha Galaxy (F)

Unit Name

4th Wolf Guards Assault Cluster
279th Battle Cluster
328th Assault Cluster
352nd Assault Cluster
4th Wolf Guards Striker Cluster

Base World

Tamar
Lothan
Rasalhague
Satalice
Chateau

Beta Galaxy (F)

Unit Name

341st Assault Cluster
3rd Battle Cluster
13th Wolf Guards (Wolf Spiders),
Trinary Alpha, Trinary Bravo
13th Wolf Guards (Wolf Spiders), Trinary Charlie
13th Wolf Guards (Wolf Spiders), Trinary Delta

Base World

Ramsau
Diosd

Vulcan

Tamar

Altenmarkt

Gamma Galaxy (F)

Unit Name

11th Battle Cluster

Base World

Domain

Delta Galaxy (F)

Unit Name

4th Striker Cluster
11th Wolf Guards
24th Wolf Rangers

Base World

Nox

Kirchbach

Carse

Theta Galaxy (PGC)

Unit Name

1st Wolf Regulars
2nd Cavalry
12th Wolf Regulars
13th Wolf Regulars

Base World

Star's End

Icar

Csesztreg

Harvest

Iota Galaxy (PGC)

Unit Name

6th Wolf Regulars
10th Wolf Regulars
17th Wolf Regulars
20th Wolf Regulars

Base World

Planting

Vantaa

Svarstaad

Dell

Sigma Galaxy (PGC)

Unit Name

Nega Garrison Cluster, Command Binary
Nega Garrison Cluster, 4th Nova
Nega Garrison Cluster, First Supernova
Nega Garrison Cluster, Infantry Trinary
Nega Garrison Cluster, Battle Trinary
Nega Garrison Cluster, Assault Trinary
Choyer Garrison Cluster
Gurbeng Garrison Cluster
Dorbeng Garrison Cluster

Base World

Alphecca

Alphecca

The Rock

Sigurd

Oberon VI

Butte Hold

Severen

Laurent

Maestu

Tau Galaxy (PGC)

Unit Name

5th Wolf Regulars
1st Cavalry
3rd Cavalry
4th Cavalry
15th Wolf Regulars

Base World

Cusset

Biota

Shaula

Rastaban

Suk II

Omega Galaxy (PGC)

Unit Name

5th Wolf Chasseurs
11th Wolf Chasseurs
15th Wolf Chasseurs
95th Phalanx
101st Phalanx

Base World

Vorarlberg/Stanzach

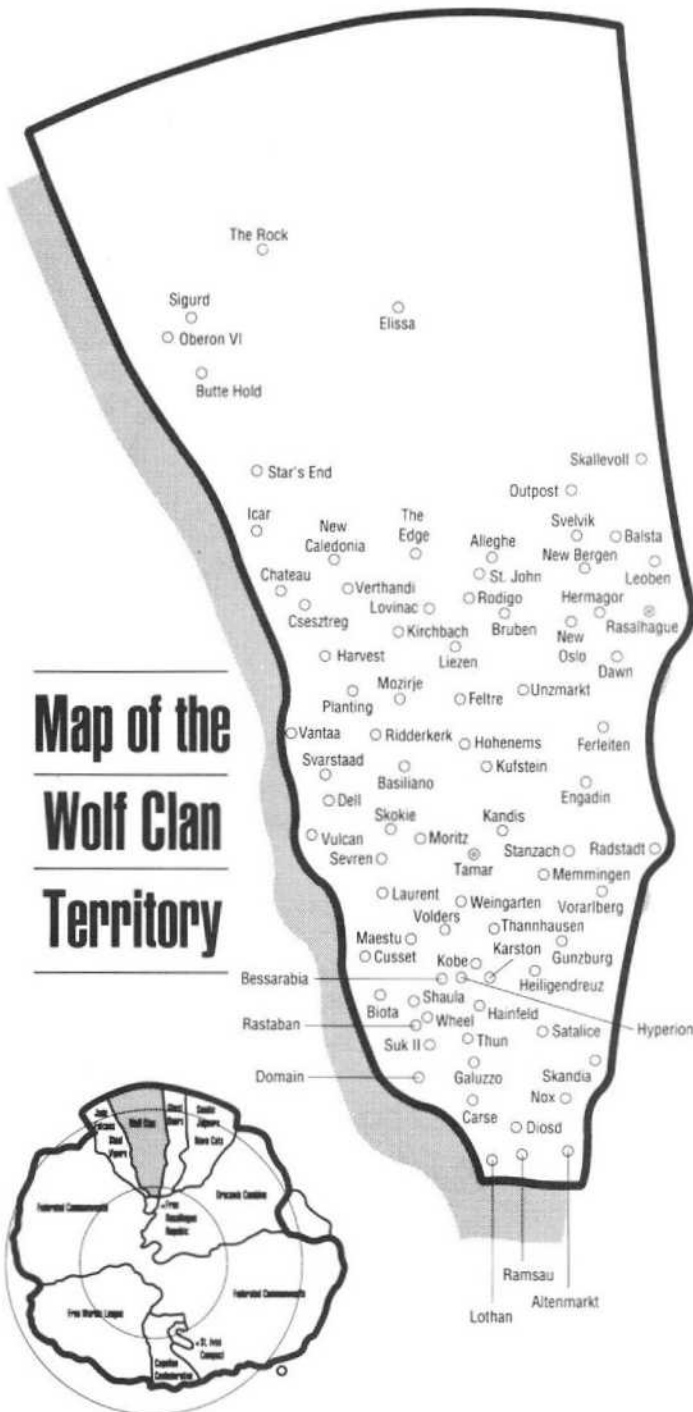
Engadin/Ferleiten

Dawn/Leoben

Balsta/Skallevoll

Wheel

Map of the Wolf Clan Territory



CLAN GHOST BEAR

Alpha Galaxy (F)

Unit Name

1st Bear Guards, Trinary Alpha, Trinary Delta
1st Bear Guards, Trinary Charlie
3rd Bear Guards
1st Bear Guards, Trinary Bravo
139th Striker Cluster

Base World

Krenice
Polcenigo
Trondheim
Utrecht
Mannedorf

Theta Galaxy (F)

Unit Name

12th Bear Chevaliers
304th Assault Cluster
332nd Assault Cluster
14th Battle Cluster

Base World

Sternwerde
Maule
Rubigen
Eguilles

Kappa Galaxy (F)

Unit Name

8th Bear Cuirassiers
73rd Battle Cluster
68th Striker Cluster
115th Striker Cluster
140th Striker Cluster

Base World

Toffen
Setubal
Ardoz
Marawi
Casere

Xi Galaxy (PGC)

Unit Name

42nd Provisional Garrison Cluster
10th Provisional Garrison Cluster
56th Provisional Garrison Cluster

Base World

Sheliak
Kaesong
Thessalonika

Pi Galaxy (PGC)

Unit Name

23rd Provisional Garrison Cluster
29th Provisional Garrison Cluster
54th Provisional Garrison Cluster
5th Phalanx
13th Phalanx

Base World

Soverzene
Jezersko
Thule
Santander V
Porthos

Rho Galaxy (F)

Unit Name

18th Battle Cluster
48th Battle Cluster
243rd Battle Cluster
283rd Battle Cluster
297th Battle Cluster

Base World

Spittal
Alshain
Alshain
Jarett
Constance

Tau Galaxy (PGC)

Unit Name

9th Provisional Garrison Cluster

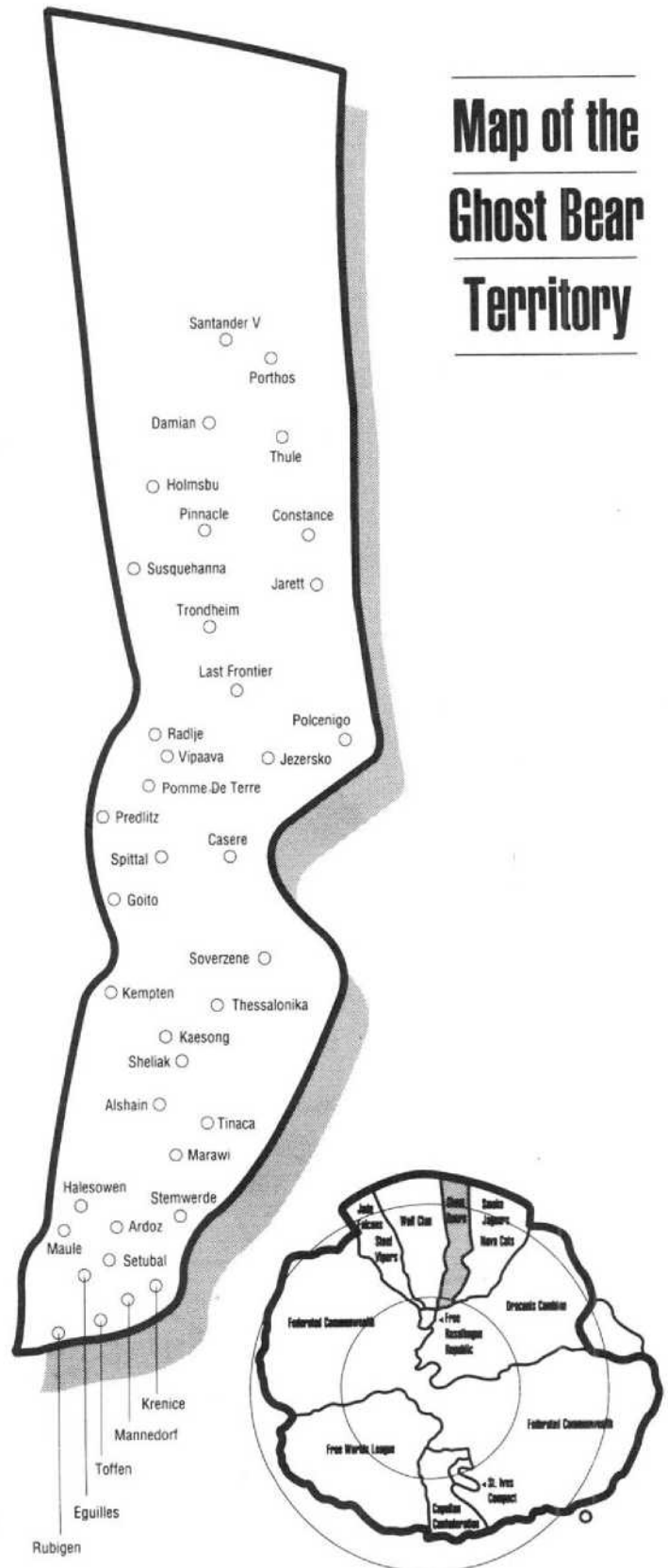
18th Provisional Garrison Cluster
37th Provisional Garrison Cluster

1st Bear Regulars
2nd Bear Regulars

Base World

Holmsbu/
Susquehanna
Radlje/Vipaava
Pomme De Terre/
Predlitz
Goito/Radstadt
Kempton/Halesowen

Map of the Ghost Bear Territory



CLAN SMOKE JAGUAR

Beta Galaxy (F)

Unit Name

1st Jaguar Guards
2nd Jaguar Guards, Trinary Alpha, Trinary Bravo
2nd Jaguar Guards, Trinary Charlie, Trinary Delta
362nd Assault Cluster
267th Battle Cluster

Base World

Avon
Schuyler
Caripare
Kiamba
Teniente

Delta Galaxy (F)

Unit Name

3rd Jaguar Cavaliers
19th Striker Cluster

Base World

Hyner
Kabah

Epsilon Galaxy (F)

Unit Name

4th Jaguar Dragoons
7th Jaguar Dragoons

Base World

Asgard
Tarazed

Zeta Galaxy (PGC)

Unit Name

5th Provisional Garrison Cluster
2nd Jaguar Regulars
11th Jaguar Regulars
47th Garrison Cluster
189th Garrison Cluster

Base World

Idlewind
Jeronimo
Albiero
Richmond
Schwartz

Kappa Galaxy (PGC)

Unit Name

3rd Provisional Garrison Cluster
4th Provisional Garrison Cluster
17th Garrison Cluster
19th Garrison Cluster
51st Garrison Cluster

Base World

Savinsville
Luzerne
Hanover
Stapelfeld
Bangor

Nu Galaxy (PGC)

Unit Name

4th Jaguar Regulars
12th Jaguar Regulars
124th Garrison Cluster
143rd Garrison Cluster
168th Garrison Cluster

Base World

Schuyler
Schuyler
Nykvarn
Garstedt
Labrea

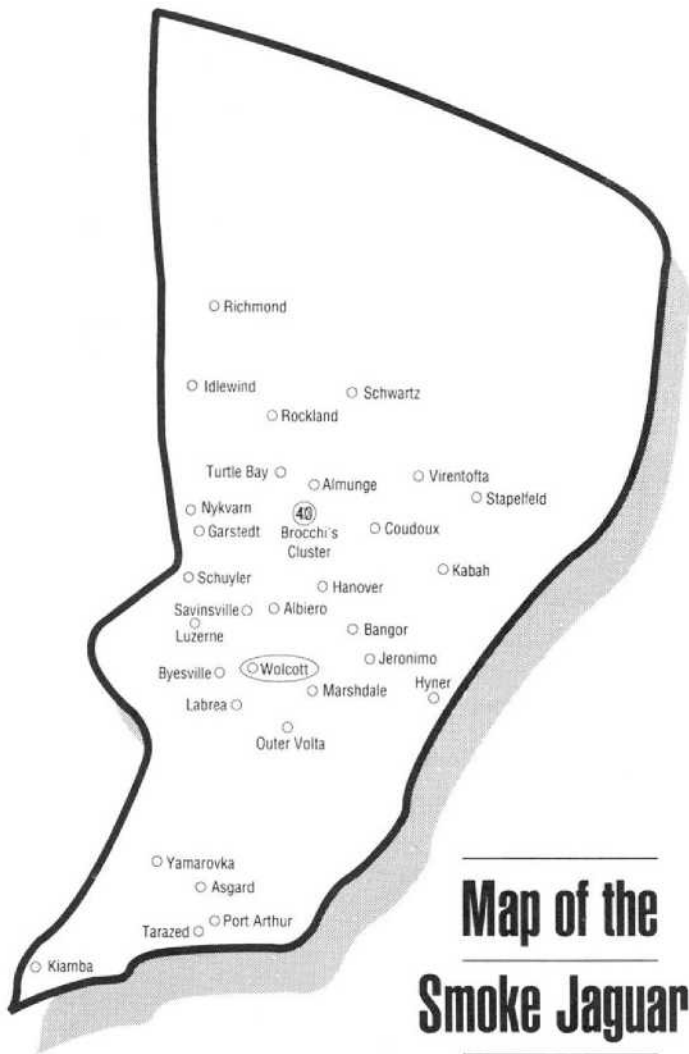
Psi Galaxy (PGC)

Unit Name

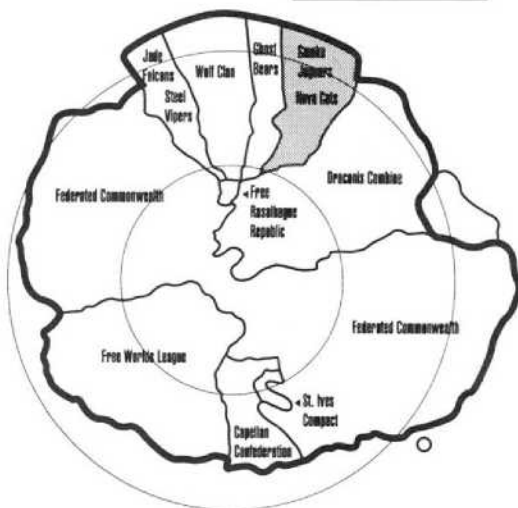
7th Provisional Garrison Cluster
8th Provisional Garrison Cluster
10th Provisional Garrison Cluster
17th Jaguar Regulars
11th Garrison Cluster

Base World

Outer Volta
Juazeiro
Tinaca
Byesville
Yamarovka



Map of the Smoke Jaguar Territories



CLAN NOVA CAT

Alpha Galaxy (F)

Unit Name

1st Nova Cat Guards, Trinary Alpha
1st Nova Cat Guards, Trinary Bravo, Trinary Delta
1st Nova Cat Guards, Trinary Charlie
449th Assault Cluster
489th Assault Cluster

Base World

Avon
Caripare
Irece
Cyrenaica
Kanowit

Delta Galaxy (F)

Unit Name

4th Nova Cat Guards
44th Nova Cat Cavaliers
46th Nova Cat Cavaliers
274th Battle Cluster
119th Striker Cluster

Base World

Port Arthur
Itabaiana
Courcheval
Juazeiro
Mualang

Xi Galaxy (PGC)

Unit Name

1st Garrison Cluster
3rd Garrison Cluster

Base World

Avon
Avon

Omicron Galaxy (PGC)

Unit Name

5th Garrison Cluster
6th Garrison Cluster
4th Nova Cat Regulars
5th Nova Cat Regulars
6th Nova Cat Regulars

Base World

Irece
Irece
Cyrenaica
Caripare
Juazeiro

Sigma Galaxy (F)

Unit Name

Nova Cat Lancers
246th Battle Cluster
179th Striker Cluster
189th Striker Cluster
100th Striker Cluster

Base World

Jeanette
Virentofta
Sawyer
Bjarred
Tarnby

Chi Galaxy (PGC)

Unit Name

10th Garrison Cluster
11th Garrison Cluster
12th Garrison Cluster
115th Garrison Cluster
153rd Garrison Cluster

Base World

Jeanette
Virentofta
Sawyer
Bjarred
Tarnby

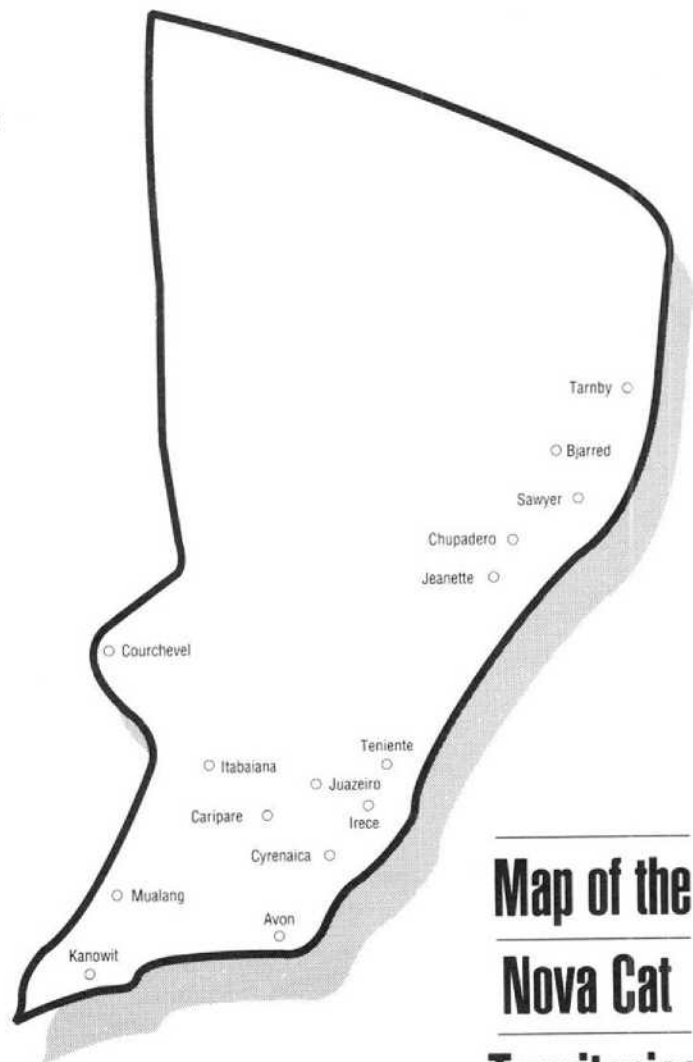
Omega Galaxy (PGC)

Unit Name

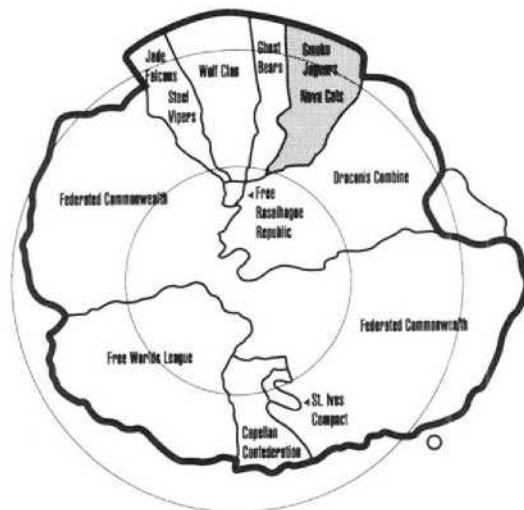
13th Garrison Cluster
14th Garrison Cluster
15th Garrison Cluster
9th Nova Cat Regulars
12th Nova Cat Regulars

Base World

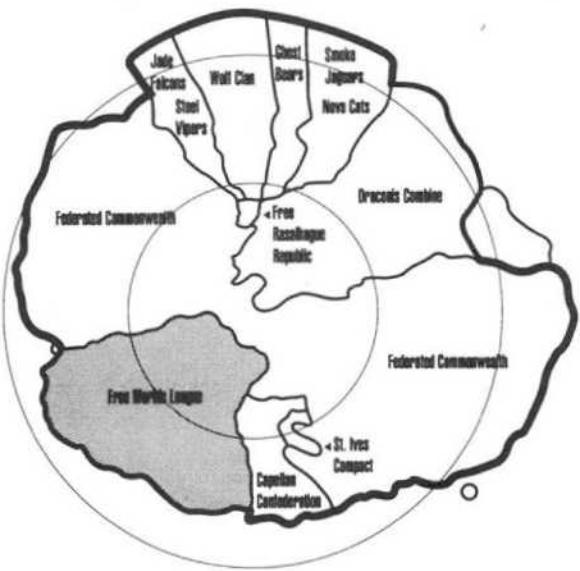
Itabaiana
Courcheval
Mualang
Kanowit
Port Arthur



**Map of the
Nova Cat
Territories**



OBJECTIVE RAIDS • UNITS



Map of the World's League

FREE WORLDS LEAGUE MILITARY

(Deployment as of 3054)

House Marik contributed no military forces to the fight against the Clans, instead offering significant economic and industrial support to the combined forces of the Inner Sphere. The League's role as the primary logistics support for the combined defense called for increased arms production that continues, and now benefits their Liao allies. The Free Worlds League-Capellan Confederation alliance is particularly dangerous to the rest of the Inner Sphere because of Thomas Marik's ties to the renegade Word of Blake, whose Precentors have provided Marik with ComStar manufacturing techniques that will be used to produce an impressive new line of BattleMechs.

Commander: Captain General Thomas Marik
Aide: General Selim Malas
'Mech Strength: 73 Regiments, 2 Battalions

FREE WORLDS LEGIONNAIRES

Commander: General Calderon "Silent Cal" Bengé
Aide: General Dean McKeown
'Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Legionnaires (CO: General Tracey Fenton)	Veteran	Reliable	Andurien
2nd Legionnaires (CO: General Alice Denichuk)	Veteran	Reliable	Sadurni
3rd Legionnaires			
1st Battalion (CO: General Pierre Mondou)	Veteran	Reliable	Leyda
2nd Battalion (CO: General Pierre Mondou)	Veteran	Reliable	Umka
3rd Battalion (CO: General Pierre Mondou)	Veteran	Reliable	Leyda
4th Legionnaires			
1st Battalion (CO: General Adiss Sullivan)	Regular	Reliable	Miaplacidus
2nd Battalion (CO: General Adiss Sullivan)	Regular	Reliable	Marik
3rd Battalion (CO: General Adiss Sullivan)	Regular	Reliable	Miaplacidus
5th Legionnaires (CO: General Misha Orloff)	Green	Fanatical	Lopez

FREE WORLDS GUARDS

Commander: General Albrecht Keil
Aide: Colonel Robyn Shiver
'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Guards (CO: Colonel Dana Briggs)	Elite	Fanatical	Berenson
2nd Guards (CO: Colonel Kamps Stattun)	Veteran	Fanatical	Bella I
3rd Guards (CO: Colonel Duane Hanson)	Regular	Fanatical	Zion

ATREAN HUSSARS

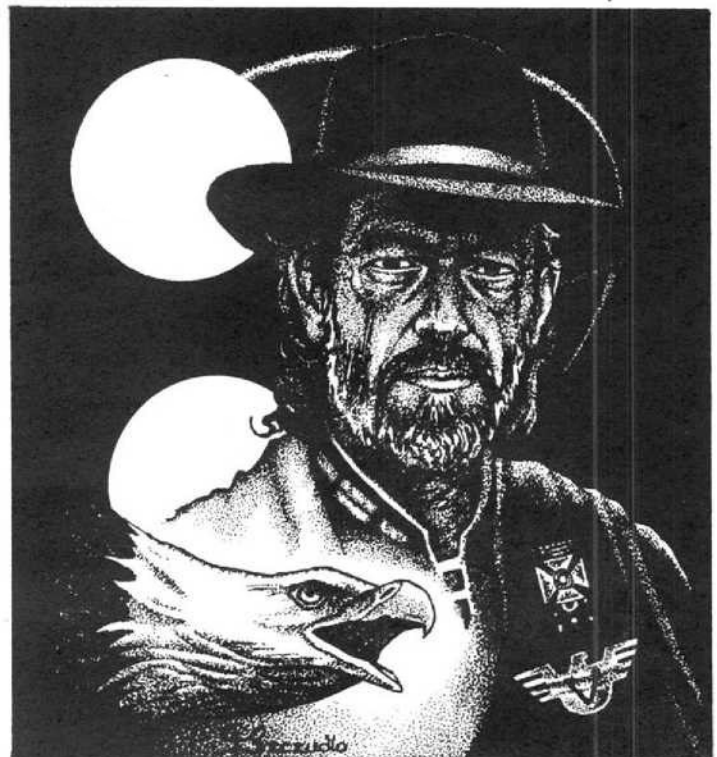
Commander: Colonel Reber Bennundo
Aide: Colonel Harvey Eaton
'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Atrean Hussars (CO: Colonel Reber Bennundo)	Regular	Reliable	Ling

ATREAN DRAGOONS

Commander: General Julian Langsdorf
Aide: Colonel Gordon Miller
'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Dragoons (CO: Colonel John Orzechoskie)	Regular	Fanatical	McKenna
11th Dragoons			
1st Battalion (CO: Colonel Evelyn Panfili)	Regular	Fanatical	Matheran
2nd Battalion (CO: Colonel Evelyn Panfili)	Regular	Fanatical	Matheran
3rd Battalion (CO: Colonel Evelyn Panfili)	Regular	Fanatical	Calloway VI
12th Dragoons (CO: Colonel Kelian Brackley)	Veteran	Fanatical	Vanra



OBJECTIVE RAIDS • UNITS

MARIK MILITIA

Commander: General Samuel Garibaldi
Aide: Colonel Leonard Mantei
Mech Strength: 15 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Militia (CO: Colonel Howe Wilmarth)	Veteran	Fanatical	Fletcher
2nd Militia (CO: Colonel Alva Gierke)	Green	Reliable	Hassad
4th Militia (CO: Colonel Kenneth Gunderson)	Green	Reliable	Park Place
5th Militia (CO: Colonel Lavern Henden)	Regular	Reliable	Les Halles
6th Militia (CO: Colonel David Kyster)	Veteran	Fanatical	Holt
9th Militia (CO: Colonel Theodore Kauk)	Regular	Reliable	Carbonis
10th Militia (CO: Colonel Cindy Meyer)	Veteran	Reliable	Bernardo
13th Militia (CO: Colonel Lloyd Reissing)	Regular	Questionable	Irian
15th Militia (CO: Colonel Nancy Rezac)	Regular	Reliable	Berenson
18th Militia (CO: Colonel Jerome Merz)	Green	Questionable	Connaught
20th Militia (CO: Colonel Jerome Stewart)	Regular	Reliable	Concord
23rd Militia (CO: Colonel Hazel Ward)	Green	Questionable	Keystone
25th Militia (CO: Colonel Anita Webel)	Green	Reliable	Dieudonne
30th Militia (CO: Colonel Stephen Harter)	Regular	Fanatical	Wing
31st Militia			
1st Battalion (CO: Colonel David Sloane)	Green	Reliable	Uhuru
2nd Battalion (CO: Colonel David Sloane)	Green	Reliable	Uhuru
3rd Battalion (CO: Colonel David Sloane)	Green	Reliable	Amity

FUSILIERS OF ORIENTE

Commander: General Marissa Morgan
Aide: Colonel Royal Buchanan
Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Ducal Guard (CO: Colonel Fannie Halas)	Elite	Fanatical	Tamarind
1st Brigade (CO: Colonel Roy Chapman Potemkin)	Elite	Fanatical	Griffith
2nd Brigade (CO: Colonel Donald Angstead)	Veteran	Reliable	Maxwell
3rd Brigade (CO: Colonel Lionel Asuelo)	Veteran	Reliable	Promised Land
4th Brigade (CO: Colonel Charleen Day)	Regular	Questionable	Oriente
5th Brigade (CO: Colonel Jerry Wagner)	Regular	Reliable	Thermopolis

PROTECTORATE GUARD

Commander: General Loren Bryce-Marik
Aide: Colonel Delroy Roche
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Iron Guards (CO: Colonel Virgil Ridgeway)	Regular	Fanatical	Bordon
Steel Guards (CO: Colonel Marilyn Stroud)	Green	Reliable	Kosciusko

SIRIAN LANCERS

Commander: General Helen Thrall
Aide: Colonel Martin Honish
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Lancers (CO: Colonel Ginny Ebaugh)	Green	Questionable	Savannah
2nd Lancers (CO: Colonel Davis Csencsics)	Regular	Reliable	Augustine
3rd Lancers (CO: Colonel Sally Hoffman)	Green	Questionable	Shiloh

SILVER HAWK IRREGULARS

Commander: General Martha "Slice 'n' Dice" Zuritas
Aide: Colonel Fran Jeankins
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Falcons (CO: Colonel Glendon Lorch)	Green	Reliable	Dubhe
Gryphons (CO: Colonel Toni McIver)	Regular	Reliable	Kalidasa

ORIENTE HUSSARS

Commander: General Bruce Gierke
Aide: Colonel Vandy Jolibis
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Hussars (CO: Colonel Roger Harsila)	Veteran	Reliable	Trellisane
2nd Hussars			
1st Battalion (CO: Colonel Arthur Rivernider)	Regular	Reliable	Oriente
2nd Battalion (CO: Colonel Arthur Rivernider)	Regular	Reliable	Shiro III
3rd Battalion (CO: Colonel Arthur Rivernider)	Regular	Reliable	Oriente
3rd Hussars			
1st Battalion (CO: Colonel Simon Dumoss)	Green	Reliable	Ipswitch
2nd Battalion (CO: Colonel Simon Dumoss)	Green	Reliable	Ipswitch
3rd Battalion, Charlie Company (CO: Colonel Simon Dumoss)	Green	Reliable	Dalton
4th Hussars (CO: Colonel Sherrie Dragoo)	Regular	Questionable	Atreus
5th Hussars (CO: Colonel Keith Kruchoski)	Green	Reliable	Sierra

OBJECTIVE RAIDS • UNITS

STEWART DRAGOONS

Commander: General Richard Balkema
Aide: Colonel Sherry Harrison
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Home Guards (CO: Colonel Virginia Nash)	Veteran	Reliable	Stewart
Juggernaut (CO: Colonel Leonard Stewart)	Regular	Reliable	Payvand

ORLOFF GRENADIERS

Commander: General Rod Davis
Aide: Colonel Larry Fallis
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Grenadiers (CO: Colonel Douglas Hoppe)	Regular	Reliable	Vanra
6th Grenadiers (CO: Colonel Patricia Loge)	Regular	Fanatical	Cerillos
8th Grenadiers			
1st Battalion (CO: Colonel Sandra Relph)	Regular	Reliable	Lesnovo
2nd Battalion (CO: Colonel Sandra Relph)	Regular	Reliable	Lesnovo
3rd Battalion (CO: Colonel Sandra Relph)	Regular	Reliable	Tematagi

REGULAN HUSSARS

Commander: General Tomaso Kinchuhara
Aide: Colonel Chester Taylor
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Hussars			
1st Battalion (CO: Colonel Mark Brandhauber)	Elite	Questionable	Regulus
2nd Battalion (CO: Colonel Mark Brandhauber)	Elite	Questionable	Regulus
3rd Battalion (CO: Colonel Mark Brandhauber)	Elite	Questionable	Wallis
2nd Hussars (CO: Colonel Janet Simmons)	Regular	Questionable	Avior
4th Hussars			
1st Battalion (CO: Colonel Falco Palmero)	Veteran	Questionable	Tiber
2nd Battalion (CO: Colonel Falco Palmero)	Veteran	Questionable	Mackenzie
3rd Battalion (CO: Colonel Falco Palmero)	Veteran	Questionable	Tiber
5th Hussars (CO: Colonel Thomas Orrfelt)	Veteran	Questionable	Chertan
9th Hussars (CO: Colonel Melvin Stone)	Green	Questionable	McAfee

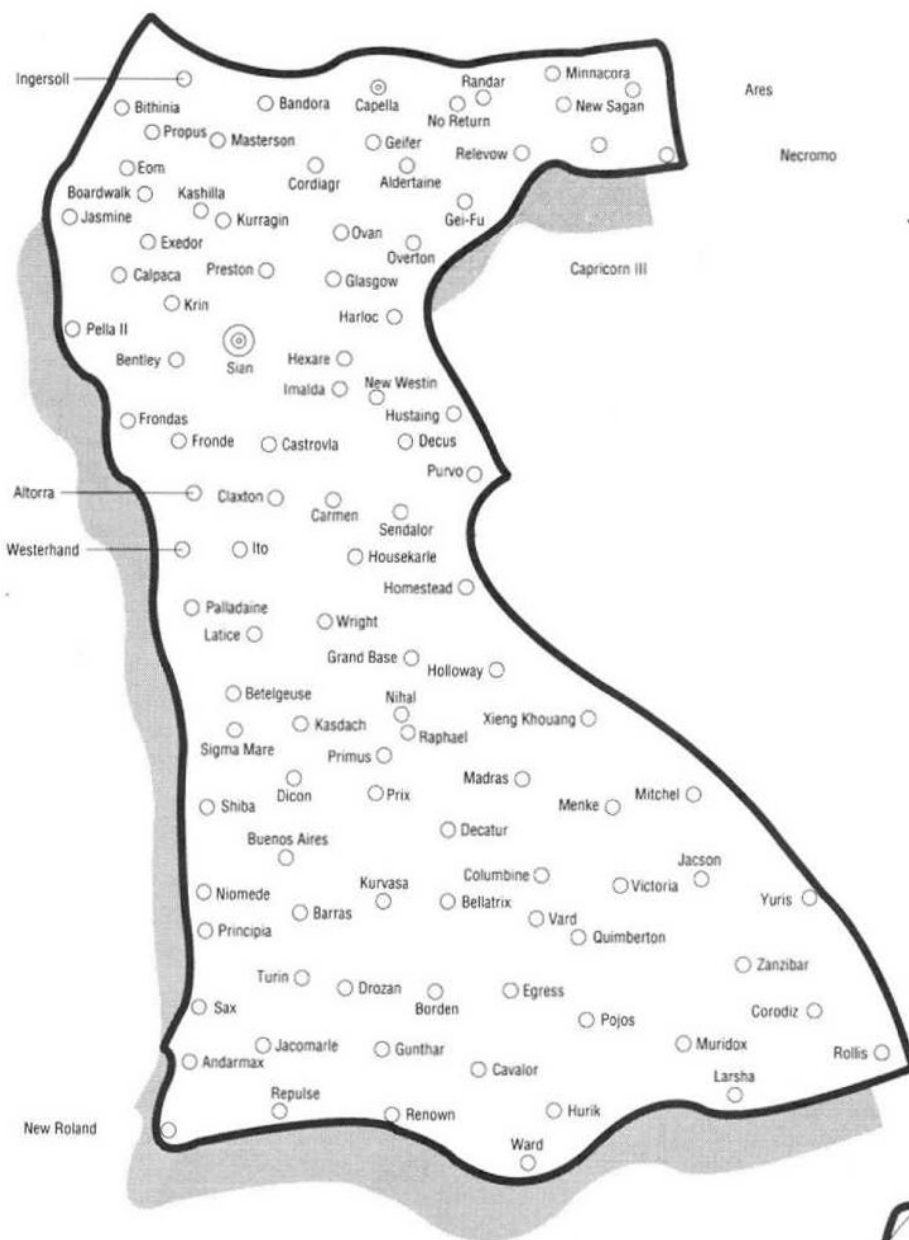
MERCENARIES

Mech Strength: 18 Regiments, 2 Battalions

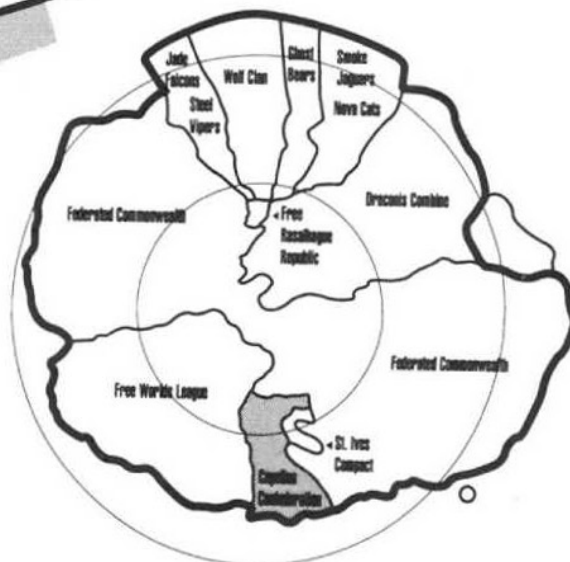
Unit Name	Experience Level	Loyalty	Homeworld
Always Faithful (CO: Colonel James Burrill Reil)	Regular	Reliable	Conquista
Bad Dream (CO: Colonel Henry Bortman)	Veteran	Reliable	Kendall
Barrett's Fusiliers (CO: Colonel Nikita Barrett)	Veteran	Reliable	Shuen Wan
Blackhearts (CO: Colonel Marcus Johnson)	Regular	Reliable	Cronulla
Carson's Renegades (1 Battalion) (CO: Colonel Mark Mead)	Regular	Questionable	Suzano
Crater-Cobras (2 Regiments)			
Crater-Cobras, 789th Striker (CO: Colonel Stephan Pryne)	Veteran	Reliable	Megrez
Crater-Cobras, Black Cobras (CO: Colonel Richard Burr)	Regular	Reliable	Cascade
Dragon's Breath (CO: Colonel Pete Tate)	Regular	Reliable	Rochelle
Greenburg's Godzillas (CO: Colonel Ivo Greenburg)	Veteran	Reliable	Nockatunga
Hermann's Hermits (CO: Colonel Hermann Aufkopfen)	Regular	Questionable	Thurrock
Kristen's Krushers (CO: Colonel Kristen Marik)	Regular	Reliable	Claybrooke
Langendorf Lancers (CO: Colonel Gregory Millsey)	Regular	Reliable	Colfax
Redfield Renegades (CO: Colonel Edward Redfield)	Veteran	Reliable	Harsefeld
1st Smithsonian's Chinese Bandits (CO: Colonel Ada Gubser)	Veteran	Reliable	Kyrkbacken
2nd Smithsonian's Chinese Bandits (CO: Colonel Ester Schomberg)	Regular	Reliable	Asuncion
Stealthy Tigers (CO: Colonel Yuri Rauschenbusch)	Regular	Reliable	Ventabren
Swann's Cavaliers (CO: Colonel Edmund Repplier)	Veteran	Reliable	Galisteo
21st Centauri Lancers (CO: Colonel Evelena Haskell)	Elite	Reliable	Nestor



OBJECTIVE RAIDS • UNITS



Map of the Pan Confederation



CAPELLAN ARMED SERVICES

(Deployment as of 3054)

Once considered a minor threat when compared to the other Great Houses, the Confederation seems finally to be coming into its own. Virtually unscathed by the Clan invasion, the Capellans instead suffered losses from their skirmishes with the St.Ives Compact, though even these were modest. The recent alliance between Sun-Tzu Liao and Isis Marik has broadened the Capellan power base and paved the way for a free exchange of arms with the Free Worlds League.

Commander: Chancellor Sun-Tzu Liao
Aide: Senior Colonel Elliot Knight
Mech Strength: 28 Regiments, 2 Battalions

CAPELLAN HUSSARS

Commander: Colonel William Reuf
Aide: Major Kay Gardner
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Red Lancers (CO: Colonel Andre Elias)	Elite	Fanatical	Sian
Bianford's Grenadiers (CO: Colonel Kenneth Razani)	Veteran	Fanatical	Capella

CHESTERTON RESERVES

Commander: Colonel Eric Esz
Aide: Major Ti Kansu
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Sung's Cuirassiers (CO: Colonel Andrea Sung)	Green	Reliable	Rollis
Kingston's Legionnaires (CO: Colonel Samuel Kingston)	Regular	Reliable	Minnacora

PERIPHERY GUARD

Commander: Colonel Norman Rockhill
Aide: Major Anders Jonas Saint-Beuve
Mech Strength: 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
Kincade's Rangers (2 Battalions) (CO: Colonel Laura Sedgwick)			
1st Battalion	Regular	Reliable	Repulse
2nd Battalion	Regular	Reliable	Minnacora

CONFEDERATION RESERVE CAVALRY

Commander: Colonel Daniel Lovitt
Aide: Major Maxwell Onamo
Mech Strength: 1 Regiment, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
2nd Confederation Reserve Cavalry (CO: Colonel Katherine Schmidt)	Regular	Reliable	Purvo
5th Confederation Reserve Cavalry (2 Battalions) (CO: Colonel Odelia Mitschke)			
1st Battalion	Green	Reliable	Yuris
2nd Battalion	Green	Reliable	Larsha

CAPELLAN RESERVES

Commander: Colonel Beryl Liderkin
Aide: Major Preston Carter
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Stapelton's Grenadiers (3 Battalions) (CO: Colonel William Assellin)			
1st Battalion	Regular	Reliable	Ingersoll
2nd Battalion	Regular	Reliable	Propus
3rd Battalion	Green	Reliable	Eorn

SARNA RESERVES

Commander: Colonel Edlef Hausle
Aide: Major Arnold Smaalden
Mech Strength: 1 Regiment, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Kamakura's Hussars (2 Battalions) (CO: Colonel Jeremiah Sagehorn)			
1st Battalion	Regular	Reliable	Hurik
2nd Battalion	Green	Reliable	Ward
Ishara's Grenadiers (2 Battalions) (CO: Colonel Choung Vong)			
1st Battalion	Regular	Reliable	Buenos Aires
2nd Battalion	Green	Reliable	Barras

MCCARRON'S ARMORED CAVALRY

Commander: Colonel Marcus Baxter
Aide: Major Sally Mardox
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Nightriders (CO: Colonel Rodney Finn)	Regular	Fanatical	Hustaing
Christobal's Regiment (CO: Colonel Samuel Christobal)	Elite	Fanatical	Harloc
The Wild Ones (CO: Colonel Otto Kung)	Reliable	Reliable	Overton
Gordon's Demons (CO: Colonel Vallory Gordon)	Veteran	Fanatical	Gei-Fu
Victor's Renegades (CO: Colonel Victor MacBride)	Veteran	Fanatical	Relevow

OBJECTIVE RAIDS • UNITS

MERCENARIES

*Mech Strength: 9 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
Ambermarle's Highlanders (1 Battalion)	Regular	Questionable	Xieng Khouang
(CO: Colonel Wendy "The Old Witch" Abelmarle)			
Bullard's Armored Cavalry (1 Battalion)	Green	Questionable	Zanzibar
(CO: Colonel Frank Bullard)			
Clifton's Rangers (1 Battalion)	Green	Questionable	New Roland
(CO: Major Mark Clifton)			
15th Dragon (4 Battalions)			
(CO: Colonel Jean Rosenburg)			
1st Battalion	Regular	Reliable	Ares
2nd Battalion	Regular	Reliable	Necromo
3rd Battalion	Green	Reliable	Capricorn III
4th Battalion	Veteran	Reliable	New Sagan
4th Tau Ceti Rangers (1 Battalion)	Veteran	Reliable	Sian
(CO: Colonel Shelly Jax)			
The Green Machine	Green	Questionable	Purvo
(CO: Colonel Maxwell Green)			
Gregg's Long Striders	Green	Questionable	Rollis
(CO: Colonel Gregg Car)			
Little Richard's Panzer Brigade (3 Battalions)			
(CO: Colonel Richard "Sugar Baby" Whitman)			
1st Battalion	Veteran	Questionable	Sax
2nd Battalion	Veteran	Questionable	Andarmax
3rd Battalion	Veteran	Questionable	Principia
Lockhardt's Ironsides (3 Battalions)			
(CO: Colonel Judith Lockhardt)			
1st Battalion	Regular	Reliable	Ito
2nd Battalion	Green	Reliable	Westerhand
3rd Battalion	Green	Reliable	Palladaine
Marshigama's Legionnaires	Veteran	Reliable	Homestead
(CO: Colonel Ju-lei Marshigama)			
Olson's Rangers (3 Battalions)			
(CO: Colonel Nicholas Olson)			
1st Battalion	Green	Questionable	Altorra
2nd Battalion	Green	Questionable	Frondas
3rd Battalion	Green	Questionable	Fronde
Rivaldi's Hussars (1 Battalion)	Green	Reliable	Bandora
(CO: Colonel George Sapir)			
St. Cyr's Armored Grenadiers (1 Battalion)	Green	Reliable	New Roland
(CO: Major Amy St. Cyr)			
Tooth of Ymir (3 Battalions)			
(CO: Colonel Susan Brownell Shadwell)			
1st Battalion	Veteran	Questionable	Niomedé
2nd Battalion	Veteran	Questionable	Shiba
3rd Battalion	Veteran	Questionable	Sigma Mare

WARRIOR HOUSES

*Mech Strength: 5 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
House Daidachi (2 Battalions)	Veteran	Fanatical	Drozan
(CO: House Master Marcus Valentino)			
House Fujita (2 Battalions)			
(CO: House Master Juan Bautista Wyeth)			
1st Battalion	Veteran	Reliable	Grand Base
2nd Battalion	Green	Reliable	Holloway
House Hiritsu (2 Battalions)			
(CO: House Master Virginia York)			
1st Battalion	Green	Reliable	No Return
2nd Battalion	Green	Reliable	Randar
House Ijori (2 Battalions)			
(CO: House Master Lucius Sibelius)			
1st Battalion	Green	Fanatical	Jasmine
2nd Battalion	Green	Fanatical	Pella II
House Imarra (2 Battalions)	Veteran	Fanatical	Sian
(CO: House Master Ion Rush)			
House Kamata (2 Battalions)	Veteran	Reliable	Betelgeuse
(CO: House Master Michaelangelo Schmidt)			
House LuSann (2 Battalions)			
(CO: House Master Jesse Villars)			
1st Battalion	Green	Reliable	Mitchel
2nd Battalion	Green	Reliable	Jacson
House Matsukai (2 Battalions)	Veteran	Reliable	Bithinia
(CO: House Master Guillaume Turgenev)			



ST. IVES MILITARY FORCES

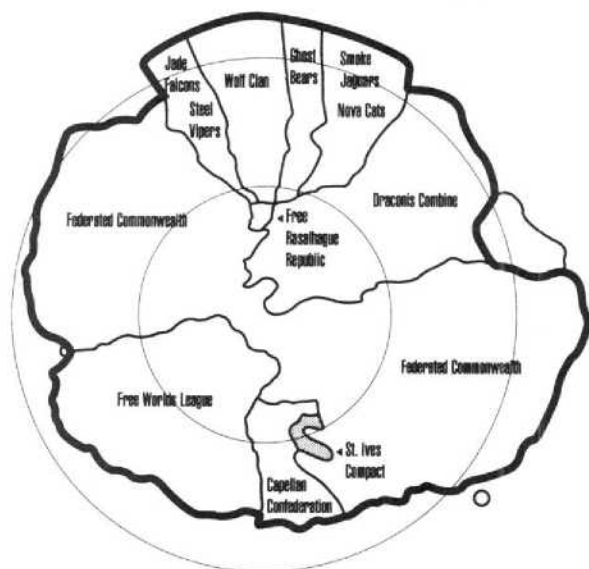
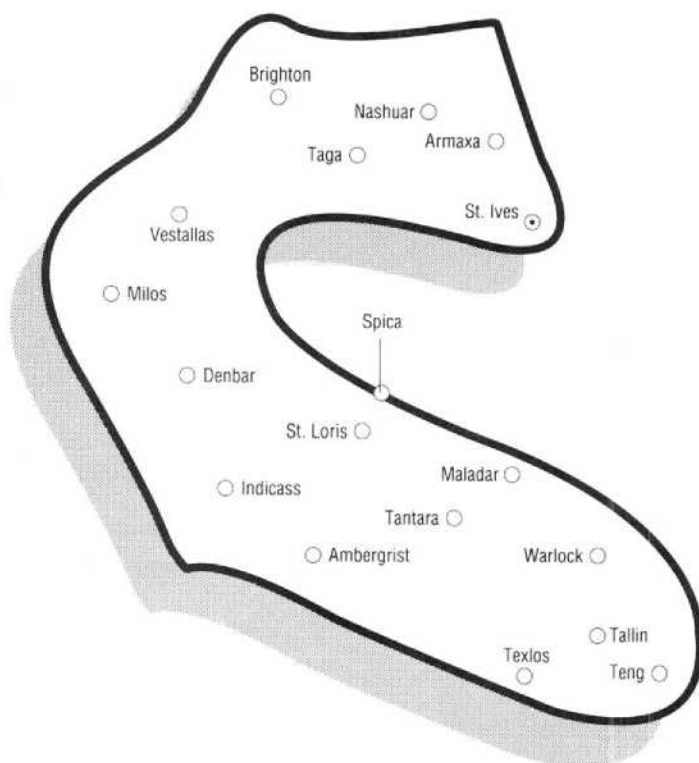
(Deployment as of 3054)

This tiny young state has been unable to expand its holdings, and periodic raids by House Liao seem intended to maintain that status quo. During the Clan invasion, the St. Ives Compact provided naval aid to House Davion to reinforce Steiner space, the full extent of their involvement in the conflict. Nothing of significance has changed for the Compact in the last five years, and it appears that state of affairs will continue for at least the next five years.

Commander: Duchess Candace Liao
AFFC Liaison: General Simone Devon
'Mech Strength: 9 Regiments, 1 Battalion

Unit Name Level	Experience	Loyalty	Homeworld
1st St. Ives Lancers (CO: Colonel Caroline Seng)	Veteran	Reliable	St. Ives
2nd St. Ives Lancers (CO: Colonel Timothy Bairn)			
1st Battalion (CO: Major Marcus Poling)	Veteran	Reliable	Armamax
2nd Battalion (CO: Major Alexander Sanford)	Regular	Reliable	Nashuar
3rd Battalion (CO: Major Rebecca Seton)	Regular	Reliable	Taga
St. Ives Cheveau Legers (CO: Colonel Cynthia Kerr)	Veteran	Reliable	Indicass
Raymond's Armored Infantry (CO: Colonel Samuel Raymond)	Regular	Reliable	Brighton
Aliesha's Mounted Fusiliers (CO: Colonel Aliesha Carling)	Regular	Reliable	Vestallas
Blackwind Lancers (CO: Colonel Leonid Perrin)			
1st Battalion (CO: Major Nichole Allings)	Regular	Reliable	Milos
2nd Battalion (CO: Major Trisha Smithson)	Regular	Questionable	Denbar
3rd Battalion (CO: Major Chad Murphy)	Green	Reliable	Texlos
St. Ives Academy Training Group Battalion (CO: Lieutenant General Christian Boehmer)	Green	Questionable	St. Ives
14th Donegal Guards RCT (CO: Hauptmann General W. J. Hardy)	Green	Reliable	Taga
7th F-C RCT (CO: Hauptmann General Timothy Seiser)	Green	Questionable	Nashuar
1st Illician Lancers (CO: General Brenda Bradley)			
1st Battalion (CO: Kommandant Victor Illingworth)	Veteran	Reliable	Ambergrist
2nd Battalion (CO: Kommandant Alica White)	Veteran	Reliable	Texlos
3rd Battalion (CO: Kommandant Julianne Stapleford)	Regular	Reliable	Texlos

Map of the St. Ives Compact



RASALHAGUE KUNGSARMÉ

(Deployment as of 3054)

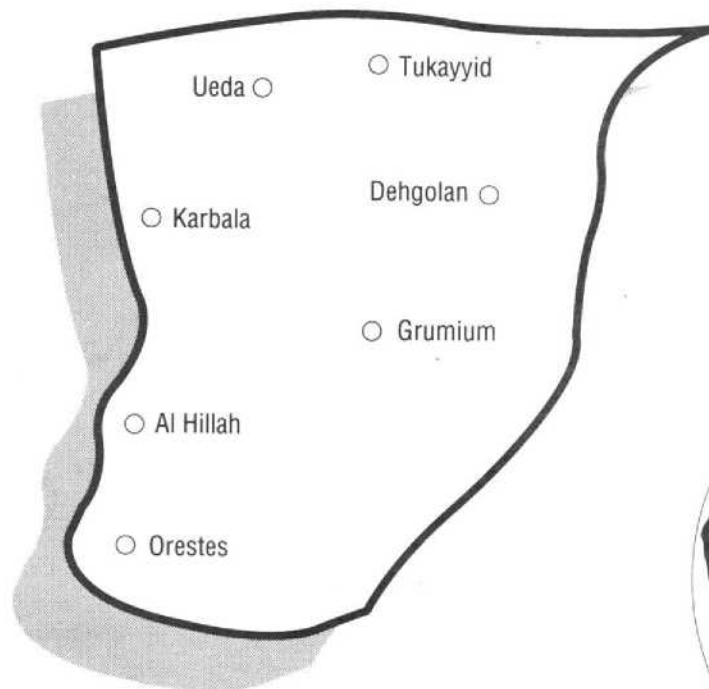
Nearly obliterated by Clan Wolf, Rasalhague is fortunate to have retained their six remaining worlds. Were it not for the efforts of Phelan Ward and the timely arrival of our Com Guard forces, the Republic would no longer exist. Com Guard retains a sizeable presence on Tukayyid and large garrisons on the other Rasalhague worlds, but the Rasalhague command structure has no control over these units. Information about these forces is available on a need-to-know basis only.

Commander: Generalmajor Margrethe Minuit
Aide: Överste Carl Sleipness
Mech Strength: 4 Regiments

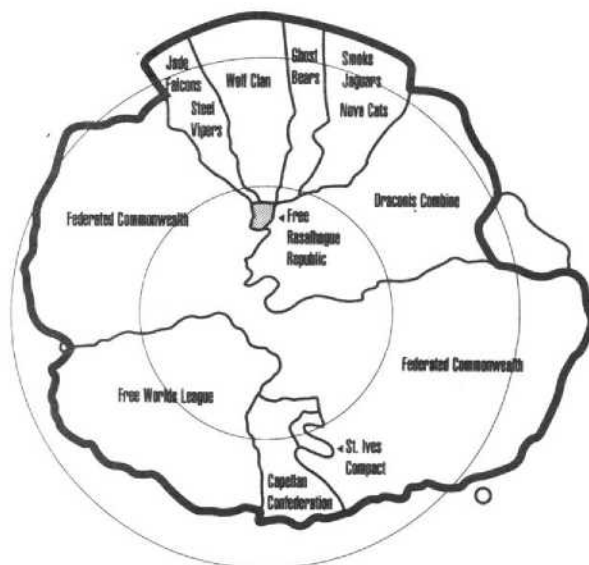
ORESTES (FORMERLY SKANDIA) PROVINCE

Commander: Generalmajor Beth Foglesong
Aide: Överste Bladen Gareux
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Black Outlaws (1 Battalion) (CO: Major Edwina Forrest)	Regular	Questionable	Karbala
3rd Draköns (1 Battalion) (CO: Överste Joan Dahlstrom)	Veteran	Fanatical	Ueda
4th Draköns (1 Battalion) (CO: Överste Carl Sleipness)	Veteran	Reliable	Ueda
2nd Freeman (2 Battalions) (CO: Överste Rhett Weaver)	Regular	Fanatical	Dehgolan
3rd Hussars (2 Battalions) (CO: Överste Hjalmer Olsen)	Regular	Fanatical	Grumium
2nd Kavalleri (CO: Överste Signa Pegrem)	Regular	Fanatical	Tukayyid
4th Kavalleri, 1st Battalion (CO: Överste Jeffery Cizek)	Regular	Fanatical	Al Hillah
4th Kavalleri, 3rd Battalion (CO: Överste Dolores Gunderson)	Regular	Fanatical	Orestes

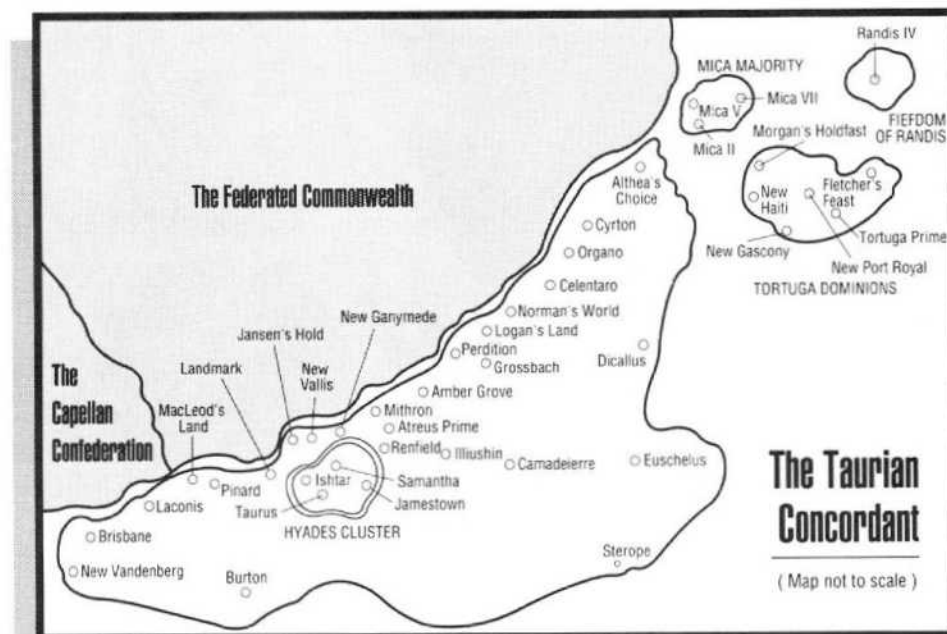
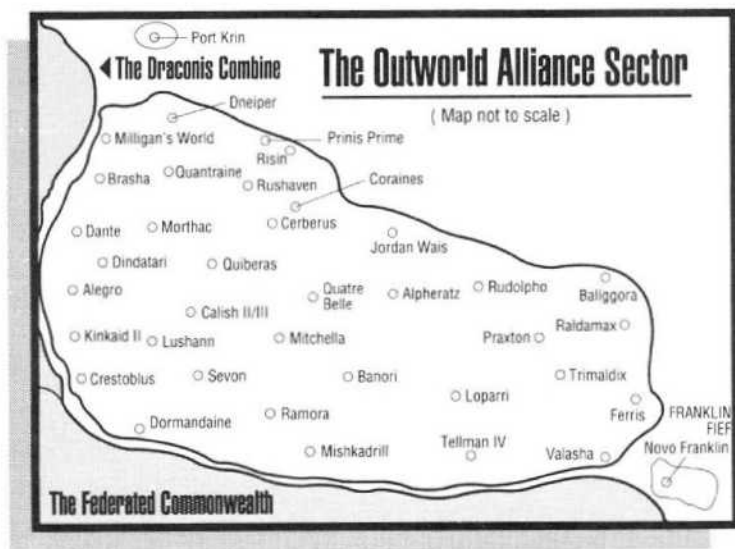


Map of the Free Rasalhague Republic

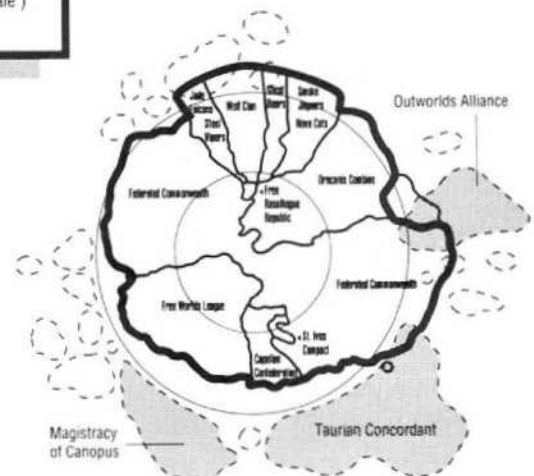




OBJECTIVE RAIDS • UNITS



Map of Periphery States



PERIPHERY STATES

The Clan invasion obliterated the Periphery states in its path, leaving the way open for the surviving states to become more powerful. The Periphery states that remain are now a force the Inner Sphere can no longer ignore.

The Clans must be credited with accomplishing one thing the Inner Sphere has repeatedly failed to do: they have cleared their section of the Periphery of pirates. Only the 3rd Battalion of Ryan's Rebels continues to elude them. All rumors that Susie Morggraine-Ryan has captured Clan machinery are unsubstantiated, though the rumor probably originated in her unprecedented success in raiding Clan-held worlds.

When the pirates of the Tortuga Dominions were rooted out and destroyed in 3042, the people of the Outworlds Alliance and the Taurian Concordat became accustomed to living free from the threat of attack. Such security was short-lived, however. Fuchida's Fusiliers raided the Precision Weaponry plant on Tancredi IV, then headed for the unclaimed space between the Concordat and the Alliance. Now they raid at will, armed with Star League weaponry.

Other units have also gone rogue. The mercenary unit Vinson's Vigilantes has set up shop beyond the Draconis-Outworlds border and is meeting little resistance from the Dragon's weak backside. And Simonson's Cutthroats are now a force to be reckoned with along the former Lyran Commonwealth's periphery.

A new generation of reavers is rising to take the place of those cast down, and it seems piracy is one curse of which we in the Successor States will never truly be free.

ALLIANCE MILITARY CORPS

(Deployment as of 3054)

Commander: President Neil Avellar II
Aide: Senior Chairman Maurice Avellar
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Alliance Borderers			
(CO: Chairman Fitzroy Candy)			
1st Battalion	Regular	Reliable	Ramora
(CO: Chairman David King)			
2nd Battalion	Regular	Reliable	Coraines
(CO: Chairman Ross Hibler)			
3rd Battalion	Green	Questionable	Mitchella
(CO: Chairman Russell Potter)			
The Alliance Grenadiers			
(CO: Chairman Janet Rice)			
1st Battalion	Veteran	Fanatical	Praxton
(CO: Chairman Cynthia Rice)			
2nd Battalion	Regular	Reliable	Baliggora
(CO: Chairman Wayne Girance)			
3rd Battalion	Regular	Reliable	Ferris
(CO: Chairman Irene Simonson)			
Avellar Guards			
(CO: Chairman Douglas Carmichael)			
1st Battalion	Regular	Fanatical	Sevon
(CO: Chairman Ginna Maynor)			
2nd Battalion	Regular	Fanatical	Alpheratz
(CO: Chairman Michael Nielson)			
3rd Battalion	Green	Fanatical	Alpheratz
(CO: Chairman Robert Timborski)			

MAGISTRACY ARMED FORCES

(Deployment as of 3054)

Commander: Magistrix Emma Centrella
Aides: Senior Colonels Holly Van Dame, Trisha Tellaverde, and Norbert Kingelt
Mech Strength: 14 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Magistracy Royal Guards			
(CO: Colonel Vernyce Alkobar)			
Raventhir's Iron Hand	Veteran	Fanatical	Canopus IV
(CO: Major Mariann Tudor)			
1st Canopian Cuirassiers	Veteran	Fanatical	Canopus IV
(CO: Major Margaret Zachara)			
2nd Canopian Cuirassiers	Regular	Fanatical	Canopus IV
(CO: Major Joseph Wulf)			
Chasseurs à Cheval			
(CO: Colonel Cynthia Evans)			
1st Canopian Light Horse	Regular	Reliable	Megarez
(CO: Major Darlene Ishora)			
2nd Canopian Light Horse	Regular	Reliable	Fanadir
(CO: Major Ardie Germaine)			
3rd Canopian Light Horse	Regular	Reliable	Adherwin
(CO: Major Betty Kadara)			
Canopian Fusiliers			
(CO: Colonel Sandra Aupriz)			
1st Canopian Fusiliers	Regular	Reliable	Lindenmarle
(CO: Major Darlene McKinnon)			
2nd Canopian Fusiliers	Regular	Reliable	Afarsin
(CO: Major Rita Stoleberg)			
3rd Canopian Fusiliers	Green	Reliable	Marantha
(CO: Major William Sangrey)			
Canopian Highlanders			
(CO: Colonel Oscar Long)			
Long's Light Lancers	Regular	Reliable	Dainmar
(CO: Major Daniel Hale)			
McGraw's Marauders	Veteran	Reliable	Majoris
(CO: Major Judith Wood)			
Nellie's Naughties	Green	Reliable	Luxen
(CO: Major Dorothy Skaw)			
Harcourt's Destroyers			
(CO: Colonel Kamala Rahman)			
Harcourt's Aliens	Regular	Reliable	Brixtona
(CO: Major Sheila Joncas)			
Drummond's Destroyers	Regular	Reliable	New Abilene
(CO: Major Alesha Lorre)			
Ramilie's Raiders			
(CO: Colonel Newton Ramilie)			
Command Battalion	Elite	Fanatical	Early Dawn
(CO: Major Paula Nupen)			
Assault Battalion	Veteran	Fanatical	Early Dawn
(CO: Major Nicholas Ramilie)			
Caesar's Cohorts (1 Battalion)	Regular	Reliable	Lockton
(CO: Major Worrell Orosco)			
1st Screaming Eagles			
(CO: Colonel Paul Hokola)			
1st Battalion	Veteran	Reliable	Booker
(CO: Major Caroline Kenning)			
2nd Battalion	Regular	Reliable	Bass
(CO: Major Thomas Raney)			
3rd Battalion	Regular	Questionable	Bethonolog
(CO: Major Kenneth Frear)			
2nd Screaming Eagles			
(CO: Colonel Zarfina Warrick)			
2nd Screaming Eagles, 1st Battalion	Regular	Questionable	Gambilon
(CO: Major Bryon Tarkington)			
2nd Screaming Eagles, 2nd Battalion	Regular	Reliable	Palladix
(CO: Major Christine Dankert)			
2nd Screaming Eagles, 3rd Battalion	Green	Questionable	Techné's Revenge
(CO: Major Gilbert Webb)			

OBJECTIVE RAIDS • UNITS



TAURIAN DEFENSE FORCES

(Deployment as of 3054)

Commander: Senior Marshal Brenda Calderon
Aide: Marchal Patrick Sterling
'Mech Strength: 15 Regiments

THE TAURIAN GUARD

Commander: Marshal Hadji Doru
Aide: Colonel Katherine Hamilton
'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Taurian Guard			
(CO: Colonel Samantha McGrinn)			
1st Battalion	Elite	Fanatical	Hyades Cluster
(CO: Subaltern Arthur Hedstrom)			
2nd Battalion	Veteran	Reliable	Taurus
(CO: Subaltern Tamatha Marshall)			
3rd Battalion	Veteran	Fanatical	Hyades Cluster
(CO: Subaltern Bradly Clayton)			
The Taurian Velites			
(CO: Colonel William Heise)			
1st Battalion	Veteran	Reliable	Taurus
(CO: Subaltern Charise Heiser)			
2nd Battalion	Veteran	Reliable	Hyades Cluster
(CO: Subaltern Margaret Doru-Trudel)			
3rd Battalion	Veteran	Reliable	Hyades Cluster
(CO: Subaltern Charles Calderon)			
The Concordat Commandos			
(CO: Colonel Jacob Mornay)			
1st Battalion	Veteran	Fanatical	Taurus
(CO: Subaltern Jean Trudel)			
2nd Battalion	Veteran	Reliable	Taurus
(CO: Subaltern William Renshaw)			
3rd Battalion	Veteran	Reliable	Grossbach
(CO: Subaltern David Grenadine)			

I CORPS

Commander: Marshal Valerie Makepeace
Aide: Colonel Adam Beufort
'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Concordat Jaegers			
(CO: Colonel Kai Shoguwu)			
1st Battalion	Veteran	Fanatical	New Vandenberg
(CO: Subaltern Brigid Heckman)			
2nd Battalion	Veteran	Reliable	Pinard
(CO: Subaltern Carol Trennouth)			
3rd Battalion	Veteran	Reliable	Burton
(CO: Subaltern James Howard)			
The Red Chasseurs			
(CO: Colonel Michael Griswald)			
1st Battalion	Regular	Reliable	Landmark
(CO: Subaltern Clarence Cheplak)			
2nd Battalion	Regular	Reliable	Brisbane
(CO: Subaltern Gerald Dildine)			
3rd Battalion	Veteran	Reliable	Logan's Land
(CO: Subaltern Barbara Schmidt)			
Gordon's Armored Cavalry			
(CO: Colonel Dick Gordon)			
Mitchell's Lancers	Veteran	Reliable	Dicallus
(CO: Subaltern Alberta Mitchell)			
Arrow's Chasseurs	Veteran	Questionable	Pinard
(CO: Subaltern Nathan Arrow)			
Simon's Banshees	Elite	Fanatical	New Vandenberg
(CO: Subaltern Carl Simon)			

II CORPS

Commander: Marshal Fiona Jamesen
Aide: Colonel Nim Chok Soo
'Mech Strength: 2 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
The Concordat Cuirassiers			
(CO: Colonel Philip Canderson)			
1st Battalion	Veteran	Reliable	Organo
(CO: Subaltern Joseph Timar)			
2nd Battalion	Veteran	Reliable	Perdition
(CO: Subaltern Theresa Smalley)			
3rd Battalion	Regular	Questionable	Atreus Prime
(CO: Subaltern Lucynda Hecker)			
The Hyades Light Infantry			
(CO: Colonel Tanis Verbret)			
1st Battalion	Veteran	Reliable	Jamestown
(CO: Subaltern Mohammed Chakravarti)			
2nd Battalion	Veteran	Reliable	Brinton
(CO: Subaltern Sarasvati Rinaldi)			
Longwood's Bluecoats			
(CO: Colonel Moses Longwood)			
Mac's Hell-Raisers	Veteran	Questionable	Perdition
(CO: Major Belinda MacKelvy)			
Ivan's Marauders	Veteran	Questionable	Euschelus
(CO: Major Ivan Tchorgin)			

OBJECTIVE RAIDS • UNITS

III CORPS

Commander: Marshal Victoria Norman
Aide: Colonel Robert Taylor
Mech Strength: 2 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
The Pleiades Hussars (CO: Colonel Boris Tharn)			
1st Battalion (CO: Subaltern Thomas Tepper)	Regular	Questionable	New Ganymede
2nd Battalion (CO: Subaltern Francis Whitten)	Green	Questionable	Celentaro
3rd Battalion (CO: Subaltern Gene Lind)	Green	Reliable	Celentaro
The Taurian Lancers (1st Regiment) (CO: Colonel Sergio McDaniel)			
1st Battalion (CO: Subaltern Richard Ody)	Regular	Reliable	Norman's World
2nd Battalion (CO: Subaltern Alan Mogliotti)	Green	Fanatical	Illushin
3rd Battalion (CO: Subaltern Eric Hiner)	Green	Questionable	Laconis
Bannockburn's Bandits (CO: Colonel Sylvia Bannockburn)			
Morgan's Lancers (CO: Major Katherine Morgan)	Veteran	Reliable	MacLeod's Land
Carter's Commandos (CO: Major Isaac Carter)	Regular	Reliable	MacLeod's Land

IV CORPS

Commander: Marshal Nelson Calderon-Sims
Aide: Colonel Dennis King
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Pleiades Lancers (CO: Colonel Cham Krithorng)			
1st Battalion (CO: Subaltern Florence Fowler)	Veteran	Reliable	Althea's Choice
2nd Battalion (CO: Subaltern Robert Kosimic)	Green	Questionable	Cyrton
3rd Battalion (CO: Subaltern Melissa MacBeth)	Regular	Reliable	Organo
The Taurian Lancers (2nd Regiment) (CO: Colonel Darlene McKinnon)			
1st Battalion (CO: Subaltern Terrance Sheffield)	Regular	Reliable	New Ganymede
2nd Battalion (CO: Subaltern Phillip Gordon)	Green	Questionable	New Vallis
3rd Battalion (CO: Subaltern William Sangrey)	Green	Reliable	Jansen's Hold

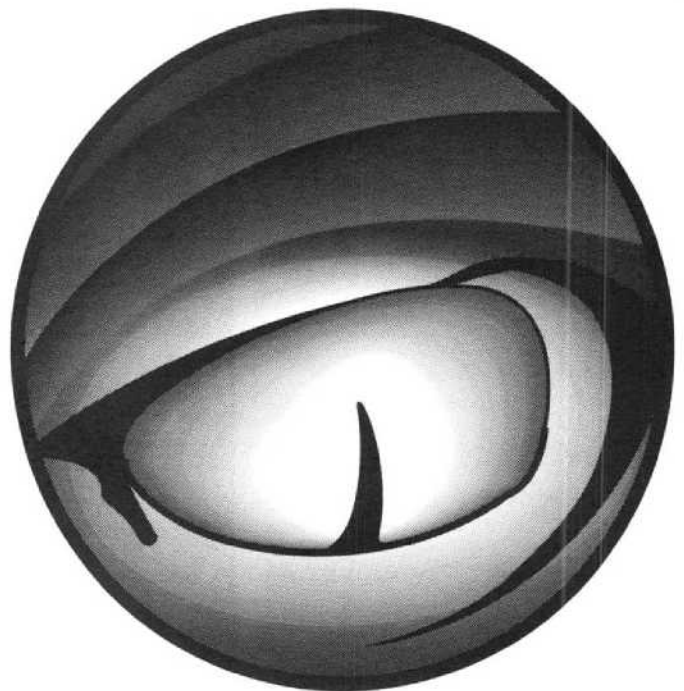
V CORPS

Commander: Marshal Walter Oehlerts
Aide: Colonel Elena Barkley
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Vandelay's Valkyries (CO: Colonel Faith Vandelay)			
The Lone Star Regiment (CO: Colonel George Brown)	Veteran	Questionable	Mithron

INDEPENDENTS

Unit Name	Experience Level	Loyalty	Homeworld
Vinson's Vigilantes (CO: Colonel Pada Vinson)	Regular	Questionable	Port Krin?
Fuchida's Fusiliers (1 Battalion) (CO: Major Twylla Sumerai)	Veteran	Reliable	Tortuga Prime?
1st Marian Legion (CO: Caesar Sean O'Reilly)	Regular	Reliable	Addhara
242nd Hussars (CO: Major Pierre Laval)	Regular	Fanatical	Lothario
Right Arm of Thor (1 Battalion) (CO: Overcaptain Gustaf Narder)	Regular	Reliable	Illyria
Left Arm of Thor (1 Battalion) (CO: Overcaptain Hassie Menker)	Regular	Reliable	Illyria
Black Warriors (CO: H.R. "Little Bob" McIntyre)	Regular	Reliable	Circinus
Simonson's Cutthroats (CO: Colonel Jeri Simonson)	Veteran	Reliable	Stafford
Ryan's Rebels (1 Battalion) (CO: Colonel Susie "One Eye" Morgaine-Ryan)	Veteran	Fanatical	?
Oberon Guards (Disarmed by Clans) (CO: General Johann Grimm)	Regular	Reliable	Oberon VI
Hsien Hotheads (CO: Unknown)	Regular	Questionable	?



INDUSTRIES

RAIDS

BORDER WORLDS

BORDER WORLDS

This section locates the Inner Sphere's important factory complexes and enumerates the products manufactured at each. Some components appearing here represent expansions to factories' current line of products. Alternative components for some 'Mechs are also included.

Defending military units on-planet, on-site, and within jump radius are noted as well.

Not all factories are of equal significance. A 'Mech plant is a far more tempting target for a raid than is a manufacturer of conventional armor. And a plant that produces *Atlases* is generally more desirable than a firm manufacturing *Locusts*.

THE CLAN FRONT

Now that the Clan offensive has been halted, it appears that the agreement that enabled the Clans to work together toward a common goal has been abandoned. The invaders have splintered their forces in order to hold their captured worlds against the armies of the Inner Sphere and their rivals in the other Clans.

Indeed, at the moment the Clans bear more resemblance to miniature Successor States than the juggernaut that rolled across the Inner Sphere two years ago. Optimistic observers believe the descendants of Kerensky will either so weaken themselves by inter-Clan warfare that they will be unable to spare the forces needed to launch another major assault, or that they will be forced to weaken their garrisons on captured worlds sufficiently for the Successor States to win back their territory.

These are probably vain hopes, but now, for the first time since the true scope of the invasion became known, the people of the Inner Sphere have once again begun to believe in a brighter future.

The planets along the Clan–Inner Sphere borders are so heavily defended that raiders must attack and retreat quickly enough to avoid being overwhelmed by reinforcements available from nearby worlds. No listing is given in this section for friendly units within jump distance of a planet: if the defenders have enough time to call for support, the raiding party will be destroyed.

FEDERATED COMMONWEALTH

The Tamar March remains in existence (in name at least) in order to reassure the people of the Commonwealth that their brethren on the captured worlds have not been forsaken. It also serves as a heavily fortified buffer zone between the Clans and the Donegal March.

Though the area boasts an exceptionally large number of units, the troop disposition in the area is fairly standard. The Wolf's Dragoons' five regiments are deployed as a ready-response group, and so range throughout the March with no set garrison.

A PLACE

Days to Jump Point: 9

Defending Units (On Planet)

23rd Arcturan Guards RCT
Lindon's Battalion

BABAESKI

Days to Jump Point: 12

Defending Units (On Planet)

3rd Crucis Lancers RCT
10th Deneb Light Cavalry

BALLYNURE

Days to Jump Point: 5

Defending Units (On Planet)

The Fighting Urakhai, 8th Striker (2 Battalions)
The Fighting Urakhai, Roman's Bar Hounds (1 Battalion)
1st Crucis Lancers RCT

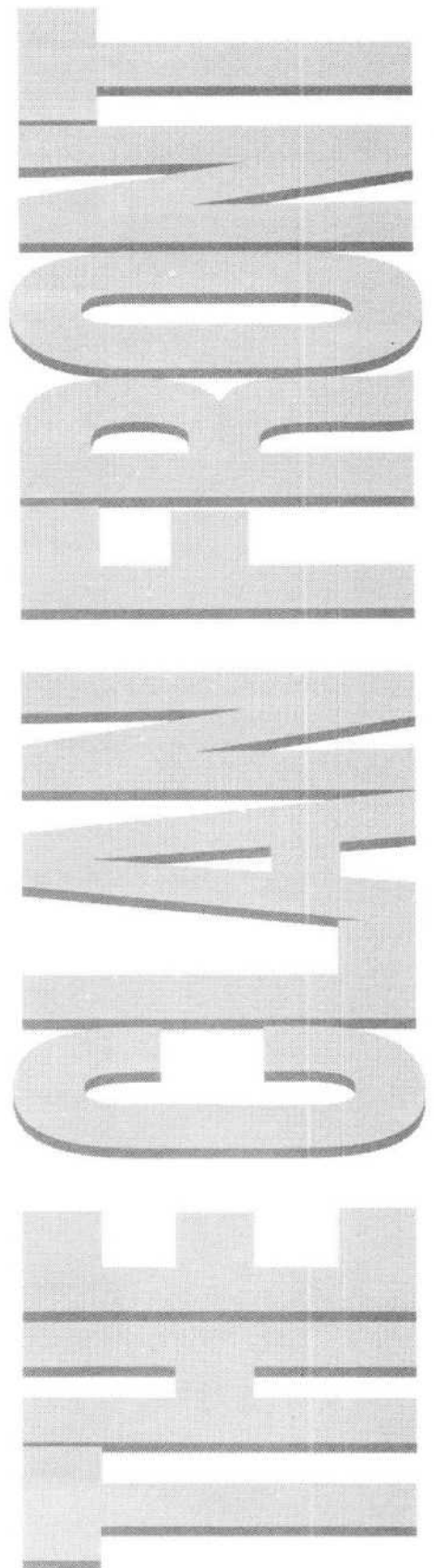
BARCELONA

Days to Jump Point: 8

Defending Units (On Planet)

17th Skye Rangers
24th Arcturan Guards RCT

Barcelona serves as a staging point from which the Commonwealth launches raids on the reserve units guarding Clan Jade Falcon's Periphery holdings. Re-capturing these worlds would disrupt the Falcons' supply lines back to the Clan homeworlds, and would force the redistribution of Clan frontline units needed elsewhere. The Falcon provisional garrison units have held up against all raids so far.



BLUE HOLE

Days to Jump Point: 4
Defending Units (On Planet)
 2nd Davion Guards RCT
 Stirling's Fusiliers (1 Battalion)

The surface of Blue Hole is dotted with small clear-water ponds of surprising depth, and many of the pools are connected by deep channels. Inner Sphere 'Mechs use these terrain features to great effect, essentially evening-out the Clan 'Mech's heat-efficiency advantage. Enemy 'Mechs are often able to close to short range without being detected, a tactic which negates the Clans' weapon-range superiority. The Commonwealth has done well in combat on this world.

CHAHAR

Days to Jump Point: 15
Defending Units (On Planet)
 1st Ceti Hussars RCT
 Knights of St. Cameron

Trellshire Heavy Industries

On-site Defending Units: Chahar PMM

COMPONENTS PRODUCED

Name	Component	Typical Use
Diverse Optics Type 10	Small Laser	Firestarter
Diverse Optics Type 18	Medium Laser	Thunderbolt
GM Whirlwind	AC/5	Condor

Because the Clan front is so near, Trellshire Heavy Industries is in the process of removing all technology from their Chahar facility and relocating the plant to a more secure position, deeper behind Commonwealth lines.

CLERMONT

Days to Jump Point: 7
Defending Units (On Planet)
 Narhal's Raiders (4 Battalions)
 22nd Avalon Hussars RCT (2 Battalions)

CRIMOND

Days to Jump Point: 12
Defending Units (On Planet)
 1st Argyle Lancers
 The Dioscuri (1 Battalion)
 2nd Chisholm's Raiders (2 Battalions)

DUSTBALL

Days to Jump Point: 21
Defending Units (On Planet)
 Gray Death Legion
 11th Avalon Hussars RCT

The once-infamous night clubs of Dustball are a thing of the past. When the Clans occupied a world only a jump away, civilian patronage of the Dustball resorts dwindled away to nothing. Recognizing her chance to damage the criminal Malthus family by closing down their businesses here, Archon Melissa Steiner Davion decreed that no armed-services personnel were allowed to spend their leave on Dustball. Because Kookien's Pleasure Pit is so near, the troops of the Commonwealth are not too upset by this rule. Now the huge, empty casinos host only 'Mech battles.

FT. LOUDON

Days to Jump Point: 7
Defending Units (On Planet): 10th Lyrans Guards RCT

GRACELAND

Days to Jump Point: 8

Defending Units (On Planet)

3rd Lyran Guards RCT

11th Donegal Guards (1 Battalion)

KELENFOLD

Days to Jump Point: 2

Defending Units (On Planet): Kelenfold TMM

Located "below" Tukayyid, Kelenfold is the only command center in the Tamar March completely safe from Clan attack.

KIKUYU

Days to Jump Point: 7

Defending Units (On Planet)

8th Deneb Light Cavalry RCT

Eridani Light Horse (21st Striker, 2 Battalions)

2nd Crucis Lancers RCT (1 Battalion)

KONIZ

Days to Jump Point: 3

Defending Units (On Planet)

1st Kathil Uhlans

Koniz TMM

Centrally located in the Commonwealth front, Koniz has become a key coordinating base for the F-C forces. However, the planet is very vulnerable to attack, and so the brass are careful to avoid placing too much reliance on continued operations from this world.

KOOKEN'S PLEASURE PIT

Days to Jump Point: 7

Defending Units (On Planet)

2nd Grave Walkers

1st Robinson Rangers RCT

This disreputable world is frequented by border troops on rest and recreation. Because of this planet's popularity as a destination for R&R, would-be Clan raiders always run into more forces than expected when they turn their sights on this planet.

MEACHAM

Days to Jump Point: 19

Defending Units (On Planet): 3th Donegal Guards

MKURANGA

Days to Jump Point: 6

Defending Units (On Planet)

5th Davion Guards RCT

25th Arcturan Guards RCT

Because Hot Springs was taken by Clan Jade Falcon, Mkuranga is now the designated command center for the Hot Springs Command Zone.

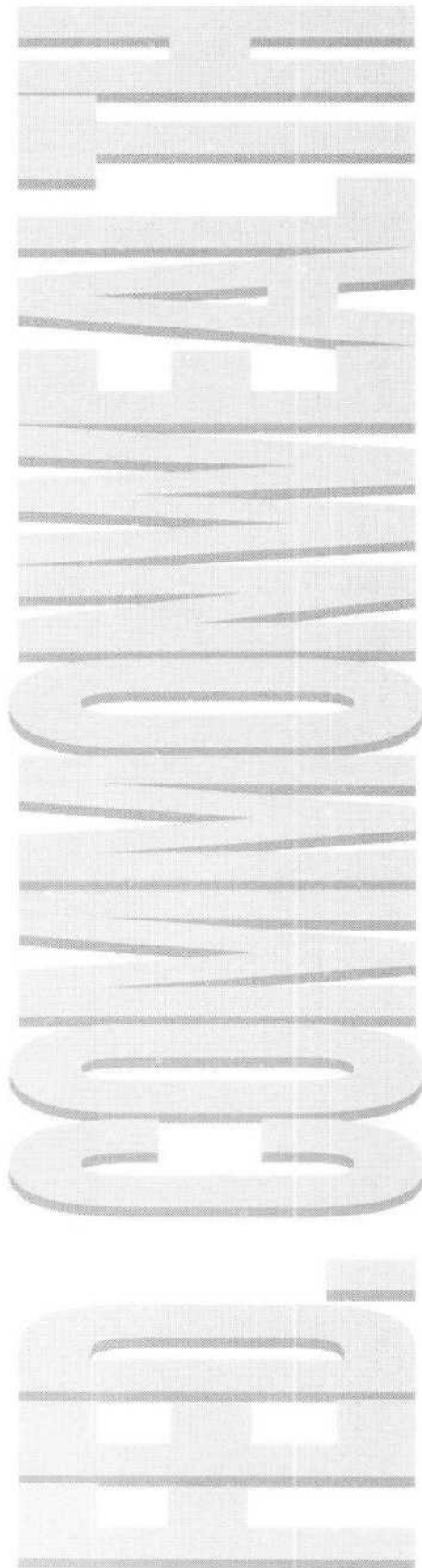
MOGYOROD

Days to Jump Point: 9

Defending Units (On Planet)

1st Kearney Highlanders

Eridani Light Horse (151st Light Horse)



MORGES

Days to Jump Point: 17

Defending Units (On Planet)

- 4th Skye Rangers RCT (2 Battalions)
- 20th Arcturan Guards RCT (1 Battalion)

PANDORA

Days to Jump Point: 4

Defending Units (On Planet): 4th Davion Guards RCT

Pandora is home to two of the Commonwealth's least efficient weaponry producers, Red Devil Industries and the Quikscell Company. The Quikscell plant is currently being disassembled for removal to the Commonwealth's interior, but moving Red Devil Industries presents a more difficult problem.

First of all, the Red Devil facilities are in such poor shape ("held together by duct tape, bailing wire, and prayer" according to one reporter) that the Commonwealth is seriously questioning whether the machinery is even worth relocating, and whether it would survive the trip. The nightmare of jury-rigged systems may also prove impossible to reassemble.

Secondly, the corrupt nobility of Pandora does not want to see their main source of revenue pack up and leave. They are proving adept at blackmailing support for their cause.

Red Devil Industries

On-site Defending Units: 10th F-C RCT

Vehicles Produced

- RFL-5D Rifleman ('Mech)
- BLR-3S BattleMaster ('Mech)
- Pegasus Scout Hover Tank
- Condor Hover Tank
- Centipede Scout Car (Skulker variant)

COMPONENTS PRODUCED

Name	Component	Typical Use
Kallon Type IV	Chassis	Rifleman
Hollis Mark X	Chassis	BattleMaster
Jones 105	I.C.E.	Pegasus
Jones 75	I.C.E.	Centipede
Jones 165	I.C.E.	Condor
Hermes 240 XL	Fusion Engine	Rifleman
Kallon Royalstar	Armor	Rifleman
ProtecTech 6	Armor	Pegasus and Centipede
StarSlab/9.5 Mk II	Armor	Condor
Exeter LongScan with ReconLock	Communications System	Pegasus
Scuti Dualcom	Communications System	Centipede
Garret T-11a	Communications System	Rifleman
Garret D2j	Targeting/Tracking System	Rifleman
Hartford Co XKZ 1	Targeting/Tracking System	BattleMaster
Salamander Systems	Targeting/Tracking System	Pegasus CommPhase Unit
SureFire MiniGun	Machine Gun	Condor
FarFire	LRM-20	BattleMaster
StarStreak Heavy	SRM-6	Pegasus

Quikscell Company

On-site Defending Units: Pandora College Training Battalion

Vehicles Produced

- Tracked APC
- Scorpion Tank
- LRM Carrier
- SRM Carrier

COMPONENTS PRODUCED

Name	Component	Typical Use
InterComBust 60	I.C.E.	APC
InterComBust 100	I.C.E.	Scorpion
InterComBust 180	I.C.E.	LRM and SRM Carriers
ProtecTech Light	Armor	Scorpion

PASIG

Days to Jump Point: 2

Defending Units (On Planet)

Davion Light Guards RCT

12th Deneb Light Cavalry (1 Battalion)

RASALGETHI

Days to Jump Point: 5

Defending Units (On Planet)

Blue Star Irregulars (1894th Light Horse)

6th Lyrans Guards RCT

TOMANS

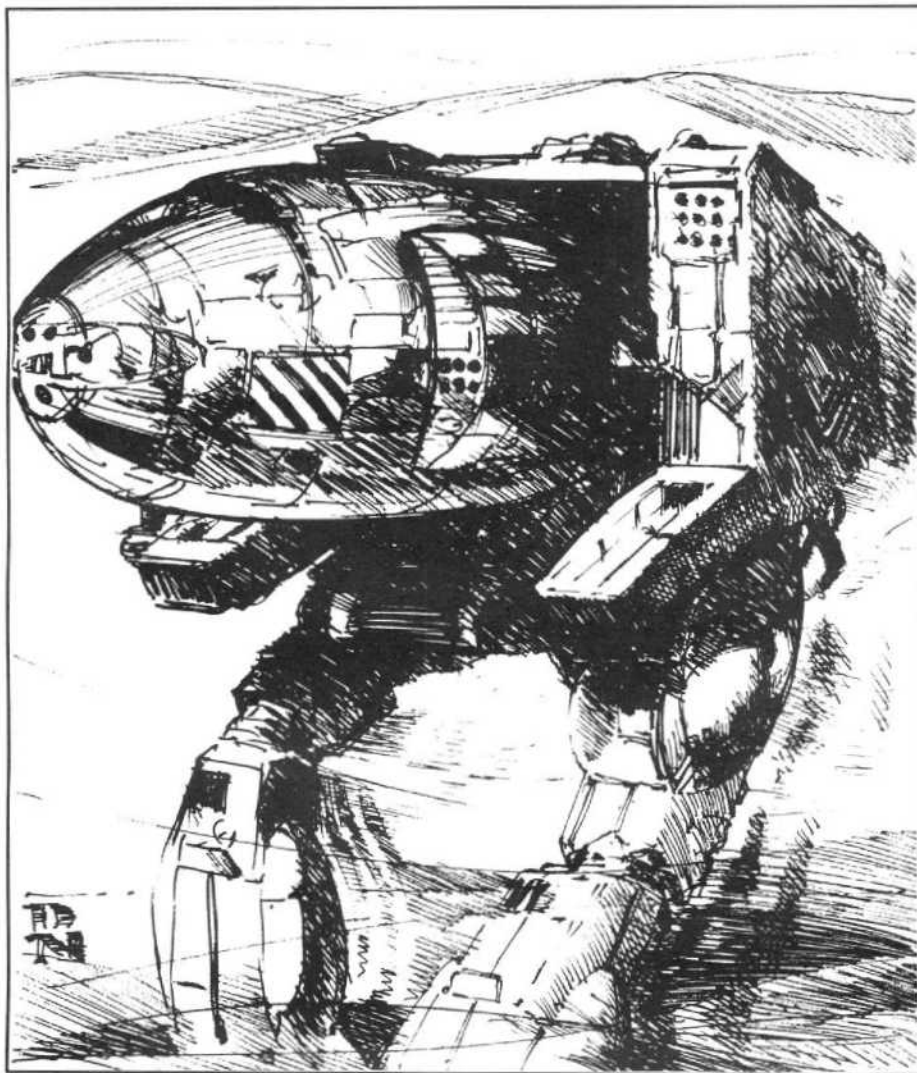
Days to Jump Point: 3

Defending Units (On Planet)

Kell Hounds (2 Regiments)

Barber's Marauder IIs (1 Battalion)

Units based on Tomans can easily launch attacks against worlds held by the Jade Falcon, Steel Viper, or Wolf Clans.



RED. COMBAT

CLAN JADE FALCON AND CLAN STEEL VIPER OCCUPATION ZONE

AIYINA

Days to Jump Point: 5

Defending Units (On Planet): 2nd Falcon Jaegers, Delta Galaxy (F)

ANTARES

Days to Jump Point: 11

Defending Units (On Planet)

195th Striker Cluster, Beta Galaxy, Steel Vipers (F)

5th Viper Regulars, Chi Galaxy (PGC)

11th Viper Regulars, Chi Galaxy (PGC)

BAKER 3

Days to Jump Point: 14

Defending Units (On Planet): 305th Assault Cluster, Gamma Galaxy, Jade Falcons (F)

BENFLED

Days to Jump Point: 22

Defending Units (On Planet)

3rd Fang, Rho Galaxy, Steel Vipers (PGC)

4th Fang, Rho Galaxy, Steel Vipers (PGC)

BLACK EARTH

Days to Jump Point: 4

Defending Units (On Planet): 89th Striker Cluster, Vau Galaxy, Jade Falcons (F)

BLACKJACK

Days to Jump Point: 9

Defending Units (On Planet): 80th Fang, Omega Galaxy, Steel Vipers (PGC)

As soon as the Steel Vipers took this world, they investigated the Blackjack School of Conflict based here. No one knows what they found, but it was apparently not to their taste, as they leveled the Blackjack campus almost immediately.

BLAIR ATHOLL

Days to Jump Point: 6

Defending Units (On Planet)

Viper Guards, 4th Cluster, Alpha Galaxy (F)

400th Assault Cluster, Alpha Galaxy, Steel Vipers (F)

1st Legion, Chi Galaxy, Steel Vipers (PGC)

Blair Atholl is a dreary world covered by constant drizzling rains. Troops squelch through a landscape blanketed by an enormous amount of fungi, varying in size and shape but uniformly drab in color.

BONE-NORMAN

Days to Jump Point: 7

Defending Units (On Planet): 94th Striker Cluster, Vau Galaxy, Jade Falcons (F)

The desolate Periphery world of Bone-Norman has recently gained significance as the Jade Falcons try to use the forces here to secure their flank against the Federated Commonwealth. Combat in the wind-carved badlands of this planet has been described as "positively eerie."

GOAT PATH

Days to Jump Point: 3

Defending Units (On Planet)

126th Striker Cluster, Beta Galaxy, Steel Vipers (F)
Viper Fusiliers, 1st Cluster, Beta Galaxy (F)

Conventional vehicles are useless on this world of abrupt peaks and chasms. The Davion Guards have had several successes raiding this planet using Mech-supported heavy VTOLs.

GRAUS

Days to Jump Point: 8

Defending Units (On Planet)

38th Phalanx, Zeta Galaxy, Steel Vipers (PGC)
71st Phalanx, Zeta Galaxy, Steel Vipers (PGC)

HOT SPRINGS

Days to Jump Point: 7

Defending Units (On Planet): 5th Battle Cluster, Delta Galaxy, Jade Falcons (F)

This former F-C command post now anchors the Clan-Commonwealth border.

JABUKA

Days to Jump Point: 13

Defending Units (On Planet)

Viper Guards, 1st Cluster, Alpha Galaxy (F)
Viper Guards, 2nd Cluster, Alpha Galaxy (F)
5th Legion, Rho Galaxy, Steel Vipers (PGC)

LA GRAVE

Days to Jump Point: 8

Defending Units (On Planet)

1st Falcon Jaegers, Gamma Galaxy (F)
2nd Talon, Iota Galaxy, Jade Falcons (PGC)

MALIBU

Days to Jump Point: 10

Defending Units (On Planet): 124th Striker Cluster, Gamma Galaxy, Jade Falcons (F)

MONTMARCAULT

Days to Jump Point: 11

Defending Units (On Planet)

141st Phalanx, Rho Galaxy, Steel Vipers (PGC)
164th Phalanx, Rho Galaxy, Steel Vipers (PGC)

ORKNEY

Days to Jump Point: 12

Defending Units (On Planet)

144th Phalanx, Psi Galaxy, Steel Vipers (PGC)
165th Phalanx, Psi Galaxy, Steel Vipers (PGC)

The planet is within striking distance of the major Commonwealth base at Tomans, and so, understandably, this base is coveted by the Jade Falcons.

PARAKOILA

Days to Jump Point: 4

Defending Units (On Planet)

1st Fang, Zeta Galaxy, Steel Vipers (PGC)
2nd Fang, Zeta Galaxy, Steel Vipers (PGC)

QUARELL

Days to Jump Point: 2

Defending Units (On Planet)

- 1st Falcon Velites, Gamma Galaxy (F)
- Nega Garrison Cluster, Iota Galaxy (PGC)

ROADSIDE

Days to Jump Point: 3

Defending Units (On Planet): 4th Falcon Velites, Vau Galaxy (F)

SUDETEN

Days to Jump Point: 4

Defending Units (On Planet): Falcon Guards, Gamma Galaxy (F)

Olivetti Weaponry

On-site Defending Units: 6th Falcon Regulars, Iota Galaxy (PGC)

Vehicles Produced

- TDR-9S Thunderbolt ('Mech)
- WHM-7S Warhammer ('Mech)
- Hunter Support Tank
- J. Edgar HoverTank

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerk TDR	Chassis	Thunderbolt
StarCorp 100	Chassis	Warhammer
Leenex 145	Fusion Engine	J. Edgar
Vox 280	Fusion Engine	Warhammer
Magna 245	Fusion Engine	Hunter
Magna 260	Fusion Engine	Thunderbolt
Durallex Heavy	Armor	Warhammer
StarSlab/5.5	Armor	Hunter
StarSlab/7	Armor	J. Edgar
Olivetti 200	Machine Gun	Thunderbolt

The Olivetti Weaponry factory is actually a recently restored Star League 'Mech plant. While still outdated by Clan standards, this factory appears to have some value to the Jade Falcons.

Trellshire Heavy Industries

On-site Defending Units: 8th Falcon Regulars, Iota Galaxy (PGC)

Vehicles Produced

- SturmFeur Tank
- Demolisher Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
255 InterComBust	I.C.E.	SturmFeur
240 InterComBust	Alternate Engine	Demolisher
ProtecTech 6	Armor	SturmFeur
Durandal 160	Armor	Demolisher
Angst 2100-b	Communications System	SturmFeur
Omicron 1500	Communications System	Demolisher
SturmFeur Highlight with BlindFire	Targeting/Tracking System	SturmFeur Radar
Omicron VII	Targeting/Tracking System	Demolisher
185mm ChemJet Gun	AC/20	Demolisher
Trellshire MiniGun	Machine Gun	SturmFeur
SturmFeur	LRM-20	SturmFeur

WALDORFF

Days to Jump Point: 10

Defending Units (On Planet)

- 9th Fang, Omega Galaxy, Steel Vipers (PGC)
- 10th Fang, Omega Galaxy, Steel Vipers (PGC)

CLAN WOLF OCCUPATION ZONE

Inner Sphere generals have been reluctant to strike at the Clans from worlds "below" Tukayyid, for fear the Clans will view such an action as just cause to break their oath to stop their advance. The Wolves are subject to Inner Sphere attack from only two worlds, Domain and Altenmarkt. The border they share with the Jade Falcons is the most likely direction from which an attack would be made.

ALTENMARKT

Days to Jump Point: 10

Defending Units (On Planet): 13th Wolf Guards (Wolf Spiders), 3rd Cluster, Beta Galaxy (F)

An ice age is currently unfolding on Altenmarkt. Massive glaciers make land movement treacherous, but 'Mechs do not have much of a problem with overheating.

DOMAIN

Days to Jump Point: 9

Defending Units (On Planet): 11th Battle Cluster, Gamma Galaxy (F)

Domain has gently rolling hills and wide plains, open terrain that serves as a valuable ally to Clan Wolf by allowing them to use their extended-range weapons without restrictions.

CLAN GHOST BEAR OCCUPATION ZONE

Outbid by the Wolves on one side and the Smoke Jaguars and Nova Cats on the other, the Ghost Bears have been forced into a narrow corridor of occupation with few worlds beyond their fellow Clansmen's reach. By unspoken consent, the Ghost Bears and the Wolves have left their mutual border lightly guarded in order to more heavily garrison their outer borders.

ARDOZ

Days to Jump Point: 9

Defending Units (On Planet): 68th Striker Cluster, Kappa Galaxy (F)

EGUILLES

Days to Jump Point: 5

Defending Units (On Planet): 14th Battle Cluster, Theta Galaxy (F)

KRENICE

Days to Jump Point: 7

Defending Units (On Planet): 1st Bear Guards Assault Cluster, Alpha Galaxy (F)

It is hard to believe this ruined planet was once the site of much of House Kurita's industry, so thorough were the Combine troops in carrying out their government's "scorched earth" policy. The Bears were glad to gain it, nonetheless, because it makes an excellent base from which to raid into a densely populated portion of Combine space.

MANNEDORF

Days to Jump Point: 5

Defending Units (On Planet): 139th Striker Cluster, Alpha Galaxy (F)

MAULE

Days to Jump Point: 4

Defending Units (On Planet): 304th Assault Cluster, Theta Galaxy (F)

Maule is a hard world, yielding many gemstones but little plant life. The deserts of this planet are growing steadily, as the biting winds slowly grind all exposed rock into gritty sand.

CLAN
WOLF
GHOST
BEAR
/

RUBIGEN

Days to Jump Point: 8

Defending Units (On Planet): 332nd Assault Cluster, Theta Galaxy (F)

This icy world is of little importance to the Ghost Bears now, under the oath not to pass Tukayyid, but when the Clan invasion begins again, it will be the spearhead of their drive into the Inner Sphere.

SETUBAL

Days to Jump Point: 4

Defending Units (On Planet): 73rd Battle Cluster, Kappa Galaxy (F)

STERNWERDE

Days to Jump Point: 3

Defending Units (On Planet): 12th Bear Chevaliers, Theta Galaxy (F)

TOFFEN

Days to Jump Point: 9

Defending Units (On Planet): 8th Bear Cuirassiers, Kappa Galaxy (F)

UTRECHT

Days to Jump Point: 8

Defending Units (On Planet): 1st Bear Guards, Alpha Galaxy (F)



CLAN SMOKE JAGUAR AND CLAN NOVA CAT OCCUPATION ZONE

ASGARD

Days to Jump Point: 3

Defending Units (On Planet): 4th Jaguar Dragoons, Epsilon Galaxy (F)

AVON

Days to Jump Point: 6

Defending Units (On Planet)

1st Claw, Xi Galaxy, Nova Cats (PGC)

3rd Claw, Xi Galaxy, Nova Cats (PGC)

The Mech-carrying DropShips produced here are naturally a Clan priority. It is little wonder that neither the Smoke Jaguars nor the Nova Cats would fully relinquish this world to the other Clan. Avon is also important for its position within a jump of Luthien.

Matabushi, Inc.

On-site Defending Units

1st Jaguar Guards, Beta Galaxy (F)

1st Nova Cat Guards Assault Cluster, Alpha Galaxy (F)

Vehicles Produced

Union (DropShip)

Overlord (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
V250	Interplanetary Drive	Union
V450	Interplanetary Drive	Overlord

BJARRED

Days to Jump Point: 12

Defending Units (On Planet)

189th Striker Cluster, Sigma Galaxy, Nova Cats (F)

115th Phalanx, Chi Galaxy, Nova Cats (PGC)

CARIPARE

Days to Jump Point: 8

Defending Units (On Planet)

2nd Jaguar Guards Striker Cluster, Beta Galaxy (F)

1st Nova Cat Guards Battle Cluster, Alpha Galaxy (F)

5th Nova Cat Regulars, Omicron Galaxy (PGC)

CHUPADERO

Days to Jump Point: 14

Defending Units (On Planet)

246th Battle Cluster, Sigma Galaxy, Nova Cats (F)

11th Claw, Chi Galaxy, Nova Cats (PGC)

CYRENAICA

Days to Jump Point: 17

Defending Units (On Planet)

449th Assault Cluster, Alpha Galaxy, Nova Cats (F)

4th Nova Cat Regulars, Omicron Galaxy (F)

HYNER

Days to Jump Point: 6

Defending Units (On Planet): 3rd Jaguar Cavaliers, Delta Galaxy (F)

IRECE

Days to Jump Point: 12

Defending Units (On Planet): All units stationed at factory site

LexaTech Industries

On-site Defending Units

1st Nova Cat Guards Striker Cluster, Alpha Galaxy (F)

5th Claw, Omicron Galaxy, Nova Cats (PGC)

6th Claw, Omicron Galaxy, Nova Cats (PGC)

Vehicles Produced

STG-A5 Stinger LAM

COMPONENTS PRODUCED

Name	Component	Typical Use
LexaTech 300	Chassis	Stinger LAM
Riese-100	Armor	Stinger LAM
O/P 900	Communications System	Stinger LAM
O/P 911	Targeting/Tracking System	Shipped to Alshain for Locust
O/P LAMTRACK 50	Targeting/Tracking System	Stinger LAM

Land-Air 'Mechs are rare even within the Clans, and the Nova Cats have gained a great deal of prestige for capturing the LexaTech Industries plant.

JEANETTE

Days to Jump Point: 2

Defending Units (On Planet)

Nova Cat Lancers, Sigma Galaxy (F)

10th Claw, Chi Galaxy, Nova Cats (PGC)

The planet Jeanette is one big ocean. Though a few islands are sprinkled across the planet's surface, the only sizable solid surfaces are the polar ice caps. The Nova Cats are fond of battling at the edge of the icesheets, in constant peril of being caught on one of the great bergs that thunder free to drift across the open water.

JERONIMO

Days to Jump Point: 12

Defending Units (On Planet): 2nd Jaguar Regulars, Zeta Galaxy (PGC)

The northern continent of Jeronimo is blanketed by a forest of huge trees. This ancient woodland made such a powerful impression on the women and men who colonized this world that many chose to relinquish the comforts of "civilization" in order to live among the branches of these giants.

When the Draconis Combine claimed the planet in 2320, the people of Jeronimo accepted their new rulers without comment. The industrial cities of the southern continent welcomed membership in a larger, more powerful nation, and abundant fossil fuels made plundering the northern forest uneconomical. (Or perhaps even the soldiers of the Combine were impressed by the ancient forest.) The forest's inhabitants were allowed to continue their isolated life unmolested.

The Smoke Jaguars appear to hold the northern wood in the same awed reverence experienced by all inhabitants of this world.

The foliage is too dense for aircraft to penetrate, but jump-capable 'Mechs with hand actuators can travel the lower and mid-level branches with a fair degree of success, and the forest is said to be a LAM's paradise.

KABAH

Days to Jump Point: 5

Defending Units (On Planet): 19th Striker Cluster, Delta Galaxy, Smoke Jaguars (F)

KANOWIT

Days to Jump Point: 15

Defending Units (On Planet)

489th Assault Cluster, Alpha Galaxy, Nova Cats (F)

9th Nova Cat Regulars, Omega Galaxy (PGC)

KIAMBA

Days to Jump Point: 16

Defending Units (On Planet): 362nd Assault Cluster, Beta Galaxy, Smoke Jaguar (F)

Kiamba is covered by huge shallow seas and extensive swamplands. Insects thrive, attaining unusual and horrifying size.

MUALANG

Days to Jump Point: 9

Defending Units (On Planet)

119th Striker Cluster, Delta Galaxy, Nova Cats (F)

15th Claw, Omega Galaxy, Nova Cats (PGC)

PORT ARTHUR

Days to Jump Point: 6

Defending Units (On Planet)

4th Nova Cat Guards, Delta Galaxy (F)

12th Nova Cat Regulars, Omega Galaxy (PGC)

SAWYER

Days to Jump Point: 7

Defending Units (On Planet)

179th Striker Cluster, Sigma Galaxy, Nova Cats (F)

12th Claw, Chi Galaxy, Nova Cats (PGC)

TARAZED

Days to Jump Point: 3

Defending Units (On Planet): 7th Jaguar Dragoons, Epsilon Galaxy (F)

TARNBY

Days to Jump Point: 5

Defending Units (On Planet)

100th Striker Cluster, Sigma Galaxy, Nova Cats (F)

153rd Phalanx, Chi Galaxy, Nova Cats (PGC)

TENIENTE

Days to Jump Point: 17

Defending Units (On Planet): 267th Battle Cluster, Beta Galaxy, Smoke Jaguars (F)

Teniente is one of the Smoke Jaguars' main bases. The forces here keep a constant watch for any lapse in the guard on two prime targets—Pesht in the Draconis Combine, and Irece, presently held by their allies, the Nova Cats.

TO
NOVA
CAT
JAG
UAR
SMOKE

DRACONIS COMBINE

No other nation has as many worlds on the Clan-Inner Sphere front as the Draconis Combine. Fortunately, only three of these planets have any significance other than strategic location.

Luthien is important as the capital of the Combine; Chatham has the shipyards; and Pesht serves as the military capital and base for the Ryuken regiments.

BENJAMIN MILITARY DISTRICT

ARKAB

Days to Jump Point: 4

Defending Units (On Planet): 6th Arkab Legion

Arkab is home to the Azami, an Islamic people whose swiftness and fanaticism in battle has earned them a place in the forces of House Kurita. Though Arkab is beyond Tukayyid, the Asami have demanded the right to defend their homeworld with one of their three regiments. The planet is within jump distance of the front, and it is likely the 6th Arkab Legion will be called to action.

BABUYAN

Days to Jump Point: 2

Defending Units (On Planet): 1st Ghost

BARUUN URT

Days to Jump Point: 13

Defending Units (On Planet): 7th Ghost

BICESTER

Days to Jump Point: 8

Defending Units (On Planet): 12th Galedon Regulars

BRAUNTON

Days to Jump Point: 4

Defending Units (On Planet)

8th Galedon Regulars (1 Battalion)

2nd Galedon Regulars

CHANDLER

Days to Jump Point: 17

Defending Units (On Planet): 17th Galedon Regulars

DUMARING

Days to Jump Point: 19

Defending Units (On Planet): 3rd Ghost

KIESEN

Days to Jump Point: 7

Defending Units (On Planet): 12th Dieron Regulars

LEISTON

Days to Jump Point: 3

Defending Units (On Planet)

2nd An Ting Legion (2 Battalions)

34th Galedon Regulars (1 Battalion)

MEILEN

Days to Jump Point: 22

Defending Units (On Planet)

10th Ghost

11th Benjamin Regulars (1 Battalion)

NAJHA

Days to Jump Point: 6

Defending Units (On Planet)

11th Ghost

12th Ghost

This planet is of prime importance to the Combine. It serves as a base for effective raids into a number of worlds held by the Ghost Bears as well as the planet Altenmarkt in Wolf Clan territory.

ODABASI

Days to Jump Point: 6

Defending Units (On Planet): 24th Dieron Regulars

OGANO

Days to Jump Point: 5

Defending Units (On Planet)

2nd Arkab Legion (1 Battalion)

2nd Benjamin Regulars (2 Battalions)

PARACALE

Days to Jump Point: 10

Defending Units (On Planet)

3rd Benjamin Regulars (2 Battalions)

3rd Proserpina Hussars (1 Battalion)

TANH LINH

Days to Jump Point: 7

Defending Units (On Planet): 5th Sword of Light

XINYANG

Days to Jump Point: 10

Defending Units (On Planet): 15th Benjamin Regulars

Xinyang survived 650 years of Inner Sphere warfare untouched, only to be battered and marred by heavy assaults during the final days of the Clan invasion. This unwelcome attention resulted from a major center of resupply being located on the planet, which is no longer the case. However, Combine units do still frequent Xinyang for R&R.

YUMESTA

Days to Jump Point: 2

Defending Units (On Planet)

21st Galedon Regulars (1 Battalion)

1st Proserpina Hussars (2 Battalions)

DRAGONS COMBAT

PESHT MILITARY DISTRICT

ALTONA

Days to Jump Point: 3

Defending Units (On Planet)

4th Alshain Regulars (1 Battalion)

5th Sun Zhang Academy Cadet Cadre (2 Battalions)

It is up to the units stationed on this world covered with rough terrain to thwart any flanking movement of the Nova Cat Striker Clusters. So far, the Combine has managed to repulse the Clan raids, but each time by a narrower margin. Reinforcements may soon be shifted to help garrison Altona.

CHATHAM

Days to Jump Point: 9

Defending Units (On Planet): 8th Sword of Light (2 Battalions)

Wakazashi Enterprises

On-site Defending Units: 8th Alshain Regulars

Vehicles Produced

SL-17 Shilone (Aerospace Fighter)

LCF-16K Lucifer II (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Wakazashi III	Frame	Shilone
Wakazashi III LCF	Frame	Lucifer
Shinobi 260	Fusion Engine	Shilone
Shinobi 320	Fusion Engine	Shipped to Dover for Slayer
Mantatwist 260 XL	Fusion Engine	Lucifer II
Mantatwist 300	Fusion Engine	Shipped to Altain for Riever

Wakazashi Enterprises has been slow to alter their already successful designs. Like the heavier *Slayer*, the SL-17 *Shilone* still bears its old designation. The exchange of outdated heat sinks for new double-efficiency equipment was not considered adequate change to warrant the creation of a new model number.

The *Lucifer II* is another case altogether. The new LCF-16K features a 260 XL engine, double heat sinks, aluminum fibrous armor, and adds an SRM-6 rack. The large lasers have been upgraded to ER versions, and the small and medium lasers make use of pulse technology. Two small lasers and some armor had to be dropped in order to make the modifications.

Stellar Trek

On-site Defending Units

11th Legion of Vega

7th Alshain Regulars (1 Battalion)

11th Alshain Regulars (2 Battalions)

Vehicles Produced

Merchant (JumpShip)

Invader (JumpShip)

Monolith (JumpShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
K-F Mark V	Kearney-Fuchida Drive	Merchant
K-F Mark VIIa	Kearney-Fuchida Drive	Invader
K-F Mark X	Kearney-Fuchida Drive	Monolith

The Chatham shipyards are the only JumpShip producer still operating in the Combine. The fact that it is located on a planet within one jump of the Clan front lines must be a constant concern for the Kanrei.

Tomori Trans Industrial

On-site Defending Units: 9th Pesht Regulars (2 Battalions)

Vehicles Produced

Vengeance (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Warrior-ATP	Interplanetary Drive	Vengeance

HERNDON

Days to Jump Point: 5

Defending Units (On Planet): 24th Dieron Regulars (2 Battalions)

KILMARNOCK

Days to Jump Point: 2

Defending Units (On Planet): 1st Amphigean Assault Group

LONACONING

Days to Jump Point: 19

Defending Units (On Planet)

3rd Alshain Regulars (1 Battalion)

4th Arkab Legion (2 Battalions)

LUTHIEN

Days to Jump Point: 8

Defending Units (On Planet)

1st Sword of Light (2 Battalions)

7th Sword of Light (2 Battalions)

Otomo (2 Battalions)

1st Genyosha

Ryukun-ni

Luthien Armor Works

On-site Defending Units: 2nd Legion of Vega

Vehicles Produced

JR7-K Jenner ('Mech)

WFT-1 Wolf Trap ('Mech)

DRG-5K Grand Dragon ('Mech)

QKD-5M Quickdraw ('Mech)

CGR-3K Charger ('Mech)

MAL-1R Mauler ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Alshain Class 48	Chassis	Jenner
Alshain Class 580		
Endo Steel	Chassis	Wolf Trap
Alshain Type 56-60H	Chassis	Grand Dragon
Alshain Class 92	Chassis	Charger
Alshain Class 101	Chassis	Mauler
Technicron Type E	Chassis	Quickdraw
Lexington Ltd. Lifters	Jump Jets	Jenner, Charger, shipped to Quentin for Victor, Tok Do for Panther
Chilton 460	Jump Jets	Quickdraw
Magna 245	Fusion Engine	Jenner
Magna 300	Fusion Engine	Quickdraw
Hermes 140	Fusion Engine	Shipped to Tok Do for Panther
Hermes 270 XL	Fusion Engine	Wolf Trap, Mauler
Hermes 360 XL	Fusion Engine	Grand Dragon
Hermes 400 XL	Fusion Engine	Charger
Shigunga	LRM-10	Wolf Trap, shipped to Al Na'ir for Saracen, Proserpina for Manticore
Shigunga	LRM-15	Mauler
Shigunga	LRM-20	Charger, shipped to Al Na'ir and Quentin for Atlas and to Chatham for Shilone and Lucifer II

Luthien Armor Works is the largest 'Mech manufacturer in the Draconis Combine. Indeed, the Jenner and Grand Dragon 'Mechs are synonymous with the Kurita military. Other designs produced here are also vital to the Arm of the Dragon.

BBP Industries

On-site Defending Units: 17th Benjamin Regulars

Vehicles Produced

Triumph (DropShip)
Excalibur (DropShip)
Intruder (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Delano 1070	Interplanetary Drive	Triumph
GE 2080	Interplanetary Drive	Excalibur
Movem-XL Drive	Interplanetary Drive	Intruder

BBP is currently the only manufacturer of 'Mech-carrying DropShips in the Combine.

Buda Imperial Vehicles

On-site Defending Units: 1st Shin Legion (2 Battalions)

Vehicles Produced

Lifesaver Coolant Truck
Tokugawa Tank
Daimyo Headquarters Unit

COMPONENTS PRODUCED

Name	Component	Typical Use
Tamia 100	I.C.E.	Lifesaver
Tamia 150	I.C.E.	Daimyo
Tamia 220	I.C.E.	Tokugawa
StarSlab/3	Armor	Lifesaver
StarSlab/4	Armor	Daimyo
StarSlab/2	Armor	Tokugawa

Matabushi Computing Equipment

On-site Defending Units: 2nd Genyosha (1 Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Sipher Security Plus	Communications System	Jenner, Marauder, Wolf Trap, Charger, Atlas, Mauler, Victor
Sipher CommCon SCU-4	Communications System	Panther
Sipher CommSys 3	Communications System	Grand Dragon
Sipher CommSys 1	Communications System	Lifesaver, Daimyo, Tokugawa
Matabushi Sentinel	Targeting/Tracking System	Jenner, Victor, Mauler, Atlas, Quickdraw, Griffin, Wolverine

MALDONADO

Days to Jump Point: 6

Defending Units (On Planet): 12th Dieron Regulars (2 Battalions)

MATAMORAS

Days to Jump Point: 10

Defending Units (On Planet): 2nd Night Stalkers

MCALISTER

Days to Jump Point: 4

Defending Units (On Planet)

22nd Dieron Regulars (2 Battalions)
8th Ghost

MEINACOS

Days to Jump Point: 7

Defending Units (On Planet)

8th Dieron Regulars (2 Battalions)

1st Shin Legion (1 Battalion)

PESHT

Days to Jump Point: 10

Defending Units (On Planet)

3rd Pesht Regulars (1 Battalion)

Ryukens (4 Understrength Regiments)

2nd Dieron Regulars

32nd Galedon Regulars

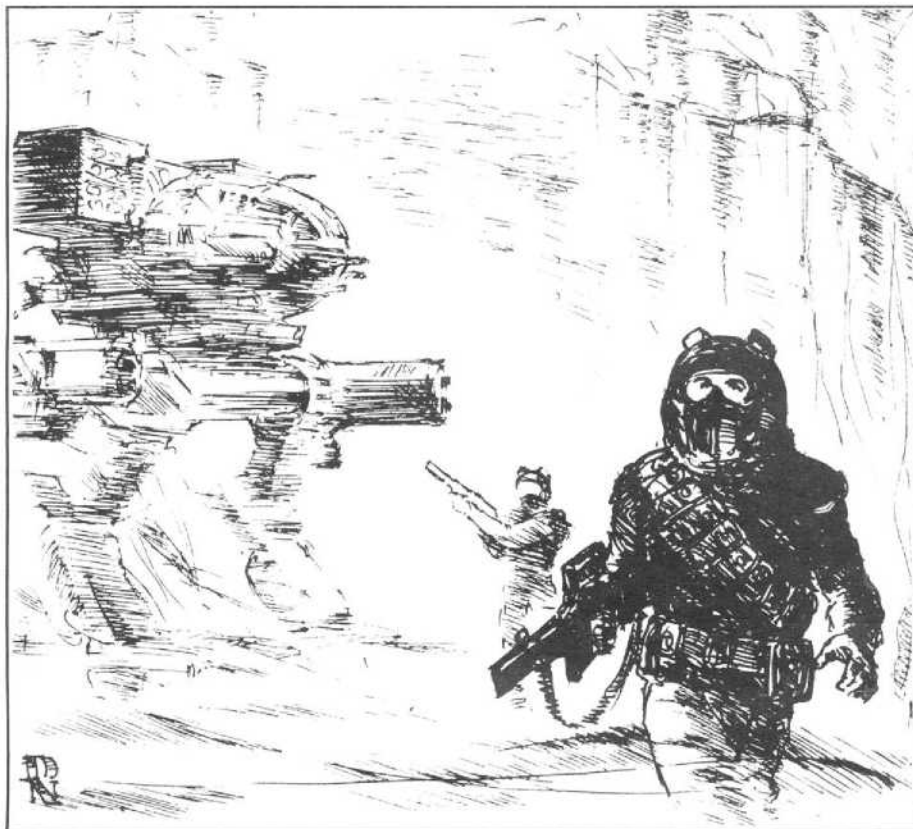
This military district capital is the base of the largest offensive force currently operating in the Combine. These Ryukens regiments have unsettled the Clans by striking at their flank and then falling back toward the Periphery, as if preparing to attack the Clans' homeworlds. Though the Clans eventually saw through this ruse, the Ryukens continue to launch raids from Pesht and Wolcott into the interior of Smoke Jaguar and Nova Cat Clan space.

WOLCOTT

Days to Jump Point: 8

Defending Units (On Planet): Various

The swamps of Wolcott were the site of the Clans' second defeat, and the planet has been sworn inviolate by the Clans—making it the perfect base from which to raid without fear of reprisal. The Ryukens generally operate from this world and resupply on Pesht.



FREE RASALHAGUE REPUBLIC

Though they have endured the brunt of the war with the Clans, the forces of the Free Rasalhague Republic are no longer involved in the conflict. With only four regiments remaining of their once-proud army, and without leadership or will to take the offensive even if they had sufficient numbers, the people of the Republic sit on their handful of worlds, safely behind Tukayyid, and await their government's end.

AL HILLAH

Days to Jump Point: 6

Defending Units (On Planet): 4th Kavalleri (1st Battalion)

DEHGOLAN

Days to Jump Point: 4

Defending Units (On Planet): 2nd Freeman (2 Battalions)

GRUMIUM

Days to Jump Point: 21

Defending Units (On Planet): 3rd Hussars (2 Battalions)

KARBALA

Days to Jump Point: 3

Defending Units (On Planet): Black Outlaws (1 Battalion)

ORESTES

Defending Units (On Planet): 4th Kavalleri (3rd Battalion)

Orestes serves as the command center for the remnants of the Free Rasalhague Republic.

TUKAYYID

Days to Jump Point: 7

Defending Units (On Planet): 2nd Kavalleri

Having hosted the largest battle in the history of the Inner Sphere, the surface of Tukayyid now lies barren and torn. The Rasalhagians have chosen to garrison this world with their largest force, but a single regiment can hardly be considered an obstacle to the Clans.

UEDA

Days to Jump Point: 12

Defending Units (On Planet)

3rd Drakons (1 Battalion)

4th Drakons (1 Battalion)

FEDERATED COMMONWEALTH

The Federated Commonwealth has shut down and retooled many of their production lines in order to manufacture Star League technology. Basic components such as engines, and 'Mechs, rather than aerospace machinery, were given first priority in the changeover because the Inner Sphere and Clan fighters are fairly evenly matched.

Perhaps not unexpectedly, there is as of yet little exchange of military components between the former Federated Suns and Lyran Commonwealth nations. This lack of exchange prevents anti-alliance factions from claiming that their nation is weakened by a loss of vital military hardware.

This lack of military exchange is not important, however, because both the Federated Suns and Lyran Commonwealth currently produce sufficient components for the needs of their assembly lines.

Although the Commonwealth has not made as extensive a conversion to the use of advanced technology as has the Free Worlds League, its gains have been impressive. It is believed that NAIS researchers have produced a triple-strength myomer that is immune to the catalyst used against the Capellans in the Fourth Succession War.

Further, Wolf's Dragoons are producing OmniMechs on Outreach, and their techs may be drafting plans that will enable the Commonwealth factories to produce them also.

The Federated Commonwealth is looking to the near future, not concentrating on immediate gain, and that foresight should make them the strongest foe the Clans will face when they resume their advance thirteen years from now.

TAMARIND MARCH

CHUKCHI III

Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

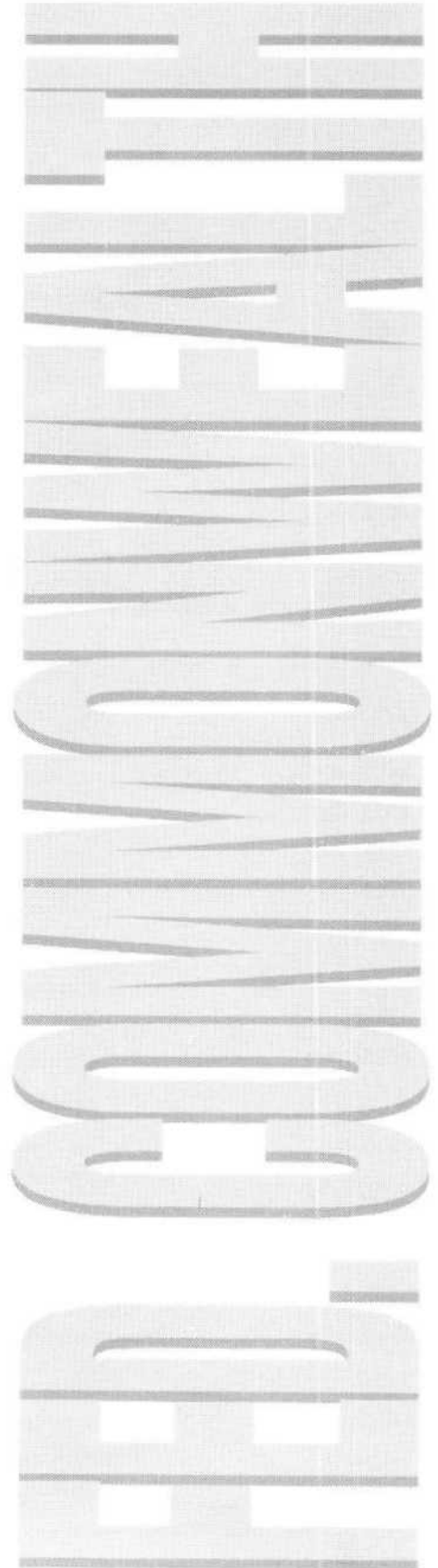
Maxell Metals Incorporated (A Division of Maxell)

On-site Defending Units: Militia only

COMPONENTS PRODUCED

Name	Component	Typical Use
Maxell	Small Pulse Laser	Lucifer and Chippewa
Maxell	Medium Laser	Sabre, Centurion, Eagle, and Thunderbird
Maxell	Medium Pulse Laser	Lucifer and Chippewa
Maxell	Large Pulse Laser	Chippewa
Maxell	ER Large Laser	Lucifer

The aerospace weaponry produced by Maxell Metals may be essential to the defense of the Commonwealth, but the citizens of Chukchi III are far from pleased to be the ones supplying it. Their once-beautiful planet is becoming covered with the scabs of industrialization, and their once-peaceful cities are engulfed by crime. Local protesters have repeatedly damaged the planet's new factories; any raider who makes his way this deep into Commonwealth territory will no doubt find plenty of willing "inside help."



FURILLO

Days to Jump Point: 5

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

15th Lyran Guards RCT

3rd Davion Guard RCT

Defiance Industries of Hesperus II

On-site Defending Units: Furillo TMM (1st Battalion)

Vehicles Produced

LCT-3S Locust ('Mech)

WSP-1S Wasp ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Bergan VII	Chassis	Locust
Irian Second Generation		
Class 20 Endo Steel	Chassis	Wasp
Rawlings 52	Jump Jets	Wasp
Defiance B3S	Small Laser	Wasp
Defiance B3M	Medium Laser	Locust
Defiance P5M	Medium Laser	Wasp
Zippo	Flamer	Wasp

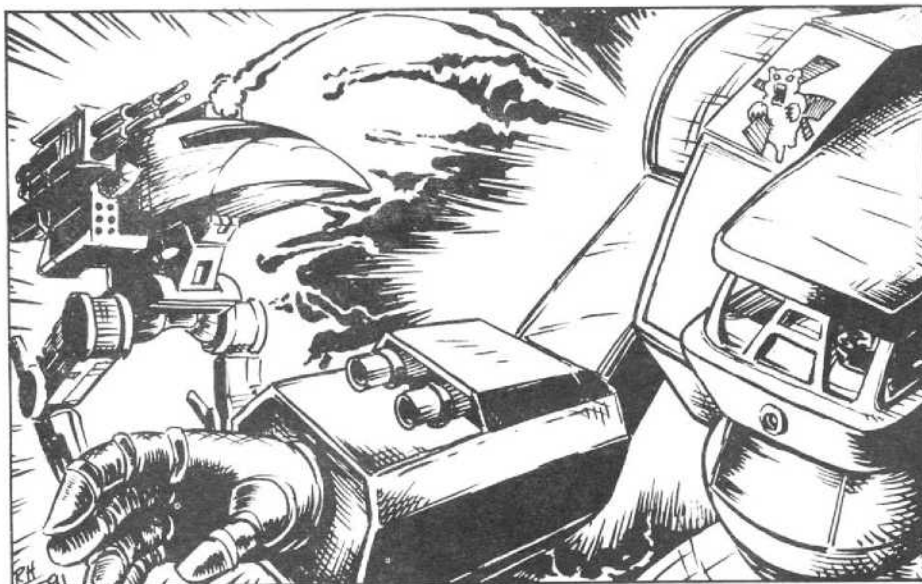
Defiance's small factory here on Furillo is important to the F-C military, though not as crucial as the Hesperus II plant. The former Lyran Commonwealth produces a preponderance of heavy vehicles, making the scout 'Mech assembled here valued indeed.

N&D

On-site Defending Units: Furillo TMM (2nd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
RCA Instatrac Mark X	Targeting Computers	Thunderbolt and Griffin
RCA Instatrac Mark XII	Targeting Computers	Archer
RCA Instatrac Mark VIII	Targeting Computers	Crusader
RCA Instatrac Mark II	Targeting Computers	J. Edgar
N&D Longreach	Targeting Computers	Eagle
N&D Longreach	Targeting Computers	Thunderbird
N&D Handsfree	Targeting Computers	Warrior



Lockheed/CBM Corp.

On-site Defending Units: Furillo TMM (3rd Battalion)
Vehicles Produced
 Warrior H-7 Attack Helicopter

COMPONENTS PRODUCED

Name	Component	Typical Use
Omni 70	I.C.E.	Warrior
Longanecker PlastiSteel	Armor	Warrior
Xilex-2000	Communications System	Warrior
SarLon	AC/2	Warrior

GALLERY

Days to Jump Point: 3
Defending Units (On Planet): All units stationed at factory sites
Defending Units (Within Jump Radius): None

The world of Gallery presents a barren surface. The system's weak sun cannot penetrate the perpetual heavy cloud cover, and the planet is constantly swept by violent storms. The one attack ever made on Gallery, by the Free Worlds League, was a dismal failure. Visual scans are useless on the surface, and the chilling storms drastically reduce equipment's effectiveness. Would-be attackers who somehow avoid scattering on their drop or deployment must locate their objective on a terrain devoid of either natural or man-made landmarks, as Gallery's main industries are located far from its few squat cities.

The planet is honeycombed with long tunnels left by miningbots making extensive journeys for the rare pockets of gems and metals Gallery yields. The League raiders never exited the tunnels, most likely dying of starvation.

Dynamics

On-site Defending Units: Militia only

COMPONENTS PRODUCED

Name	Component	Typical Use
LongFire	VLRM-5	Maxim
FarFire Maxi-Rack	LRM-20	Atlas, Griffin, and Hunter
ExoStar	LRM-15	Chippewa
ExoStar	LRM-20	Lucifer
ExoStar	SRM-6	Chippewa

GIENAH

Days to Jump Point: 8
Defending Units (On Planet): All units stationed at factory site
Defending Units (Within Jump Radius)
 14th Lyran Guards RCT
 4th Crucis Lancers RCT
 Dar-es-Salaam TMM

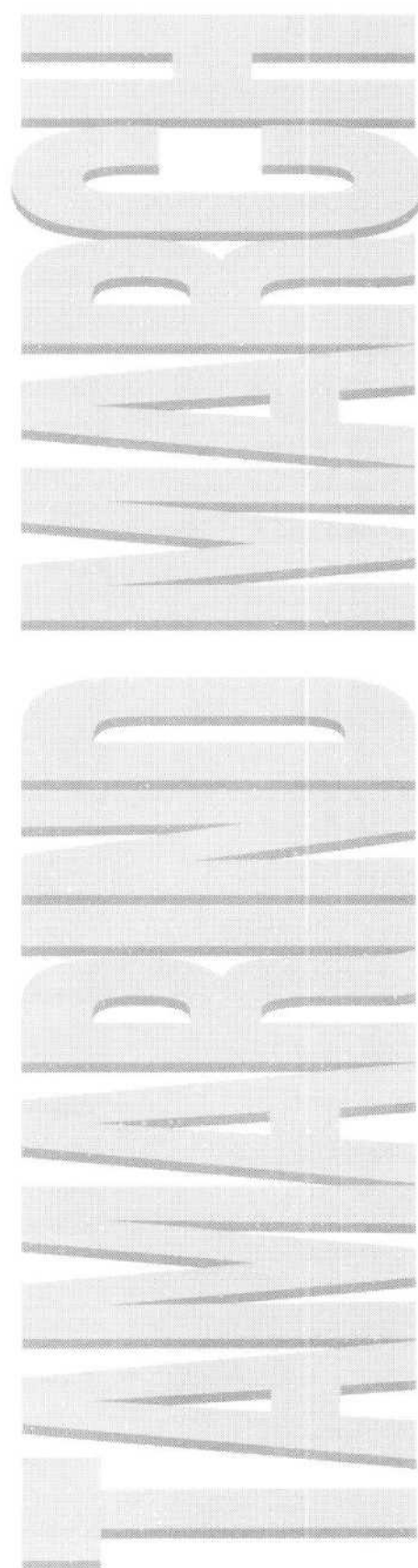
Gienah Combat Vehicles

On-site Defending Units: 2nd Donegal Guards RCT
Vehicles Produced
 Wheeled APC
 Centipede Scout Car
 Pack Rat Long Range Patrol Vehicle

COMPONENTS PRODUCED

Name	Component	Typical Use
VOX ICE Type 40	I.C.E.	APC
VOX ICE Type 75	I.C.E.	Centipede
VOX ICE Type 140	I.C.E.	Pack Rat
StarSlab/11	Armor	For Export

Many of Gienah Combat Vehicles' products are sold to the FWL for use in their woefully inadequate armor units.



HESPERUS II

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 10th Skye Rangers
- 7th Donegal Guards (3rd Battalion)
- Furillo TMM

Defiance Industries of Hesperus II

On-site Defending Units

- Defiance Self-Protection Force (DSPF)
- 15th Lyrar Guards ACT
- 3rd Davion Guards ACT ('Mech)

Vehicles Produced

- HCT-5S Hatchetman ('Mech)
- GRF-1DS Griffin ('Mech)
- ARC-5S Archer ('Mech)
- ZEU-9S Zeus ('Mech)
- BNC-5S Banshee ('Mech)
- AS7-S Atlas ('Mech)
- Hunter Tank
- Manticore Tank
- Rommel Tank
- Patton Tank
- Avenger DropShip

COMPONENTS PRODUCED

Name	Component	Typical Use
Chariot Type II	Chassis	Hatchetman
Earthwerk GRF	Chassis	Griffin
Earthwerk Archer	Chassis	Archer
Chariot Type III	Chassis	Zeus
Foundation 210	Chassis	Banshee
Foundation Type 10X	Chassis	Atlas
Luxor 2/Q	Jump Jets	Hatchetman
Rawlings 55	Jump Jets	Griffin
GM9800i	Interplanetary Drive	Avenger
Durallex Super Medium Ferro-Fibrous with CASE	Armor	Hatchetman
Starshield A with CASE	Armor	Griffin
Maximilian 100 with CASE	Armor	Archer
Durallex Heavy with CASE	Armor	Shipped to Styk for Victor
Durallex Special Heavy	Armor	Atlas
Glasgow Limited Primo Ferro-Fibrous with CASE	Armor	Zeus
Longanecker PlastiSteel	Armor	Banshee
StarSlab/5.5	Armor	Hunter Tank
Defiance B3S	Small Laser	Banshee and shipped to Sudeten for Warhammer
Defiance A5L	Small Laser	Rommel and Patton
Defiance B3M	Medium Laser	Banshee, Atlas, and Avenger; shipped to Coventry for Phoenix Hawk, Commando, Firestarter, and Stinger; to Pandora for Rifleman and Condor; and to Tharkad for Wolfhound
Defiance P5M	Medium Pulse Laser	Hatchetman, Archer, and Zeus; shipped to Pandora for BattleMaster; to Styk for Victor, and to Sudeten for Warhammer
Defiance B3M	Large Laser	Avenger
Defiance 1001	ER PPC	Zeus, Banshee, and Avenger; shipped to Pandora for Rifleman; to Sudeten for Thunderbolt; and to Kathil for Marauder
Zippo	Flamer	Hunter and also shipped to Sudeten for Thunderbolt
Defiance Killer Type T	AC/10	Patton
Defiance Disintegrator LB-10X	AC	Hatchetman
Defiance 'Mech Hunter	AC/20	Atlas and Rommel, also shipped to Tharkad for Lightning

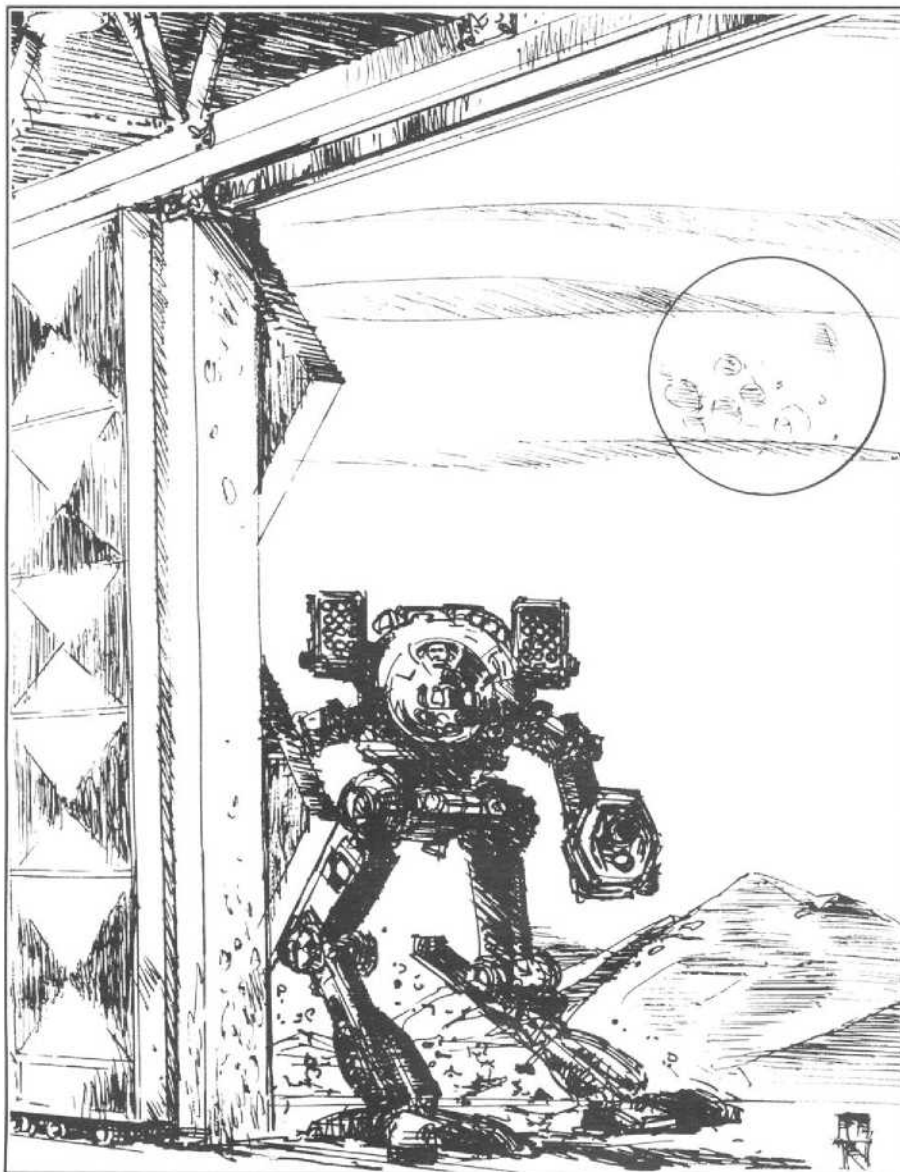
Defiance Industries is the largest manufacturing firm in the Inner Sphere. The huge factory, rooted in the Myoo Mountains, pours forth BattleMechs, tanks, and the occasional *Avenger* assault ship, and is also a leading producer of lasers and cannons used throughout the Commonwealth.

Doering Electronics

COMPONENTS PRODUCED

Name	Components	Typical Use
Neurohelmets		
Neil 6000	Communications System	Griffin
Neil 9000	Communications System	Archer
Neil 8000	Communications System	Thunderbolt
Angst Clear Channel 3	Communications System	Banshee
Angst Discom	Communications System	Atlas
Neil 6000-a	Communications System	Helicat and Thunderbolt
Angst Clear View 2A	Targeting/Tracking System	Banshee
Angst Accuracy	Targeting/Tracking System	Atlas
Doering Electronics Glowworm	Narc Beacon	Archer variants

Despite the fact that the planet they call home has been raided fourteen times in its history, Doering Electronics itself has never been attacked, mainly because the nearby Defiance Mechworks overshadows this lesser prize. Their Neil line of communications units are shipped to other systems, but most of Doering's business is given to Defiance Industries.



TAWARD

DONEGAL MARCH

ALARION

Days to Jump Point: 8

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Ioto Galactic Enterprises

On-site Defending Units: Alarion DMM

Vehicles Produced

Scout (JumpShip)

Invader (JumpShip)

Monolith (JumpShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
K-F Mark IIb	Kearney-Fuchida Drive	Scout
K-F Mark VIIa	Kearney-Fuchida Drive	Invader
K-F Mark X	Kearney-Fuchida Drive	Monolith

Ioto Galactic Enterprises and Bowie Industries both maintain factories in the massive Port Sydney Naval Shipyards orbiting Alarion, and are essential for Commonwealth repairs and military production.

Bowie Industries

On-site Defending Units: None

Vehicles Produced

ARC-5W Archer ('Mech)

Leopard (DropShip)

Union (DropShip)

Leopard CV (DropShip)

CHP-W7 Chippewa (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerk Archer	Chassis	Archer
Bowie 50	Frame	Chippewa
Star League V84	Interplanetary Drive	Leopard and Leopard CV
Star League V250	Interplanetary Drive	Union
PlasmaStar 270XL	Fusion Engine	Chippewa
Rander 200	Communications System	Chippewa
Rander TA5	Targeting/Tracking System	Chippewa

As the Alarion shipyards were used more and more often to repair the Lyran Commonwealth's 'Mech-carrying DropShips, it was a natural extension of its function to construct a 'Mech repair bay on the orbital facility. The repair facility has been further upgraded to an assembly plant for Bowie's new ARC-5W *Archer*.

Production of the new CHP-W7 *Chippewa* is also due to begin soon. The design is formidable, featuring double heat sinks, ferro-aluminum armor, an extra-light engine, and lasers upgraded to pulse technology.

AUR

Days to Jump Point: 3
 Defending Units (On Planet): None
 Defending Units (Within Jump Radius): None

Edasich Motors

On-site Defending Units: Local militia

COMPONENTS PRODUCED

Name	Component	Typical Use
Edasich Motors 240XL	Fusion Engine	Shipped to Coventry for Vulcan
Edasich Motors 180XL	Fusion Engine	Shipped to Hesperus II for Hatchetman
Pitban 320	Fusion Engine	Shipped to Hesperus II for Zeus and to Styk for Victor
Edasich Motors 380XL	Fusion Engine	Shipped to Hesperus II for Banshee
Edasich Motors 195XL	Fusion Engine	Shipped to Donegal for Lucifer
Pitban 240	Fusion Engine	Shipped to Donegal for Centurion and to Tharkad for Hellicat
Pitban 250	Fusion Engine	Shipped to Donegal for Sabre
Pitban 200	Fusion Engine	Shipped to Tharkad for Lightning and to New Earth for Manticore

When Defiance Industries began work on a factory to produce its own fusion engines, Edasich Motors suddenly found a powerful reason to upgrade its facilities and product quality. By shutting down the Tentra plant, Edasich was able to use the machinery from that plant to upgrade the main factory on Edasich and construct a plant on Aur more quickly. However, it was undoubtedly the speed with which Edasich began production of advanced extra-light engines that convinced Defiance to continue to rely on Edasich Motors rather than expand their factory on Tharkad.

CARLISLE

Days to Jump Point: 5
 Defending Units (On Planet): All unit stationed at factory sites
 Defending Units (Within Jump Radius): None

Bowie Industries

On-site Defending Units: Carlisle DMM

Vehicles Produced

ARC-5W Archer ('Mech)
 MAD-5S Marauder ('Mech)
 Pack Rat Long Range Patrol Vehicle

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerk Archer	Chassis	Archer
GM Marauder	Chassis	Marauder
GM 300 XL	Fusion Engine	Marauder
Doorman 140	Fusion Reactor	Pack Rat
Maximilian 100 with CASE	Armor	Archer
Valiant Lamellor	Armor	Marauder
Dalban Micronics	Communications System	Marauder
Dalban HiRez	Targeting/Tracking System	Marauder
HS	Flamer	Pack Rat

S. L. Lewis, Inc.

On-site Defending Units: None
 Vehicles Produced
 Savannah Master Hovercraft

COMPONENTS PRODUCED

Name	Component	Typical Use
Omni 25	Fusion Engine	Savannah Master
Durallex Light	Armor	Savannah Master

COVENTRY

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Coventry Metal Works

On-site Defending Units: Coventry DMM

Vehicles Produced

STG-3R Stinger ('Mech)
COM-5S Commando ('Mech)
FS9-S Firestarter ('Mech)
VL-5S Vulcan ('Mech)
PXH-3S Phoenix Hawk ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Foundation Ultralight Endo Steel	Chassis	Commando and Firestarter
MatherTech 500	Chassis	Vulcan
Orguss Phoenix Hawk Endo Steel	Chassis	Phoenix Hawk
Chilton 360	Jump Jets	Firestarter and Vulcan
Luxor Load Lifters	Jump Jets	Firestarter and Vulcan
GM 120	Fusion Engine	Stinger
Omni 150	Fusion Engine	Commando
GM 270 (MASC)	Fusion Engine	Phoenix Hawk
Omni 210	Fusion Engine	Firestarter
Riese-100	Armor	Stinger
Lexington Ltd. High Grade Ferro-Fibrous with CASE	Armor	Commando and Vulcan
Durallex Nova	Armor	Firestarter
Lexington Ltd. High Grade Ferro-Fibrous	Armor	Phoenix Hawk
Cyclops 12	Communications System	Stinger
Cyclops 14	Communications System	Commando and Firestarter
Cyclops 20	Communications System	Vulcan and Phoenix Hawk
Cyclops 9	Targeting/Tracking System	Stinger
Cyclops Multi-Tasker 10 with Artemis IV	Targeting/Tracking System	Commando
Cyclops-Beagle	Sensory Probe	Firestarter
Cyclops-Beagle	Targeting/Tracking System	Vulcan and Phoenix Hawk
Hotshot	Flamer	Firestarter, also shipped to Hesperus II for Patton and to Gienah for Pack Rat
Coventry Light Autogun	MG	Stinger and Phoenix Hawk
SureFire 444	Anti-Missile System	Firestarter and Phoenix Hawk, also shipped to Oliver for Crusader
Coventry Five-Tube	LRM-5	Shipped to Hesperus II for Rommel and Patton
Coventry Star Fire	LRM-15	Shipped to Hesperus II for Archer and Zeus
Coventry T4H	Streak SRM-2	Commando, also shipped to Oliver for Crusader; to Hesperus II for Archer and Atlas; to Furillo for Locust; to Sudeten for Warhammer; and to Donegal for Lucifer
Coventry 90mm Six-Rack	SRM-6	Commando

In the same class as Defiance Industries, Coventry Metal Works is more than a major 'Mech producer. Coventry is also known for its superior missile systems, which are fitted on vehicles produced by many other Commonwealth firms.

DONEGAL

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

1st Royal Guards RCT

2nd Royal Guards RCT

Lockheed/CBM Corporation

On-site Defending Units: 24th Lyran Guards RCT

Vehicles Produced

LCF-R16 Lucifer (Aerospace Fighter)

SB-27 Sabre (Aerospace Fighter)

CNT-1D Centurion (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Lockheed/CBM 200	Frame	Lucifer
Lockheed/CBM 100	Frame	Sabre
Lockheed/CBM 120	Frame	Centurion
Lockheed/CBM COMSET100	Communications System	Lucifer
Lockheed/CBM COMSET86b	Communications System	Sabre and Centurion
Rander TAB 00 with Artemis IV	Targeting/Tracking System	Lucifer
Rander TA2	Targeting/Tracking System	Sabre and Centurion

The new LCF-R16 version of the *Lucifer* is somewhat of a surprise, because little was done to correct the craft's well-known problems. Instead, Lockheed chose to accentuate the fighter's strong points by increasing the *Lucifer's* firepower and adding ferro-aluminum armor. The four small lasers found on the R15 are replaced by two Streak SRM-2 packs, the large lasers are upgraded to ER versions, and the rear-firing medium laser gains pulse technology. The new *Lucifer* features double heat sinks and an Artemis IV system. Unfortunately, the company chose to retain the old, oversensitive communications unit.

So far, Lockheed does not plan to upgrade the outdated *Sabre* and *Centurion* still produced here.

GIBBS

Days to Jump Point: 6

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

1st Royal Guards RCT

2nd Royal Guards RCT

24th Lyran Guards RCT

Lockheed/CBM Corporation

On-site Defending Units: Militia only

Vehicles Produced

EGL-R6 Eagle (Aerospace Fighter)

THB-D36 Thunderbird (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Lockheed/CBM 225	Frame	Eagle
Lockheed/CBM 300	Frame	Thunderbird

Ioto Galactic Enterprises

On-site Defending Units: Ioto Security (1 Company of Infantry)

Vehicles Produced

Merchant (JumpShip)

Contrary to popular belief, the KF Mark V Kearney-Fuchida Drive is not manufactured here. The most likely explanation for Ioto's ability to produce the drive on demand is that a Star League supply depot containing several of these engines is located at the manufacturing site, which is a former repair facility. The complex may have to resume that function soon if rumors concerning the dwindling supply of KF Mark Vs here are true.

TAG

On-site Defending Units: TAG Defense Force (1 Company of Aerospace)

Vehicles Produced

Intruder (DropShip)
Fortress (DropShip)
Behemoth (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Movem-XL Drive	Interplanetary Drive	Intruder and Fortress
Sunburst M-200L Megadrive	Interplanetary Drive	Behemoth

In imitation of Semier Data Tron, TAG now fits its *Fortress* DropShips with a drive designed for a smaller vessel.

Defiance Motors

On-site Defending Units: 2nd Royal Guards RCT (Infantry)

COMPONENTS PRODUCED

Name	Component	Typical Use
Defiance 120	I.C.E.	Wasp
Defiance 160	I.C.E.	Locust
Magna 245	I.C.E.	Hunter Tank
Magna 260	I.C.E.	Rommel and Patton Tank
Defiance 275 XL	I.C.E.	Griffin

THARKAD

Days to Jump Point: 8

Defending Units (On Planet): 1st Royal Guards RCT

Defending Units (Within Jump Radius): None

TharHes Industries

On-site Defending Units: 2nd Royal Guards RCT ('Mech)

Vehicles Produced

WLF-2 Wolfhound ('Mech)
CRD-5S Crusader ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Arc-Royal KH/3	Chassis	Wolfhound
Crucis-B	Chassis	Crusader
GM 210	Fusion Engine	Wolfhound
GM 260 XL	Fusion Engine	Crusader
Durallex Medium	Armor	Wolfhound
Crusader	Armor	Shipped in from FWL
TharHes Thalia HM-22	Communications System	Shipped to Hesperus II for Hatchetman
TharHes Euterpe HM-14	Communications System	Crusader, also shipped to Oliver for Crusader
TharHes Crystal Flower RG-2	Communications System	Shipped to Furillo for Locust and Wasp
TharHes Caliope HM-10	Communications System	Shipped to Carlisle for Savannah Master
TharHes Muse 54-58K	Communications System	Shipped to Hesperus II for Rommel and Patton Tanks
TharHes Mini-Talk	Communications System	Shipped to Hesperus II for Hunter
TharHes Kr-A P/comm	Communications System	Shipped to Pandora for Condor
TharHes Mars 5	Targeting/Tracking System	Shipped to Hesperus II for Rommel and Patton Tanks
TharHes Digital Scanlok 347	Targeting/Tracking System	Wolfhound
TharHes Ares-8a	Targeting/Tracking System	Shipped to Hesperus II for Hatchetman
TharHes Ares-7	Targeting/Tracking System	Shipped to Hesperus II for Zeus
TharHes Alpha-2a	Targeting/Tracking System	Shipped to Carlisle for Savannah Master
TharHes AGART	Targeting/Tracking System	Shipped to Hesperus II and Sudeten for Hunter
TharHes Mars-1	Targeting/Tracking System	Shipped to Pandora for Condor
TharHes Thunderbolt-12	Large Pulse Laser	Crusader, also shipped to Oliver for Crusader, to Coventry for Phoenix Hawk, and to Hesperus for Griffin
TharHes Reacher 15	LRM-15	Crusader, also shipped to Oliver for Crusader
TharHes Reacher 20	LRM-20	Shipped to Carlisle and Alarion for Archer
TharHes Blue	SRM-4	Shipped to Carlisle and Alarion for Archer
TharHes 4 Pack	SRM-4	Shipped to Furillo for Warrior
TharHes Maxi	SRM-6	Crusader, also shipped to Hesperus for Atlas and Banshee, to Pandora for BattleMaster, and to Sudeten for Thunderbolt

TharHes Industries is bound by a contract that has proved to be an embarrassment. When they began production of the WLF-2 *Wolfhound*, they entered into a long-term contract with Doering Electronics for Doering to provide them with the communications system carried by the *Wolfhound*. At the time, they were unaware that they would one day be a major manufacturer of communications units. Now the TharHes line of electronics is very popular, but it is not in use on their premier 'Mech!

Lockheed/CBM Corporation

On-site Defending Units: 2nd Royal Guards RCT (Armor)

Vehicles Produced

LTN-G15 Lightning (Aerospace Fighter)

HEC-12C Hellcat (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Lockheed/CBM 150	Frame	Lightning
Lockheed/CBM 180	Frame	Hellcat

Semier Data Tron

On-site Defending Units: 2nd Royal Guards RCT (Aerospace)

Vehicles Produced

Seeker (DropShip)

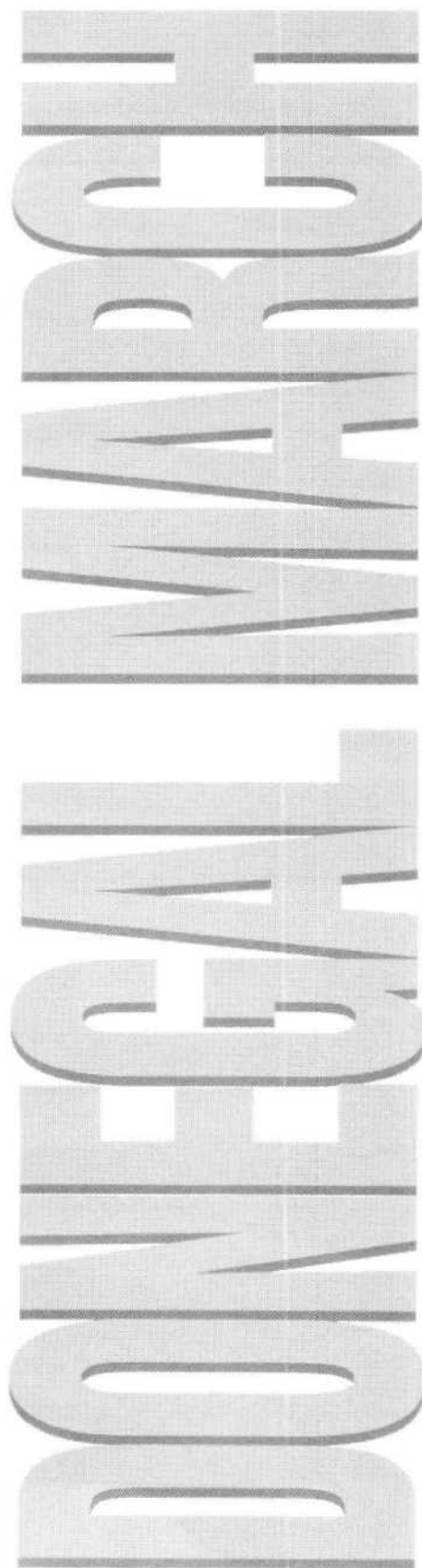
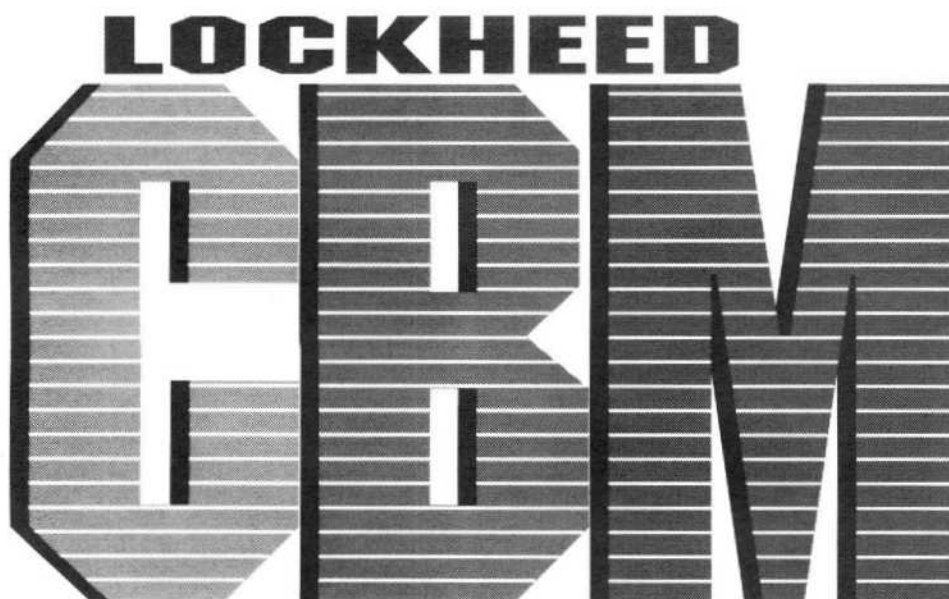
Excalibur (DropShip)

Fortress (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Quad RanTech 720	Interplanetary Drive	Seeker
GE 208011	A modified version of the Mule's drive system.	Used on the Excalibur when Kuritan experimentation proved it feasible.

Semier Data Tron obtained a supply of Anacon 13500 drives, used in the *Fortress* DropShips constructed for use in the Fourth Succession War, but no one knows from where. This cache was obviously exhausted soon after the war, as the firm returned to using the much smaller Quad RanTech 720 carried by the *Seeker*. The *Fortress* overworks the RanTech engine to such a degree that fuel consumption increases dramatically, and the *Fortresses* using the drive are limited to short-range missions unless accompanied by a fuel tanker.



SKYE MARCH

EDASICH

Days to Jump Point: 14

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): Nekkar SMM

Edasich Motors

On-site Defending Units: Cranston Snord's Irregulars (1 Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Edasich Motors 280 XL	Fusion Engine	ARC-4S Archer and ARC-4W Archer
Vlar 300	Fusion Engine	Atlas, Eagle, and Thunderbolt

NEW EARTH

Days to Jump Point: 6

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

Denebola SMM

3rd NAIS Cadet Cadre (1st and 2nd Battalions)

New Earth Trading Company

On-site Defending Units: 3rd NAIS Cadet Cadre (3rd Battalion)

Vehicles Produced

Karnov UR Transport

Vedette Tank

Manticore Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Locom-Pack 250	InterComBust	Vedette
DAV 190	I.C.E. Gas Turbine	Karnov
ProtecTech 6	Armor	Pegasus
ArcShield Maxi II	Armor	Manticore
Communications Systems and Targeting/Tracking Systems	ComStarEquipment	Vedette
OMI HighBurn	Medium Laser	Manticore
Parti-Kill Heavy Cannon	PPC	Manticore
Armstrong J11	AC/5	Vedette and also shipped to Pandora for Scorpion
Light CrossBow	LRM-10	Manticore and also shipped to Skye for Drillson Hover Tank

The New Earth Trading Company is the original producer of the widely used Vedette tank, and the only company to use ComStar equipment on the vehicle.



NEW KYOTO

Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

- 32nd Lyran Guards RCT
- 7th Donegal Guards (1st and 2nd Battalions)
- 15th Lyran Guards RCT
- 3rd Davion Guards RCT

Doering Electronics

On-site Defending Units: 10th Skye Rangers (1st Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
O/P COM-22/H47	Communications System	Shipped to Tharkad for Wothound
O/P 3000 COMSET	Communications System	Shipped to Sudeten for Warhammer, to Pandora BattleMaster, and to Styk for Victor
O/P AIR 500	Communications System	Shipped to Skye for Seydlitz
O/P AIR 900	Communications System	Shipped to Tharkad for Lightning
O/P AIR 1200	Communications System	Shipped to Gibbs for Eagle
O/P COMTES	Communications System	Shipped to Gienah and Carlisle for Pack Rat
O/P R Janxiir	Communications System	Shipped to New Earth and to Hesperus II for Manticore
O/P 911	Targeting/Tracking System	Shipped to Furillo for Locust and Wasp
O/P 1500 ARB	Targeting/Tracking System	Shipped to Styk for Victor and to Sudeten for Warhammer
O/P 3000	Targeting/Tracking System	Shipped to Skye for Seydlitz
O/P 2500TGFD	Targeting/Tracking System	Shipped to Tharkad for Lightning and Hellcat
O/P 2000 JSA	Targeting/Tracking System	Shipped to Gienah and Carlisle for Pack Rat

RAMTech

On-site Defending Units: 10th Skye Rangers (2nd and 3rd Battalions)

COMPONENTS PRODUCED

Name	Component	Typical Use
RAMTech 800	Medium Laser	SYD-Z2a Seydlitz
RAMTech 800P	Medium Pulse Laser	SYD-Z3a Seydlitz
RAMTech 1200	Large Laser	Eagle and Thunderbird
RAMTech 1200X	ER Large Laser	SYD-Z1 Seydlitz

OLIVER

Days to Jump Point: 2

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

- Denebola SMM
- 12th F-C RCT
- 17th Arcturan Guard RCT
- 11th Lyran Guards RCT
- 3rd NAIS Cadet Cadre (3rd Battalion)

Brigadier Corporation

On-site Defending Units: 3rd NAIS Cadet Cadre (1st Battalion)

Vehicles Produced

- GRF-3M Griffin ('Mech)
- CRD-5M Crusader ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerk GRF	Chassis	Griffin
Crucis-B	Chassis	Crusader
Rawlings 55	Jump Jets	Griffin
Chilton 465	Jump Jets	Crusader
Hermes 275 XL	Fusion Engine	Griffin
Hermes 260 XL	Fusion Engine	Crusader
Armor shipped in from FWL		
ChisComp 32	Small Laser	Griffin

Quikscell Company

On-site Defending Units: 3rd NAIS Cadet Cadre (2nd Battalion)

Vehicles Produced

LRM Carrier
SRM Carrier

COMPONENTS PRODUCED

Name	Component	Typical Use
InterComBust 180	I.C.E.	LRM and SRM Carrier

The capture of Oliver's 'Mech factory is a well-known fact, but almost as important is that the Free Worlds League are now without access to their only large producer of armored support vehicles. The already woeful Marik armor units have been reduced to a pathetic state. The League's military may believe that their new 'Mechs offset their weak armor, but the Federated Commonwealth probably does not share this short-sighted notion.

SKYE

Days to Jump Point: 8

Defending Units (On Planet): 11th F-C RCT ('Mech and Infantry)

Defending Units (Within Jump Radius): Kilbourne Academy Training Battalion

Shipil Company

On-site Defending Units: 11th F-C RCT (Aerospace)

Vehicles Produced

SYD-Z4 Seydlitz (Aerospace Fighter)
SYD-Z2a Seydlitz (Aerospace Fighter)
SYD-Z3a Seydlitz (Aerospace Fighter)
Overlord (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Shipil 15	Frame	Seydlitz
Star League V450	Interplanetary Drive	Overlord
Shipil 220 XL	Fusion Engine	Seydlitz

Shipil plans to produce no less than three new versions of their light *Seydlitz* fighter. The standard SYD-Z4 will feature an extra-light engine, 3.5 tons of ferro-aluminum armor, an ER large laser, and will carry two tons more fuel than the old SYD-Z1.

The model designated SYD-Z2a is identical to the SYD-Z4, except that it replaces the ER laser with five RAMTech 800 medium lasers and features double heat sinks. The SYD-Z3a variant departs from the SYD-Z4 by carrying two medium pulse lasers instead of the ER laser and adding another ton of armor.

Cyclops, Incorporated

On-site Defending Units: 11th F-C RCT (Armor)

Vehicles Produced

Hover APC
Drillson Hover Tank
Maxim Hover Transport

COMPONENTS PRODUCED

Name	Component	Typical Use
MaxLift Hover Engine 65	I.C.E.	Drillson Hover Tank
MaxLift Model B Hover Engine 80	I.C.E.	Hover APC
MaxLift II Hover Engine 165	I.C.E.	Maxim Hover Transport
ArcShield Light	Armor	Hover APC
ArcShield Heavy	Armor	Drillson Hover Tank
ArcShield V	Armor	Maxim Hover Transport
Cyclops I	Communications System	Drillson Hover Tank
Maxim New Standard I/O TargetTrack	Communications System	Maxim Hover Transport
Evil Eye	Targeting/Tracking System	Drillson Hover Tank
Maxim New Standard TargetTrack	Targeting/Tracking System	Maxim Hover Tank
Cyclops Eye	Large Laser	Drillson Hover Tank
Cyclops XII	ER Large Laser	Shipped to Tharkad for Wolfhound and to Hesperus II for Zeus
Kicker	Machine Gun	Drillson Hover Tank
HoverTech	SRM-2	Maxim Hover Transport, and also shipped to New Earth for Manticore and to Gienah for Pack Rat

SARNA MARCH

The Capellan space now known as the Sarna March was a rich addition to the Federated Commonwealth. This area boasts three 'Mech lines, two shipyards that produce four different aerospace designs and three DropShip types, and one plant manufacturing heavy tanks. Though much of this industry was damaged during the Fourth Succession War, the wealth created by trade passing through this area, linking the two realms of the Commonwealth, has brought the factories here to a higher rate of production than was possible under the restrictive economy of the Capellan Confederation.

NANKING

Days to Jump Point: 8

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

- Epsilon Eridani SMM
- Liao SMM
- 1st Kestral Grenadiers
- 5th Lyran Guards
- 2nd F-C RCT
- 5th Republican Guard

Kallon Industries

On-site Defending Units: Nanking SMM

Vehicles Produced

- Partisan Tank
- Ontos Tank
- WVR-7D Wolverine ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
GM SuperLoad 240	I.C.E.	Partisan Tank
GM 285 HeavyLoad	I.C.E.	Ontos Tank
Star Slab/7	Armor	Partisan Tank
SimplePlate		
Manufacturers	Armor	Ontos Tank
JoLex Systems	Communication Unit	Partisan Tank
AntiAir Flak Systems-1	Targeting/Tracking System	Partisan Tank
GuideRite with Laser		
Coordination Link	Targeting/Tracking System	Ontos Tank
Crucis-R	Chassis	Wolverine
Northrup 12000	Jump Jets	Wolverine
Nissan 275 XL	MASC	Fusion Engine
Armor shipped in from FWL		

SARNA

Days to Jump Point: 9

Defending Units (On Planet): Sarna Martial Academy Training Group (1st Battalion)

Defending Units (Within Jump Radius)

- Kaifeng SMM
- 20th Avalon Hussars RCT
- 5th Syrtis Fusiliers RCT
- Grim Determination

Tengo Aerospace

On-site Defending Units: 3rd F-C RCT

Vehicles Produced

- TR-7 Thrush (Aerospace Fighter)
- F-10 Cheetah (Aerospace Fighter)
- LTN-G15 Lightning (Aerospace Fighter)
- Seeker (DropShip)
- Mule (DropShip)
- Mammoth (DropShip)

SARNA MARCH

STYK

Days to Jump Point: 4

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

5th Crucis Lancers RCT

5th F-C RCT

9th F-C RCT

1st F-C RCT

Tao 'Mechworks

On-site Defending Units: 3rd Donegal Guards

Vehicles Produced

VTC-9D Victor ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
HildCo Type V Endo Steel	Chassis	Victor

The untried members of the 3rd Battalion of the 4th Confederation Reserve Cavalry proved themselves during the fighting in the Fourth Succession War. The veteran forces of the Warrior House Regiment Fujita went off-world, and so the 4th Cavalry fought alone. When defeat was finally inescapable, they destroyed as much of the factories they were charged to protect as possible, rather than allow them to fall into enemy hands.

Tao 'Mechworks had to be rebuilt almost from the ground up. This was not all bad, however, as the Commonwealth technicians were able to design the lines as they pleased. Reports indicate that production will begin on the VTR-9D *Victor* 'Mech within the year.

With the Capellan Confederation again threatening the worlds of the St. Ives Compact, resentment is growing over the number of *Victors* exported to the Commonwealth. With 'Mech production beginning on Styk, the loss of the St. Ives 'Mech production will be a minor one.



CAPELLAN MARCH

AXTON

Days to Jump Point: 5

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): Valexa CMM

Wangker AeroSpace

On-site Defending Units: 1st Bell Training Battalion

Vehicles Produced

CSR-V14 Corsair (Aerospace Fighter)

EGL-R6 Eagle (Aerospace Fighter)

TRB-D36 Thunderbird (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Wangker II	Frame	Corsair
Wangker IV	Frame	Eagle
Wangker VII	Frame	Thunderbird
Vlar 300	Fusion Engine	Eagle and Thunderbird

The *Corsair* has always been a popular fighter in the Federated Suns, and Davion engineers wisely chose to alter the design as little as possible. They upgraded the large lasers to extended-range versions and added double heat sinks to help deal with the craft's large number of laser weapons, but otherwise the *Corsair* remains unchanged.

KATHIL

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): None

General Motors

On-site Defending Units: 2nd NAIS Cadet Cadre (1st and 2nd Battalions)

Vehicles Produced

MAD-5D Marauder ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
GM Marauder	Chassis	Marauder
Swingline X-100	Jump Jets	Marauder
GM 300 XL	Fusion Engine	Marauder
Dalban Micronics	Communications System	Marauder, also shipped to New Valencia for Marauder II
GM Whirlwind	AC/5	Marauder, also shipped to Layover for Scorpion and Vedette
General Motors Nova-5	Ultra AC/5	Marauder, also shipped to Nanking for Wolverine; to Talon for JagerMech; and to Tikonov for Cataphract

When General Motors decided to expand their Kathil operations, rather than add their 'Mech plant onto the already existing factories, they chose to build a separate facility several hundred miles away in order to take advantage of newly discovered industrial ore deposits. The ore is long gone, however, and the 2nd NAIS Cadet Cadre must now guard two bases rather than one.

General Motors of Kathil

On-site Defending Units: 2nd NAIS Cadet Cadre (3rd Battalion)

Vehicles Produced

Darter Scout Car

Jeeps and other support vehicles

COMPONENTS PRODUCED

Name	Component	Typical Use
GM 15	I.C.E.	Jeeps
GM 75	I.C.E.	Darter Scout Car
GM 80	I.C.E.	Other support vehicles

MENDHAM

Days to Jump Point: 13

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Davion Assault Guards RCT
1st Capellan Dragoons

Mendham Electronics

On-site Defending Units: 2nd Illician Lancers (21st Rangers)

COMPONENTS PRODUCED

Name	Component	Typical Use
Garret T10B	Communications System	Shipped to New Avalon for Locust and Wasp
Garret T-11B	Communications System	Shipped to Nanking for Wolverine
Garret T-11A	Communications System	Shipped to Talon for Rifleman and JagerMech
Garret Supremesound	Communications System	Shipped to Axton for Thunderbird
Garret D2j	Targeting/Tracking System	Shipped to Talon for Rifleman and JagerMech and to Kirklin and Sirius for Partisan Tank

NEW SYRTIS

Days to Jump Point: 4

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): None

New Syrtis holds an even more tempting prize than the Johnston Industries plant—the Regional Military Headquarters of the Capellan March. Whatever the target of would-be raiders, units attacking New Syrtis will find the planet's blizzards and extreme cold a foe nearly as potent as the 'Mechs stationed here.

Johnston Industries

On-site Defending Units: New Syrtis CMM (Ground Units)

Vehicles Produced

AXM-1N Axman ('Mech)
CES-3R Caesar ('Mech)
Goblin Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Dorwinion Standard	Chassis	Axman and Caesar
LongWay 180	I.C.E.	Goblin Tank
Armor shipped in from FWL		
Johnston Wide Band	Communications System	Axman and Caesar
CommuTech XL	Communications System	Goblin Tank
Intek	Medium Laser	Axman, Caesar, and also shipped to Tikonov for Cataphract, Thrush, and Transit
BlazeFire Systems	Large Laser	Goblin Tank, and also shipped to Talon for Rifleman
BlazeFire Sweetshot	ER Large Laser	Shipped to New Avalon for Enforcer
Johnston Parti-Cannon	PPC	Shipped to Panpour for Manticore
Johnston High Speed	ER PPC	Caesar, and also shipped to Talon for Rifleman
Luxor Devastator-20	AC/20	Axman
Poland Main Model R	Gauss Rifle	Caesar, and also shipped to Hesperus II for Banshee, to Carlisle for Marauder, and to Styk and St. Ives Compact for Victor
Johnston	MiniGun	Goblin

New Syrtis Shipyards

On-site Defending Units: New Syrtis CMM (Aerospace)

Vehicles Produced

Monarch (DropShip)
Mammoth (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Marly 750	Interplanetary Drive	Monarch
Bally Tech Super X40	Interplanetary Drive	Mammoth

TALON

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): None

Jump-capable 'Mechs are practically a requirement for raiding this planet of jagged peaks and sheer cliffs. Indeed, every 'Mech in the Talon Crucis March Militia is so equipped, and their pilots are completely familiar with combat in this treacherous terrain. The defense unit also boasts a large VTOL and jump-infantry support group.

Kallon Industries

On-site Defending Units: Talon CMM (1 Company)

Vehicles Produced

HNT-171 Hornet ('Mech)
ENF-5D Enforcer ('Mech)
GRF-1DS Griffin ('Mech)
RFL-5D Rifleman ('Mech)
JM6-DD JagerMech ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Corean Model KL77 Endo Steel	Chassis	Hornet
Dorwinion Standard	Chassis	Enforcer
Earthwerk GRF	Chassis	Griffin
Kallon Type IV	Chassis	Rifleman
Kallon Type XII	Chassis	JagerMech
Pitban LFT-50	Jump Jets	Hornet
McCloud Specials	Jump Jets	Enforcer
Rawlings 55	Jump Jets	Griffin
Hermes 100	Fusion Engine	Hornet
Nissan 250 XL	Fusion Engine	Enforcer
CoreTek 275	Fusion Engine	Griffin
Hermes 240 XL	Fusion Engine	Rifleman
Nissan 260 XL	Fusion Engine	JagerMech
StarGuard CIV Ferro-Fibrous with CASE	Armor	Hornet and Enforcer
Starshield A with CASE	Armor	Griffin
Kallon Unity Weave Ferro-Fibrous with CASE	Armor	JagerMech
Kallon Royalstar	Armor	Rifleman
Tri-Word Duplex 4880	Communications System	Hornet
Neil 6000	Communications System	Griffin

KALLON

INDUSTRIES

CRUCIS MARCH
CAPETOWN

CRUCIS MARCH

CRUCIS MARCH

BELLADONNA

Days to Jump Point: 6

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Point)

New Avalon CMM
1st Davion Guards RCT
Davion Heavy Guards RCT
Team Banzai

Cal-Boeing of Dorwinion

On-site Defending Units: Cal-Boeing Swarm

Vehicles Produced

Boomerang Spotter Plane
Ferret VTOL
Wild Weasel VTOL
Marten VTOL

COMPONENTS PRODUCED

Name	Component	Typical Use
Tyron 25	I.C.E.	VTOL
Tyron 75	I.C.E.	VTOL
ProtecTech Light	Armor	VTOL
IsBM Lantirn	Targeting/Tracking System	VTOL
MainFire MiniGun	MG	VTOL

Cal-Boeing's current COE, Count Douglas Fassei, is a firm believer in the combat value of his VTOLs. In a statement declaring that, "Only one who has the utmost confidence in his product deserves the patronage of his customers," the count announced that he would no longer require the services of the AFFC. A battalion of his Wild Weasel and Marten VTOL's would henceforth defend his factories.

As Belladonna is located deep within the Commonwealth, any raid here is highly unlikely. In fact, many sceptics believe the count's proclamation to be nothing more than a publicity stunt. It is clear that the dainty defenders will not pose much of a threat to any aggressors reaching the planet.

DELANVAN

Days to Jump Point: 5

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

New Avalon CMM
1st Davion Guards RCT
Davion Heavy Guards RCT
Team Banzai

Universal Air

On-site Defending Units: 19th Arcturan Guards (1st Battalion)

Vehicles Produced

Invader (JumpShip)
Star Lord (JumpShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
KF Mark VIIIa	Kearney-Fuchida Drive	Invader
KF Mark VIII a-1	Kearney-Fuchida Drive	Star Lord

Dynamico Ltd.

On-site Defending Units: None

Vehicles Produced

Avenger (DropShip)
Buccaneer (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
GM 9800i	Interplanetary Drive	Avenger
Magna Corp. VX250B	Interplanetary Drive	Buccaneer
ExoStar	Small Laser	Buccaneer, also shipped to Axton for Corsair and to Sarna for Cheetah
ExoStar	Medium Pulse Laser	Shipped to Panpour for Sparrowhawk
Martell	Medium Laser	Buccaneer, shipped to Sarna for all crafts at Tengen Aerospace, to Panpour for all crafts at Jalestar Aerospace, to Axton for all crafts at Wangker AeroSpace, to New Avalon for all crafts at Lycomb-Davion IntroTech, to Sirius for Ontos, and to Talon for Hornet and Rifleman
Martell	Medium Pulse Laser	Avenger, also shipped to Panpour for Sparrowhawk
ExoStar	Large Laser	Buccaneer, also shipped to New Avalon for Stuka and Hellcat and to Axton for Eagle and Thunderbolt
ExoStar	ER Large Laser	Avenger, and also shipped to Axton for Corsair

It is standard procedure for DropShip manufacturers to slap on whatever make of weapon is least expensive and/or most available. Dynamico's Delavan Shipyards is an obvious exception. Not only do they manufacture the energy weapons carried by the *Avenger* and *Buccaneer* DropShips produced here, but their laser systems are also shipped to other factories throughout the Commonwealth. Dynamico's *Avenger* assault ship is the only Inner Sphere DropShip line routinely fitted with Star League technology.

GALAX

Days to Jump Point: 11

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

New Avalon CMM
1st Davion Guards RCT
Davion Heavy Guards RCT
Team Banzai

Federated-Boeing Interstellar

On-site Defending Units

1st Galax Reservists at Boeing Instrumentation Ltd. (Grevers City, Galax)
Federated Security Forces Alpha, Beta, Ceti, and Delta at Port Simon Naval Shipyards (Lagrange Point, Galax)

Vehicles Produced

Gazelle (DropShip)
Leopard (DropShip)
Union (DropShip)
Overlord (DropShip)
Leopard CV (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Star League V95	Interplanetary Drive	Gazelle
Star League V84	Interplanetary Drive	Leopard and Leopard CV
Star League V250	Interplanetary Drive	Union
Star League V450	Interplanetary Drive	Overlord

Although some of the industries of Federated-Boeing Interstellar are located on the surface of Galax, most are lodged in the huge Galax Megaplex orbiting the planet. The Federated Security Forces defending the Megaplex are comprised of four teams of three DropShips (typically, a *Union* and two *Leopard* CVs), each with heavy aerospace support made up largely of *Corsairs*.

WAR
GALAX
CRUISE

CRUCIS WARPLANET

GULKANA

Days to Jump Point: 23

Defending Units (On Planet): Militia only

Defending Units (Within Jump Radius): None

When Christine Salos, Duchess of Gulkana, came into power twenty years ago, her planet was under the thumb of an insane dictator from the local militia. Only her father's indifference had prevented the AFFS from dealing with the rebels, as the situation fell under the duke's jurisdiction. Christine immediately gave the AFFS permission to move in, but requested more military contracts as a "reward" for her loyalty to the Davion government. Her line of Mydron autocannons are now in use on Commonwealth 'Mechs and fighters, as well as the DropShips in which they were originally installed.

Yeffters Weapons Factory

On-site Defending Units: None

COMPONENTS PRODUCED

Name	Component	Typical Use
Mydron Model D	AC/2	JagerMech
Mydron Model C	AC/5	Partisan
Mydron Model B	AC/10	DropShips
Mydron Model A	AC/20	Lightning
Mydron Excel	LB 10-X	Centurion
Mydron MiniGun	MG	Partisan

JOHNSONDALE

Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Marlette CMM
Clovis DMM

Johnsondale has enough mineral resources to support a moderate amount of industry. It also lies midway between the planets Ozawa and Robinson, home to Wunderland Enterprises and Valiant Systems, respectively. When Wunderland and Valiant created the jointly owned Valiant Vehicles, these two factors made Johnsondale an ideal choice for the factory site. Their Striker tank is selling well, and rumor has it that designers are working on another, heavier armored vehicle.

Valiant Systems

On-site Defending Units: Goshen War College Training Battalion

Vehicles Produced

Striker Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
InterComBust 155	I.C.E.	Striker Tank

KIRKLIN

Days to Jump Point: 4

Defending Units (On Planet): Local Militia

Defending Units (Within Jump Radius)

19th Arcturan Guards (1st Battalion)
Kestrel CMM

Kallon Weapons Industries

On-site Defending Units: None

Vehicles Produced

Partisan Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
StarSlab/7	Armor	Partisan Tank
JoLex Systems	Communications System	Partisan Tank
AntiAir Flak Systems-1	Targeting/Tracking System	Partisan Tank

LAYOVER

Days to Jump Point: 12

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): None

Quikscell Company

On-site Defending Units: 1st Aragon Borderers (1st Battalion)

Vehicles Produced

LRM Carrier
SRM Carrier
Scorpion Tank
Vedette Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Locom-Pack 250 InterComBust	I.C.E.	Vedette Tank
InterComBust 100	I.C.E.	Scorpion Tank
InterComBust 180	I.C.E.	LRM and SRM Carriers
ProtecTech Light	Armor	Scorpion and LRM and SRM carriers
ProtecTech 6	Armor	Vedette
Basix 200	Communications System	Scorpion and Vedette
OptiSight-12	Targeting/Tracking System	Scorpion and Vedette
Communicator	Communications System	LRM and SRM Carriers
FireScan with IndirecTrack	Targeting/Tracking System	LRM and SRM Carriers
20mm Gatling Gun	MG	Scorpion and Vedette

Salvatore Inc.

On-site Defending Units: 1st Aragon Borderers (2nd and 3rd Battalions)

Vehicles Produced

Seeker (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Quad RanTech 720	Interplanetary Drive	Seeker

MACINTOSH

Days to Jump Point: 2

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Apple Computers Interstellar

On-site Defending Units: The Fighting Urakhai (2nd Battalion, DeMaestri's Sluggers)

COMPONENTS PRODUCED

Name	Component	Typical Use
Dalban HiRez II	Targeting/Tracking System	Hornet and Locust
Dalban HiRez II-a	Targeting/Tracking System	Wasp
Dalban HiRez	Targeting/Tracking System	Marauder and Marauder II
Octagon Tartrac, System C	Targeting/Tracking System	Shipped to Talon for Griffin

WAR
CRUISES

CRUSADERS WARCHAMPS

NEW AVALON

Days to Jump Point: 7

Defending Units (On Planet)

Team Banzai (1 Battalion on Rotating Duty)

1st Davion Guards RCT

Davion Heavy Guards RCT

Defending Units (Within Jump Radius): 19th Arcturan Guards (1st Battalion)

New Avalon is heavily defended, but the units stationed here dilute their strength by covering no less than six major potential targets: Avalon City (including the Davion Royal Palace), the New Avalon Institute of Science, the Fox's Den (the Davion military headquarters), Corean Enterprises (on the continent of Albion), the Achernar BattleMechs, and the Lycomb-Davion IntroTech factories (on the continent of Brunswick).

Achernar BattleMechs

On-site Defending Units: Team Banzai (1 Battalion on Rotating Duty)

Vehicles Produced

LCT-3D Locust ('Mech)

WSP-3W Wasp ('Mech)

PXH-3D Phoenix Hawk ('Mech)

ENF-5D Enforcer ('Mech)

DV-7D Dervish ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Bergan VII	Chassis	Locust
1A Type 3	Chassis	Wasp
1A Type 7 Endo Steel	Chassis	Phoenix Hawk
Dorwinion Standard	Chassis	Enforcer
Dorwinion Standard 55TES	Chassis	Dervish
Rawlings 52	Jump Jets	Wasp
Rawlings 80	Jump Jets	Phoenix Hawk
McCloud Specials	Jump Jets	Enforcer
Swingline X-1000	Jump Jets	Dervish
LTV 160	Fusion Engine	Locust
Nissan 250 XL	Fusion Engine	Enforcer
CoreTek 275	Fusion Engine	Dervish
StarGuard Ferro-Fibrous with CASE	Armor	Locust
StarGuard Ferro-Fibrous with CASE	Armor	Enforcer and Dervish
Achernar Electronics HICS-11	Communications System	Enforcer
Achernar Electronics HID-8	Communications System	Phoenix Hawk
Achernar Electronics HID-21	Communications System	Dervish
Achernar Standard	Communications System	Shipped to Belladonna for VTOL
Achernar Air Whistler	Communications System	Shipped to Belladonna for Boomerang
Federated Hunter	Targeting/Tracking System	Phoenix Hawk and Enforcer
Federated Hunter Mk II	Targeting/Tracking Systems	Dervish
ChisComp 32	Small Laser	Wasp and Enforcer, also shipped to Talon for Enforcer
ChisComp 39	Medium Laser	Dervish
MainFire Point Defense	Anti-Missile System	Phoenix Hawk, also shipped to Talon for Hornet
Magna Longbow-5	LRM-5	Locust
Federated 10-Shot	LRM-10	Dervish
Federated SuperStreak	Stream SRM-2	Dervish also shipped to Kathil for Marauder, and used on Davion field refits for Crusader

Corean Enterprises

On-site Defending Units: Team Banzai (1 Battalion on Rotating Duty)

Vehicles Produced

CN9-D Centurion ('Mech)

VLK-QD Valkyrie ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Corean Model KL77 Endo Steel	Chassis	Centurion
Corean Model 101AA Endo Steel	Chassis	Valkyrie
Omni 150	Fusion Engine	Valkyrie
StarGuard CIV Ferro-Fibrous with CASE	Armor	Valkyrie
StarGuard III with CASE	Armor	Centurion
Lynx-shur	Communications System	Valkyrie
Corean Transband-J9	Communications System	Centurion
Sync Tracker (39-42071) with Artemis IV System	Targeting/Tracking System	Valkyrie
Photech 806c	Medium Laser	Centurion
Devastator Series-07	LRM-10	Valkyrie
Luxor 3R	LRM-10	Centurion

The NAIS techs sent to repair Corean's aging automated systems worked miracles. Not only is the factory once again fully functional, but a second line is now up and running, producing the CN9-D *Centurion*. The techs integrated Star League technology without complaint or delay.

Lycomb-Davion IntraTech

On-site Defending Units: New Avalon CMM

Vehicles Produced

STU-D6 Stuka (Aerospace Fighter)

LTN-G15 Lightning (Aerospace Fighter)

HEC-12C Hellcat (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Lycomb 11	Frame	Stuka
Lycomb 5	Frame	Lightning
Lycomb 6	Frame	Hellcat
O/P 9000AT	Communications System	Stuka
O/P 2500 TGFD	Targeting/Tracking System	Stuka
Holly-5	LRM-5	Shipped to Talon and to Sirius for Hornet for Ontos
Holly-4	SRM-4	Shipped to Styk for Victor
Harpoon-6	SRM-6	Stuka, also shipped to Nanking for Wolverine

Of all the Commonwealth fighter designs, the *Stuka* has undergone the heaviest modification in response to rediscovered Star League lostech. Although the old K5 model was a well-rounded machine, it lacked the firepower of most heavy fighters. Not so the STU-D6. The advent of double heat sink technology has allowed designers to drop ten units while still gaining significant heat dissipation. The mass gained by switching out the double heat sinks and substituting an XL engine gives the *Stuka* the major firepower it was missing.

The new *Stuka* offers two large lasers and an LRM-20 in each wing, a medium laser and two SRM-6s with four tons of ammo in the nose, and two rear-firing medium lasers. Unfortunately, the designers could not use ferro-aluminum armor because the many weapons systems took up too much space.

STUCKS

WAR
CRISIS

NEW VALENCIA

Days to Jump Point: 8

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

GM/Blackwell maintains an assembly plant for the feared *Marauder II* on New Valencia, but the planet is best known as a center for agriculture. The New Valencia Agriculture Company (NVAC) is a leading developer of sturdy hybrids of important grains. Indeed, the NVAC is said to be able to regulate test sites for the *Marauder II* in such a way that they completely avoid accidental destruction of their crops by the huge war machines.

General Motors/Blackwell Industries

On-site Defending Units: Blackwell Garrison (1 Company of *Marauder II*s)

Vehicles Produced

MAD-5A *Marauder II* ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
GM <i>Marauder</i>	Chassis	<i>Marauder II</i>

PANPOUR

Days to Jump Point: 4

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Jalestar Aerospace

On-site Defending Units: The Fighting *Urakhai* (3rd Company, 3rd Battalion, DeMaestri's Sluggers)

Vehicles Produced

CN9-D *Centurion* ('Mech)

SPR-6D *Sparrowhawk* (Aerospace Fighter)

SB-27 *Sabre* (Aerospace Fighter)

Manticore Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Corean Model KL 77 Endo Steel	Chassis	<i>Centurion</i>
StarTech Model II	Frame	<i>Sparrowhawk</i>
Jalestar Type 1	Frame	<i>Sabre</i>
All Fusion Engines shipped in from General Motors' Talcot plant		
StarGuard III with CASE	Armor	<i>Centurion</i>
ArcShield Maxi II	Armor	<i>Manticore Tank</i>
O/P R Janxiir	Communications System	<i>Manticore</i>
TargiTrack 717	Targeting/Tracking System	<i>Manticore</i>

Visual scans cannot distinguish the new SPR-6D from older models of the *Sparrowhawk* light fighter. Indeed, the new *Sparrowhawk* retains the same configuration as the H5 model. The difference is that the armor is ferro-aluminum, the lasers are pulse, and the engine is an XL model.

Challenge Systems

On-site Defending Units: The Fighting *Urakhai* (1st and 2nd Company, 3rd Battalion, DeMaestri's Sluggers)

Vehicles Produced

Monolith (JumpShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
KF Mark X	Kearney-Fuchida Drive	Monolith

SALEM

Days to Jump Point: 12

Defending Units (On Planet): 19th Arcturan Guards (3rd Battalion)

Defending Units (Within Jump Radius): None

General Motors

On-site Defending Units: None

Vehicles Produced

Wheeled APC

COMPONENTS PRODUCED

Name	Component	Typical Use
GM 40	I.C.E.	Wheeled APC
GM 105	I.C.E.	Shipped to Layover for Pegasus Tank
GM SuperLoad 240	I.C.E.	Shipped to Kirklin for Partisan Tank
GM MiniGun	MG	Wheeled APC

TALCOTT

Days to Jump Point: 6

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): None

General Motors

On-site Defending Units: 19th Arcturan Guards (2nd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
GM 120	Fusion Engine	Wasp
GM 270	Fusion Engine	Phoenix Hawk
GM 300XL	Fusion Engine	Centurion, Stuka, and Marauder II
GM 260XL	Fusion Engine	Axman
GM 280XL	Fusion Engine	Caesar
GM 240XL	Fusion Engine	Sparrowhawk
GM 200	Fusion Engine	Lightning
GM 250	Fusion Engine	Sabre
GM 240	Fusion Engine	Hellcat and Manticore Tank

GM

GENERAL MOTORS

CRUCIAL WARFARE

DRACONIS MARCH

DRACONIS MARCH

Both the Draconis Combine and the Federated Commonwealth have moved troops from their mutual border against the Clans, leaving the Draconis March largely stripped of its forces. Davion and Kurita may have little to fear from one another while dealing with a mutual enemy, but disgruntled mercenaries and Periphery pirates—most notably Fuchida's Fusiliers from the Tortuga Dominions—are another story.

OZAWA

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory sites

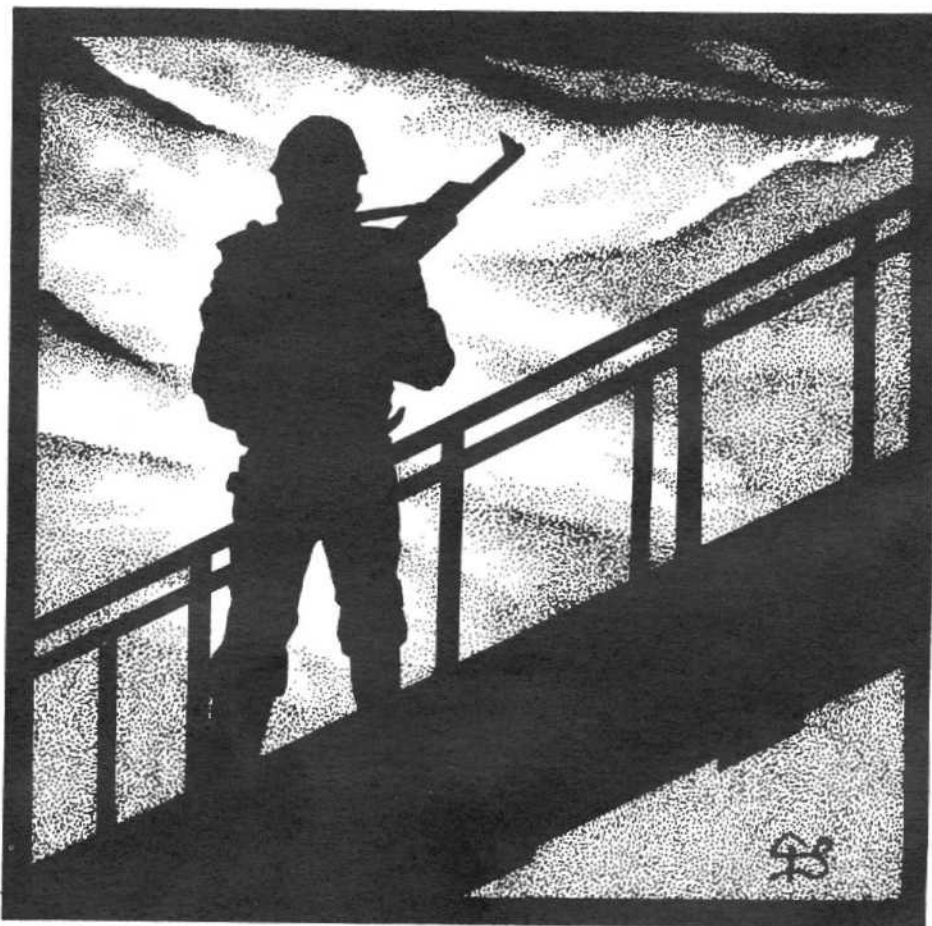
Defending Units (Within Jump Radius): Addicks DMM

Wunderland Enterprises

On-site Defending Units: 2nd Kearney Highlanders (3rd Battalion)

COMPONENTS PRODUCED

Name	Components	Typical Use
Wunderland Fighter Series	Communications System	
Wunderland Fighter Series 60	Communications System	Hellcat
Wunderland Fighter Series 75	Communications System	Eagle
Wunderland XXI-3 series	Communications System	Striker
Wunderland Raptores	Targeting/Tracking Systems	Thunderbird
Wunderland Raptores 2	Targeting/Tracking System	Hellcat
Wunderland Raptores 3	Targeting/Tracking System	Eagle
Wunderland XXI-3 series	Targeting/Tracking Systems	Striker



ROBINSON

Days to Jump Point: 7

Defending Units (On Planet): Robinson DMM (2nd and 3rd Battalions)

Defending Units (Within Jump Radius): None

Because it is the capital of the Draconis March, Robinson is better defended than any other world in the area—much to the relief of the workers at the Valiant Systems plant.

Valiant Systems

On-site Defending Units: Robinson Academy Training Battalion

COMPONENTS PRODUCED

Name	Component	Typical Use
Valiant Buckler	Armor	Striker
Valiant Lamellor	Armor	Marauder and Marauder II
Valiant Heavy CrossBow	LRM-10	Centurion and Manticore
Valiant Ballista	LRM-20	Stuka and Thunderbird
Valiant Pilum	SRM-6	Striker and Manticore

SCHEDAR

Days to Jump Point: 9

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): Tikonov Martial Academy Training Group

Rander Communications Equipment Inc.

On-site Defending Units: 1st NAIS Cadet Cadre

COMPONENTS PRODUCED

Name	Component	Typical Use
Rander 100	Communications System	Thrush, Cheetah,
Rander 100B	Communications System	Corsair, Lightning, Sparrowhawk, Sabre, and Transit
Rander Groundsider	Communications System	Centurion
Rander Crosshairs	Targeting/Tracking System	Centurion
Rander Pinpoint-XY	Targeting/Tracking System	Axman and Caesar
Rander TA4	Targeting/Tracking System	Thrush, Cheetah, Lightning, and Sparrowhawk
Rander TAB00	Targeting/Tracking System	Corsair and Transit
Rander TA2	Targeting/Tracking System	Sabre
BlazeFire Tracker with RangeCheck	Targeting/Tracking System	Goblin

TANCREDI IV

Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): Bryceland DMM

Precision Weaponry

On-site Defending Units: 1st Conroe Training Battalion

COMPONENTS PRODUCED

Name	Component	Typical Use
Sutel Precision Line	Small Pulse Laser	Wasp
Sutel Precision Line	Medium Pulse Laser	Valkyrie, Phoenix Hawk, JagerMech, Wolverine, Caesar, and Marauder
Sutel Precision Line	Large Pulse Laser	Griffin, Axman, and Marauder

The Precision Weaponry plant on Tancredi IV is a perfect example of the lengths to which the Successor States will go to protect their diminishing industries. The factories here have been heavily damaged three times: first by the Draconis Combine during the First Succession War, then by Periphery pirates while the Federated Suns were occupied by the War of 3039, and finally by Fuchida's Fusiliers, when that unit broke its contract rather than face the Clans. The fourth time around, the Tancredi engineers hit upon a clever plan. Instead of rebuilding the factories, they hollowed out underground complexes and relocated the facilities. Then they rebuilt the original buildings as empty shells.

Now the workers enter the plant through the empty "factory" above ground, where Mechs stand guard over an elaborate decoy.

DRACONIS COMBINE

The industry of the Draconis Combine suffered greater losses at the hands of the Clans than did its rival, the Federated Commonwealth. One-half of its JumpShip and over one-third of its DropShip manufacturing capacity now belongs to the Clans.

One of its two major 'Mech producers, Alshain Weaponry, lost its home office and two of its factories. LexaTech Industries, sole remaining Inner Sphere producer of the Land-Air 'Mech, is now in the hands of the Nova Cat Clan.

Luthien, the capital of the Combine and home to many of its industries, suffered in the Clan assault and is still within striking distance of the front lines.

But perhaps the worst blow the Draconis Combine has taken is the loss of the planet Schuyler. With the crises of the Fourth Succession War followed by the Ronin War and the War of 3039, Mangon Aeronautics was able to justify continued production of its *Sholagar* fighter, despite the craft's known defects. In 3045, however, Wakazashi Enterprises finally completed a takeover bid for Mangon.

Three years later they began production on their lean new fighter, the S-4 *Sai*. The *Sai* carried an extended-range large laser, two medium pulse lasers, and aluminum fibrous armor: Theodore Kurita pronounced it the pride of the Combine. Clan pilots are flying the *Sai* now.

No other light fighters are produced in Kurita space, and the Free Worlds League is already exporting large numbers of their *Cheetah* fighters to the Capellan Confederation—they are unwilling to weaken themselves by striking a similar agreement with the Combine. The serious lack of swift light aerofighters is already beginning to be felt by Kurita units.

Wakazashi itself is overextended from its drawn-out battle to acquire Mangon Aeronautics and from the loss of their Schuyler plant. The only other Combine fighter manufacturer, the Kurita Combine Munitions Corporation, is a relatively small and mainly unsuccessful firm. The construction of a much-needed new aerospace factory will undoubtedly be a long and difficult process.

Because the Combine fronts only one other Successor State, the Federated Commonwealth, it was able to pull from its worlds the troops it needed for the war against the Clans. Still, the continued existence of this determined nation is by no means certain.



DIERON MILITARY DISTRICT

AL NA'IR

Days to Jump Point: 21

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

15th Dieron Regulars (2nd Battalion)

3rd Dieron Regulars (2nd Battalion)

Yori 'Mech Works

On-site Defending Units: 15th Dieron Regulars (1st Battalion)

Vehicles Produced

AS7-K Atlas ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Foundation Type 10X	Chassis	Atlas
Hermes 300XL	Fusion Engine	Atlas, also shipped to Quentin for Atlas
Yori Flyswatter	Antimissile System	Atlas, also shipped to Quentin for Atlas

The components for the fearsome AS7-K *Atlas* 'Mech are manufactured at the Yori plant, located in the Al Na'ir system's asteroid belt, then shipped to Al Na'ir for final assembly.

Scarborough Manufacturers

On-site Defending Units: 15th Dieron Regulars (3rd Battalion)

Vehicles Produced

Pegasus Scout Hover Tank

Saladin Hover Tank

Scimitar Hover Tank

Maxim Hover Transport

Hover APC

COMPONENTS PRODUCED

Name	Component	Typical Use
ConLee ICE 80	I.C.E.	APC
ConLee ICE 105	I.C.E.	Pegasus, Saladin, Saracen, and Scimitar
ConLee ICE 165	I.C.E.	Maxim
ProtecTech 4	Armor	Saladin
ProtecTech 6	Armor	Pegasus and Maxim
ProtecTech 7	Armor	Saracen and Scimitar
ProtecTech Light	Armor	APC
Scarborough Talky-1	Communications System	Pegasus, Saracen, and APC
Scarborough Talky-2	Communications System	Saladin, Scimitar, and Maxim
Scarborough Tracky-1	Targeting/Tracking System	Pegasus, Saracen, Maxim, and APC
Scarborough Tracky-2	Targeting/Tracking System	Scimitar
Scarborough Assault-1	Targeting/Tracking System	Saladin
Scarborough Original 5	AC/5	Scimitar
Scarborough Original 20	AC/20	Saladin

The Draconis Combine's version of the Pegasus hover tank lacks the sophisticated communications and targeting systems that make the Pegasus such a popular vehicle.

ALTAIR

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): 3rd Dieron Regulars (1st Battalion)

Altair's sun produces an unusual amount of surface activity. These solar storms and flares leave the planet without communications for long periods of time, and so it is not surprising that this planet has been raided often throughout its history.

Kurita Combine Munitions Corporation

On-site Defending Units: 3rd Dieron Regulars (3rd Battalion)

Vehicles Produced

F-500 Riever (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Interstar Heavy	Frame	Riever
Neil 400	Communications System	Riever
Chichester ASR 26	Targeting/Tracking System	Riever

Because it produces what many view as a House Marik fighter, the Kurita CMC generally has a difficult time obtaining components for its product. This changed recently, however, when the companies supplying Mangon Aeronautics, former producer of the now defunct *Sholager* light fighter, suddenly found themselves seeking new markets for their products.

ERRAI

Days to Jump Point: 2

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

15th Dieron Regulars (1st and 3rd Battalions)

3rd Dieron Regulars (2nd Battalion)

Maltex Corporation

On-site Defending Units: 15th Dieron Regulars (2nd Battalion)

Vehicles Produced

HTM-27T Hatamoto-Chi ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerks VCL Endo Steel	Chassis	Hatamoto-Chi
Pitban 320	Fusion Engine	Hatamoto-Chi, also shipped to Quentin for Victor
Mitchell Argon Ferro-Fibrous with CASE	Armor	Hatamoto-Chi
Tiegart	PPC	Hatamoto-Chi, also shipped to Proserpina for Manticore tank, to Al Na'ir for Pegasus and Maxim, to New Samarkand for Behemoth, to Chatham for Lucifer II, and to Altair for Riever

The Combine's radical new version of the *Charger* assault 'Mech is produced by Maltex.

KESSEL

Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Troops on Kessel wear life-support equipment when away from the protection of vehicles or buildings. Years of pollution have created a dangerously toxic environment.

Diverse Optics, Inc.

On-site Defending Units: 40th Dieron Regulars

COMPONENTS PRODUCED

Name	Component	Typical Use
Diverse Optics 10P	Small Pulse Laser	Lucifer II
Diverse Optics 20	Medium Laser	Shilone and Slayer
Diverse Optics 20P	Medium Pulse Laser	Lucifer II
Diverse Optics 30	Large Laser	Shilone
Diverse Optics 30X	ER Large Laser	Lucifer II

QUENTIN

Days to Jump Point: 3

Defending Units (On Planet): None

Defending Units (Within Jump Radius): 15th Dieron Regulars

Independence Weaponry

Vehicles Produced

JM6-DD JagerMech ('Mech)

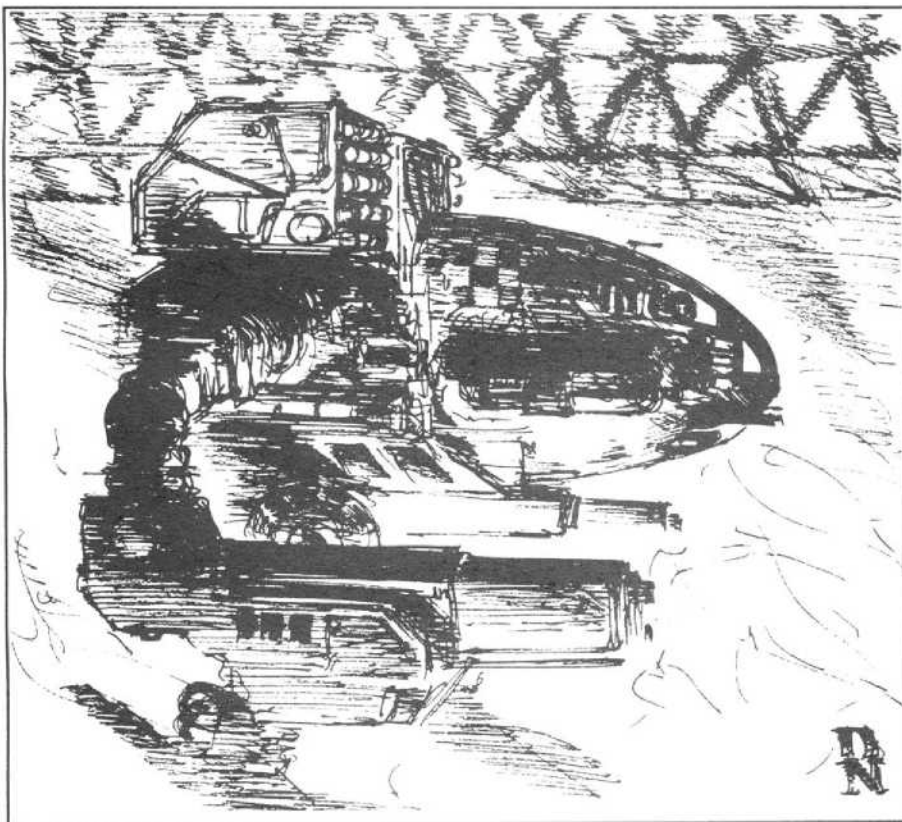
MAD-5D Marauder ('Mech)

VTR-9K Victor ('Mech)

AS7-K Atlas ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Kallon Type XII	Chassis	JagerMech
GM Marauder	Chassis	Marauder
Alshain Class 920		
Endo Steel	Chassis	Victor
Foundation Type 10X	Chassis	Atlas
Nissan 260 XL	Fusion Engine	JagerMech
Durallex Special Medium with CASE	Armor	Shipped to Luthien for Wolf Trap
Durallex Ferro Fibrous with CASE	Armor	JagerMech
Durallex Heavy Special with CASE	Armor	Atlas, and shipped to Al Na'ir for Atlas
Durallex Heavy Special	Armor	Marauder
Durallex Heavy with CASE	Armor	Victor
Garret T12E	Communications System	Shipped to Luthien for Quickdraw
Garret D2j	Targeting/Tracking System	JagerMech, Marauder, and shipped to Errai for Hatamoto-Chi



BENJAMIN MILITARY DISTRICT

DOVER

Days to Jump Point: 9

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): 15th Benjamin Regulars

In addition to supporting two major weapons manufacturers, Dover is home to the Combine's People's Reconstruction Effort (PRE) Academy.

Wakazashi Enterprises

On-site Defending Units: 6th Benjamin Regulars (3rd Battalion)

Vehicles Produced

SL-15 Slayer (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Wakazashi V	Frame	Slayer

The changes made to the *Slayer* aerospace fighter after the advent of Star League technology were so slight that the craft was not given a new designation. Modern *Slayers* carry an LB-10X autocannon, which replaces the older Zeus model.

Hinsdale Elec

On-site Defending Units: 6th Benjamin Regulars (2nd Battalion)

Vehicles Produced

Condor (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Pitban 1350-XRB	Interplanetary Drive	Condor

WAKAZASHI ENTERPRISES

MARDUK

Days to Jump Point: 6

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Victory (Formerly Norse BattleMech Works)

On-site Defending Units: 22nd Benjamin Regulars

Vehicles Produced

GRF-1DS Griffin ('Mech)

WVR-7K Wolverine ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerk GRF	Chassis	Griffin
Crucis-A	Chassis	Wolverine
Norse Industries 3S	Jump Jets	Valkyrie
Norse Industries 7S	Jump Jets	Shipped to Quentin for Marauder
Starshield with CASE	Armor	Shipped to Luthien for Quickdraw
Starshield A with CASE	Armor	Griffin
Starshield A	Armor	Wolverine, and shipped to Luthien for Quickdraw
Neil 6000	Communications System	Phoenix Hawk
Victory Throb	Small Pulse Laser	Wolverine
Victory 23R	Medium Laser	Shipped to Luthien for Jenner, Wolf Trap, Grand Dragon, and Quickdraw, and to Proserpina for Manticore Tank
Victory Heartbeat	Medium Pulse Laser	Shipped to Luthien for Charger, to Al Na'ir for Atlas, and to Quentin for JagerMech, Marauder, Victor, and Atlas
Victory Drumbeat	Large Pulse Laser	Shipped to Quentin for Marauder
Victory Nickel Alloy	ER Large Laser	Shipped to Al Na'ir for Atlas and to Quentin for Marauder and Atlas
Telos DecaCluster	LRM-10	Shipped to Luthien for Grand Dragon
Telos Scoreshot	LRM-20	Griffin
Telos-4	SRM-4	Shipped to Tok Do for Panther, to Quentin for Victor, to Luthien for Jenner and Quickdraw, and to Proserpina for Bulldog Tank
Telos-6	SRM-6	Wolverine

The extensive facilities once comprising Norse BattleMech Works are unquestionably the greatest prize the Dragon won in either the Fourth Succession War or the War of 3039.

The complex was damaged very little during its capture and is still as self-sufficient as it was when under Davion control, with only the targeting and tracking computers imported from Luthien. Indeed, now that Victory has been granted the license to run the compound, they have greatly expanded the laser weaponry lines here, and they export many of the advanced components they produce.

PROSERPINA

Days to Jump Point: 4

Defending Units (On Planet): 9th Benjamin Regulars (1st Battalion)

Defending Units (Within Jump Radius): None

Bulldog Enterprises

On-site Defending Units: 9th Benjamin Regulars (2nd Battalion)

Vehicles Produced

Bulldog Tank

Tokugawa Tank

Manticore Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Tamia 220	I.C.E.	Tokugawa
Bulldog 240	I.C.E.	Bulldog
Bulldog	Armor	Bulldog
Bulldog	Large Laser	Bulldog
Bulldog	Machine Gun	Bulldog
OP/R Janxiir	Communications System	Manticore
TargiTrack 717	Targeting/Tracking System	Tokugawa, also shipped to Luthien for Tokugawa

OBJECTIVE
RAIDS
DISTRICT
MILITARY
PESHT

Guided Technologies

On-site Defending Units: 9th Benjamin Regulars (3rd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Guided Technologies SRM 2	SRM	Saracen, Scimitar, Maxim, and Behemoth
Guided Technologies 2nd Gen Streak SRM-2	SRM	Marauder
Guided Technologies 1 NCK "Thornbush"	SRM-4	Shilone

TOK DO

Days to Jump Point: 5

Defending Units (On Planet): None

Defending Units (Within Jump Radius)

2nd Sword of Light
6th Arkab Legion

Alshain Weapons

Vehicles Produced

PNT-10K Panther ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Alshain 560-Carrier Endo Steel	Chassis	Panther
Lord's Light 2	ER PPC	Panther, also shipped to Luthien for Grand Dragon

Alshain Weapons has had a difficult time of it lately. First, they destroyed their factories on Jarett before the Clans occupied, to keep them from falling into enemy hands. Then, Alshain was forced to disassemble the *Panther* plant on Krenice and relocate it two jumps away at Tok Do. The firm may not survive many more major setbacks.

PESHT MILITARY DISTRICT

QANDAHAR

Days to Jump Point: 8

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Dow-Nexus Fusion Products

On-site Defending Units: 6th Pesht Regulars

COMPONENTS PRODUCED

Name	Component	Typical Use
GM 160	Fusion Engine	Formerly shipped to Alshain for Locust
GM 180	Fusion Engine	Formerly shipped to Irece for Stinger LAM
GM 270 XL	Fusion Engine	Formerly shipped to Jarett for Phoenix Hawk
GM 300 XL	Fusion Engine	Marauder
GM 240	Fusion Engine	Manticore Tank

The Dow-Nexus company is in trouble. When the Clans moved into Kuritan space, they captured factories accounting for 70 percent of DN's market. Manufacturers of conventional vehicles have expressed an interest in DN's product line, but are generally unwilling to pay the higher fusion engine prices, which seem excessive compared to the prices of the I.C.E.s they currently use.

GALEDON MILITARY DISTRICT

HACHIMAN

Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Tanadi Computers

On-site Defending Units: 16th Galedon Regulars

COMPONENTS PRODUCED

Name	Component	Typical Use
Colmax 90	Communications System	Hatamoto-Chi
Cat's Eyes 5 with Artemis IV System	Targeting/Tracking System	Panther and Charger
Eagle Eye 400 XX	Targeting/Tracking System	Wolf Trap
Eagle Eye SY10 10	Targeting/Tracking System	Grand Dragon

Though Tanadi traditionally produces civilian products, it was chosen to manufacture the Cat's Eyes 5 targeting system for the *Panther* Mech. Its performance was good enough to net the company additional government contracts.

NEW SAMARKAND

Days to Jump Point: 12

Defending Units (On Planet): 6th Galedon Regulars (3rd Battalion)

Defending Units (Within Jump Radius): None

Though the former capital of the Draconis Combine now resembles a "ghost world," it still boasts the Internal Security College, the Sun Zhang MechWarrior Academy, and two major factory complexes.

New Samarkand Metals

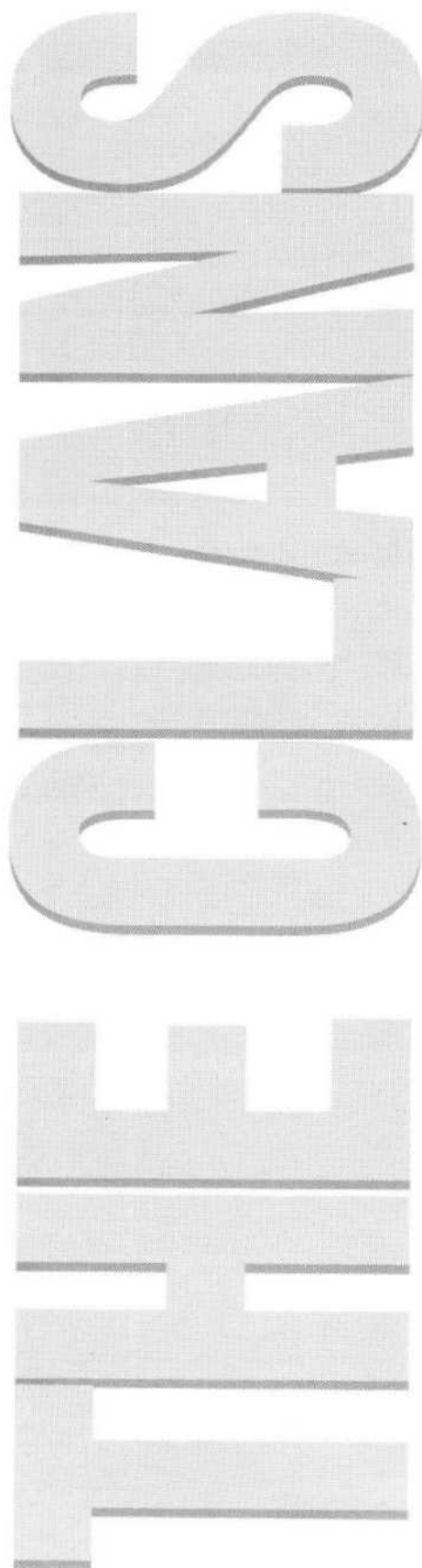
On-site Defending Units: 6th Galedon Regulars (2nd Battalion)

Vehicles Produced

Demolisher Tank
Schrek PPC Carrier
Behemoth Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
GM SuperLoad 240	I.C.E.	Demolisher
GM ICE R200	I.C.E.	Behemoth
New Samarkand Royal Ferro-Fibrous	Armor	Formerly shipped to Jarett for Phoenix Hawk
New Samarkand Royal Ferro-Fibrous with CASE	Armor	Shipped to Luthien for Jenner, Charger, and Mauler
ArcShield Maxi II	Armor	Behemoth
ArcShield VII Mk 5	Armor	Demolisher and Behemoth
Olmstead 30	Communications System	Demolisher and Behemoth
Olmstead 3000	Communications System	Schrek
Omicron VI	Targeting/Tracking System	Demolisher
Omicron IX	Targeting/Tracking System	Schrek
Cirxese BallistaCheck and RockeCheck	Targeting/Tracking System	Behemoth
Hellstar	PPC	Schrek
SarLon MaxiCannon	AC/10	Behemoth
185mm ChemJet Gun	AC/20	Demolisher
LongFire V	LRM-5	Behemoth and shipped to Al Na'ir for Maxim



THE CLANS

CLAN GHOST BEAR

Every evaluation names the Ghost Bears the weakest of the invading Clans. However, the corridor of advancement they moved along was poorly defended by Inner Sphere forces, and they did not need the assistance of a second Clan to conquer their area of operations, as did the Jade Falcons and Smoke Jaguars.

The Ghost Bears do have one attitude in common with the Rasalhagians they have conquered: an intense dislike of mercenaries. Why this Clan expresses this dislike more strongly than the other invading Clans is unknown.

ALSHAIN

Days to Jump Point: 9

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

- 2nd Bear Regulars (1/2 Cluster), Tau Galaxy (PGC)
- 10th Provisional Garrison Cluster, Xi Galaxy (PGC)
- 12th Bear Chevaliers, Theta Galaxy (F)
- 42nd Provisional Garrison Cluster, Xi Galaxy (PGC)
- 56th Provisional Garrison Cluster, Xi Galaxy (PGC)
- 115th Striker Cluster, Kappa Galaxy (F)

Alshain

On-site Defending Units: 48th Battle Cluster, Rho Galaxy (F)

Vehicles Produced

LCT-IV Locust ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Bergan VII	Chassis	Locust
StarSlab/1	Armor	Locust
StarSlab/6	Armor	Shipped to Joint Equipment Systems for Hetzer
Garret T10B	Communications System	Locust
Martell	Medium Laser	Locust
SperryBrowning	Machine Gun	Locust

When Alshain was overrun, the Kuritans attempted to destroy their factories rather than surrender them to Clan use. Most of the Alshain factories were leveled, but the Clans managed to salvage and rebuild the *Locust* line.

Joint Equipment Systems

On-site Defending Units: 243rd Battle Cluster, Rho Galaxy (F)

Vehicles Produced

- Skulker Scout Tank
- Scorpion Tank
- Hetzer Wheeled Assault Gun
- LRM Carrier
- SRM Carrier
- Wheeled APC
- Tracked APC

COMPONENTS PRODUCED

Name	Component	Typical Use
GM Classic	I.C.E.	Skulker
GM 40	I.C.E.	Wheeled APC
GM 60	I.C.E.	Tracked APC
GM 100	I.C.E.	Scorpion
GM 120	I.C.E.	Skulker
GM 140	I.C.E.	Hetzer
GM 180	I.C.E.	LRM and SRM Carriers

The Ghost Bears are using the Joint Equipment Systems facilities reluctantly. Even by Inner Sphere standards, the vehicles produced here are considered poor quality.

SPITTAL

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 1st Bear Regulars, Tau Galaxy (PGC)
- 18th Provisional Garrison Cluster, Tau Galaxy (PGC)
- 37th Provisional Garrison Cluster, Tau Galaxy (PGC)
- 140th Striker Cluster, Kappa Galaxy (F)

Benson and Bjorn

On-site Defending Units: 18th Battle Cluster, Rho Galaxy (F)

Vehicles Produced

- Tracked APC
- Scorpion Tank
- Vedette Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Locom-Pack 60	I.C.E.	Tracked APC
Locom-Pack 100	I.C.E.	Scorpion
Locom-Pack 250	I.C.E.	Vedette
Locom-Pack 260	I.C.E.	Vedette
Axel Mark I	I.C.E.	Rommel Tank
Axel Mark II	I.C.E.	Patton Tank

The Ghost Bears were not impressed with the prize they won on Spittal. The vehicles produced at the Benson and Bjorn plant are crude by Clan standards, even discounting the fact that the vehicles still use internal combustion engines.

The Bears are continuing production here, but they have no plans to upgrade the plant, considering it not worth the effort. Most of the vehicles produced here are used in 'Mech training runs as high-tech targets.

TRONDHEIM

Days to Jump Point: 8

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 9th Provisional Garrison Cluster (1/2 Cluster), Tau Galaxy (PGC)
- 18th Provisional Garrison Cluster (1/2 Cluster), Tau Galaxy (PGC)
- 283rd Battle Cluster, Rho Galaxy (F)

Trondheim is cursed by furious volcanic activity. Though there are many easily accessible mineral resources on this planet, the Clans people stationed on this world reject the Clan custom of referring to the Inner Sphere as a paradise.

Amav Electronics

On-site Defending Units: 3rd Bear Guards, Alpha Galaxy (F)

COMPONENTS PRODUCED

Name	Component	Typical Use
Sipher Common SCU-4	Communications System	Panther and Phoenix Hawk
Neil 9000	Communications System	Archer
Neil 500 ±	Communications System	Conventional Vehicles
RCA Instatrak Mark XII with Artemis IV System	Targeting/Tracking System	Panther and Archer
RCA Instatrak Mark VI	Targeting/Tracking System	Phoenix Hawk
RCA Econotrac	Targeting/Tracking System	Conventional Vehicles

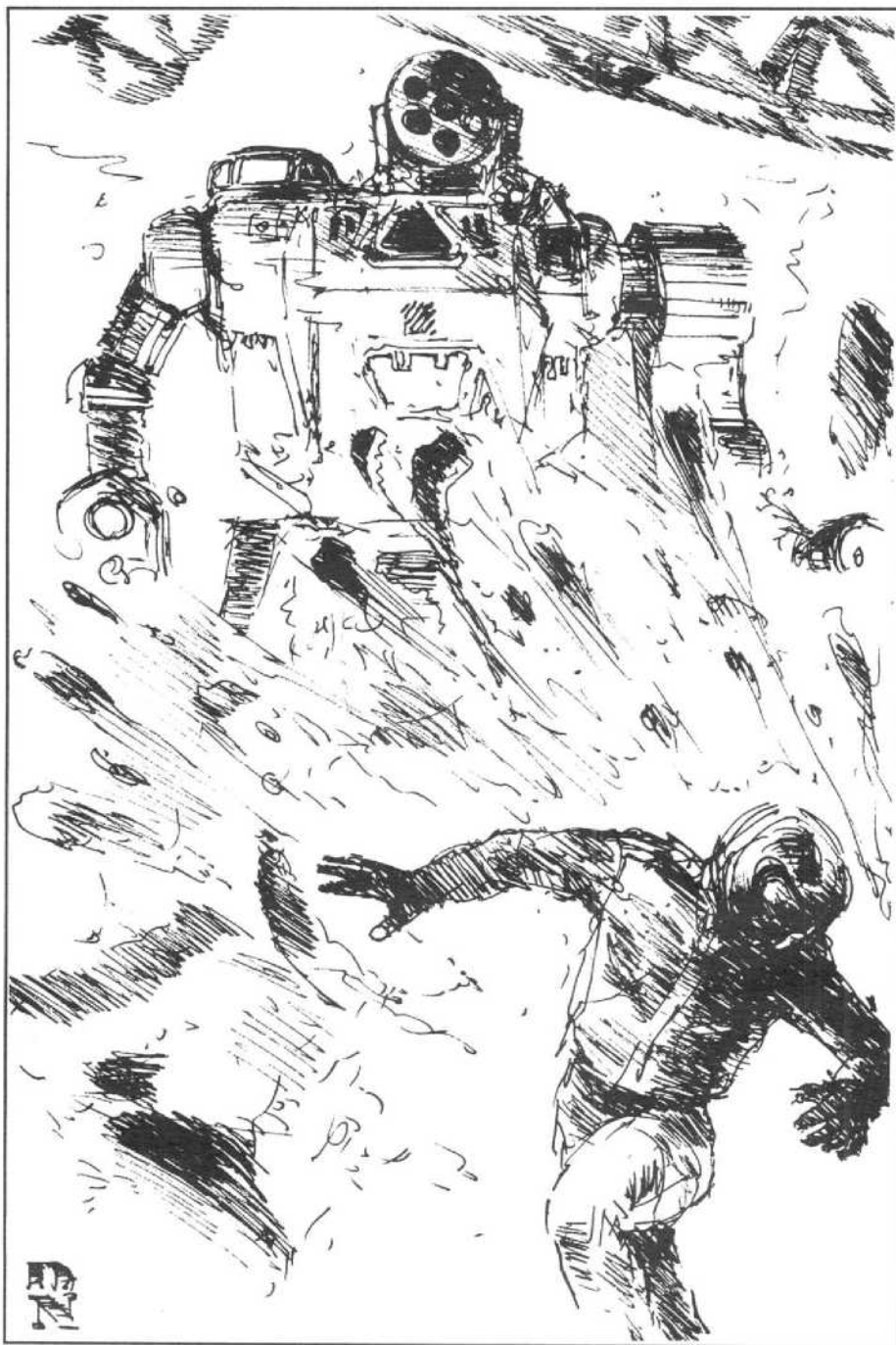
CLAN BEAR GHOST

JADE FALCON CLAN

CLAN JADE FALCON

The Clan offensive has been particularly galling for the Jade Falcons because they have lost face at every turn. Of the four Clans in the original invasion force, only the Smoke Jaguars captured fewer worlds than the Jade Falcons, and their most hated rivals, Clan Wolf, bested them across the board. In fact, Clan Wolf took more than twice the number of worlds the Falcons overran. The new ilKhan was chosen from Clan Wolf, not the Jade Falcons, and Clan Wolf bested the Com Guards, while the Jade Falcons were defeated.

Forced to abide by the agreement made on Tukayyid, the Jade Falcons have left the fighting on the Commonwealth border to the Steel Vipers, and give their energy and resources to raiding Clan Wolf.



CLAN SMOKE JAGUAR AND NOVA CAT

The Smoke Jaguar–Nova Cat alliance is a more equal partnership than the similar arrangement between the Jade Falcons and the Steel Vipers. Indeed, the Jaguars and Nova Cats have agreed to joint possession of two captured worlds, Caripare and Avon.

Though the Smoke Jaguars hold more than twice as many worlds as the Nova Cats, the Nova Cats control many key planets on the front with the Draconis Combine. With fewer planets to garrison, the Nova Cats are able to mount more offensive actions than the Jaguars.

SCHUYLER

Days to Jump Point: 4

Defending Units (On Planet): 2nd Jaguar Guards Battle Cluster, Beta Galaxy (F)

Defending Units (Within Jump Radius)

- 124th Phalanx, Nu Galaxy (PGC)
- 143rd Phalanx, Nu Galaxy (PGC)
- 11th Jaguar Regulars, Zeta Galaxy (PGC)
- 17th Jaguar Regulars, Psi Galaxy (PGC)
- 3rd Provisional Garrison Cluster, Kappa Galaxy (PGC)
- 4th Provisional Garrison Cluster, Kappa Galaxy (PGC)

Wakazashi Enterprises

On-site Defending Units: 4th Jaguar Regulars, Nu Galaxy (PGC)

Vehicles Produced

S-4 Sai (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Components	Typical Use
Wakazashi I	Frame	Sai
Shinobi 240 XL	Fusion Engine	Sai

The Smoke Jaguars enjoy using the *Sai* fighter, but not because the design is particularly well-liked by the Clans. In fact, they consider it an inferior craft. But using the Kuritans' own fighter against them is high comedy to the Jaguars.

Galileo Instruments

On-site Defending Units: 12th Jaguar Regulars, Nu Galaxy (PGC)

Vehicles Produced

- Achilles (DropShip)
- Monarch (DropShip)
- Behemoth (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Xevex-12s	Interplanetary Drive	Achilles
Marly 750	Interplanetary Drive	Monarch
Sunburst M-200L Megadrive	Interplanetary Drive	Behemoth

Most likely, the Galileo lines that produce the *Monarch* and *Behemoth* are being reworked. The Clans favor the *Achilles*, however, and production of that DropShip will probably be accelerated.

Dharma HyperSpace

On-site Defending Units: 12th Jaguar Regulars, Nu Galaxy (PGC)

Vehicles Produced

Scout (JumpShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
K-F Mark IIb	Kearney-Fuchida Drive	Scout

The Dharma shipyards share Schuyler's orbital facilities with Galileo Instruments.

CLAN STEEL VIPER

The Steel Vipers occupy an enviable position at the moment. Because their allies, the Jade Falcons, are busy harassing the Wolf Clan, the Vipers are free to strike at the resources of the Federated Commonwealth. They have captured an excellent Inner Sphere 'Mech plant, and are preparing to lead the Clan advance toward Terra when it resumes. They expect to be in the vanguard of the resumed invasion because their front line is closer to the Tukayyid Line than the furthest worlds held by any Clan other than the Ghost Bears.

TWYXCROSS

Days to Jump Point: 12

Defending Units (On Planet)

423rd Assault Cluster, Gamma Galaxy (F)

57th Striker Cluster, Gamma Galaxy (F)

Defending Units (Within Jump Radius)

51st Battle Clusters, Gamma Galaxy (F)

9th Fang, Omega Galaxy (PGC)

10th Fang, Omega Galaxy (PGC)

Tornadoes and violent dust storms characterize the weather patterns for this world, which prompted the developers to build most cities and factories below ground.

Trellshire Heavy Industries

On-site Defending Units

428th Assault Cluster, Gamma Galaxy (F)

94th Battle Cluster, Gamma Galaxy (F)

Vehicles Produced

RFL-5D Rifleman ('Mech)

BLR-1G BattleMaster ('Mech)

STK-5S Stalker ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Kallon Type IV	Chassis	Rifleman
Hollis Mark X	Chassis	BattleMaster
Titan H1	Chassis	Stalker
Hermes 240 XL	Fusion Engine	Rifleman
Vox 340	Fusion Engine	BattleMaster
Strand 255	Fusion Engine	Stalker
Kallon Royalstar	Armor	Rifleman
Garret T11-A	Communications System	Rifleman
Garret D2j	Targeting/Tracking System	Rifleman
Spar 3c Tight Band	Targeting/Tracking System	BattleMaster and Stalker
Magna Mk II	Medium Laser	Rifleman
Donal	PPC	BattleMaster
Deprus Swarmshot	Anti-Missile System	Stalker

TRELLSHIRE

HEAVY INDUSTRIES

CLAN WOLF

Clan Wolf is finding the break in the Clan offensive to be more of a challenge than the invasion itself. Maddened by the rise to power of Clan Wolf, Clan Jade Falcon's raids into Wolf space may soon escalate to a level that will threaten the Jade Falcons' ability to resume their advance. Clan Wolf may be encouraging such tension, perhaps in order to strengthen the Warden faction in the Clans, which apparently aligned against the invasion of the Inner Sphere.

KIRCHBACH

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 6th Wolf Regulars, Iota Galaxy (PGC)
- 12th Wolf Regulars, Theta Galaxy (PGC)
- 13th Wolf Regulars, Theta Galaxy (PGC)

Swedenborg Heavy Industries

On-site Defending Units: 11th Wolf Guards, Delta Galaxy (F)

COMPONENTS PRODUCED

Name	Component	Typical Use
ScatterGun Light	Machine Gun	Vedette
Defiance Type J	AC/5	Zeus
Defiance Killer Type T	AC/10	Halchettman, Patton Tank
Defiance Mech Hunter	AC/20	Rommel Tank
Coventry Five-Tube	LRM-5	Rommel and Patton Tanks
FarFire	LRM-15	Archer
Telos Four-Shot	SRM-4	Panther

As part of their plan to build a Mech plant on Kirchbach, Swedenborg Heavy Industries first constructed a ballistic weaponry facility, which was to provide components for the Free Republic's other factories while the rest of the complex was built. The Wolf Clan's invasion put a stop to production.

ComStar believes that Clan Wolf may be trading components to the Ghost Bears from the Kirchbach and Rasalhague factories for the armored vehicle plant on Spittal held by Clan Ghost Bear. In exchange, the Wolves receive electronics from Trondheim for use in the Mechs they produce on Satalice.

RASALHAGUE

Days to Jump Point: 4

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

- 15th Wolf Chasseurs, Omega Galaxy (PGC)
- 95th Phalanx (1/2 Cluster), Omega Galaxy (PGC)

The former capital of the Free Rasalhague Republic supports only one weapons plant at the moment, but Clan Wolf is quickly updating the nearly complete Gorton, Kingsley, and Thorpe Mech plant the Republic was in the process of erecting.

Rasalhague Armor Works

On-site Defending Units: 328th Assault Cluster, Alpha Galaxy (F)

COMPONENTS PRODUCED

Name	Component	Typical Use
Lord's Light 2	ER PPC	Panther
Victory Heartbeat	Medium Pulse Laser	Phoenix Hawk
Victory Nickel Alloy	ER Large Laser	Phoenix Hawk and Archer
Maximilian 42	Armor	Panther
Maximilian Ferro-Fibrous	Armor	Phoenix Hawk
Maximilian 100 with CASE	Armor	Archer
ProtecTech Light	Armor	Ferret
ProtecTech 6	Armor	Pegasus
ProtecTech 8	Armor	Goblin

SATALICE

Days to Jump Point: 5

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 3rd Battle Cluster, Beta Galaxy (F)
- 4th Striker Cluster, Delta Galaxy (F)
- 24th Wolf Rangers, Delta Galaxy (F)

Gorton, Kingsley, and Thorpe Enterprises

On-site Defending Units: 352nd Assault Cluster, Alpha Galaxy (F)

Vehicles Produced

- PNT-10K Panther ('Mech)
- PXH-3K Phoenix Hawk ('Mech)
- ARC-5R Archer ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Alshain 560-Carrier Endo Steel	Internal Structure	Panther
Alshain Class 56-60H	Internal Structure	Phoenix Hawk
Earthwerk Archer II Endo Steel	Internal Structure	Archer
Lexington Ltd. Lifters	Jump Jets	Panther
Hermes 140	Fusion Engine	Panther
GM 270XL	Fusion Engine	Phoenix Hawk
Vox 280	Fusion Engine	Archer

The Wolves nearly captured the Gorton, Kingsley, and Thorpe plant when it was located on New Oslo. The Free Republic relocated it in time, and was preparing to relocate the factory a second time when Satalice was overrun.

The chances of such a large-scale moving operation succeeding a second time were slim in any case. Clan Wolf was now bypassing planets in order to strike at choice targets such as Satalice more quickly, and the people of the Republic had lost much of their fighting spirit by this time. The fact that the elite Wolf Spiders were chosen to take the planet shows that the ilKhan was determined to capture this factory intact.



GORTON, KINGSLEY, & THORPE ENTERPRISES

FREE WORLDS LEAGUE

When the Federated Commonwealth captured the Brigadier 'Mech Factory at Oliver during the Fourth Succession War, it set back Free Worlds League production. But the setback was insignificant when compared to the losses suffered by Inner Sphere houses. Captain General Marik increased production and upgraded Marik 'Mech and aerospace fighter designs using advanced technology much more quickly than any other Inner Sphere government.

This advantage could have given the Free Worlds League a substantial edge over their enemies, but the Clan invasion ended any such hope. Thomas Marik realized that his new weaponry could be used against the Clans by the Federated Commonwealth and Draconis Combine troops now, or by his forces after the Clan juggernaut had rolled over the rest of the Inner Sphere, and all hope of the League's survival was gone.

Recognizing his enemies' desperation, Marik planned to demand as high a price as possible for his factories' services until Hanse Davion negotiated a fairer price in exchange for treating Marik's son Joshua's leukemia. These negotiations could have seriously damaged the League's relations with the rest of the Successor States, but Joshua's remission has done much to ease his father's bitterness against the Federated Commonwealth for what he considers blackmail.

In their rush to put out better 'Mechs, the League has neglected to increase their production of conventional vehicles at a similar rate, leaving their armor production far behind that of the rest of the Inner Sphere.

AMITY

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 20th Marik Militia
- 31st Marik Militia (1st and 2nd Battalions)
- Silver Hawk Irregulars: Gryphons
- Stewart Dragoons, Home Guards
- Dragon's Breath

The populace on the war-battered world of Amity supports the peace-loving Sir Charles Smith in Parliament. While Smith's so-called "flower child" belief in universal brotherhood has been ridiculed by other League politicians, his peace treaties with the Commonwealth worlds of Solaris and Rahne have preserved his constituents from the ravages of the Fourth Succession War and subsequent raids. Thus far, neither Captain General Marik nor Archon Steiner have found a prize on Amity valuable enough to justify breaking these well-publicized treaties.

Imstar AeroSpace

On-site Defending Units: 31st Marik Militia (3rd Battalion)

Vehicles Produced

F-11 Cheetah-R (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Imstar 10/I	Frame	Cheetah-R
GM 250a-XL	Fusion Engine	Cheetah-R
Starflash I	Small Laser	Cheetah-R
Starflash II	Medium Laser	Cheetah-R

Imstar's new reconnaissance vehicle, the F-11 *Cheetah-R*, features a GM 250-a XL engine, a ten-ton fuel capacity, and one small and two medium Starflash lasers.

ANDURIEN

Days to Jump Point: 10

Defending Units (On Planet): 1st Free Worlds Legionnaires (2nd Battalion)

Defending Units (Within Jump Radius)

2nd Oriente Hussars (1st and 3rd Battalions)

5th Free Worlds Legionnaires (2nd and 3rd Battalions)

Though there have been no major uprisings since Andurien's unsuccessful bid for independence in 3030, a certain amount of civil unrest is constant in the Duchy. Enemies of the Free Worlds League will find vital military intelligence readily available here, along with other types of assistance. As a result, the regular units stationed here maintain a higher alert status.

Andurien AeroTech (A Division of Free Worlds Defense Industries)

On-site Defending Units

FWDI Sentinels (1 Company)

1st Free Worlds Legionnaires (3rd Battalion)

Vehicles Produced

F-92 Stingray (Aerospace Fighter)

F-700 Riever (Aerospace Fighter)

Intruder (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
F-90/A	Frame	Stingray
Interstar Heavy	Frame	Riever
Movem-XL	Interplanetary Drive	Intruder
Vox 240a	Fusion Engine	Stingray
Pitban 400XL	Fusion Engine	Riever
Lassitor-3QZ	Communications System	Also shipped to Lopez for Riever
Hellion-b II	Medium Laser	Stingray
Hellion-a III	ER Large Laser	Stingray
Gamma-10	LRM-10	Riever, and shipped to Lopez for Riever
Beta-6	SRM-6	Riever, and shipped to Lopez for Riever

Andurien AeroTech has made use of advanced technology to upgrade its already popular aerospace designs. The new F-92 *Stingray* (also produced at the Oriente facility) added double heat sink technology and upgraded the large lasers and PPC to ER versions. The advanced F-700 *Riever* features a Pitban 400XL engine, twenty double heat sinks, and an additional ton of autocannon ammunition.

Brooks Incorporated

On-site Defending Units

1st Free Worlds Legionnaires (1st Battalion)

1st Brooks Guardians (1 Company Armor)

Vehicles Produced

Galleon Tank

Harasser Missile Platform

COMPONENTS PRODUCED

Name	Component	Typical Use
GM Classic II	I.C.E.	Harasser
180 GTEM	I.C.E.	Galleon
StarSlab/1 with CASE	Armor	Shipped to the Federated Commonwealth for the Locust
StarSlab/2	Armor	Harasser
StarSlab/3/6	Armor	Galleon
Maxell 500	Communications System	Galleon
Maxell TA55	Targeting/Tracking System	Galleon
Diverse Optics Type 10	Small Laser	Galleon
Hellion-V	Medium Laser	Galleon
SureShot Mk VI	SRM-6	Harasser

ASUNCION

Days to Jump Point: 4

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

- 3rd Free Worlds Guards
- 10th Marik Militia
- Carson's Renegades
- Stealthy Tigers
- 1st Smithson's Chinese Bandits

Kallon Industries

On-site Defending Units: 2nd Smithson's Chinese Bandits

Vehicles Produced

CRD-5M Crusader (Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Crucis-B	Chassis	Crusader
Chilton 465	Jump Jets	Crusader
Hermes 260XL	Fusion Engine	Crusader
Intek	Medium Laser	Crusader

Kallon's decision to construct their *Crusader* factory on Asuncion was made with a certain amount of trepidation, because it would be located so near the Capellan border. The company responded by building facilities on two planets, rather than one large complex. The assembly plant was erected on the nearby world of Bernardo, bypassed initially in favor of Asuncion because it lacked the necessary resources for component manufacturing processes.

ATREUS

Days to Jump Point: 16

Defending Units (On Planet): 4th Oriente Hussars (1st Battalion)

Defending Units (Within Jump Radius): 1st Regular Hussars (3rd Battalion)

Despite the fact that Atreus is home to more corporations under military contract than any other planet in the League, only a small percentage of the population is employed in these plants. The reason for this is simple: the companies based on Atreus are small (the largest, Imstar AeroSpace, produces only one design) and highly automated.

Deller, Bingham, and Fouts

On-site Defending Units: 4th Oriente Hussars (2nd Battalion, Alpha and Bravo Companies)

Vehicles Produced

- Gazelle (DropShip)
- Mammoth (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Star League V95	Interplanetary Drive	Gazelle
Bally Tech Super X40	Interplanetary Drive	Mammoth

Imstar AeroSpace

On-site Defending Units: 4th Oriente Hussars (2nd Battalion, Charley Company; 3rd Battalion, Charley Company)

Vehicles Produced

F-11 Cheetah (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Imstar 10-1	Frame	Cheetah
GM 250 XL	Fusion Engine	Cheetah
Starflash	Medium Pulse Laser	Cheetah

The Free Worlds League has long been known for its emphasis on aerospace manufacture and deployment. Government sponsorship has allowed two companies, Andurien AeroTech and Imstar AeroSpace, to thrive, and only one other firm has survived the competition. Production has continued to blossom.

The F-11 *Cheetah* has been upgraded recently, as have all Free Worlds League aerospace designs. The upgrades include an extra-light engine, two tons of additional fuel, upgunned lasers (using pulse technology), and four tons of ferro-aluminum armor.

Imperator Automatic Weaponry

On-site Defending Units: 4th Oriente Hussars (3rd Battalion, Alpha and Bravo Companies)

COMPONENTS PRODUCED

Name	Component	Typical Use
Imperator Smoothie-2	AC/2	Shipped to the Draconis Combine for the Mauler and JagerMech Cicada, Hermes II, Shadow Hawk, Rifleman, and shipped to the Federated Commonwealth for the Vulcan and to the Draconis Combine for the JagerMech
Imperator	Ultra AC/5	
Imperator Code Red	LB-10X	Shipped to the Draconis Combine for the Wolf Trap and Slayer
Imperator Zeta-a	AC/20	F-700 Riever and shipped to the Draconis Combine for the Riever
Imperator Dragon's Fire	Gauss Rifle	Shipped to the Draconis Combine for the Victor, Atlas, and Slayer

A subdivision of Kallon Weaponry, Imperator has long been known for quality designs. Their Imperator-A has performed admirably on the *Rifleman* 'Mech, and they expect even better results now that their primary product has been updated with recovered Star League lostech.

BERNARDO

Days to Jump Point: 2

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 1st Free Worlds Guards
- 4th Marik Militia
- 6th Marik Militia
- 15th Marik Militia
- 2nd Sirian Lancers
- 1st Smithson's Chinese Bandits

Kallon Industries

On-site Defending Units: 10th Marik Militia

Vehicles Produced

CRD-5M Crusader ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Crucis-B	Chassis	Crusader

KALLON

INDUSTRIES

BERNARDO

CALLOWAY VI

Days to Jump Point: 15

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 1st Marik Militia
- 5th Marik Militia
- 9th Marik Militia
- Fusiliers of Oriente, 4th Brigade
- Barrett's Fusiliers

A continuous flow of JumpShips visits this politically and militarily crucial, yet resource-poor world. In the past, raiders have often passed themselves off as traders, an easy feat in the constant confusion. Any would-be attacker should be aware, however, of the frequent presence on the planet of the 4th Brigade of the Fusiliers of Oriente, as the Duke of Oriente's winter retreat is located on Calloway VI.

Earthwerks Incorporated

On-site Defending Units

- Earthwerks Security (2 Companies)
- Shelly's Stompers (1 Company)
- 11th Atrean Dragoons (3rd Battalion)

Vehicles Produced

- STG-5M Stinger ('Mech)
- SHD-5M Shadow Hawk ('Mech)
- ARC-4M Archer ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerks STG II Endo Steel	Chassis	Stinger
Earthwerks SHD II Endo Steel	Chassis	Shadow Hawk
Earthwerks Archer II Endo Steel	Chassis	Archer
Chilton 360	Jump Jets	Stinger
GM 120	Fusion Engine	Stinger
Hermes 275 XL	Fusion Engine	Shadow Hawk
Vox 280	Fusion Engine	Archer
Maximilian 100 with CASE	Armor	Archer

Earthwerks has probably gained the largest benefits from the recent (post-invasion) increase in production in the Free Worlds League. The company has always been known for its quality products, and now that it has once again reached full production capacity, only the Irian and Gibson BattleMech corporations are more highly valued by the FWL military.

Security is provided by the planetary garrison and Earthwerks security. The merc unit Shelly's Stompers recently signed a long-term contract with the company.

CAMPBELTON

Days to Jump Point: 9

Defending Units (On Planet): Local Militia

Defending Units (Within Jump Radius): None

Fusigon Heavy Weaponry

On-site Defending Units: Local Militia

COMPONENTS PRODUCED

Name	Component	Typical Use
ChisComp 32	Small Laser	Griffin
Omicron 3000	Medium Laser	Stinger
Omicron 4000	Medium Laser	Quickdraw
Fusigon Longtooth	ER PPC	Griffin, Warhammer, BattleMaster, Awesome, and shipped to the Federated Commonwealth for the Griffin and Warhammer

The FWL is currently experiencing an extreme shortage of PPCs, leading to great resentment at having to export 90 percent of the Fusigon Longtooth PPCs made on Campbelton to the Federated Commonwealth. Especially galling is that many of these cannon are known to be used on the Marik-designed *Griffins* captured by the Commonwealth at Oliver. Fusigon's workers are outspoken about their feelings on the matter, staging riots, attempting to deceive Commonwealth officials about production levels, sabotaging components, and striking. Thomas Marik has so far ignored these incidents.

CARBONIS

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 2nd Marik Militia
- 5th Marik Militia
- 11th Atrean Dragoons
- 12th Atrean Dragoons
- 1st Orloff Grenadiers

IMB Systems

On-site Defending Units

- Irian Security (2 Lances)
- 9th Marik Militia

COMPONENTS PRODUCED

Name	Component	Typical Use
Dynatec 990	Targeting/Tracking System	Stinger
Dynatec 1122	Targeting/Tracking System	Cicada
Dynatec 2180	Targeting/Tracking System	Quickdraw
Dynatec 2780	Targeting/Tracking System	Awesome
Octagon Tartrac System	Targeting/Tracking System	Phoenix Hawk
Octagon Tartrac System C	Targeting/Tracking System	Griffin
RCA Instatrak Mark X	Targeting/Tracking System	Thunderbolt
RCA Instatrak Mark XII	Targeting/Tracking System	Shadow Hawk
RCA Instatrak Mark XII with Artemis IV System	Targeting/Tracking System	Archer

IMB is a highly diversified firm, dealing mostly in civilian electronic packages such as vidcube viewers. Because IMB is a subsidiary of Irian Technologies, an Irian Security force of two lances of *Wasp* and *Hermes II* 'Mechs aids the Marik garrison in defending the plant.

In addition to manufacturing products under its own label at the Irian plant, IMB bought the rights to manufacture the Dynatec, Octagon, and RCA product lines in the Free Worlds League.

CLIPPERTON

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 2nd Regular Hussars (2nd Battalion)
- 4th Regular Hussars (2nd Battalion)

Irian Technologies

On-site Defending Units: 2nd Regular Hussars (3rd Battalion)

Vehicles Produced

- Leopard (DropShip)
- Union (DropShip)
- Leopard CV (DropShip)
- Scout (JumpShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Star League V84	Interplanetary Drive	Leopard and Leopard CV
Star League V250	Interplanetary Drive	Union
K-F Mark IIb	Kearney-Fuchida Drive	Scout

It is not surprising that an affiliate of the League's largest 'Mech producer manufactures 'Mech-carrying DropShips. This product line makes Irian's orbital Clipperton factories tempting targets for enemy raiders.

CONNAUGHT

Days to Jump Point: 8

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Silver Hawk Irregulars: Falcons

13th Marik Militia

25th Marik Militia

Protectorate Guard: Iron Guards

1st Sirian Lancers

4th Free Worlds Legionnaires (1st and 3rd Battalions)

Kong Interstellar Corp.

On-site Defending Unit: 18th Marik Militia

COMPONENTS PRODUCED

Name	Component	Typical Use
Hermes 300XL	Fusion Engine	Ostsol
Kong Advanced Coolant TR-12	Double Heat Sink	Ostsol

The Kong facilities have suffered too much cumulative damage over the years to be able to produce a chassis, but they are still capable of refitting the OTL-5M *Ostsol* with advanced technology.

DALTON

Days to Jump Point: 5

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): None

Nimakachi Fusion Products Ltd.

On-site Defending Units: 3rd Oriente Hussars (3rd Battalion, Charlie Company)

Vehicles Produced

Condor (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Pitban 1250-XRB	Interplanetary Drive	Condor

Garret SatComm

On-site Defending Units: 3rd Oriente Hussars (3rd Battalion, Alpha and Bravo Companies)

COMPONENTS PRODUCED

Name	Component	Typical Use
Garret T10-B	Communications System	Locust
Garret T11-b	Communications System	Wolverine, Crusader, and Marauder
Garret T12-E	Communications System	Quickdraw
Garret T11-A	Communications System	Rifleman
Garret T19-G	Communications System	Awesome
Datacom 26	Communications System	Stinger
Datacom 50	Communications System	Cicada
Neil 6000	Communications System	Phoenix Hawk and Griffin
Neil 8000	Communications System	Thunderbolt
Neil 9000	Communications System	Shadowhawk and Archer
Garret D2j	Targeting/Tracking System	Rifleman and Partisan
Garret A6	Targeting/Tracking System	Crusader
Garret T11b	Targeting/Tracking System	Wolverine

FLETCHER

Days to Jump Point: 9

Defending Units (On Planet): 1st Marik Militia (3rd Battalion)

Defending Units (Within Jump Radius)

11th Atrean Dragoons (3rd Battalion)

Fusiliers of Oriente, 4th Brigade

Flame Tech

On-site Defending Units: 1st Marik Militia (1st and 2nd Battalions)

COMPONENTS PRODUCED

Name	Component	Typical Use
Flame Tech	Flamer	Stinger and Vulcan

When Thomas Marik ascended to the captain generalcy, he discovered that Flame Tech (then manufacturing a variety of weapons at two facilities) had been pocketing government payments for weapons ordered by the Free Worlds Guards without delivering the goods. He cleaned house by disbanding the board of directors, selling the Campbellton laser plant to the Fusigon Corporation, and appointing loyal followers to the Fletcher complex. Production and delivery is now satisfactory.

GIBSON

Days to Jump Point: 9

Defending Units (On-Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

2nd Regular Hussars (3rd Battalion)

4th Regular Hussars (2nd Battalion)

Gibson Federated BattleMechs (A Division of FWDI)

On-site Defending Units

2nd Regular Hussars (2nd Battalion, Alpha Company)

FWDI Sentinels (2 Companies)

Vehicles Produced

LCT-3M Locust ('Mech)

CDA-3M Cicada ('Mech)

WVR-7M Wolverine ('Mech)

MAD-5M Marauder ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Corean-II Delux Endo Steel	Chassis	Locust
Kell Reinforced 240	Chassis	Cicada
Crucis-A	Chassis	Wolverine
GM Marauder	Chassis	Marauder
Northrup 12000	Jump Jets	Wolverine and Marauder
Magna 160	Fusion Engine	Locust
Hermes 320 XL	Fusion Engine	Cicada
Hermes 275 XL (MASC)	Fusion Engine	Wolverine
GM 300 XL	Fusion Engine	Marauder
Kallon FWL Special Ferro-Fibrous	Armor	Locust
Durallex Light with CASE	Armor	Cicada
Durallex Light Ferro-Fibrous	Armor	Shipped to the Federated Commonwealth for Wasp
Durallex Heavy	Armor	Marauder
Maximillian 43	Armor	Wolverine

FWDI's version of the Northrup 12000 jump-jet system is a much-improved variant using the same basic design, but producing the parts with a superior casting process that results in a much stronger construction. This casting process is a closely guarded secret.

OBJECTIVE RAIDS • INDUSTRIES

Brigadier Corporation

On-site Defending Units: 2nd Regular Hussars (2nd Battalion, Bravo and Charlie Companies)

Vehicles Produced

Fury (DropShip)
Buccaneer (DropShip)
Monarch (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Hyperdyne 211	Interplanetary Drive	Fury
Magna Corp. VX250B	Interplanetary Drive	Buccaneer
Marly 750	Interplanetary Drive	Monarch

Brigadier's Gibson factory is actually a converted repair facility. The changeover from repair to production was a success, and the plant is running smoothly; however, defense is complicated by a landing field with only makeshift defenses at the site.

IRIAN

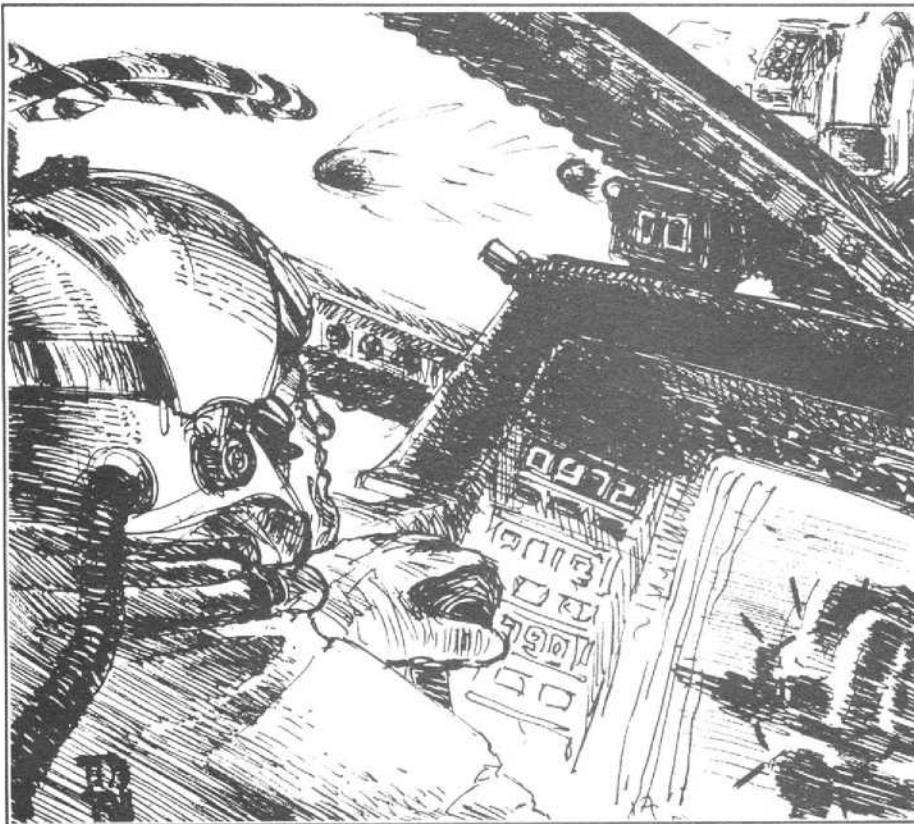
Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

Protectorate Guard: Iron Guard
18th Marik Militia
1st Sirian Lancers (1st Battalion)
4th Free Worlds Legionnaires (1st and 3rd Battalions)
2nd Sirian Lancers

Though they have only been called upon to defend their world once (during the Second Succession War), the forces stationed on Irian tend to be overly proud of the fact that no enemy has ever taken the factories of this border world. This overconfidence could cost the league greatly when the planet is next invaded.



Irian BattleMechs Unlimited

On-site Defending Units

13th Marik Militia (2nd Battalion)
Irian Security (1 Company)

Vehicles Produced

TBT-7M Trebuchet ('Mech)
HER-3S Hermes ('Mech)
GLT-5M Guillotine ('Mech)
HER-5S Hermes II ('Mech)
AWS-9M Awesome ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Corean-II Delux Endo Steel	Chassis	Trebuchet
Crucis-II Delux Endo Steel	Chassis	Guillotine
Irian Chassis Class 10 Endo Steel	Chassis	Hermes
Irian Second Generation Class 40 Endo Steel	Chassis	Hermes II
Technicron Type G	Chassis	Awesome
Rawlings 50	Jump Jets	Trebuchet
Anderson 398	Jump Jets	Guillotine
GM 270 (MASC)	Fusion Engine	Hermes
Hermes 240	Fusion Engine	Hermes II
Hermes 320 XL	Fusion Engine	Awesome
Hermes 250 XL	Fusion Engine	Trebuchet
Hermes 210 XL	Fusion Engine	Shipped to the Capellan Confederation for Raven
Vox 280	Fusion Engine	Guillotine
Starshield with CASE	Armor	Trebuchet
Durallex Heavy with CASE	Armor	Shipped to the Federated Commonwealth for Victor, BattleMaster, and Stalker
Durallex Special Heavy	Armor	Awesome, and shipped to Savannah for Awesome
Durallex Special Heavy with CASE	Armor	Guillotine
Irian E.A.R.	Communications System	Hermes II
Irian TelStar	Communications System	Hermes
Irian Technologies HMR 35s	Communications System	Guillotine
Corean TransBand-J9	Communications System	Trebuchet
Garret T19-G	Communications System	Awesome
Wasat Aggressor	Targeting/Tracking System	Hermes II
Alexis Photon Target Acquisition System with Beagle Probe	Targeting/Tracking System	Hermes
Corean B-Tech	Targeting/Tracking System	Trebuchet
Omicron Tracker/Keeper	Targeting/Tracking System	Guillotine
Dynatec 2780	Targeting/Tracking System	Awesome
Diverse Optics Type 10	Small Laser	Awesome, and shipped to Brooks Incorporated for the Galleon and to Savannah for the Awesome
Hellion-V	Medium Laser	Hermes, and shipped to Brooks Incorporated for the Galleon Tank
Magna Mk II	Medium Laser	Trebuchet
Diverse Optics Type 18	Medium Laser	Shipped to Calloway for Archer and to Keystone for Thunderbolt
Irian Weapons Works	Medium Laser	Shipped to Kalidasa for Orion
Irian Weapons Works Super 6	Medium Laser	Guillotine
Intek	Medium Pulse Laser	Hermes II
Magna 400P	Medium Pulse Laser	Awesome
Diverse Optics Sunbeam	ER Large Laser	Guillotine, and shipped to Gibson and Thermopolis for Wolverine and to Keystone for Phoenix Hawk and Thunderbolt
Olympian	Flamer	Hermes II
Zeus	LRM-10	Trebuchet
Hovertec	Streak SRM-2	Awesome
Irian Weapons Works 60mm	SRM-6	Guillotine
Octagon Missile Magnet	Narc Beacon	Trebuchet

The Irian 'Mech factory is situated in the base of Soapstone Mountain, a location similar to the much larger Hesperus II facilities in the Federated Commonwealth. This attempt at fortification has not prevented its near destruction in the past, most recently at the hands of Anton Marik's rebels in 3014.

IMB Systems (A Subsidiary of Irian Technologies)

On-site Defending Units

13th Marik Militia (3rd Battalion)
Irian Security (2 Lances)

COMPONENTS PRODUCED

Name	Component	Typical Use
IMB SYS 3600	Targeting/Tracking System	Cheetah
IMB SYS 3700	Targeting/Tracking System	Stingray
IMB SYS 3740	Targeting/Tracking System	Riever
IMB Multitrac 5000	Targeting/Tracking System	DropShips

Brooks Incorporated

On-site Defending Units

13th Marik Militia (1st Battalion)
3rd Brooks Guardians (1 Company Armor)

Vehicles Produced

Galleon Tank
Harasser Missile Platform

COMPONENTS PRODUCED

Name	Component	Typical Use
GM Classic II	I.C.E.	Harasser
180 GTEM	I.C.E.	Galleon
StarSlab/2	Armor	Harasser
StarSlab/3/6	Armor	Galleon
Maxell 500	Communications System	Galleon
Maxell TA55	Targeting/Tracking System	Galleon
SureShot Mk VI	SRM-6	Harasser

Brooks Inc. is the giant of the Free Worlds League armor manufacturers, producing 58 percent of all League military conventional vehicles. Unfortunately, they produce the light Galleon and Harasser—two vehicles that the already underweight FWL armies do not need!

BROOKS Incorporated

KALIDASA

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

25th Marik Militia
31st Marik Militia (3rd Battalion)
3rd Sirian Lancers
5th Regular Hussars
Dragon's Breath

Kali Yama Weapons Industries Inc.

On-site Defending Units: Silver Hawk Irregulars: Gryphons (1st and 2nd Battalions)

Vehicles Produced

TBT-7M Trebuchet ('Mech)
WSP-3M Wasp ('Mech)
HBK-5M Hunchback ('Mech)
ON1-M Orion ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Corean-II Delux Endo Steel	Chassis	Trebuchet
Irian Chassis Second Generation		
Class 20 Endo Steel	Chassis	Wasp
Crucis Type V	Chassis	Hunchback
Kali Yama	Chassis	Orion
Rawlings 52	Jump Jets	Wasp
Rawlings 50	Jump Jets	Hunchback
Hermes 250 XL	Fusion Engine	Trebuchet
Hermes 300 XL	Fusion Engine	Orion
Starshield with Case	Armor	Trebuchet
Durallex Tensile-4 with CASE	Armor	Hunchback
Valiant Lamellor with CASE	Armor	Orion
Irian E.A.R.	Communications System	Wasp
Irian Orator-5K	Communications System	Orion
Omicron 4002 Networking Channel	Communications System	Hunchback
Corean TransBand-J9	Communications System	Trebuchet
Corean B-Tech	Targeting/Tracking System	Trebuchet
Wasat Aggressor	Targeting/Tracking System	Wasp
Wasat Aggressor Type 5	Targeting/Tracking System	Orion
TRSS Eagle Eye	Targeting/Tracking System	Hunchback
Sunglow Prism-Optic	Small Pulse Laser	Hunchback
Hellion V	Medium Laser	Hunchback
Magna Mk II	Medium Laser	Trebuchet
Kali Yama Weapons Industries	LB-10X AC	Orion
Kali Yama Big Bore	AC/20	Hunchback
Kali Yama Weapons Industries Type V	LRM-20	Orion
Zeus	LRM-15	Trebuchet
Irian Weapons Works Class 4	SRM-4	Orion
Octagon Missile-Magnet	Narc Beacon	Trebuchet and Orion



Quikscell Company

On-site Defending Units: Silver Hawk Irregulars; Gryphons (3rd Battalion)

Vehicles Produced

Wheeled APC
Tracked APC
Hover APC
Hetzer Wheeled Assault Gun
Scorpion Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Leenex 40	I.C.E.	Wheeled APC
Leenex 60	I.C.E.	Tracked APC
Leenex 80	I.C.E.	Hover APC
Leenex 100	I.C.E.	Scorpion
Leenex 140	I.C.E.	Hetzer
ProtecTech Light	Armor	Scorpion and APCs
ProtecTech 6	Armor	Hetzer
Basix 100	Communications System	APCs
Basix 200	Communications System	Scorpion and Hetzer
OptiTrack Techniques	Targeting/Tracking System	APCs
OptiSight-12	Targeting/Tracking System	Hetzer and Scorpion
Deleon 5	AC/5	Scorpion
Crusher SH Cannon	AC/2	Hetzer
20mm Gatling Gun	Machine Gun	APCs and Scorpion

The FWL's lack of armor production facilities has led them to welcome with open arms even the dubious manufacturing processes of the Quikscell Company.

KENDALL

Days to Jump Point: 11

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Kendall's primary export is grain. Attacks by forces using incendiary Mechs such as the *Firestarter* and *Vulcan* will probably pull defenders from the manufacturing facilities to defend the planet's fields.

Kali Yama/Alphard Trading Corp.

On-site Defending Units: The Bad Dream (2nd Battalion)

Vehicles Produced

ON1-M Orion ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Kali Yama	Chassis	Orion
Hermes 300 XL	Fusion Engine	Orion
Valiant Lamellor with CASE	Armor	Orion
Irian Orator-5K	Communications System	Orion
Wasat Aggressor Type 5	Targeting/Tracking System	Orion
Irian Weapons Works	Medium Laser	Orion
Irian Weapons Works Class 4	SRM-4	Orion
Kali Yama Weapons Industries	LB-10X AC	Orion, also shipped to Lopez for F-700a Riever
Kali Yama Weapons Industries Type V	LRM-20	Orion
Octagon Missile-Magnet	Narc Beacon	Orion

Brooks Incorporated

On-site Defending Units

2nd Brooks Guardians (1 Company Armor)
The Bad Dream (3rd Battalion)

Vehicles Produced

Galleon Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
10 GTEM	I.C.E.	Galleon Tank
StarSlab-2/6	Armor	Galleon Tank
Maxell 500	Communications System	Galleon Tank
Maxell TA55	Targeting/Tracking System	Galleon Tank
Diverse Optics Type 10	Small Laser	Galleon Tank
Hellion-V	Medium Laser	Galleon Tank

KEYSTONE

Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): None

Earthwerks Incorporated

On-site Defending Units

Earthwerks Security (2 Companies)

23rd Marik Militia (1st Battalion)

Vehicles Produced

STG-5M Stinger ('Mech)

PXH-3M Phoenix Hawk ('Mech)

GRF-3M Griffin ('Mech)

TDR-7M Thunderbolt ('Mech)

BLR-3M BattleMaster ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerks STG II Endo Steel	Chassis	Stinger
Earthwerks PXH II Endo Steel	Chassis	Phoenix Hawk
Earthwerks GRF	Chassis	Griffin
Earthwerks TDR	Chassis	Thunderbolt
Earthwerks BLR	Chassis	BattleMaster
Chilton 360	Jump Jets	Stinger
Rawlings 45	Jump Jets	Phoenix Hawk
Rawlings 55	Jump Jets	Griffin
GM 120	Fusion Engine	Stinger
Hermes 275 XL	Fusion Engine	Griffin
Magna 260	Fusion Engine	Thunderbolt
Magna 340	Fusion Engine	BattleMaster
Durallex Light with CASE	Armor	Phoenix Hawk
Starshield A with CASE	Armor	Griffin

Exeter Organization

On-site Defending Units: 23rd Marik Militia (2nd Battalion)

Vehicles Produced: Pegasus Scout Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
GM 105	I.C.E.	Pegasus
ProtecTech 6	Armor	Pegasus
Exeter LongScan with ReconLock	Communications System	Pegasus
Salamander Systems Comm		
PhaseUnit	Targeting/Tracking System	Pegasus
Shannon SH-60	SRM-6	Pegasus

The Pegasus is a highly useful vehicle because of its unique chassis, comm, and targeting and tracking system designs. However, the complexity of these special components slows production to the point that Exeter barely manages to push out one tank a month.

LOPEZ

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

1st Free Worlds Legionnaires

2nd Free Worlds Legionnaires

The dense jungles of Lopez seem to provide perfect cover for an attacking force. This is a mistaken perception, however, because the forest is actually full of tourists. Several recent raid attempts have been spoiled by loyal Free Worlds citizens broadcasting the enemy's position.

Andurien AeroTech (A Division of Free Worlds Defense Industries)

On-site Defending Units

FWDI Sentinels (1 Company)

5th Free Worlds Legionnaires (3rd Battalion)

Vehicles Produced

F-700a Riever (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
InterStar Heavy	Frame	Riever
Pitban 300 XL	Fusion Engine	Riever

The engineers completely reworked the *Riever* design to produce the F-700a *Riever*. It features a Pitban 300XL engine, twenty double heat sinks, two LB-10X autocannon with four tons of ammunition, eight SRM-6 racks with six tons of ammunition, 16.5 tons of armor, and an Artemis IV fire-control system for the missile racks.

Magna

On-site Defending Units: 5th Free Worlds Legionnaires (2nd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Magna	Small Laser	Locust
Magna 200P	Small Pulse Laser	Cicada
Magna Mk II	Medium Laser	Cicada and Rifleman
Magna 400P	Medium Pulse Laser	Wolverine, Marauder, and Awesome
Magna Mk III	Large Laser	Rifleman
Magna Sunspot	ER PPC	F-92 Stingray
Magna Longbow-15	LRM 15	Crusader

The extreme shortage of PPCs in Free Worlds' space makes the Lopez and Campbellton production facilities invaluable to Captain General Mark. These facilities cannot keep up with demand, however, and many craft are forced to replace their PPCs with large lasers. The Magna 400P is also shipped to the Draconis Combine, where it is used in *Crusader* field refits.

LOYALTY

Days to Jump Point: 5

Defending Units (On Planet): Local Militia

Defending Units (Within Jump Radius): None

Kallon Industries

On-site Defending Units: Local Militia

Vehicles Produced

Vengeance (DropShip)

Partisan Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Warrior-ATP	Interplanetary Drive	Vengeance
Pitban 240	I.C.E.	Partisan Tank
StarSlab 7	Armor	Partisan Tank
JoLex Systems	Communications System	Partisan Tank
Flak	AC-5	Partisan Tank

SelaSys Inc.

On-site Defending Units: Local Militia

Vehicles Produced

Star Lord (JumpShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
K-F Mark VIIIa-1	Kearney-Fuchida Drive	Star Lord

MACKENZIE

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

2nd Regular Hussars (2nd and 3rd Battalions)

4th Regular Hussars (3rd Battalion)

Brigadier Corporation

On-site Defending Units: 4th Regular Hussars (2nd Battalion)

Vehicles Produced

Behemoth (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Sunburst M-200L Megadrive	Interplanetary Drive	Behemoth

The Brigadier Corporation is one of three Inner Sphere factories still able to construct the gargantuan *Behemoth* class DropShip. Though incapable of atmospheric flight, the *Behemoth* is still a useful military tool because it can carry huge amounts of supplies from a jump point to a close planetary orbit.

MARIK

Days to Jump Point: 5

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): 4th Free Worlds Legionnaires (1st and 3rd Battalions)

This mined-out desert planet offers mostly symbolic reward to successful raiders, as its current value lies in its historical and emotional importance to the people of the Free Worlds League. Imstar AeroSpace also maintains a plant here.

Captain General Marik's winter palace is also on Marik, and so any invader must take into account the presence of his personal guard.

Marik's fierce summer dust storms can cloak a small force's approach, but they are accompanied by tornados strong enough to damage lighter 'Mechs and conventional vehicles.

Imstar AeroSpace

On-site Defending Units: 4th Free Worlds Legionnaires (2nd Battalion)

Vehicles Produced

F-14 Cheetah-S (Aerospace Fighter)

Planetlifter Air Transport

COMPONENTS PRODUCED

Name	Component	Typical Use
Imstar 10/f	Frame	Cheetah
Imstar Type XI	Frame	Planetlifter
GM 200 Turbine	I.C.E.	Planetlifter
GM 250XL	Fusion Engine	Cheetah
Riese Reliable	Armor	Planetlifter
Irian UHF	Communications System	Planetlifter
Lassitor 3QZ	Communications System	Cheetah and shipped to Atreus and Amity for Cheetah
Hovertec	Streak SRM-2	Cheetah

The new F-14 *Cheetah-S* features the GM250XL, five tons of armor, two Streak SRM-2 launchers, and one ton of SRM ammo.

ORIENTE

Days to Jump Point: 19

Defending Units (On Planet): Fusiliers of Oriente, 4th Brigade (3rd Battalion)

Defending Units (Within Jump Radius)

- 11th Atrean Dragoons (3rd Battalion)
- 1st Marik Militia

Oriente has been raided so many times in the past that the citizens have become quite blasé about it. Invading MechWarriors find none of the panic they are accustomed to causing, as the populace simply avoids trouble by using well-practiced civil defense procedures.

Oriente Weapon Works

On-site Defending Units: Fusiliers of Oriente, 4th Brigade (1st and 2nd Battalions)

COMPONENTS PRODUCED

Name	Component	Typical Use
Oriente Model O LB-10X	AC	Marauder
Delta Dart	LRM-10	Quickdraw
Delta Dart	LRM-15	Crusader
Doombud	LRM-20	Griffin, Shadowhawk, and Archer
Hovertec	Streak SRM-2	Shadowhawk, Crusader, Thunderbolt, and Awesome
Hovertec Detachable Quad	SRM-4	Quickdraw
Harpoon-6	SRM-6	Wolverine

The Hovertec Streak SRM-2 is shipped to the Federated Commonwealth, where it is used for *Javelin* and *Blackjack* field refits.

SAVANNAH

Days to Jump Point: 9

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- 4th Free World Legionnaires
- 18th Marik Militia
- 25th Marik Militia
- Protectorate Guard: Iron Guard
- Silver Hawk Irregulars: Falcons
- 5th Regular Hussars

Technicron Manufacturing

On-site Defending Units: 1st Sirian Lancers

Vehicles Produced

- OKD-5M Quickdraw ('Mech)
- AWS-9M Awesome ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Technicron Type E	Chassis	Quickdraw
Technicron Type G	Chassis	Awsome
Chilton 460	Jump Jets	Quickdraw
Hermes 320 XL	Fusion Engine	Awsome
Magna 300	Fusion Engine	Quickdraw

Citizens of the Free Worlds League who support an expansion of the League's armaments industry are quick to point to the AWS-9M *Awsome* 'Mech, produced at both Irian and Savannah, as proof that maintaining the industry is worthwhile. The League produces a sprinkling of assault 'Mechs, but its production is in no way comparable to the production numbers of the Federated Commonwealth. Marik assault Lances are all too often filled with heavy 'Mechs such as the *Warhammer* and *Marauder*, and while these designs are undeniably powerful, they are no match for the Commonwealth's *Zeus* and *Atlas* designs.

Free Worlds plants have increased production and upgraded the quality of their products, but until they address their lack of ultra-heavy 'Mechs and tanks, they will never succeed in the major invasions crucial to defeating their enemies.

SHIRO III

Days to Jump Point: 15

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

2nd Oriente Hussars (1st and 3rd Battalions)

Always Faithful

1st Free Worlds Legionnaires

Irian BattleMechs Unlimited

On-site Defending Units

Irian Security (1 Company)

2nd Oriente Hussars (2nd Battalion)

Vehicles Produced

WSP-3M Wasp ('Mech)

HER-5S Hermes II ('Mech)

STK-5M Stalker ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Irian Class 30	Chassis	Stalker
Irian Second Generation Class 20 Endo Steel	Chassis	Wasp
Irian Second Generation Class 40 Endo Steel	Chassis	Hermes II
Rawlings 52	Jump Jets	Wasp
Hermes 240	Fusion Engine	Hermes
Magna 120	Fusion Engine	Wasp
Magna 255	Fusion Engine	Stalker
Irian E.A.R.	Communications System	Wasp
Wasat Aggressor	Targeting/Tracking System	Wasp
Magna Mk II	Medium Laser	Stalker
Intek	Medium Pulse Laser	Wasp and Hermes II
Diverse Optics Sunbeam	ER Large Laser	Stalker, and shipped to the Federated Commonwealth for the Phoenix Hawk and Blackjack, and to the Draconis Combine for the Lucifer II
Olympian	Flamer	Hermes II
Irian Weapons Works Class 10	LRM-10	Stalker
Irian Weapons Works Class 2	SRM-2	Wasp
Irian Weapons Works Class 6	SRM-6	Stalker
Octagon Missile Magnet	Narc Beacon	Stalker

Grumman Amalgamated

On-site Defending Units: 2nd Oriente Hussars (2nd Battalion)

Vehicles Produced

Ontos Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
GM 285 HeavyLoad	I.C.E.	Ontos
SimplePlate Manufacturers	Armor	Ontos
EasyTalk-2	Communications System	Ontos
GuideRite with Laser Coordination Link	Targeting/Tracking System	Ontos
Hellion-V	Medium Laser	Ontos
LongFire	LRM-5	Ontos

The Ontos is the only heavy tank produced in Marik space.

STEWART

Days to Jump Point: 6

Defending Units (On Planet): Stewart Dragoons, Home Guards (1st Battalion)

Defending Units (Within Jump Radius)

23rd Marik Militia (3rd Battalion)

31st Marik Militia (3rd Battalion)

Corean Enterprises

On-site Defending Units: Stewart Dragoons, Home Guards (2nd and 3rd Battalions)

Vehicles Produced

LCT-3M Locust ('Mech)

TBT-7M Trebuchet ('Mech)

GOL-3M Goliath ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Corean-II Delux Endo Steel	Chassis	Locust, Trebuchet
Corean VIII	Chassis	Goliath
Rawlings 50	Jump Jets	Trebuchet
Magna 160	Fusion Engine	Locust
Hermes 320 XL	Fusion Engine	Goliath
Hermes 250 XL	Fusion Engine	Trebuchet
Kallion FWL Special		
Ferro-Fibrous	Armor	Locust
Starshield with CASE	Armor	Trebuchet, Goliath
Garret T10B	Communications System	Locust
Corean TransBand J9	Communications System	Trebuchet, Goliath
Corean CalcMaster	Targeting/Tracking System	Locust
Corean B-Tech	Targeting/Tracking System	Trebuchet, Goliath
Magna	Small Laser	Locust
Martell	Medium Laser	Locust
Magna Mk II	Medium Laser	Trebuchet
Voelkers 200	Machine Gun	Goliath, and shipped to Keystone for Thunderbolt and BattleMaster
Voelkers Parasol	Anti-Missile System	Locust, and shipped to Gibson for Locust
Zeus Slingshot	Gauss Rifle	Goliath
Zeus	LRM-10	Goliath
Zeus	LRM-15	Trebuchet
Octagon Missile-Magnet	Narc Beacon	Trebuchet

TAMARIND

Days to Jump Point: 5

Defending Units (On Planet): Fusiliers of Oriente, Ducal Guard (2 Battalions)

Defending Units (Within Jump Radius): None

The battle-scarred world of Tamarind is home to a rebellious populace. Their once-beautiful home is now a planet-sized battlefield, and their famed artists are leaving for more hospitable worlds. The average citizen lives by the old Terran adage, "When you ain't got nothin', you ain't got nothin' to lose."

Until a more effective way to end the unrest on Tamarind is found, Thomas Marik will deal with the situation in the same way as did his predecessors: by posting three times the usual number of SAFE agents on the planet.

Technicron Manufacturing

On-site Defending Units: Fusiliers of Oriente, Ducal Guard (1st Battalion)

Vehicles Produced

Invader (JumpShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
K-F Mark VIIa	Kearney-Fuchida Drive	Invader

Forerunner, A.G.

On-site Defending Units: Fusiliers of Oriente, Ducal Guard (3rd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Forerunner I	Jump Sail	Scout
Forerunner III	Jump Sail	Invader
Forerunner IV	Jump Sail	Star Lord

The Forerunner jump sails are both a blessing and a curse to the captains of the ships carrying them. On the one hand, the photochemicals used on the sails are more effective than the chemicals normally used, cutting the recharge time by an average of 5 percent. On the other hand, the process used to coat the sails (or perhaps the chemicals themselves) seems to slightly weaken the already fragile material of the sails, requiring more than the standard amount of maintenance.

Forerunner produces the Forerunner II and V models used on the *Merchant* and *Monolith*, but only by special order, as these ships are no longer produced in the Free Worlds League.

TEMATAGI

Days to Jump Point: 6

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Nimakachi Fusion Products Ltd.

On-site Defending Units: 8th Orloff Grenadiers (3rd Battalion)

Vehicles Produced

SDR-7M Spider ('Mech)

VT-5M Vulcan ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Crucis-II Delux Endo Steel	Chassis	Vulcan and Spider
Rawlings 75	Jump Jets	Vulcan and Spider
Magna 240	Fusion Engine	Vulcan and Spider
Kallion FWL Special Ferro-Fibrous	Armor	Spider
Kallion Royalstar	Armor	Vulcan
Omicron 4002 Networking Channel	Communications System	Vulcan and Spider
TRSS Eagle Eye	Targeting/Tracking System	Vulcan and Spider
Tronel XII	Medium Pulse Laser	Vulcan, Spider, also used on Ostsol field refits
Tronel PPL-20	Large Pulse Laser	Vulcan, and shipped to Gibson and Wallis for Marauder
Tronel XIII	Large Pulse Laser	Used on Ostsol field refits
LFT Lindblad	Machine Gun	Vulcan, and shipped to Asuncion and Bernardo for Crusader
LFT Lindblad Shotgun	Anti-Missile System	Shipped to Asuncion and Bernardo for Crusader and used on Ostsol field refits

One of the greatest shortcomings of the Inner Sphere's 'Mech designs, in the face of the Clan OmniMechs, is that they can only be fitted with a certain make of any given component, or at best, refit with difficulty, using a small selection of other components similar enough that they can be modified for use. Nimakachi was quick to take advantage of its discovery that the SDR-7M *Spider* and VT-5M *Vulcan* accept all the same components except armor. The similarity between the two 'Mechs is especially amazing because the designs were created by two completely unaffiliated companies: Newhart Interstellar Industries and MatherTechno Incorporated.

THERMOPOLIS

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Langendorf Lancers
Crater-Cobras, Black Cobras

Kallon Industries

On-site Defending Units: Fusiliers of Oriente: 5th Brigade (2nd and 3rd Battalions)

Vehicles Produced

WVR-7M Wolverine ('Mech)
RFL-5M Rifleman ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Crucis-A	Chassis	Wolverine
Kallon Type IV	Chassis	Rifleman
Northrup 12000	Jump Jets	Wolverine
Hermes 275 XL (MASC)	Fusion Engine	Wolverine
Hermes 240 XL	Fusion Engine	Rifleman
Maximillian 60	Armor	Wolverine
Kallon Royalstar with CASE	Armor	Rifleman, and shipped to the Federated Commonwealth for Caesar and Cataphract
Kallon FWL Special Ferro-Fibrous with CASE	Armor	Shipped to Savannah for Quickdraw
Kallon Unity Weave Ferro-Fibrous with CASE	Armor	Shipped to the Federated Commonwealth for the Axman and Wolverine

TRELLISANE

Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

2nd Free Worlds Guards
Langendorf Lancers
Crater-Cobras, Black Cobras

Gutierrez Aerospace

On-site Defending Units: 1st Oriente Hussars

Vehicles Produced

F-94 Stingray (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
F-90/A	Frame	Stingray
Vox 240a	Fusion Engine	Stingray
Telestar F-67	Communications System	Stingray
SynCom VAX	Targeting/Tracking System	Stingray
Hellion-V	Medium Laser	Stingray
Diverse Optics Sunbeam	ER Large Laser	Stingray
Irian Weapons Works Class 10	LRM-10	Stingray

Gutierrez is the only small aerospace firm in the Free Worlds League, because government sponsorship of Imstar AeroSpace and Andurien AeroTech has driven out the rest of the competition. The company is owned and operated by Daniel Gutierrez, son of the famous aerospace pilot Colonel Maria Gutierrez.

The F-94 *Stingray* carries a different weapons array than the F-92 produced by Andurien AeroTech. It features an ER large laser and a medium laser mounted in the nose and a medium laser and LRM-10 rack on each wing. This new fighter carries twelve rounds for each LRM rack, but, surprisingly, does not offer double heat sinks.

UMKA

Days to Jump Point: 4

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): None

Kerr-McGinniss

On-site Defending Units: 3rd Free Worlds Legionnaires (2nd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Reactor Shielding		
Jolassa-328 Ferro-Fibrous	Armor	Hermes
Jolassa-328 Ferro-Fibrous with CASE	Armor	Thunderbolt
Riese-100	Armor	Stinger
Riese-456	Armor	Hermes II
Riese-500 with CASE	Armor	Crusader

The Kerr-McGinniss armor works developed a bad reputation almost from its founding during the Age of War six hundred years ago. The reactor shielding it produces is rumored to fail under stress in field conditions, but this allegation has never been conclusively proven.

WALLIS

Days to Jump Point: 2

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): 4th Oriente Hussars

Ronin Inc.

On-site Defending Units: 1st Regular Hussars (3rd Battalion)

Vehicles Produced

WHM-7M Warhammer ('Mech)

MAD-5M Marauder ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Kell Reinforced 270	Chassis	Warhammer
GM Marauder	Chassis	Marauder
Northrup 12000	Jump Jets	Marauder
Magna 280	Fusion Engine	Warhammer
GM 300	Fusion Engine	Marauder
Durallex Heavy	Armor	Warhammer
Barret Party Line-200	Communications System	Warhammer, also shipped to Keystone for BattleMaster
Wasat Watchdog W100	Targeting/Tracking System	Warhammer, also shipped to Keystone for BattleMaster
Martell	Medium Laser	Warhammer, and shipped to Gibson for Locust, to Keystone for BattleMaster, and to Calloway VI for ShadowHawk
Martell	Medium Pulse Laser	Shipped to Keystone for Phoenix Hawk
LFN Lindblad	Machine Gun	Warhammer, and shipped to Keystone for Phoenix Hawk
LFN Lindblad Shotgun	Anti-Missile System	Warhammer, and shipped to Keystone for Stinger and Phoenix Hawk and to Calloway VI for Stinger
Shannon SH-60	SRM-6	Warhammer, and shipped to Keystone for BattleMaster

WESTOVER

Days to Jump Point: 14

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius): 4th Regular Hussars (2nd Battalion)

Andurien AeroTech (A Division of FWDI)

On-site Defending Units

4th Regular Hussars (3rd Battalion)

FWDI Sentinels (1 Company)

Vehicles Produced

F-92 Stingray (Aerospace Fighter)

F-700 Riever (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
F-90/A	Frame	Stingray
InterStar Heavy	Frame	Riever
Pitban 400 XL	Fusion Engine	Riever
Vox 240a	Fusion Engine	Stingray
Lassitor-3QZ	Communications System	Riever
Hellion-b II	Medium Laser	Stingray
Hellion-a III	ER Large Laser	Stingray
Gamma-10	LRM-10	Riever
Beta-6	SRM-6	Riever

The Westover plant is a smaller version of the Andurien Free Worlds Defense Industries complex, and the designs it produces have been upgraded by the same formula used at the home office.

CAPELLAN CONFEDERATION

During the Fourth Succession War, the Capellans lost so many component-producing facilities that vehicle production was halted until 3036, when the government prioritized the construction of new plants. Though the Capellan armaments industry is once again fully operational, many of its factories now lie perilously close to the Confederation's border with the Federated Commonwealth. The Capellans also are no longer producing light aerospace fighters, because all their *Thrush* factories were taken by the Commonwealth and the St. Ives Compact. Thus, Chancellor Sun-Tzu Liao's recent alliance with the Free Worlds League is essential to the survival of the Capellan Confederation. Marik *Cheetahs* now fill Capellan air lances, advanced Marik weaponry appears on Capellan 'Mechs, and so the Confederation military grows stronger as the months pass.

CAPELLA COMMONALITY

ARES

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

Kingston's Legionnaires

McCarron's Armored Cavalry (Victor's Renegades)

15th Dracon (2nd, 3rd, and 4th Battalions)

Though the Ares factories are still rebuilding from the devastation of the Fourth Succession War, it is on Ares that the Capellans have chosen to experiment with developing a stable, triple-strength myomer.

Bergan Industries

On-site Defending Units: 15th Dracon (1st Battalion, Alpha Company)

Vehicles Produced

LCT-1V Locust ('Mech)

STG-3R Stinger ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Triple-Strength Myomer		
Bergan VII	Chassis	Locust
Earthwerks STG	Chassis	Stinger
Chilton 360	Jump Jets	Stinger
LTV 120	Fusion Engine	Stinger
LTV 160	Fusion Engine	Locust

The *Stinger* production line here has been temporarily shut down so that the techs can devote all their efforts to testing the new *Locust*, incorporating triple-strength myomer.

Earthwerks Ltd.

On-site Defending Units: 5th Dracon (1st Battalion, Bravo Company)

Vehicles Produced

Union (DropShip)

Overlord (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Star League V250	Interplanetary Drive	Union
Star League V450	Interplanetary Drive	Overlord

Quikscell Company

On-site Defending Units: 15th Dracon (1st Battalion, Charlie Company)

Vehicles Produced

Tracked APC
Scorpion Tank
Bulldog Tank
LRM Carrier
SRM Carrier
Manticore Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
SitiCide 60	I.C.E.	APC
SitiCide 100	I.C.E.	Scorpion
Bulldog 240	I.C.E.	Bulldog
InterComBust 180	I.C.E.	LRM and SRM Carriers
Pitban 240	Fusion Engine	Manticore

Ironically, the destruction of most of the Quikscell Company's component lines at their Ares plant has led to their putting out a higher-quality product. Quikscell has always been known to use cheap parts; now that it is little more than an assembly plant, it is forced to rely on components shipped in from more conscientious firms.

BETELGEUSE

Days to Jump Point: 2

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

Lockhardt's Ironsides (1st and 3rd Battalion)
Tooth of Ymir (2nd and 3rd Battalions)

Under Chancellor Romano's rule, the commercial factories of Betelgeuse, once the leading producer of Capellan civilian products, were closed or converted to a more "important" use—producing weapons for her military. Though Sun-Tzu Liao's rule has thus far been easier on the people of the Confederation, he has made no mention of reopening the few non-military plants remaining on Betelgeuse.

Aldis Industries

On-site Defending Units: House Kamata (1st Battalion)

Vehicles Produced

Demolisher Tank
Schrek PPC Carrier
Behemoth Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
GM Superload 240	I.C.E.	Demolisher
GM R200	I.C.E.	Behemoth
GM 240	Fusion Engine	Schrek
ArcShield Max II	Armor	Behemoth
ArcShield VII Mk 5	Armor	Schrek and Demolisher
Olmstead 30	Communications System	Demolisher and Behemoth
Olmstead 3000	Communications System	Schrek
Omicron IX	Targeting/Tracking System	Schrek and Demolisher
Cirxese BallistaCheck and RockeCheck	Targeting/Tracking System	Behemoth
HellStar	PPC	Schrek
SarLon MaxiCannon	AC/10	Behemoth
185mm ChemJet Gun	AC/20	Demolisher
LongFire Light	LRM-5	Behemoth
Harvester 2K	SRM-2	Behemoth
Harvester 20K	SRM-6	Behemoth

Aldis Industries is a perfect example of the handful of companies powerful enough to span several Successor States and remain a political nonentity. Profits from the Capellan Aldis factories are sent back to the home office on Terra, but no one questions the neutrality of this mighty conglomerate (at least not publicly).

Firmir Weaponry

On-site Defending Units: House Kamata (2nd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Firmir LaserLite	Small Laser	For export
Firmir Standard	Medium Laser	For export
Firmir MaxiLase	Large Laser	For export
Magna 200P	Small Pulse Laser	UrbanMech
Magna 400P	Medium Pulse Laser	Falcon
Magna Firestar	ER PPC	Scorpion

An offshoot of the highly successful Firmir Commercial (manufacturer of low-cost laser audio and video entertainment systems), Firmir Weaponry not only designed their own line of laser weaponry, they also obtained the license to produce several pieces of Star League technology designed by Magna Enterprises.

The firm is housed in several former Firmir Commercial buildings. Kamata House Master Michelangelo Schmidt refers to the spread-out complex as a "security nightmare," and this comment, coming from someone as fanatically devoted to the Confederation as Schmidt, must be an understatement.

BITHINIA

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Stapleton's Grenadiers
Rivaldi's Hussars
House Ijori (1st Battalion)

Bithinia's massive steel mills made it an obvious choice for a factory site during the rebuilding that followed in the wake of the Fourth Succession War.

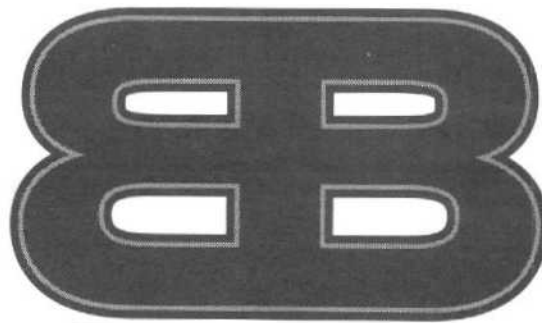
Bithinian Ballistics

On-site Defending Units: House Matsukai (2 Battalions)

COMPONENTS PRODUCED

Name	Component	Typical Use
Mydron Five	AC/5	UrbanMech
Mydron Excel LB 10X	AC	UrbanMech
Mydron Obliterator	AC/20	UrbanMech
Mydron MiniGun	Machine Gun	UrbanMech

Bithinian Ballistics chose to build its autocannon factory alongside a large refinery. While convenient for production, it makes for awkward defense. The refinery complex is extensive and reinforced enough to make an ideal base for any invader wanting to take the nearby ballistics plant. Thus, the warriors of House Matsukai must guard two facilities to protect one. The Mydron cannon produced here are used in field refits of the Confederation's numerous UrbanMechs.



BITHINIAN BALLISTICS

CAPELLA

Days to Jump Point: 7

Defending Units (On Planet): Blanford's Grenadiers (3rd Battalion)

Defending Units (Within Jump Radius)

McCarron's Armored Cavalry (Gordon's Demons)

Rivaldi's Hussars

House Hiritsu

A prize for any invader, the birthplace of the Capellan Confederation houses the corporate headquarters for the Capellan Commonality Bank and the powerful Ceres Metals conglomerate.

Ceres Metals Industries

On-site Defending Units: Blanford's Grenadiers (1st Battalion)

Vehicles Produced

VND-3L Vindicator ('Mech)

TR-11 Transit (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Ceresplex IV	Chassis	Vindicator
Mujika Aerospace Type 18	Frame	Transit
Anderson Propulsion 30	Jump Jets	Vindicator
GM 180	Fusion Engine	Vindicator
Rawlings 250 XL	Fusion Engine	Transit
Starshield with CASE	Armor	Vindicator
Ceres Metals Model 666		
with Guardian ECM	Communications System	Shipped to Sian for Raven
CeresCom Model 21 RS	Communications System	Vindicator
Ceres MaserCom 12	Communications System	Transit
Apple Churchill 2000 with		
Beagle Probe and TAG	Targeting/Tracking System	Shipped to Sian for Raven
C-Apple Churchill	Targeting/Tracking System	Vindicator
Dwyerson Mark XII	Targeting/Tracking System	Transit
Ceres Arms	Medium Laser	Transit, shipped to Sian for Raven
Ceres Arms Model W	Medium Pulse Laser	Vindicator, shipped to Grand Base for Cataphract
Ceres Arms Smasher	PPC	Shipped to Ares for Manticore Tank
Ceres Arms Warrior	ER PPC	Vindicator, shipped to Grand Base for Cataphract
Sian/Ceres Jaguar	LRM 5	Vindicator
Apple Churchill Guiding Light	Narc Beacon	Raven

In addition to manufacturing the *Vindicator* and *Transit* (mainstays of the Capellan ground and air forces, respectively), Ceres also produces a number of components for the *Raven*, which they ship to Sian, to Grand Base (for the *Cataphract*), and to Ares (for the *Manticore*). The recent alliance with the Free Worlds League has allowed Captain General Marik to aid Ceres Metals in retooling to produce lostech.

Rashpur-Owens Inc.

On-site Defending Units: Blanford's Grenadiers (2nd Battalion)

Vehicles Produced

Merchant (JumpShip)

Invader (JumpShip)

Monolith (JumpShip)

Triumph (DropShip)

Excalibur (DropShip)

Avenger (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
KF Mark V	Kearney Fuchida Drive	Merchant
KF Mark VIIa	Kearney Fuchida Drive	Invader
KF Mark X	Kearney Fuchida Drive	Monolith
Delano 1070	Interplanetary Drive	Triumph
GM 48000	Interplanetary Drive	Excalibur
GM9800i	Interplanetary Drive	Avenger

The orbital facilities of Rashpur-Owens represent the sole JumpShip construction site in Capellan space. Production is slow: only a single *Invader* and *Triumph* is constructed each year. The other designs are only available at a rate of one each per two years.

GRAND BASE

Days to Jump Point: 7

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

Marshigama's Legionnaires

House Fujita (2nd Battalion)

Earthwerks Incorporated

On-site Defending Units: House Fujita (1st Battalion)

Vehicles Produced

STG-3R Stinger ('Mech)

CTF-3L Cataphract ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerks STG	Chassis	Stinger
Earthwerks CTF	Chassis	Cataphract
Chilton 360	Jump Jets	Stinger
GM 120	Fusion Engine	Stinger
GM 280 XL (MASC)	Fusion Engine	Cataphract
Riese 100	Armor	Stinger
Riese 400	Armor	Cataphract
Datacom 26	Communications Systems	Stinger
Datacom 60	Communications Systems	Cataphract
Dynatec 990	Targeting/Tracking System	Stinger
Dynatec Special	Targeting/Tracking System	Cataphract
LFN Lindblad	Machine Gun	Stinger

The largest of the Capellan Confederation's 'Mech production centers, the Grand Base Earthwerks plant is more heavily guarded than it appears. Though only a single Warrior House battalion is permanently stationed on the planet, Grand Base is always occupied by at least two more battalions making use of the planet's extensive repair and training facilities.

MENKE

Days to Jump Point: 3

Defending Units (On Planet): McCarron's Armored Cavalry (5 Regiments, Rotating Leave)

Defending Units (Within Jump Radius)

Ambermarle's Highlanders

House LuSann

The homeworld of the dreaded McCarron's Armored Cavalry, Menke is the site of the most recently constructed secondary factory in the Capellan Confederation. Colonel Marcus Baxter, the Cavalry's commanding officer, has agreed to provide a company each of 'Mechs and armor to act as the Menke Defense Force. (As part owner of the new factory, he has a vested interest in its prosperity.)

Menke Armor and Armament

On-site Defending Units: Menke Defense Force

COMPONENTS PRODUCED

Name	Component	Typical Use
StarSlab/1	Armor	Swift Wind Tank
StarSlab/2	Armor	Harasser
StarSlab/4	Armor	Von Luckner Tank
Luxor Mobile Battery 1		
Arrow IV Missile Artillery System	Targeting/Tracking System	Catapult
Hovertec Streak	SRM-2	Shadow Hawk
Hovertec Quad	SRM-4	Quickdraw
Hovertec Hex	SRM-6	For export

SIAN

Days to Jump Point: 8

Defending Units (On Planet): Red Lancers

Defending Units (Within Jump Radius): Olson's Rangers (2nd and 3rd Battalions)

The capital of the Capellan Confederation is home to three major industries, the most powerful Warrior House, and the Capellan secret police, the Maskirovka. Despite the able forces guarding it, Sian has been successfully raided several times in its history.

Hellespont Industrials

On-site Defending Units: 4th Tau Ceti Rangers (1 Battalion)

Vehicles Produced

Vedette Tank
Scorpion Tank
Hover APC
Pegasus Scout Tank
Maxim Hover Transport

COMPONENTS PRODUCED

Name	Component	Typical Use
PowerTech 250	I.C.E.	Vedette
PowerTech 100	I.C.E.	Scorpion
PowerTech 80 HighLift	I.C.E.	APC
PowerTech 105 HighLift	I.C.E.	Pegasus
PowerTech 165 HighLift	I.C.E.	Maxim
ProtecTech 6	Armor	Vedette and Pegasus
ProtecTech 4	Armor	Scorpion
ProtecTech 3	Armor	APC
ProtecTech 5	Armor	Maxim
Sian/Ceres Jaguar	LRM-5	Maxim
Sian/Ceres Lynx	SRM-2	Maxim and shipped to Hellespont 'Mech Works for Wasp
Sian/Ceres Harpoon 6	SRM-6	Pegasus, Maxim, shipped to Hellespont 'Mech Works for Raven

Once a powerful corporation with several 'Mech factories, Hellespont suffered during the First and Second Succession Wars. During the lull before the Third Succession War, Hellespont relocated to Sian and shifted their production lines from 'Mechs to light vehicles. That strategy produced enough success for the company that they were able to open a small 'Mech factory. They have also expanded their vehicle assembly plant to include the construction of armor and missile racks.

Hellespont 'Mech Works

On-site Defending Units: House Imarra (1st Battalion)

Vehicles Produced

WSP-1A Wasp ('Mech)
RVN-3L Raven ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
1A Type 3	Chassis	Wasp
Hermes 120	Fusion Engine	Wasp
Hellespont Type R	Chassis	Raven
Hellespont Leaper	Jump Jets	Wasp
Hellespont Lite	Armor	Wasp
Hellespont Lite Ferro-Fibrous with CASE	Armor	Raven
Hellespont TiteBeam	Communications System	Wasp
RadCom TXX	Targeting/Tracking System	Wasp
Diverse Optics Type 2	Medium Laser	Wasp

Saroyan Special Production

On-site Defending Units: House Imarra (2nd Battalion)
Vehicles Produced
 TR-13 Transgressor (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Saroyan 13	Frame	Transgressor
Rawlings 300	Fusion Engine	Transgressor
Duotech 95	Communications System	Transgressor
Radcom T11	Targeting/Tracking System	Transgressor
Kajuka Type 2 "Bright Blossom"	Medium Laser	Transgressor

Sole producer of the *Transgressor*, the Confederation's heavy aerospace fighter, Saroyan recently began to use Star League technology. They replaced the old Selitex Radionic large lasers with Diverse Optics extended range lasers from the Free Worlds League, and added double heat sinks. The result is an even more well-rounded craft than the original.

VICTORIA

Days to Jump Point: 3
Defending Units (On Planet): None
Defending Units (Within Jump Radius)
 Bullard's Armored Cavalry
 House LuSann

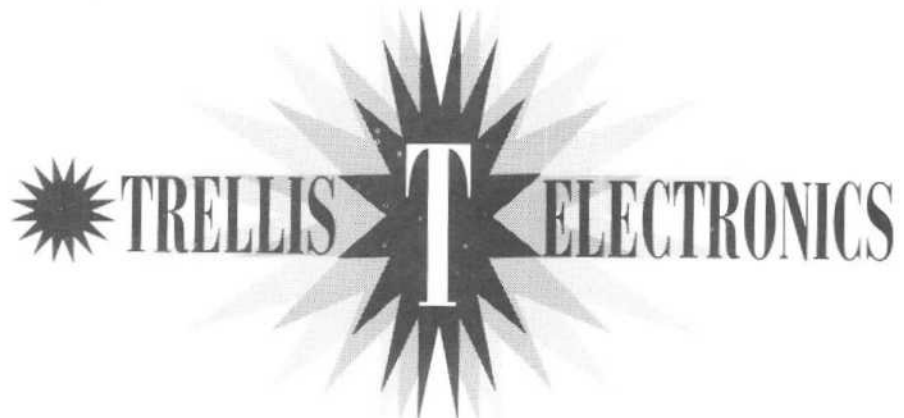
When she ordered her shattered armaments industry rebuilt, Chancellor Romano Liao found she often had little choice as to where her new factories would be located. The planet Victoria is a good example of her dilemma. Victoria's Institute of Engineering possesses the technical expertise needed to run a sophisticated electronics plant, but the planet is defended only by local militia units. Since the Chancellor could not afford to pull any of her forces from their stations along the Confederation borders, she had to rely on the Warrior House LuSann, stationed between Victoria and the Federated Commonwealth border, for protection. That situation has not changed, but Chancellor Sun-Tzu is rumored to be negotiating with Thomas Marik for a mercenary unit reliable enough to garrison Victoria.

Trellis Electronics

COMPONENTS PRODUCED

Name	Component	Typical Use
Garret T10B	Communications System	For export
Exeter Longscan with ReconLock		
CommPhase Unit	Communications System	For export
O/P R Janxir	Communications System	For export
O/P 911	Targeting/Tracking System	For export
Salamander System		
CommPhase Unit	Targeting/Tracking System	For export

Most of the components produced by Trellis are shipped to the war-torn plants on Ares, and to Hellespont Industrials on Sian, for assembly.



ST. IVES COMPACT

Duchess Candace Liao and her young nation have strong ties to the government of the Federated Commonwealth, but continue to strive toward building a self-supportive realm with a capable military and armaments industry. The unexpectedly successful reformation of the hostile Capellan Confederation led the Duchess to request that Commonwealth units be stationed in St. Ives territory, and the threat of the recently formed Capellan-Free Worlds League alliance makes it likely these units will remain in the Compact for some time to come.

INDICASS

Days to Jump Point: 5

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

- Blackwind Lancers (1st and 2nd Battalions)
- 1st Illician Lancers (1st Battalion)
- 1st Kittery Borderers
- 1st Kittery Training Battalion
- 1st Federated Suns Armored Cavalry
- 2nd Ceti Hassars RCT

In 2905, the Davion merc unit King's Commandos quietly entered the Indicass system. Because the underequipped and untried Rhip's Shredders was the only unit known to be defending the planet, they anticipated an easy kill. Unknown to the Commandos, however, the St. Ives Cheveau Legers were also on Indicass at the time, enjoying a little R & R.

As the invaders were not identified as such until planetfall, the Legers were scattered and unprepared to oppose the attacking force. The Commandos annihilated the few Leger 'Mechs who initially gathered to fight them off, as well as the 1st Battalion of Rhip's Shredders in charge of guarding the Ceres Metals 'Mech factory.

At the Ceres vehicle plant, the 2nd Battalion of the Shredders managed to hold the facility long enough for the Legers to organize and relieve them.

By the time the Liao forces drove the Commandos off planet, many of the component lines in the vehicle plant, and the entire 'Mech factory, had been destroyed.

Now employed by the St. Ives Compact, the present generation of Leger MechWarriors is not pleased with their current assignment, viewing as a bad omen returning to the site at which their unit was nearly destroyed.

Ceres Metals

On-site Defending Units: St. Ives Cheveau Legers (3rd Battalion)

Vehicles Produced

- Swift Wind Scout Car
- Wheeled APC
- Galleon Tank
- Hetzer Wheeled Assault Gun

COMPONENTS PRODUCED

Name	Component	Typical Use
GM 40	I.C.E.	APC
GM 75	I.C.E.	Swift Wind
GM 140	I.C.E.	Hetzer
GM 180	I.C.E.	Galleon
StarSlab/6	Armor	All
CeresCom Model 8	Communications System	Wheeled APC
CeresCom Recon Model 12K	Communications System	Swift Wind
Ceres Bullseye	Targeting/Tracking System	Ship to Federated Commonwealth
Jackson Model 12	Small Laser	Galleon
Crusher SH Cannon	AC/20	Hetzer
SperryBrowning	Machine Gun	Wheeled APC

ST. IVES

Days to Jump Point: 6

Defending Units (On Planet)

- 1st St. Ives Lancers (1st Battalion)
- St. Ives Academy Training Group Battalion (Red Company)

Defending Units (Within Jump Radius)

- 2nd St. Ives Lancers
- 7th F-C RCT
- 8th Donegal Guards RCT
- 14th Donegal Guards RCT
- Alcyone CMM
- 1st Kittery Borderers
- 1st Kittery Training Battalion

Corporations on St. Ives have expanded some the huge natural caverns found on the planet and housed their factories underground. This forces attackers to launch costly 'Mech-to-'Mech actions, but also has one small drawback. The extensive tunnel complexes have never been fully explored, and so a slim chance exists that an invader could enter a neighboring cave system and find a way to break into a plant at a lightly defended point.

Ceres Metal Industries

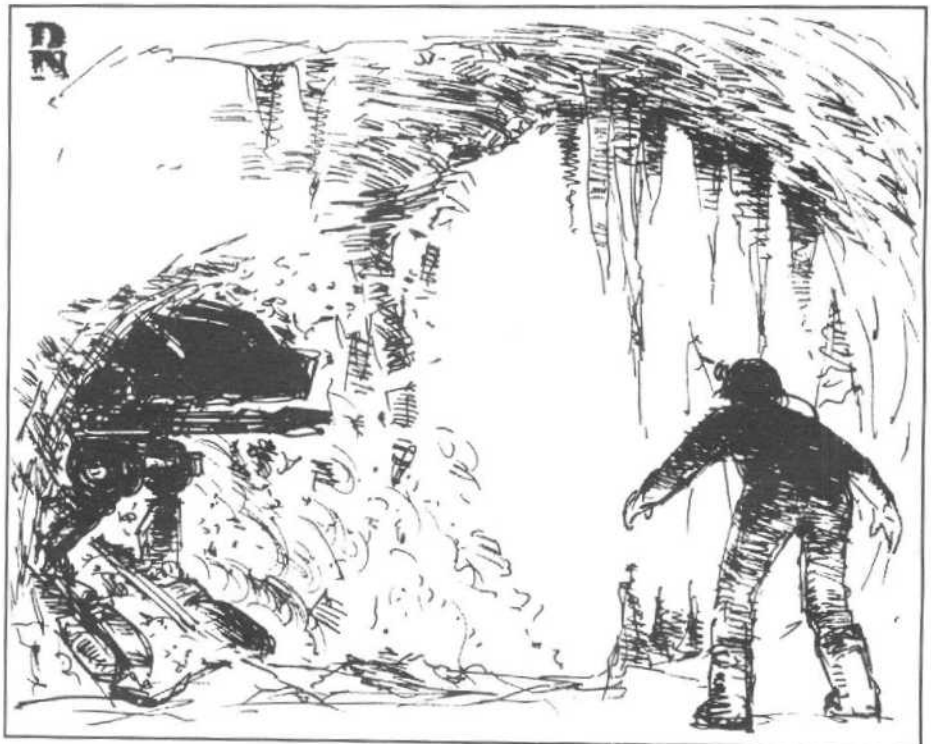
On-site Defending Units: 1st St. Ives Lancers (2nd Battalion)

Vehicles Produced

BJ-3 Blackjack ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
GM BJ-1	Chassis	Blackjack
GM 180	Fusion Engine	Blackjack
Anderson Propulsion 30	Jump Jets	Blackjack
Starshield	Armor	Blackjack
Ceres Arms	Medium Laser	Blackjack
Ceres Arms Smasher	PPC	Blackjack
CeresCom Model 21-RS	Communications System	Blackjack
C-Apple Churchill	Targeting/Tracking System	Blackjack



When St. Ives gained its independence from the Capellan Confederation, the St. Ives Ceres Metal plant found itself with an unexpected problem. Ceres had anticipated strong sales of its product, the VND-1R *Vindicator* Mech, to the weapons-hungry St. Ives military. The Ceres people failed to take into account that the *Vindicator* is seen as a symbol of the Capellan military. St. Ives MechWarriors assigned to *Vindicators* refused to operate the machines.

Casting about for a solution, Ceres discovered the Davion field refit BJ-2 *Blackjack*. The *Blackjack* demonstrated good performance offset slightly by a problem with heat buildup. Ceres learned that both the *Blackjack* and *Vindicator* Mechs use the same fusion engine, the GM 180. When testing showed that the other components used on the *Vindicator* could be adjusted to fit the *Blackjack* chassis, Ceres decided to convert the production lines.

The St. Ives BJ-3 *Blackjack* replaces the Davion Diverse Optics Sunbeam ER large lasers with Ceres Arms Smasher PPCs and retains the four medium lasers seen on the original BJ-1. Double heat sinks handle most of the heat burden this creates.

HildCo Interplanetary

On-site Defending Units: 1st St. Ives Lancers (3rd Battalion)

Vehicles Produced

VTR-9D Victor ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
HildCo Type V Endo Steel	Chassis	Victor
Pitban 320	Fusion Engine	Victor
Sutel Precision Line	Medium Pulse Laser	Victor
Holly-4 Short Range Missile Pack	SRM-4	Victor
HildCo Model 12	Jump Jets	Shipped to the Federated Commonwealth
HildCo Model 13	Jump Jets	Victor

One of the early agreements between the St. Ives Compact and the Federated Commonwealth stipulated that HildCo's entire output of Victor 'Mechs be made available for purchase by the Commonwealth. In exchange, the Commonwealth shared their knowledge of Star League technology. Because the threat of invasion by the Capellan Confederation again looms large, the people of the Compact no longer wish to sell their only assault 'Mech.

Prince Victor has reluctantly agreed to terminate HildCo's contract, providing they furnish his new assembly plant on Styk with Model 12 jump jets.

Mujika AeroSpace Technologies

On-site Defending Units: St. Ives Academy Training Group Battalion (Green Company)

Vehicles Produced

Guardian (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Mujika Aerospace Type 4	Frame	Guardian
Rawlings 140 Air Turbine	I.C.E.	Guardian

Tengo Aerospace

On-site Defending Units: St. Ives Academy Training Group Battalion (Blue Company)

Vehicles Produced

TR-7 Thrush (Aerospace Fighter)

F-10 Cheetah (Aerospace Fighter)

LTN-G15 Lightning (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Mujika Aerospace Type 12	Frame	Thrush
Imstar 10/f	Frame	Cheetah
HildCo Aerospace Type 4	Frame	Lightning
GM 200	Fusion Engine	Lightning
GM 250	Fusion Engine	Thrush and Cheetah

TEXLOS

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius): 4th Illician Lancers

With the highest population growth rate of the St. Ives worlds, this pleasant garden-planet is able to maintain large and vigorous militia for the defense of its industries.

Texlos Miltronics

On-site Defending Units: 1st Illician Lancers (3rd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Endicott Type 2 Maser	Communications System	Guardian
Endicott Type 22 Maser	Communications System	Thrush, Cheetah, and Lightning
Dwyerson Mark XI	Targeting/Tracking System	Thrush, Cheetah, Lightning, and Guardian

The 1st Illician Lancers moved to duty in the St. Ives Compact recently. They replace the 2nd Kell Hounds, who are now seeing action against the Clans.

Kajuka (Aerospace Division)

On-site Defending Units: 1st Illician Lancers (2nd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Kajuka Type 1 "Stiletto"	Small Laser	Shipped to Federated Commonwealth
Kajuka Type 2 "Bright Blossom"	Medium Laser	Shipped to Federated Commonwealth

Texlos is currently the center of a hive of activity, as Federated Commonwealth engineers work with the Kajuka personnel to upgrade their popular lines of laser weaponry to pulse technology.

HildCo Interplanetary

On-site Defending Units: Blackwind Lancers (3rd Battalion)

Vehicles Produced

LTN G15 Lightning (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
HildCo Aerospace Type IV	Frame	Lightning

KAJUKA

AEROSPACE DIVISION

PERIPHERY STATES

In many ways, the Periphery has changed more than the Inner Sphere itself. The Periphery states in the path of the Clan invasion were devastated or eliminated, but the outlying nations remained untouched and strong in comparison. Because the Successor states are in such disarray, the surviving minor powers have more influence than ever before.

MAGISTRACY OF CANOPUS

All the Periphery states, including the Magistracy of Canopus, are desperate to obtain Star League technology and so reach parity with the quality of Inner Sphere weaponry. Perhaps some of the mercenary units formerly employed by the Inner Sphere but now forced to rely on the Magistracy for their vehicles and parts can be convinced to give up some of their limited knowledge of advanced technology in exchange for equipment.

The Canopian armaments industry consists of one company, Majesty Metals and Manufacturing, with plants on two worlds, Canopus IV and Dunianshire.

CANOPUS IV

Days to Jump Point: 15

Defending Units (On Planet): Magistracy Royal Guards (1st and 2nd Canopian Cuirassiers)

Defending Units (Within Jump Radius): Chasseurs a Cheval (2nd and 3rd Canopian Light Horse)

As a result of extreme mismanagement of resources, the factories on Canopus IV have already begun to import many raw materials, and they will soon have exhausted the planet's supply of minerals used in production. Whether the Magistracy will choose to move the factories to another world or simply import all raw materials is unknown.

Majesty Metals and Manufacturing

On-site Defending Units: Magistracy Royal Guards (Raventhir's Iron Hand)

Vehicles Produced

LCT-1V Locust ('Mech)

STG-3R Stinger ('Mech)

WSP-1A Wasp ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Bergan VII	Chassis	Locust
Earthwerks STG	Chassis	Stinger
1A Type 3	Chassis	Wasp
Pitban LFT-20	Jump Jets	Stinger and Wasp
LTV 160	Fusion Engine	Locust
GM 120	Fusion Engine	Stinger and Wasp
StarSlab/1	Armor	Condor Heavy Tank
Duotech 65	Communications System	Wasp
O/P 911	Targeting/Tracking System	Locust
Martell Model 5	Medium Laser	Locust
SperryBrowning	Machine Gun	Locust

DUNIANSHIRE

Days to Jump Point: 3

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Harcourt's Destroyers (Harcourt's Aliens)

Canopian Highlanders (Nellie's Naghties and Long's Light Lancers)

Majesty Metals and Manufacturing

On-site Defending Units: Canopian Highlanders (MacGraw's Marauders)

Vehicles Produced

Pike Support Vehicle

SB-27 Sabre (Aerospace Fighter)

Manticore Tank

SHD-2H Shadow Hawk ('Mech)

Leopard (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Lang T1	Chassis	Pike
AeroFrame 1	Chassis	Sabre
Pitban LFT-50	Jump Jets	Shadow Hawk
Star League V84	Interplanetary Drive	Leopard
Jones 180 with EmissionKill	I.C.E.	Pike
Core Tek 275	Fusion Engine	Shadow Hawk
Magna 250	Fusion Engine	Sabre
Pitban 240	Fusion Engine	Manticore
Maximillian 43	Armor	Shadow Hawk
StarSlab-9	Armor	Pike
StarSlab-11	Armor	Manticore
Magestrix Alpha	Communications System	Sabre
Magestrix Gamma	Targeting/Tracking System	Sabre
Parti-Kill Heavy Cannon	PPC	Manticore and Leopard
ZeusBolt	AC/2	Pike
Armstrong J11	AC/5	Shadow Hawk
Holly	LRM-5	Shadow Hawk
Holly	LRM-10	Manticore
Marklin Mini Missile Pack	SRM-2	Pike and shipped to Canopus IV for Wasp
Marklin 6 Pack	SRM-6	Manticore

The Canopian *Leopard* Class DropShips are better armed than the versions seen in the Inner Sphere, because the standard large lasers are replaced with Parti-Kill Heavy Cannon.

MAJESTY METALS & MANUFACTURING

OUTWORLDS ALLIANCE

The Clan invasion cut President Avellar's military aid from the Draconis Combine to nothing. Pirate attacks are growing more frequent, and the president has had to waste much of his military strength by splintering his forces into company- and lance-sized units in order to garrison as many border worlds as possible.

ALPHERATZ

Days to Jump Point: 4

Defending Units (On Planet)

Avellar Guards, 2nd Battalion
1st Air Regiment (1st and 2nd Wings)

Defending Units (Within Jump Radius)

Alliance Borderers (2nd Battalion, Alpha Company)
Alliance Borderers (3rd Battalion, Alpha Company)
1st Air Regiment (3rd Wing, Red Combat Flotilla, Air Lance Three)

The capital of the Outworlds Alliance, Alpheratz is home to the Alliance Executive Parliament and the largest weapons industry in the Outworlds.

Alliance Defenders Limited

On-site Defending Units: Avellar Guards (3rd Battalion, Alpha and Beta Companies)

Vehicles Produced

LCT-1V Locust ('Mech)
STG-3R Stinger ('Mech)
WSP-1A Wasp ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Bergan VII	Chassis	Stinger
Earthwerks STG	Chassis	Stinger
1A Type 3	Chassis	Wasp

Arenthir Electronics

On-site Defending Units: Avellar Guards (3rd Battalion, Gamma Company)

COMPONENTS PRODUCED

Name	Component	Typical Use
Garret T10B	Communications System	Locust, Stinger, and Wasp
Garret Type 4	Communications System	Hunter and Vedette
O/P AIR 500	Communications System	Seydlitz and Lightning
O/P 911	Targeting/Tracking System	Locust, Stinger, and Wasp
O/P 2000USA	Targeting/Tracking System	Hunter and Vedette
O/P 3000	Targeting/Tracking System	Seydlitz and Lightning

LUSHANN

Days to Jump Point: 3

Defending Units (On Planet): 4th Air Regiment (1st Wing)

Defending Units (Within Jump Radius)

Avellar Guards (1st Battalion)
Alliance Grenadiers (2nd Battalion, Alpha Company)
Alliance Borderers (2nd Battalion, Beta Company, Third Lance; Gamma Company)
Alliance Borderers (3rd Battalion, Alpha Company)
2nd Air Regiment
5th Air Regiment (3rd Wing, Red and Green Combat Flotillas)

Every year, Lushann hosts a small version of the Solaris Games in which 'Mechs battle each other in huge open-air arenas. The Alliance trusts that all hostilities will cease for the duration of the event, and so far, none of the merc units attending the games have disturbed the Lushann Industrials plant or the large petroleum refineries located on the planet.

Lushann Industrials Limited

On-Site Defending Units: Alliance Borderers (3rd Battalion, Beta Company)

COMPONENTS PRODUCED

Name	Components	Typical Use
Diverse Optics Type 2	Medium Laser	Locust, Stinger, Wasp and Lightning
Lushann Redbeam	Large Laser	Seydlitz
Zippo	Flamer	Hunter

MITCHELLA

Days to Jump Point: 9

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Avellar Guards
Alliance Borderers (3rd Battalion, Beta Company)
1st Air Regiment (1st and 2nd Wings)
2nd Air Regiment (1st and 2nd Wings)
4th Air Regiment (1st Wing)
5th Air Regiment (2nd Wing)

United Outworlders Corporation

On-site Defending Units: Alliance Borderers (3rd Battalion, Alpha Company)

Vehicles Produced

Hunter Tank
Vedette Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Doombud	LRM-20	Hunter
Bical	SRM-2	Wasp

PRAXTON

Days to Jump Point: 3

Defending Units (On Planet): 4th Air Regiment (2nd and 3rd Wings)

Defending Units (Within Jump Radius)

Alliance Grenadiers (2nd Battalion, Beta and Gamma Companies)
Alliance Grenadiers (3rd Battalion, Alpha and Beta Companies)
Alliance Borderers (2nd Battalion, Alpha Company)
1st Air Regiment (3rd Wing, Blue and Green Combat Flotillas)
3rd Air Regiment (2nd Wing, Red Float Combat Flotilla)
3rd Air Regiment (3rd Wing)
5th Air Regiment (1st Wing, Red and Green Combat Flotillas)

Praxton is the only industrialized planet in the Outworlds not located near the center of Alliance space. The value of the fusion engines built here and the short transit time from the system's jump point make Praxton a prime target for Periphery raiders. The standing orders of the units stationed here forbid the troops to go to the aid of nearby worlds under attack. Pirates in the area try to decoy the defenders of the Praxton factories away with diversionary raids on the neighboring worlds, but the power plants produced by Praxton Fusion are simply too valuable to endanger.

This policy has not endeared the president to the people of the Alliance.

Praxton Fusion Products Limited

On-site Defending Units: Alliance Grenadiers, 1st Battalion

COMPONENTS PRODUCED

Name	Component	Typical Use
Nissan 120	Fusion Engine	Stinger and Wasp
Nissan 160	Fusion Engine	Locust
Nissan 200	Fusion Engine	Lightning
Nissan 220	Fusion Engine	Seydlitz
Nissan 245	Fusion Engine	Hunter

RAMORA

Days to Jump Point: 9

Defending Units (On Planet): 5th Air Regiment (2nd Wing)

Defending Units (Within Jump Radius)

- Avellar Guards (1st Battalion)
- Alliance Borderers (3rd Battalion, Alpha Company)
- 1st Air Regiment (3rd Wing, Red Combat Flotilla Air Lance Two)
- 2nd Air Regiment (1st and 2nd Wings)

United Outworlders Corporation

On-site Defending Units: Alliance Borderers (1st Battalion)

Vehicles Produced

- LTN-G15 Lightning (Aerospace Fighter)
- SYD-21 Seydlitz (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Shipil 15	Frame	Seydlitz
Shipil 25	Frame	Lightning
Armstrong J11	AC/5	Vedette
Armstrong Requiem	AC/20	Lightning
Armstrong Minigun	Machine Gun	Locust, Stinger

The Draconis Combine is desperate for light fighters. Takashi and Theodore Kurita have brought every pressure short of the threat of outright war to bear on the Outworlds Alliance to persuade the Alliance Parliament to increase the production of *Seydlitz* fighters, and substitute the *Seydlitz* for the *Lightnings* currently being exported to the Combine.

It is likely that President Avellar will agree to these demands, if only to soothe Alliance-Combine relations, which suffered when he married Baroness Rebecca DeSanders of the Federated Suns.

SEVON

Days to Jump Point: 3

Defending Units (On Planet)

- Avellar Guards (1st Battalion, Alpha Company)
- 2nd Air Regiment (1st and 2nd Wings)

Defending Units (Within Jump Radius)

- Alliance Grenadiers (2nd Battalion, Alpha Company)
- Alliance Borderers (1st Battalion)
- Alliance Borderers (3rd Battalion, Alpha and Beta Companies)
- 4th Air Regiment (1st Wing)
- 5th Air Regiment (2nd Wing)
- 5th Air Regiment (3rd Wing, Red Combat Flotilla)

This sparsely settled agricultural world is the ancestral home of House Avellar. The Avellar Guards are expected to provide defense for the Avellar family holdings and two of the three separate compounds comprising Alliances Industries Diversified—a difficult and uncomfortable task.

Alliance Motors Ltd.

On-site Defending Units: Avellar Guards (1st Battalion, Beta Company)

COMPONENTS PRODUCED

Name	Component	Typical Use
AML 250	I.C.E.	Vedette

Alliance Motors manufactures agricultural equipment, and is also the only reliable firm in the Outworlds capable of producing the heavy ICE carried by the Vedette.

Alliance Mining and Geology

On-site Defending Units: Avellar Guards (1st Battalion, Gamma Company)

COMPONENTS PRODUCED

Name	Component	Typical Use
StarSlab/1	Armor	Locust, Stinger, and Wasp
StarSlab/5.5	Armor	Hunter
StarSlab/6	Armor	Vedette

TAURIAN CONCORDAT

The area governed by Protector Thomas Calderon is conveniently laid out so that most of the worlds are located close enough to one another for reinforcements to be within jump distance. However, the Protector's overriding fear of invasion from the Inner Sphere has led him to station a disproportionate number of units along the borders the Concordat shares with the Federated Commonwealth and Capellan Confederation—leaving the worlds along the periphery of his realm at the mercy of pirates.

Marshal Doru, commander of the Taurian Guard, is quick to point out the contradiction of preparing for an attack from the Commonwealth when that nation has stripped its border with the Concordat in order to strengthen its own front against the Clan.

Despite the logic of this argument, Protector Calderon steadfastly believes that the troop movements in the Federated Commonwealth are simply an elaborate ruse to mask Davion troop build-ups for an invasion of the Concordat. Sealed messages have been delivered by courier ship to Calderon from the Capellan Confederation several times over the last few years, and our agents report that Chancellor Sun-Tzu Liao has been providing the Protector with "intelligence reports" that "prove" the Clan invasion is nothing more than a hoax crafted by Hanse "The Fox" Davion in order to lull his enemies into complacency, so that the armies of the Federated Commonwealth can strike at them as they did at the Capellan Confederation in the Fourth Succession War. The death of the First Prince has done nothing to calm Calderon, because the Chancellor has assured him that Prince Victor is an even more devious foe. (The Chancellor always refers to the new lord of the Federated Suns as "The Little Weasel" in his communications with Protector Calderon.)

Many observers expect Marshal Doru to attempt a political coup soon. Doru enjoys the support of the Taurian Guard and much of the Concordat's citizenry, and the favor of the newly signed mercenary units Vandelay's Valkyries and the Lone Star Regiment. Both units have been unable to deal with Calderon in the face of his increasing paranoia.

BRINTON

Days to Jump Point: 19

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

- Concordat Jaegers (1st Battalion)
- Red Chasseurs (2nd Battalion)
- Gordon's Armored Cavalry (Simon's Banshees)
- Taurian Lancers, 1st Regiment (3rd Battalion)

The Taurian Concordat's possession of Brinton has been contested several times by both the Capellan Confederation and the Magistracy of Canopus. As a result, the Taurians maintain a heavy guard on the system, stationing an *Avenger* assault ship and two *Leopard CV* fighter carriers at each jump point. As a further precaution, they permit only a few foreigners on the planet at any given time.

O/P Computer Electronics

On-site Defending Units: Hyades Light Infantry (2nd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
O/P 3000 COMSET	Communications System	Warhammer and Marauder
O/P AIR500	Communications System	Seydlitz and Sabre
O/P AIR900	Communications System	Lightning
O/P 911	Targeting/Tracking System	Locust, Stinger, Wasp, and Commando
O/P 1500 ARB	Targeting/Tracking System	Warhammer and Marauder
O/P 2500	Targeting/Tracking System	Chippewa and Thunderbird
O/P 3000	Targeting/Tracking System	Seydlitz, Sabre, and Lightning

ILLIUSHIN

Days to Jump Point: 2

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Taurian Guard (1st Battalion)
Taurian Velites (1st Battalion)
Concordat Commandos
Concordat Cuirassiers (2nd and 3rd Battalions)
Hyades Light Infantry (1st Battalion)
Longwood's Bluecoats (Mac's Hell-Raisers)
Pleiades Hussars (1st Battalion)
Taurian Lancers, 2nd Regiment (1st Battalion)
Vandelay's Valkyries
The Lone Star Regiment

Vandenberg Mechanized Industries

On-site Defending Units: Taurian Lancers, 1st Regiment (2nd Battalion)

Vehicles Produced

COM-2D Commando ('Mech)
GRF-1N Griffin ('Mech)
Union (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Vandenberg Metal Works	Chassis	Commando
Earthwerks GRF	Chassis	Griffin
Rawlings 55	Jump Jets	Griffin
Shannon Fore	SRM-4	Commando
Shannon Six-Shooter	SRM-6	Commando, and shipped to Pinard and Taurus for Warhammer

LACONIS

Days to Jump Point: 16

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Concordat Jaegers (1st and 2nd Battalions)
Red Chasseurs (2nd Battalion)
Gordon's Armored Cavalry (Arrow's Chasseurs and Simons Banshees)
Hyades Light Infantry (2nd Battalion)
Bannockburn's Bandits

Taurus Majoris Mining

On-site Defending Units: Taurian Lancers, 1st Regiment (3rd Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
StarSlab/1	Armor	Locust
StarSlab/5.5	Armor	Hunter
StarSlab/6	Armor	Vedette
StarSlab/7	Armor	J. Edgar
StarSlab/11.5	Armor	Rommel

MACLEOD'S LAND

Days to Jump Point: 10

Defending Units (On Planet): All units stationed at factory site

Defending Units (Within Jump Radius)

Concordat Jaegers (1st and 2nd Battalions)
 Red Chasseurs (1st and 2nd Battalions)
 Gordon's Armored Cavalry (Arrow's Chasseurs and Simon's Banshees)
 Taurian Lancers, 1st Regiment (3rd Battalion)
 Taurian Lancers, 2nd Regiment (3rd Battalion)

Pinard Protectorates Limited

On-site Defending Units: Bannockburn's Bandits

Vehicles Produced

LCT-1V Locust ('Mech)
 STG-3R Stinger ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
Bergan VII	Chassis	Locust
Earthwerks STG	Chassis	Stinger
Chilton 360	Jump Jets	Stinger
SperryBrowning	Machine Gun	Shipped to Pinard and Taurus for Thunderbolt and Warhammer

NEW VANDENBERG

Days to Jump Point: 15

Defending Units (On Planet): Gordon's Armored Cavalry (Simon's Banshees)

Defending Units (Within Jump Radius)

Red Chasseurs (2nd Battalion)
 Taurian Lancers, 1st Regiment (3rd Battalion)

New Vandenberg is one of several Concordat worlds studded with pillboxes and other military strong points. This planet is especially dear to the Taurians, and they are frenzied in its defense.

Vandenberg Mechanized Industries

On-site Defending Units: Concordat Jaegers (1st Battalion)

Vehicles Produced

STG-3R Stinger ('Mech)
 ARC-2R Archer ('Mech)
 MAD-3R Marauder ('Mech)
 CHP-W5 Chippewa (Aerospace Fighter)
 Hunter Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerks STG	Chassis	Stinger
Earthwerks Archer	Chassis	Archer
GM Marauder	Chassis	Marauder
Bowie 50	Frame	Chippewa
Rawlings 52	Jump Jets	Stinger
Vox 120	Fusion Engine	Stinger
Vox 150	Fusion Engine	Shipped to Illiushin for Commando
Vox 275	Fusion Engine	Shipped to Illiushin for Griffin
Vox 280	Fusion Engine	Marauder

ORGANO

Days to Jump Point: 5

Defending Units (On Planet): Concordat Cuirassiers (1st Battalion)

Defending Units (Within Jump Radius)

- Red Chasseurs (3rd Battalion)
- Gordon's Armored Cavalry (Mitchell's Lancers)
- Taurian Lancers, 1st Regiment (1st Battalion)
- Pleiades Hussars (2nd and 3rd Battalions)
- Pleiades Lancers (1st and 2nd Battalions)

Pinard Protectorates Limited

On-site Defending Units: Pleiades Lancers (3rd Battalion)

Vehicles Produced

SB 27 Sabre (Aerospace Fighter)

COMPONENTS PRODUCED

Name	Component	Typical Use
Aeroframe 1	Chassis	Sabre

PERDITION

Days to Jump Point: 7

Defending Units (On Planet): Concordat Cuirassiers (2nd Battalion)

Defending Units (Within Jump Radius)

- Concordat Commandos (3rd Battalion)
- Red Chasseurs (3rd Battalion)
- Concordat Cuirassiers (3rd Battalion)
- Pleiades Hussars (2nd and 3rd Battalions)
- Taurian Lancers, 1st Regiment (1st and 2nd Battalions)
- Vandelay's Valkyries
- The Lone Star Regiment

Pinard Protectorates Limited

On-site Defending Units: Longwood's Bluecoats (Mac's Hell-Raisers)

Vehicles Produced

- WSP-1A Wasp ('Mech)
- TRB-D36 Thunderbird (Aerospace Fighter)
- Rommel Tank
- Vedette Tank
- J. Edgar Hovercraft

COMPONENTS PRODUCED

Name	Component	Typical Use
1A Type 3	Chassis	Wasp
Aeroframe 6	Chassis	Thunderbird
Rawlings 52	Jump Jets	Wasp
Leenex 120	Fusion Engine	Wasp and shipped to MacLeod's Land for Stinger
Leenex 145	Fusion Engine	J. Edgar
Leenex 160	Fusion Engine	Shipped to MacLeod's Land for Locust
Harvester	SRM-2	Wasp, J. Edgar, and shipped to Pinard and Taurus for Thunderbolt

The Pinard Protectorate facilities on this water-world consist of four separate factories on miniature islands. The defenders here must use large, vulnerable air and sea transports to move reinforcements between factories, because traveling along the sea bottom by 'Mech is too slow to be practical for the distances involved.

PINARD

Days to Jump Point: 6

Defending Units (On Planet): All units stationed at factory sites

Defending Units (Within Jump Radius)

- Taurian Guard (1st Battalion)
- Taurian Velites (1st Battalion)
- Concordat Commandos (1st and 2nd Battalions)
- Red Chasseurs (1st and 2nd Battalions)
- Bannockburn's Bandits
- Taurian Lancers, 2nd Regiment (2nd and 3rd Battalions)

Vandenberg Mechanized Industries

On-site Defending Units: Concordat Jaegers (2nd Battalion)

Vehicles Produced

- TDR-5S Thunderbolt ('Mech)
- WHM-6R Warhammer ('Mech)
- Vedette Tank

COMPONENTS PRODUCED

Name	Component	Typical Use
Earthwerk TDR	Chassis	Thunderbolt
StarCorp 100	Chassis	Warhammer
Ryerson 150	Armor	Thunderbolt and shipped to New Vandenberg for Archer
Leviathon Plus	Armor	Warhammer and shipped to New Vandenberg and Taurus for Marauder

Pinard Protectorates Limited

On-site Defending Units: Gordon's Armored Cavalry (Arrow's Chasseurs, Able Company)

Vehicles Produced

- MAD-3R Marauder ('Mech)

COMPONENTS PRODUCED

Name	Component	Typical Use
GM Marauder	Chassis	Marauder
Martell	Medium Laser	Marauder, also shipped to MacLeod's Land for Locust, to New Vandenberg for Marauder, to Organo for Sabre, to Perdition for Thunderbird, and to Taurus for Locust, Marauder, Warhammer, and Lightning

Pinard-Dicolais Electronics

On-Site Defending Units: Gordon's Armored Cavalry (Arrow's Chasseurs, Bravo and Charley Companies)

COMPONENTS PRODUCED

Name	Component	Typical Use
Garret T10 B	Communications System	Locust, Wasp, Stinger, and Commando
Garret Supremesound	Communications System	Thunderbird and Chippewa
Neil 5000	Communications System	Griffin, J. Edgar, Hunter, Vedette, and APC
Neil 8000	Communications System	Thunderbolt
Neil 9000	Communications System	Hatchetman and Archer
Octagon Tartrac, System C	Targeting/Tracking System	Griffin
TracTex Alpha-1	Targeting/Tracking System	J. Edgar, Hunter, Vedette, and APC
RCA Instatrak Mark X	Targeting/Tracking System	Hatchetman and Thunderbolt
RCA Instatrak Mark XII	Targeting/Tracking System	Archer

STEROPE

Days to Jump Point: 5

Defending Units (On Planet): Noble Family forces

Defending Units (Within Jump Radius): Longwood's Bluecoats (Ivan's Marauders)

Throughout the Concordat's history, Home Guard regiments raised by the nobility of Sterope have manned the many reinforced static gun emplacements that guard the planet's industries. These units have always held off attackers long enough for reinforcements to arrive, and so Protector Calderon sees no reason to station Mech and armor units on the planet. Many in the Taurian Defense Force feel it is only a matter of time before the Noble Family regiments run out of luck.

Taurus Territorial Industries

On-site Defending Units: Noble Family forces

Vehicles Produced

SYD-21 Seydlitz (Aerospace Fighter)

Hunter Tank

Tracked APC

Union (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Shipil 15	Frame	Seydlitz

Taurus Territorial Industries manages three separate complexes on Sterope: an aerospace assembly plant, a conventional vehicle manufacturer, and a small shipyard.

Sterope Defense Industries

On-site Defending Units: Noble Family forces

COMPONENTS PRODUCED

Name	Component	Typical Use
Diverse Optics Type 18	Medium Laser	Stinger, Wasp, Commando, Hatchetman, Thunderbolt, Archer, and J. Edgar
Sunglow Type 2	Large Laser	Thunderbolt and Thunderbird
Donal	PPC	Griffin and Warhammer
Hotshot	Flamer	Hunter Tank
Pontiac Light	AC/5	Marauder and Vedette
Pontiac 50	AC/10	Hatchetman
Pontiac 100	AC/20	Lightning and Rommel
Delta Dart	LRM-5	Rommel
Delta Dart	LRM-10	Griffin
Delta Dart	LRM-15	Thunderbolt
Delta Dart	LRM-20	Archer, Thunderbird, and Hunter

TAURUS

Days to Jump Point: 9

Defending Units (On Planet)

Taurian Guard (1st Battalion) in asteroids

Taurian Guard (2nd Battalion)

Concordat Commandos (1st Battalion)

Defending Units (Within Jump Radius)

Taurian Guard (3rd Battalion)

Taurian Velites (2nd and 3rd Battalions)

Concordat Jaegers (2nd Battalion)

Red Chasseurs (1st Battalion)

Gordon's Armored Cavalry (Arrow's Chasseurs)

Hyades Light Infantry (1st Battalion)

Pleiades Hussars (1st Battalion)

Taurian Lancers, 2nd Regiment

Vandelay's Valkyries

The Lone Star Regiment

The capital of the Taurian Concordat is surrounded by a dense asteroid field seeded with mines and laser cannon emplacements. The Taurian Guards are expert combatants in this environment.

Taurus Territorial Industries

On-site Defending Units: Concordat Commandos (2nd Battalion)

Vehicles Produced

LCT-1V Locust ('Mech)
 WSP-1A Wasp ('Mech)
 HCT-3F Hatchetman ('Mech)
 TDR-5S Thunderbolt ('Mech)
 WHM-6R Warhammer ('Mech)
 MAD-3R Marauder ('Mech)
 LTN-G15 Lightning (Aerospace Fighter)
 Leopard (DropShip)

COMPONENTS PRODUCED

Name	Component	Typical Use
Bergan VII	Chassis	Locust
1A Type 3	Chassis	Wasp
Chariot Type II	Chassis	Hatchetman
Earthwerk TDR	Chassis	Thunderbolt
StarCorp 100	Chassis	Warhammer
GM Marauder	Chassis	Marauder
Aeroframe 2	Chassis	Lightning
Rawlings 52	Jump Jets	Wasp
Rawlings 54	Jump Jets	Hatchetman
GM 120	Fusion Engine	Wasp
GM 160	Fusion Engine	Locust
GM 180	Fusion Engine	Hatchetman
Vlar 260	Fusion Engine	Thunderbolt
Vlar 280	Fusion Engine	Warhammer
Vlar 300	Fusion Engine	Marauder, and shipped to Pinard for Marauder
Durallex Light	Armor	Wasp, and shipped to Illiushin for Commando
Durallex Medium	Armor	Hatchetman

Taurus Territorial Industries is the largest of all Taurian weapons manufacturers, and its fanatical defenders are well aware of the firm's importance to the Concordat.

Magna

On-site Defending Units: Taurian Velites (1st Battalion)

COMPONENTS PRODUCED

Name	Component	Typical Use
Magna 60	I.C.E.	APC
Magna 250	I.C.E.	Vedette
Magna 245	Fusion Engine	Hunter
Magna 260	Fusion Engine	Rommel and Thunderbolt
Warner 200E	Fusion Engine	Lightning
Warner 220N	Fusion Engine	Seydlitz
Warner 250B	Fusion Engine	Sabre
Warner 270M	Fusion Engine	Chippewa
Warner 300F	Fusion Engine	Eagle and Thunderbolt
Star League V84	Interplanetary Drive	Leopard
Star League V250	Interplanetary Drive	Union
Magna	Small Laser	Warhammer and Rommel
Magna Hellstar	PPC	Marauder

Contrary to the operational procedures of many other plants, the Concordat produces its massive DropShip engines at one plant and distributes them to several shipyards for assembly, rather than building an assembly plant at the same site where the drives are built.

TYPICAL INDUSTRIAL SET-UPS

Now that the Com Guard are deployed to directly aid the people of the Inner Sphere, our forces should know the kind of environment they are likely to encounter when assisting in the defense of the Successor States' industries.

Though no two factories are exactly alike, the following examples of a component manufacturer and a 'Mech construction facility should give our forces a general idea of what to expect in such situations.



LUSHANN INDUSTRIALS

Located in the Outworld Alliance, Lushann Industrials is not the most advanced manufacturer of laser weaponry, but their products enjoy a good reputation, due entirely to the emphasis Lushann places on inspection and quality control. Before a Lushann laser is released for shipping, it is inspected mechanically three times, checked over twice by hand, and tested on both an indoor and outdoor firing range.

The Lushann plant covers an area of 375 by 100 meters, easily accommodating its 'Mech garrison, though any combat here would be at close quarters.

The company assigned to protect Lushann, currently Beta Company from the Third Battalion of the Alliance Borderers, is instructed to engage any would-be attacker on the grounds outside the main complex when possible. The 'Mechs are armed only with energy weapons, a precaution that minimizes damage if the action moves into the factory. Those 'Mechs capable of using ballistic weaponry are simply not issued any ammunition. This procedure is typical throughout the Successor States, as it is small comfort to successfully repel an invader only by destroying the property under attack.

Only the central chamber and warehouses, with ceilings twelve meters high, are roomy enough for 'Mechs to move through. The rest of the complex is scaled for humans, with ceilings approximately three meters high.



LUSHANN INDUSTRIALS MAP KEY

Warehouse (1)

Surplus steel alloy is stored here to maintain production in the case of disrupted Alliance shipping. The metal stored just beyond the forges is typically used in day-to-day operations.

Production Lines (2)

Lushann forges and crafts their own weapon casings and barrels. The company policy states that "the most advanced targeting computer in the galaxy won't help if a laser is diffracted by an off-center or coarse barrel."

In addition to the Diverse Optics Type 2 and Lushann Redbeam, the plant produces Zippo flamers. Because flamers are much less sophisticated than laser systems, with less exacting requirements, Lushann has separated the Zippo assembly line from its other lines to avoid disrupting production of its major products.

The plant has an average level of automation; products travel from the forges to final packaging on a continuous chain-driven metal rack system. The racks travel along the ceiling when crossing manual access lanes, but elsewhere pass beneath the metal grid on which the machinery is mounted. This sectioning allows easy access to the lines and the underside of the heavy production equipment. The access corridors are constructed of reinforced concrete to support the weight of the 'Mechs.

The machinery is powered by internal combustion engines and is cooled by oil and water. Over the years, the pressurized coolant system has deteriorated to allow numerous pinhole leaks to coat every surface with a greasy film. Walking a 'Mech through these conditions is as difficult as running on ice, and running a 'Mech inside the production line area is next to impossible. The MechWarriors on duty here are carefully trained to let their 'Mechs fall along access corridors if the situation arises, and not on irreplaceable equipment.

Forges (A): This forge is used to form the raw steel Lushann works with into rough casings and barrels. The temperature at this end of the plant is slightly uncomfortable for an unprotected human but not hot enough to affect a 'Mech. The workers in this section are often disciplined for leaving the large northern door open to let in cool air—a perfect opportunity for an enemy 'Mech attack.

Coolant Solution (B): The newly shaped weapons are cooled and hardened in these tanks.

Rectilinear Equipment (C): While the weaponry conduits are hot enough to be malleable yet cool enough to work with, these machines rotate and straighten the components.

Shear (D): The weapon barrels are cut to length at this station.

Grinders (E): The barrels are smoothed at this station.

Computerized Inspection Center (F): Several such stations are set up throughout the line. Each has a progressively smaller tolerance for error.

Burnishers (G): The burnishers wash the parts free of grit and polish them.

Electronic Installation (H): The electronic subcomponents of Lushann's products are shipped to the factory pre-assembled. The workers install them at this station.

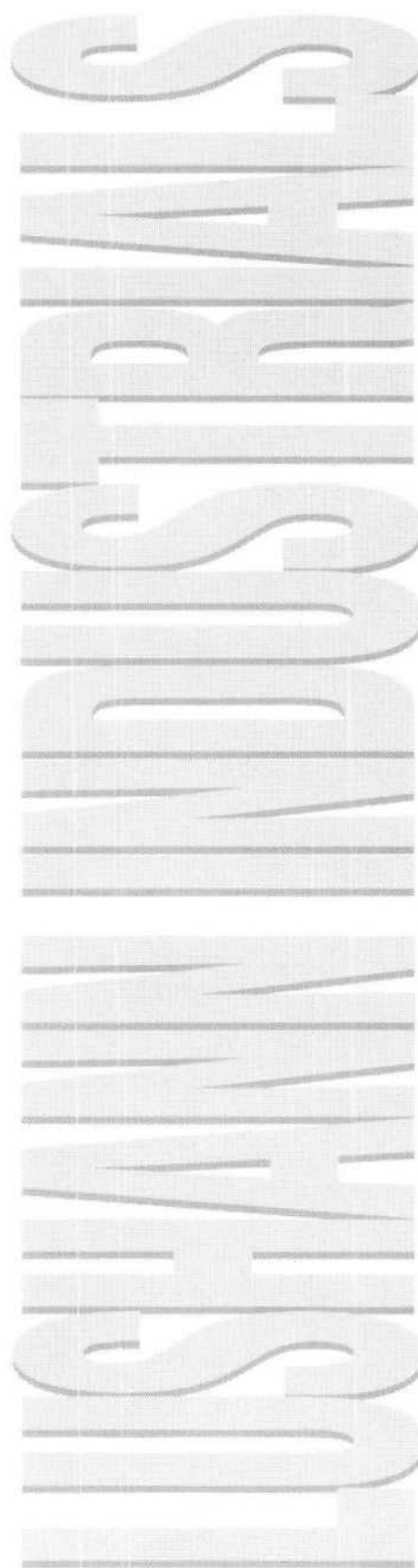
Packing (I): The product is boxed for shipment in this department.

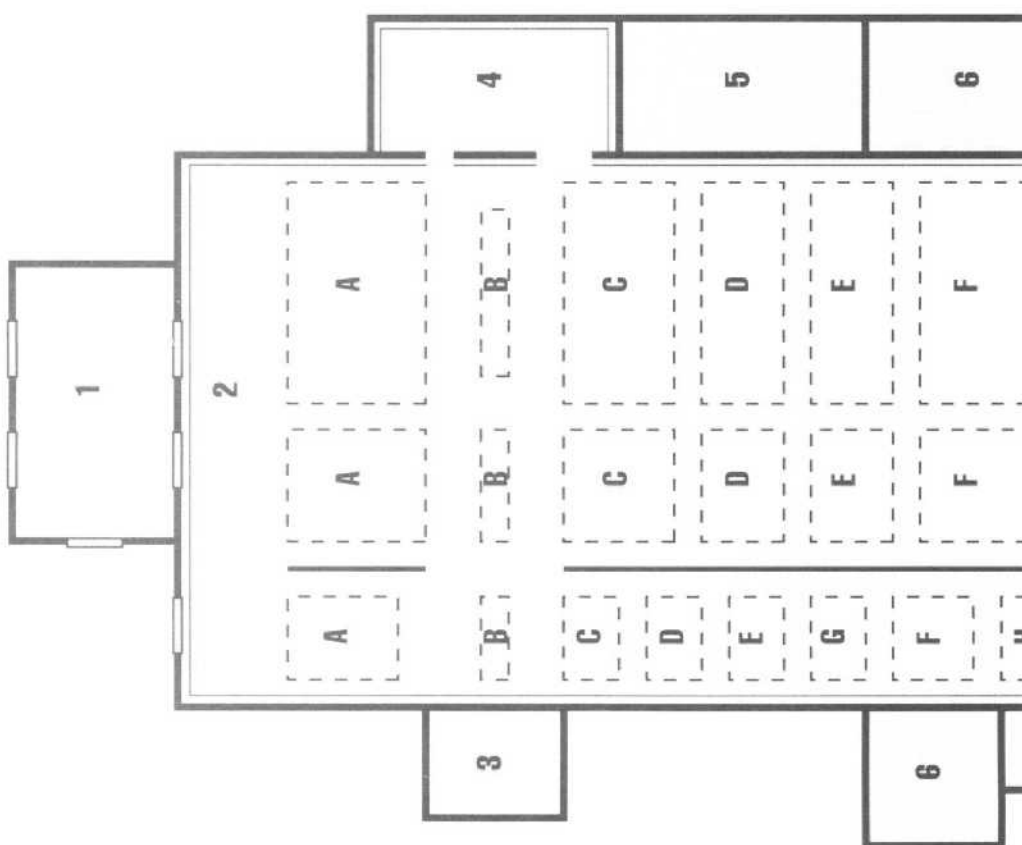
Fuel Storage (3)

The fuel used to power the plant's engines is stored here.

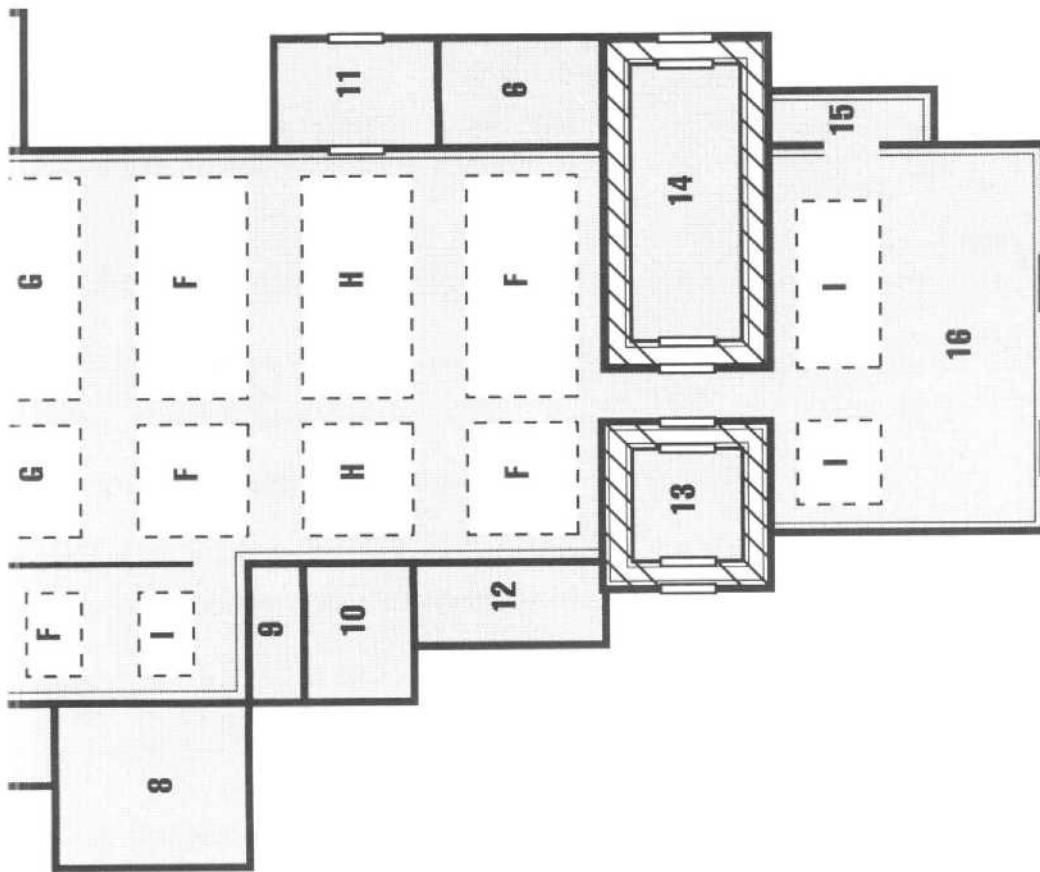
Maintenance Department (4)

Like their fellow techs throughout the Inner Sphere, the workers here are highly skilled at making temporary repairs to keep their equipment running, but are unable to fully restore damaged systems. This is a common problem, occasionally relieved by the recovery of lostech.





Map of Lushann Industries



Purification Tanks (5)

The coolant and lubricants used throughout the plant pass through pipes that run along the ceiling to the purification tanks and back to the machines. When these fluids are filled with impurities beyond the cleaning capability of this equipment, they are pumped to a nearby waste disposal facility and replaced by fresh liquids.

Quality Control (6)

Because the computerized inspection system is down or inaccurate much of the time, the hand inspections carried out in these chambers are increasingly important.

Warehouse (7)

The electronics used in the Zippo are stored here.

Warehouse (8)

The fully assembled Zippo flamers are stored here.

Employee Fitness Center (9)

The company offers incentives for good health and encourages employees to use this well-equipped exercise room.

Employee Lounge (10)

The employee lounge serves as a break room and general rest area for all employees.

Warehouse (11)

The electronics used in the laser systems are received and stored in this warehouse area.

Human Resources Center (12)

The Human Resources Center houses the Lushann Industrials offices, where the company's executive officers and other administrative personnel work.

Test Range for Diverse Optics Type 2 (13)

This indoor range is equipped with a large AML internal combustion engine and power amplifiers. Beam power is tested here, and the outer doors lead to an outdoor accuracy-check range.

Test Range for Lushann Redbeam (14)

The Redbeam test range is set up in a fashion similar to the Diverse Optics test range.

Secondary Maintenance Department (15)

The maintenance department at this end of the plant carries most of the same tools as the main shop, and does the initial work on breakdowns.

Warehouse (16)

The fully assembled and approved medium and large lasers are stored here.

LUSHANN SECURITY

The 'Mechs stationed at Lushann Industrials are posted to deal with enemy 'Mechs and armor, but are not equipped with anti-infantry weaponry. The Lushann Security force, of approximately three-platoon strength, is expected to handle infantry attacks.

The forces are typically deployed as follows: two 'Mechs stationed in the northern storage area, a platoon of security at the maintenance department, a 'Mech at Warehouse (8), a security platoon in the office area, two 'Mechs at Warehouse (16), and three 'Mechs patrolling inside the complex. The remaining 'Mech lance and security platoon patrol the grounds.

The 'Mechs stationed here have a wing of air support, and use the intelligence-gathering and strafing capabilities of these allies to the fullest.

GENERAL MOTORS/ BLACKWELL

Before the Clans arrived with their OmniMechs, the MAD-5A *Marauder II* was arguably the most fearsome 'Mech to tread the Inner Sphere. With a top-of-the-line product, GM/Blackwell Industries sees no need to bother with other designs. Their new plant on New Valencia produces (and is guarded by) *Marauder II*s exclusively.

The factory was designed to be easily defended. All walls, inner and outer, are of hardened construction. There is a fifteen-meter-wide security perimeter within the outer wall that is constantly patrolled by the 'Mechs of Blackwell Security. Four anti-'Mech and eight anti-infantry gun emplacements guard the walls, and the roof is equipped with one Long Tom artillery piece, two LRM-20 racks, and four SRM-6 racks, all on turrets.

GM/Blackwell is an assembly plant; only the "bones" of the *Marauder II*'s internal structure are produced here. All other components are held in storage areas that ring the central assembly area for easy access.

GM/BLACKWELL

GM/BLACKWELL MAP KEY

Anti-Mech Gun Emplacement (1)

Each of these turreted fortifications sports eighteen tons of armor and a Luxor Devastator-20/GM Whirlwind autocannon combination in an over/under configuration.

Anti-Infantry Gun Emplacement (2)

These smaller emplacements carry six tons of armor and a GM Minigun.

Silicone Carbide Storage (3)

The silicone carbide filament used to strengthen the cores of the internal structure is stored here.

Titanium Steel Storage (4)

The titanium steel used to case the internal structure is stored here.

Aluminum Storage (5)

The aluminum that serves as the base for the internal structure is stored here.

Internal Structure Construction Line (6)

The sixteen sections that make up the *Marauder II*'s "skeleton" are crafted on these lines.

Molding (A): This equipment forms the core of the "bones" of the 'Mech's chassis. Foamed aluminum is forced into molds and hardened to be extremely rugged and strong.

Binding (B): The newly formed cores are wrapped in silicone carbide monofilament for further strength.

Sheathing (C): In the final step of the production process, the "bones" are encased in a titanium steel shell.

Inspection (D): This station primarily carries out pressured stress testing for structural defects, though visual quality control also takes place here.

Internal Structure Storage (7)

The completed skeletons are stored here until assembled into 'Mechs.

Security Station (8)

The Blackwell garrison is coordinated from this center.

Assembly Area (9)

This cavernous chamber (110 meters in diameter) is constantly filled with a small army of techs and equipment. Six 'Mechs are under construction here at any given time. Unlike conventional vehicles, 'Mechs are not assembled on a line. It is more efficient to bring all the components to a stable work area and assemble an individual 'Mech than to try to transport these precariously balanced behemoths on a moving rack. The system works fairly well: GM/Blackwell typically cranks out a half-dozen new *Marauder IIs* every three months.

The assembly process consists of seventeen steps.

1. The bones of the 'Mech chassis are linked with durable rotary joints containing the actuator circuitry that will later control limb movement.

2. The 'Mech's skeleton is next swathed in myomer bundles, which are connected to the actuators.

3. The cavity in the 'Mech's center torso is lined with reactor shielding to form an engine compartment.

4. The fusion engine is installed.

5. Jump jets are installed.

6. The heat sinks are installed. Ten units are fitted into the "hot box" between the engine compartment and the area reserved for the cockpit.

7. The gyro is installed.

8. The life-support system is set up on top of the hot box.

9. The cockpit is installed.

10. First start-up. All systems installed so far (except jump jets) are inspected for proper operation under light stress (a brief series of movements at low cruising speed).

11. The electronics systems are installed, including the targeting and tracking computer and communications system. Sensor relays are threaded throughout the 'Mech, but terminal equipment is not installed at this time.

12. The armor is fitted.

13. Photocells and other scanners are affixed to the relay system.

14. Second start-up. A limited test of the electronics is performed, and an outdoor test is run under moderate stress (movement at maximum cruising speed), including a test of the jump jet system.

15. The weapons are mounted.

16. Final start-up. All systems are thoroughly tested under the most rigorous conditions possible. This series of tests includes combat exercises with powered-down weaponry.

17. Final inspection

Electronics Storage (10)

The electronic systems are stored here awaiting assembly.

Heat Sink Storage (11)

The heat sinks are stored here awaiting assembly.

Fusion Engine Storage (12)

The fusion engine is stored here awaiting assembly.

Jump Jet Storage (13)

The jump jets are stored here awaiting assembly.

Gyroscope Storage (14)

The gyroscopes are stored here awaiting assembly.

'Mech Storage (15)

The final product of the factory is kept here under heavy guard. Because GM/Blackwell ships out their 'Mechs as quickly as possible, minimal storage area is needed.

Rotary Joint Storage (16)

The rotary joints are stored here awaiting assembly.

Myomer Storage (17)

The myomer bundles are stored here awaiting assembly.

Cockpit Storage (18)

The cockpit is stored here awaiting assembly.

Life-Support System Storage (19)

The life-support system is stored here awaiting assembly.

Maintenance Department (20)

Keeping the plant's many systems in working order ensures that the engineers are as busy as, or maybe busier than, any line worker.

Employee Lounge (21)

The employee lounge serves as a break room and rest area for all employees.

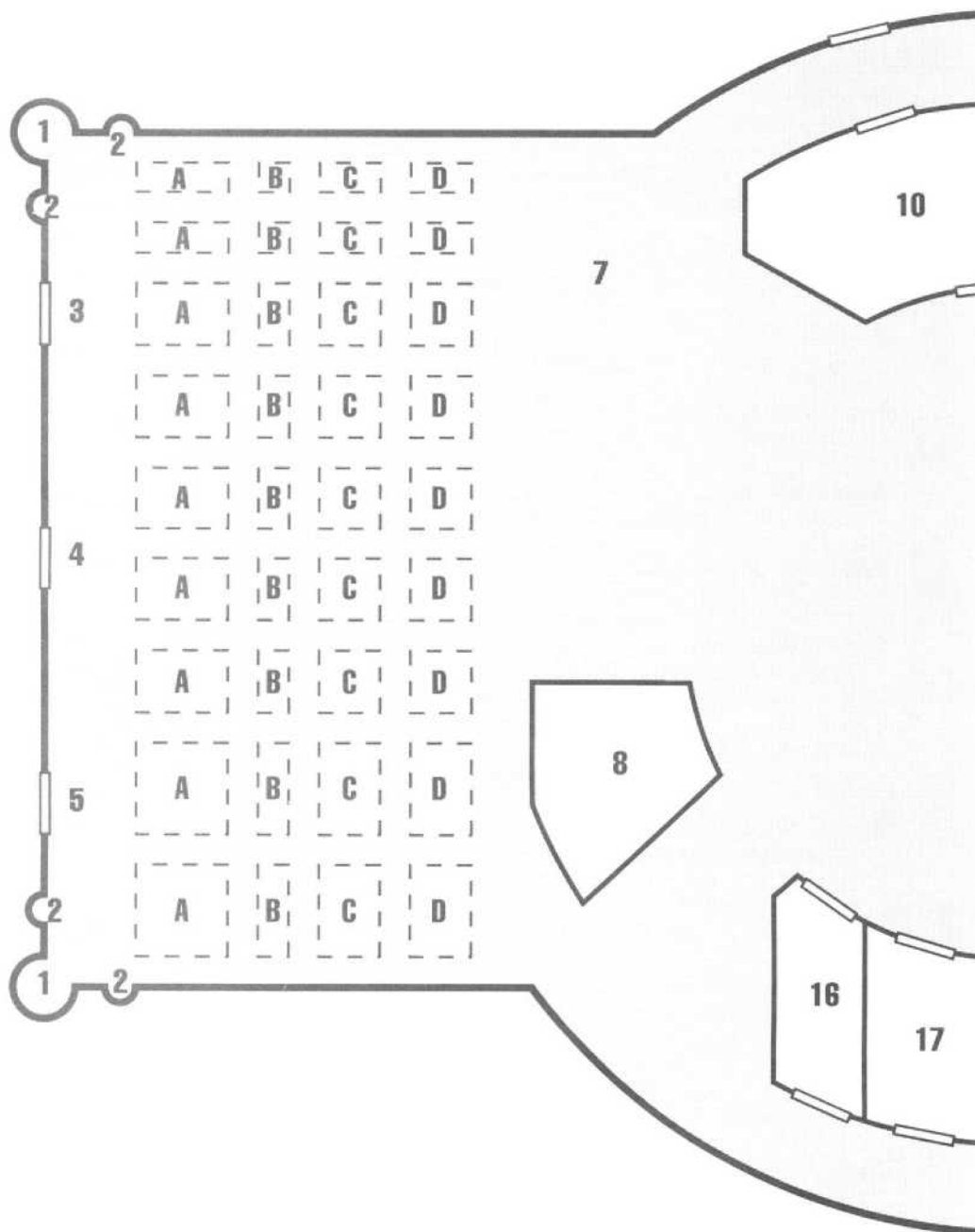
Administrative Center (22)

All of GM/Blackwell's executive officers and other administrative personnel work in these offices.

Weapons Storage/Installation Center (23)

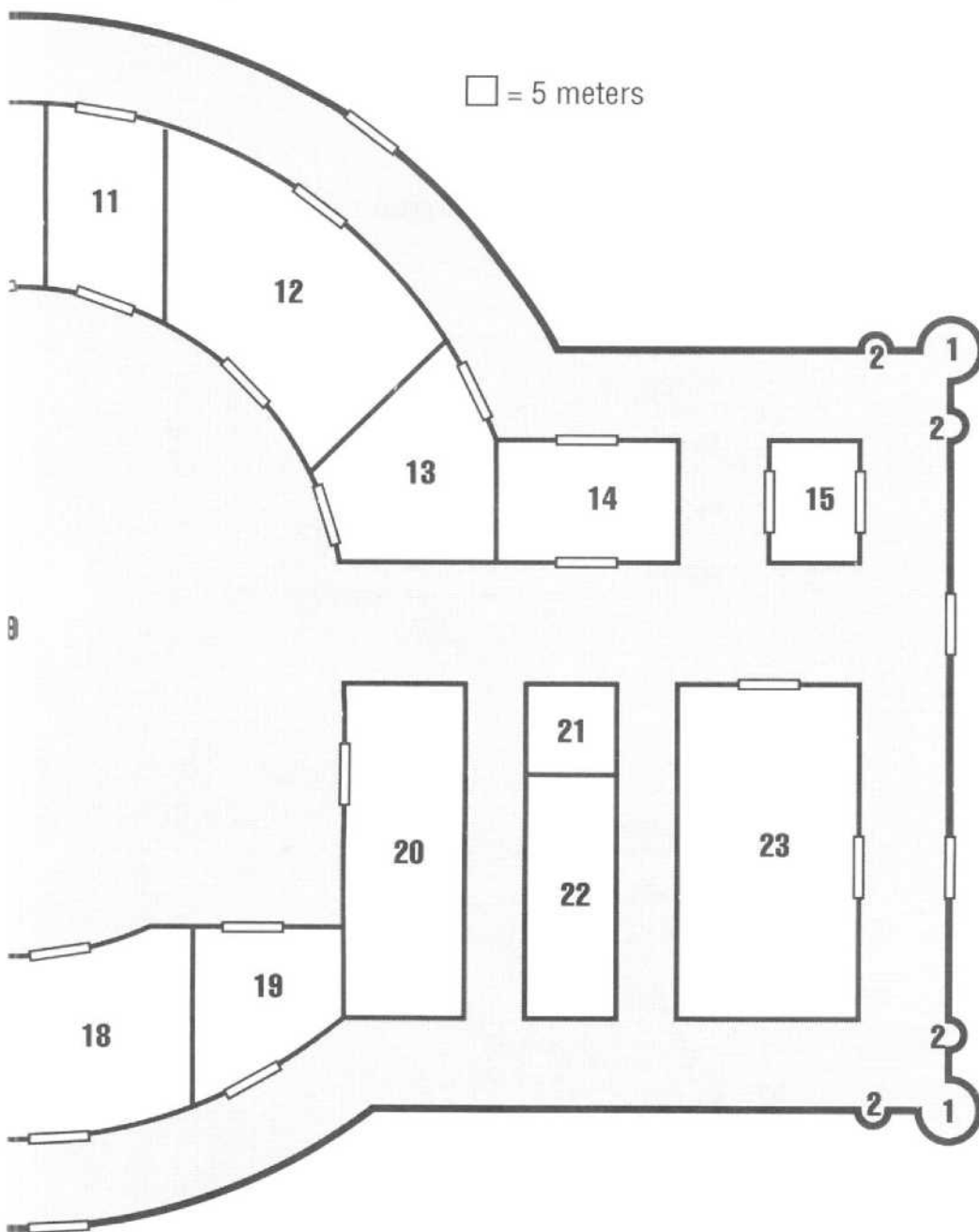
The weapons systems are stored and installed here to keep security needs to a minimum. It is worth noting that the *Marauder II*'s many weapons systems are not powered up immediately after installation. The techs here prefer that to be done on the test range.

GM/BLACKWELL



Map of GM/Blackwell Industries

OBJECTIVE RAIDS • INDUSTRIES



PRODUCT INDEX

This section provides a quick reference to military products manufactured in the Inner Sphere and Clan-held territories. It will prove useful for predicting where raids will occur based on shortages or improved technology. The products are listed in alphabetical order by type of product and component. Each item is also identified by where it is manufactured and who holds the planet. The following abbreviations are used throughout.

CC: Capellan Confederation
DC: Draconis Combine
FC: Federated Commonwealth
FRR: Free Rasalhague Republic
FWL: Free Worlds League
GB: Ghost Bear Clan
JF: Jade Falcon Clan
MC: Magistracy of Canopus
NC: Nova Cat Clan
OA: Outworlds Alliance
SIC: St. Ives Compact
SJ: Smoke Jaguar Clan
SV: Steel Vipers Clan
TC: Taurian Concordat
W: Wolf Clan

BATTLEMECHS

LIGHT BATTLEMECHS

Commando

COM-2D—Illiushin (TC)
 COM-5S—Coventry (FC)

Firestarter

FS9-S—Coventry (FC)

Hermes

HER-3S—Irian (FWL)

Hornet

HNT-171—Talon-Werne System (FC)

Jenner

JR7-K—Luthien (DC)

Locust

LCT-IV—Alpheratz (OA); MacLeod's Land, Taurus (TC); Ares (CC); Canopus IV (MC); Alshain (GB)
 LCT-3D—New Avalon (FC)
 LCT-3M—Gibson and Stewart (FWL)
 LCT-3S—Furillo (FC)

Panther

PNT-10K—Tok Do (DC); Satalice (W)

Raven

RVN-3L—Sian (CC)

Spider

SDR-7M—Tematagi (FWL)

Stinger

STG-3R—Alpheratz (OA); MacLeod's Land and New Vandenberg (TC); Ares and Grand Base (CC); Canopus IV (MC); Coventry (FC)
 STG-5M—Calloway IV and Keystone (FWL)
 LAM-STG-A5—Ireca (NC)

Valkyrie

VLK-QD—New Avalon (FC)

Wasp

WSP-1A—Alpheratz (OA); Perdition and Taurus (TC); Sian (CC); Canopus IV (MC)
 WSP-1S—Furillo (FC)
 WSP-3M—Kalidasa and Shiro III (FWL)
 WSP-3W—New Avalon (FC)

Wolfhound

WLF-2—Tharkad (FC)

MEDIUM BATTLEMECHS

Blackjack

BJ-2—St. Ives (SIC)

Centurion

CN9-D—New Avalon and Panpour (FC)

Cicada

CDA-3M—Gibson (FWL)

Dervish

DV-7D—New Avalon (FC)

Enforcer

ENF-5D—New Avalon and Talon-Werne System (FC)

Griffin

GRF-1DS—Marduk (DC); Hesperus II and Talon-Werne System (FC)
 GRF-1N—Illiushin (TC)
 GRF-3M—Keystone (FWL); Oliver (FC)

Hatchetman

HCT-3F—Taurus (TC)
 HCT-5S—Hesperus II (FC)

Hermes II

Her-5S—Irian and Shiro III (FWL)

Hunchback

HBK-5M—Kalidasa (FWL)

Phoenix Hawk

PHX-3K—Satalice (W)
 PXH-3D—New Avalon (FC)
 PXH-3M—Keystone (FWL)
 PXH-3S—Coventry (FC)

Shadow Hawk

SHD-2H—Duncanshire (MC)
 SHD-5M—Calloway VI (FWL)

Trebuchet

TBT-7M—Irian, Kalidasa and Stewart (FWL)

Vindicator

VND-3L—Capella (CC)

Vulcan

VT-5S—Coventry (FC)
 VT-5M—Tematagi (FWL)

Wolf Trap

WFT-1—Luthien (DC)

Wolverine

WVR-7D—Nanking (FC)
 WVR-7K—Marduk (DC)
 WVR-7M—Gibson and Thermopolis (FWL)

HEAVY BATTLEMECHS

Archer

ARC-2R—New Vandenberg (TC)
ARC-4M—Calloway VI (FWL)
ARC-5S—Hesperus II (FC)
ARC-5R—Satalice (W)
ARC-5W—Alarion and Carlisle (FC)

Axman

AXM-1N—New Syrtis (FC)

Caesar

CES-3R—New Syrtis (FC)

Cataphract

CTF-3D—Tikonov (FC)
CTF-3L—Grand Base (CC)

Crusader

CRD-5M—Asuncion and Bernardo (FWL); Oliver (FC)
CRD-5S—Tharkad (FC)

Grand Dragon

DRG-5K—Luthien (DC)

Guillotine

GLT-5M—Irian (FWL)

JagerMech

JM6-DD—Quentin (DC); Talon-Wernke System (FC)

Marauder

MAD-3R—New Vandenberg, Pinard and Taurus (TC)
MAD-5D—Quentin (DC); Kathil (FC)
MAD-5M—Gibson and Wallis (FWL)
MAD-5S—Carlisle (FC)

Orion

ON1-M—Kalidasa and Kendall (FWL)

Quickdraw

OKD-5M—Luthien (DC); Savannah (FWL)

Rifleman

RFL-5D—Pandora and Talon-Wernke System (FC); Twycross (SV)
RFL-5M—Thermopolis (FWL)

Thunderbolt

TDR-5S—Pinard and Taurus (TC)
TDR-7M—Keystone (FWL)
TDR-9S—Sudeten (JF)

Warhammer

WHM-6R—Pinard and Taurus (TC)
WHM-7M—Wallis (FWL)
WHM-7S—Sudeten (JF)

ASSAULT BATTLEMECHS

Atlas

AS7-K—Al Na'ir and Quentin (DC)
AS7-S—Hesperus II (FC)

Awesome

AWS-9M—Irian and Savannah (FWL)

Banshee

BNC-5S—Hesperus II (FC)

BattleMaster

BLR-1G—Twycross (SV)
BLR-3M—Keystone (FWL)
BLR-3S—Pandora (FC)

Charger

CGR-3K—Luthien (DC)

Goliath

GOL-3M—Stewart (FWL)

Hatamoto-Chi

HTM-27T—Errai (DC)

Marauder II

MAD-5A—Valencia (FC)

Mauler

MAL-1R—Luthien (DC)

Stalker

STK-5M—Shiro III (FWL)
STK-5S—Twycross (SV)

Victor

VTR-9D—St. Ives (SIC); Styk (FC)
VTR-9K—Quentin (DC)

Zeus

ZEU-9S—Hesperus II (FC)

AEROSPACE

LIGHT FIGHTERS

Centurion

CNT-1D—Donegal (FC)

Cheetah

F-10—St. Ives (SIC); Sarna (FC)
F-11—Atreus (FWL)
F-11R—Amity (FWL)
F-14S—Marik (FWL)

Sabre

5B-27—Organo (TC); Duncanshire (MC); Donegal (FC); Panpour (FC)

Sai

S-4—Schuyler (SJ)

Seydlitz

SYD-21—Ramora (OA); Sterope (TC)
SYD-24—Skye (FC)
SYD-22a—Skye (FC)
SYD-23a—Skye (FC)

Sparrowhawk

SPR-6D—Panpour (FC)

Thrush

TR-7—St. Ives (SIC); Sarna and Tikonov (FC)

MEDIUM FIGHTERS

Corsair

CSR-V14—Axton (FC)

Hellcat

HEC-12C—New Avalon and Tharkad (FC)

Lightning

LTN-G15—Ramora (OA); Taurus (TC); Texlos (SIC); New Avalon, Sarna and Tharkad (FC)

Lucifer

LCF-R16—Donegal (FC)

Lucifer II

LCF-16K—Chatham (DC)

OBJECTIVE RAIDS

Shilone

SL-17—Chatham (DC)

Stingray

F-92—Andurien and Westover (FWL)

F-94—Trellisane (FWL)

Transit

TR-10—Capella (CC); Tikonov (FC)

TR-11—Capella (CC)

HEAVY FIGHTERS

Chippewa

CHP-W5—New Vandenberg (TC)

CHP-W7—Alarion (FC)

Eagle

EGL-R6—Axton and Gibbs (FC)

Riever

F-500—Altair (DC)

F-700—Andurien and Westover (FWL)

F-700a—Lopez (FWL)

Slayer

SL-15—Dover (DC)

Stuka

STU-D6—New Avalon (FC)

Thunderbird

TRB-D36—Perdition (TC); Axton and Gibbs (FC)

Transgressor

TR-13—Sian (CC)

DROPSHIPS

Achilles

Schuyler (SJ)

Avenger

Capella (CC); Delavan and Hesperus II (FC)

Behemoth

Mackenzie (FWL); Tharkad (FC); Schuyler (SJ)

Buccaneer

Gibson (FWL); Delavan (FC)

Condor

Dover (DC); Dalton (FWL)

Excalibur

Luthien (DC); Capella (CC); Tharkad (FC)

Fortress

Tharkad (FC)

Fury

Gibson (FWL)

Gazelle

Atreus (FWL); Galax (FC)

Intruder

Luthien (DC); Andurien (FWL); Tharkad (FC)

Leopard

Taurus (TC); Duncanshire (MC); Clipperton (FWL); Alarion and Galax (FC)

Leopard CV

Clipperton (FWL); Alarion and Galax (FC)

Mammoth

Atreus (FWL); New Syrtis (FC); Schuyler (SJ)

Mule

Sarna (FC)

Overlord

Ares (CC); Galax and Skye (FC); Avon (SJ/NC)

Seeker

Layover, Sarna and Tharkad (FC)

Triumph

Luthien (DC); Capella (CC)

Union

Iliushin and Sterope (TC); Ares (CC); Clipperton (FWL); Alarion and Galax (FC); Avon (SJ/NC)

Vengeance

Chatham (DC); Loyalty (FWL)

JUMPSHIPS

Invader

Chatham (DC); Capella (CC); Tamarind (FWL); Alarion and Delavan (FC)

Merchant

Chatham (DC); Capella (CC); Gibbs (FC)

Monolith

Chatham (DC); Capella (CC); Alarion and Panpour (FC)

Scout

Clipperton (FWL); Alarion (FC); Schuyler (SJ)

Star Lord

Loyalty (FWL); Delavan (FC)

VEHICLES

APC (Hover)

Al Na'ir (DC); Sian (CC); Kalidasa

APC (Tracked)

Sterope (TC); Ares (CC); Kalidasa (FWL); Pandora (FC); Alshain and Spittal (GB)

APC (Wheeled)

Indicass (SIC); Kalidasa (FWL); Gienah and Salem (FC); Alshain (GB)

Axel Mark I

Spittal (GB)

Axel Mark II

Spittal (GB)

Behemoth

New Samarkand (DC); Betelgeuse (CC)

Boomerang

Belladonna (FC)

Bulldog

Proserpina (DC); Ares (CC)

Centipede

Gienah and Pandora (FC)

Condor

Pandora (FC)

Darter

Kathil (FC)

Demolisher

New Samarkand (DC); Betelgeuse (CC); Sudeten (JF)

OBJECTIVE RAIDS

Ferret

Belladonna (FC)

Galleon

Indicass (SIC); Andurien, Irian and Kendall (FWL)

Goblin

New Syrtis (FC)

Guardian

St. Ives (SIC)

Harasser

Andurien and Irian (FWL)

Hetzer

Indicass (SIC); Kalidasa (FWL); Alshain (GB)

Hunter

Mitchella (OA); New Vandenberg and Sterope (TC); Hesperus II (FC); Sudeten (JF)

J. Edgar

Perdition (TC); Sudeten (JF)

Karnov

New Earth (FC)

LRM Carrier

Ares (CC); Layover, Oliver, and Pandora (FC); Alshain (GB)

Manticore

Proserpina (DC); Ares (CC); Duncanshire (MC); Hesperus II, New Earth and Panpour (FC)

Marten

Belladonna (FC)

Maxim

Al Na'ir (DC); Sian (CC); Skye (FC)

Ontos

Shiro III (FWL); Nanking (FC)

Pack Rat

Carlisle and Gienah (FC)

Partisan

Loyalty (FWL); Kirklin and Nanking (FC)

Patton

Hesperus (FC)

Pegasus

Al Na'ir (DC); Sian (CC); Keystone (FWL); Pandora (FC)

Pike

Duncanshire (MC)

Planetlifter

Marik (FWL)

Rommel

Perdition (TC); Hesperus II (FC)

Saladin

Al Na'ir (DC)

Saracen

Al Na'ir (DC)

Savannah Master

Carlisle (FC)

Schrek

New Samarkand (DC); Betelgeuse (CC)

Scimitar

Al Na'ir (DC)

Scorpion

Ares and Sian (CC); Kalidasa (FWL); Layover and Pandora (FC); Alshain and Spittal (GB)

Skulker

Alshain (GB)

SRM Carrier

Ares (CC); Layover, Oliver, and Pandora (FC); Alshain (GB)

Striker

Johnsontale (FC)

Sturmfeur

Sudeten (JF)

Swift Wind

Indicass (SIC)

Tokugawa

Luthien and Proserpina (DC)

Vedette

Mitchella (OA); Perdition and Pinard (TC); Sian (CC); Layover and New Earth (FC); Spittal (GB)

Warrior

Furillo (FC)

Wild Weasel

Belladonna (FC)

COMPONENTS

ARMAMENT

Small Laser

ChisComp
Campbelton (FWL)

ChisComp 32
New Avalon and Oliver (FC)

Defiance A5L
Hesperus II (FC)

Defiance B3S
Furillo and Hesperus II

Diverse Optics Type 10
Andurien and Kendall (FWL); Chahar (FC)

Exostar
Delavan (FC)

Firmir LaserLite
Betelgeuse (CC)

Jackson Model 12
Indicass (SIC)

Kajuka Type 1 "Stiletto"
Texlos (SIC)

Magna
Taurus (TC); Lopez and Stewart (FWL)

Starflash I
Amity (FWL)

Small Pulse Laser

Diverse Optics Type 10P
Kessel (DC)

Exostar
Delavan (FC)

Magna 200P
Betelgeuse (CC); Lopez (FWL)

Maxell
Chukchi III (FC)

Sunglow Prism-Optic
Kalidasa (FWL)

Sutel Precision Line
Tancredi IV (FC)

Victory Throb
Marduk (DC)

Medium Laser

Ceres Arms
St. Ives (SIC); Capella (CC)

ChisComp 39
New Avalon (FC)

Defiance B3M
Furillo and Hesperus II (FC)

Diverse Optics Type 2
Lushann (OA); Sian (CC)

Diverse Optics Type 18
Sterope (TC); Irian (FWL); Chahar (FC)

Diverse Optics Type 20
Kessel (DC)

Firmir Standard
Betelgeuse (CC)

Hellion-b II
Andurien and Westover (FWL)

Hellion-V
Andurien and Shiro III (FWL)

Intek
Asuncion (FWL); New Syrtis (FC)

Irian Weapons Works
Irian and Kendall (FWL)

Irian Weapons Works Super 6
Irian (FWL)

Kajuka Type 2 "Bright Blossom"
Texlos (SIC); Sian (CC)

Magna Mk II

Irian, Lopez, Kalidasa, Shiro III, and Stewart (FWL); Twycross (SV)

Martell

Pinard (TC); Stewart and Wallis (FWL); Delavan (FC); Alshain (GB)

Martell Model 5

Canopus IV (MC)

Maxell

Chukchi III (FC)

OMI HighBurn

New Earth (FC)

Omicron 3000

Campbelton (FWL)

Omicron 4000

Campbelton (FWL)

Photech 806c

New Avalon (FC)

RAMTech 800

New Kyoto (FC)

Starflash II

Amity (FC)

Victory 23R

Marduk

Medium Pulse Laser

Ceres Arms Model W

Capella (CC)

Defiance P5M

Furillo and Hesperus II (FC)

Diverse Optics Type 20P

Kessel (DC)

Intek

Irian and Shiro III (FWL)

Magna 400P

Betelgeuse (CC); Irian and Lopez (FWL)

Martell

Wallis (FWL); Delavan (FC)

Maxell

Chukchi III (FC)

RAMTech 800P

New Kyoto (FC)

Starflash

Atreus (FWL)

Sutel Precision Line

St. Ives (SIC); Tancredi IV (FC)

Tronel XII

Tematagi (FWL)

Victory Heartbeat

Marduk (DC); Rasalhague (W)

Large Laser

BlazeFire Systems

New Syrtis (FC)

Bulldog

Proserpina (DC)

Cyclops Eye

Skye (FC)

Defiance B3L

Hesperus II (FC)

Diverse Optics Type 30

Kessel (DC)

Exostar

Delavan (FC)

Firmir MaxiLase

Betelgeuse (CC)

Lushann Redbeam

Lushann (OA)

Magna Mk III

Lopez (FWL)

RAMTech 1200

New Kyoto (FC)

Sunglow Type 2

Sterope (TC)

Large Pulse Laser

Maxell
Chukchi III (FC)
Sutel Precision Line
Tancredi IV (FC)
TharHes Thunderbolt 12
Tharkad (FC)
Tronel XIII
Tematagi (FWL)
Tronel PPL-20
Tematagi (FWL)
Victory Drumbeat
Marduk (DC)

Extended Range Large Laser

BlazeFire Sweetshot
New Syrtis (FC)
Cyclops XII
Skye (FC)
Diverse Optics Sunbeam
Irian, Shiro III, and Trellisane (FWL)
Diverse Optics Type 30X
Kessel (DC)
ExoStar
Delavan (FC)
Hellion-a III
Andurien and Westover (FWL)
Maxell
Chukchi III (FC)
RAMTech 1200X
New Kyoto (FC)
Victory Nickel Alloy
Marduk (DC); Rasalhague (W)

Particle Projection Cannon

Ceres Arms Smasher
St. Ives (SIC); Capella (CC)
Donal
Sterope (TC); Twycross (SV)
HellStar
New Samarkand (DC); Betelgeuse (CC)
Johnston Parti-Cannon
New Syrtis (FC)
Magna Hellstar
Taurus (TC)
Parti-Kill Heavy Cannon
Duncanshire (MC); New Earth (FC)
Tiegart
Errai (DC)

Extended Range Particle Projection Cannon

Ceres Arms Warrior
Capella (CC)
Defiance 1001
Hesperus II (FC)
Fusigon Longtooth
Campbelton (FWL)
Johnston High Speed
New Syrtis (FC)
Lord's Light 2
Tok Do (DC); Rasalhague (W)
Magna Firestar
Betelgeuse (CC)
Magna Sunspot
Lopez (FWL)

Flamer

Flame Tech
Fletcher (FWL)
Hotshot
Sterope (TC); Coventry (FC)
HS
Carlisle (FC)
Olympian
Irian and Shiro III (FWL)
Zippo
Lushann (OA); Furillo and Hesperus (FC)

Autocannon/2

Imperator Smoothie-2
Atreus (FWL)
Mydron Model D
Gulkana (FC)
SarLon
Furillo (FC)
ZeusBolt
Duncanshire (MC)

Autocannon/5

Armstrong J11
Ramora (OA); Duncanshire (MC); New Earth (FC)
Defiance Type J
Kirchbach (W)
Deleon 5
Kalidasa (FWL)
Flak
Loyalty (FWL)
GM Whirlwind
Chahar and Kathil (FC)
Mydron Five
Bithinia (CC)
Mydron Model C
Gulkana (FC)
Pontiac Light
Sterope (TC)
Scarborough Original 5
Al Na'ir (DC)

Ultra Autocannon/5

General Motors Nova-5
Kathil (FC)
Imperator
Atreus (FWL)

Autocannon/10

Defiance Killer Type T
Hesperus II (FC); Kirchbach (W)
Mydron Model B
Gulkana (FC)
Pontiac 50
Sterope (TC)
SarLon MaxiCannon
New Samarkand (DC); Betelgeuse (CC)

LB-10X Autocannon

Defiance Disintegrator
Hesperus II (FC)
Imperator Code Red
Atreus (FWL)
Kali Yama Weapons Industrie
Kalidasa and Kendall (FWL)
Mydron Excel
Bithinia (CC); Gulkana (FC)
Oriente Model O
Oriente (FWL)

OBJECTIVE RAIDS

Autocannon/20

Armstrong Requiem
Ramora (OA)

Crusher SH Cannon
Indicass (SIC); Kalidasa (FWL)

Defiance 'Mech Hunter
Hesperus II (FC); Kirchbach (W)

Imperator Zeta-a
Atreus (FWL)

Kali Yama Big Bore
Kalidasa (FWL)

Luxor Devastator-20
New Syrtis (FC)

Mydron Model A
Gulkana (FC)

Mydron Obliterator
Bithinia (CC)

185mm ChemJet Gun
New Samarkand (DC); Betelgeuse (CC); Sudeten (JF)

Pontiac 100
Sterope (TC)

Scarborough Original 20
Al Na'ir

Gauss Rifle

Dragon's Fire
Atreus (FWL)

Poland Main Model A
New Syrtis (FC)

Zeus Slingshot
Stewart (FWL)

Machine Gun

Armstrong Minigun
Ramora (OA)

Bulldog
Proserpina (DC)

Coventry Light Autogun
Coventry (FC)

GM MiniGun
Salem (FC)

Johnston Minigun
New Syrtis (FC)

Kicker
Skye (FC)

LFN Lindblad
Sian (CC); Tematagi and Wallis (FWL)

MainFire MiniGun
Belladonna (FC)

Mydron Minigun
Bithinia (CC); Gulkana (FC)

Olivetti 200
Sudeten (JF)

Scatter Gun Light
New Earth (FC); Kirchbach (W)

SperryBrowning
MacLeod's Land (TC); Indicass (SIC); Canopus IV (MC); Alshain (GB)

Trellshire MiniGun
Sudeten (JF)

20mm Gatling Gun
Kalidasa (FWL); Layover (FC)

Voelkers 200
Stewart (FWL)

Anti-Missile System

Deprus Swarmshot
Twycross (SV)

Lindblad Shotgun
Tematagi and Wallis (FWL)

MainFire Point Defense
New Avalon (FC)

Sure Fire 444
Coventry (FC)

Voelkers Parasol
Stewart (FWL)

Yori Flyswatter
Al Na'ir (DC)

Long-Range Missiles 5-Pack

Coventry Five-Tube
Coventry (FC); Kirchbach (W)

Delta Dart
Sterope (TC)

Holly
Duncanshire (MC); New Avalon (FC)

LongFire
Shiro III (FWL)

LongFire V
New Samarkand (DC); Gallery (FC)

LongFire Light
Betelgeuse (CC)

Magna Longbow-5
New Avalon (FC)

Sian/Ceres Jaguar
Capella and Sian (CC)

Long-Range Missiles 10-Pack

Delta Dart
Sterope (TC); Oriente (FWL)

Devastator Series-07
New Avalon (FC)

FarFire
Menke (CC)

Federated 10-shot
New Avalon (FC)

Gamma-10
Andurien and Westover (FWL)

Holly
Duncanshire (MC)

Irian Weapons Works Class 10
Shiro III and Trellisane (FWL)

Light Crossbow
New Earth (FC)

Luxor 3R
New Avalon (FC)

Shigunga
Luthien (DC)

Telos DecaCluster
Marduk (DC)

Valiant Heavy Crossbow
Robinson (FC)

Zeus
Irian and Stewart (FWL)

Long-Range Missiles 15-Pack

Coventry Star Fire
Coventry (FC)
Delta Dart
Sterope (TC); Oriente (FWL)
Exostar
Gallery (FC)
FarFire
Kirchbach (W)
Magna Longbow-15
Lopez (FWL)
Shigunga
Luthien (DC)
TharHes Reacher 15
Tharkad (FC)
Zeus
Kalidasa and Stewart

Long-Range Missiles 20-Pack

Delta Dart
Sterope (TC)
Doombud
Mitchella (OA); Oriente (FWL)
Exostar
Gallery (FC)
FarFire
Menke (CC)
FarFire Maxi-Rack
Gallery (FC)
Kali Yama Weapons Industries Type V
Kalidasa and Kendall (FWL)
Shigunga
Luthien (DC)
Sturmfeur
Sudeten (JF)
TharHes Reacher 20
Tharkad (FC)
Telos Scoreshot
Marduk (DC)
Valiant Ballista
Robinson (FC)

Arrow IV Missile Artillery System

Luxor Mobile Battery 1
Menke (CC)

Short-Range Missiles 2-Pack

Bical
Mitchella (OA)
Guided Technologies
Proserpina (DC)
Harvester
Perdition (TC)
Harvester 2K
Betelgeuse (C)
Irian Weapons Works Class 2
Shiro III (FWL)
Marklin Mini Missile Pack
Duncanshire (MC)
Sian/Ceres Lynx
Sian (CC)

Streak Short-Range Missiles 2-Pack

Coventry T4H
Coventry (FC)
Federated SuperStreak
New Avalon (FC)
Guided Technologies 2nd Gen
Proserpina (DC)
Hovertec
Menke (CC); Irian, Marik, and Oriente (FWL); Skye (FC)

Short-Range Missiles 4-Pack

Holly
St. Ives (SIC); New Avalon (FC)
Hovertec Quad
Menke (CC)
Hovertec Detachable Quad
Oriente (FWL)
Irian Weapons Works Class 4
Kalidasa and Kendall (FWL)
I/NCK "Thornbush"
Proserpina (DC)
Shannon Fore
Illiusin (TC)
Telos-4
Marduk (DC); Kirchbach (W)
TharHes 4 Pack
Tharkad (FC)
TharHes Blue
Tharkad (FC)

Short-Range Missiles 6-Pack

Beta-6
Andurien and Westover (FWL)
Bical-6
Errai (DC)
Coventry 90mm Six-Pack
Coventry (FC)
Exostar
Gallery (FC)
Harpoon-6
Sian (CC); Oriente (FWL); New Avalon (FC)
Harvester 20K
Betelgeuse (CC); Skye (FC)
Hovertec Hex
Menke (CC)
Irian Weapons Works Class 6
Shiro III (FWL)
Irian Weapons Works 60mm
Irian (FWL)
Marklin 6 Pack
Dunianshire (MC)
Shannon SH-60
Keystone and Wallis (FWL)
Shannon Six-Shooter
Illiusin (TC)
SureShot Mk VI
Andurien and Irian (FWL)
Telos-6
Marduk (DC)
TharHes Maxi
Tharkad (FC)
Valiant Pylum
Robinson (FC)

Narc Beacon

Apple Churchill Guiding Light
Capella (CC)
Doering Electronics Glowworm
Hesperus II (FC)
Octagon Missile-Magnet
Irian, Kalidasa, Kendall, Shiro III, and Stewart (FWL)

Communications Systems

- Angst 2100-b**
Sudeten (JF)
- Angst Clear Channel 3**
Hesperus II (FC)
- Angst Discom**
Hesperus II (FC)
- Archernar Air Whistler**
New Avalon (FC)
- Archernar Electronics HICS-11**
New Avalon (FC)
- Archernar Electronics HID-8**
New Avalon (FC)
- Archernar Electronics HID-21**
New Avalon (FC)
- Archernar Standard**
New Avalon (FC)
- Barret Party Line-200**
Wallis (FWL)
- Basix 100**
Kalidasa (FWL)
- Basix 200**
Kalidasa (FWL); Layover (FC)
- CeresCom Model 8**
Indicass (SIC)
- CeresCom Model 21-Rs**
St. Ives (SIC); Capella (CC)
- CeresCom Recon Model 12k**
Indicass (SIC)
- Ceres MaserCom 12**
Capella (CC)
- Ceres Metals Model 666 with Guardian ECM**
Capella (CC)
- Colmax 90**
Hachiman (DC)
- Communicator**
Layover (FC)
- Communique Equipment**
Alshain (GB)
- CommuTech Multi-Channel 10**
Tikonov (FC)
- CommuTech XL**
New Syrtis (FC)
- Corean Transband-J9**
Irian, Kalidasa and Stewart (FWL); New Avalon (FC)
- Cyclops 1**
Skye (FC)
- Cyclops 12**
Coventry (FC)
- Cyclops 14**
Coventry (FC)
- Cyclops 20**
Coventry (FC)
- Dalbon Micronics**
Carlisle, Kathil, and New Valencia (FC)
- Datacom 26**
Sian (CC); Dalton (FWL)
- Datacom 50**
Dalton (FWL)
- Datacom 60**
Sian (CC)
- Duotech 65**
Canopus IV (MC)
- Duotech 95**
Sian (CC)
- Easy Talk-2**
Shiro III (FWL)
- Endicott Type 2 Maser**
Texlos (SIC)
- Endicott Type 22 Maser**
Texlos (SIC)
- Exeter LongScan with ReconLock**
Victoria (CC); Keystone (FWL); Pandora (CC)
- Garret T10B**
Alpheratz (OA); Pinard (TC); Victoria (CC); Dalton and Stewart (FWL); Mendham (FC); Alshain (GB)
- Garret T-11A**
Quentin (DC); Dalton (FWL); Mendham and Pandora (FC); Twycross (SV)
- Garret T-11B**
Dalton (FWL); Mendham (FC)
- Garret T12E**
Quentin (DC); Dalton (FWL)
- Garret T19-G**
Dalton and Irian (FWL)
- Garret Type 4**
Alpheratz (OA)
- Garret Supremesound**
Pinard (TC); Mendham (FC)
- Hellespont TiteBeam**
Sian (CC)
- Irian E.A.R.**
Irian, Kalidasa and Shiro III (FWL)
- Irian Orator-5K**
Kalidasa and Kendall (FWL)
- Irian Technologies HMR-35s**
Irian (FWL)
- Irian TelStar**
Irian (FWL)
- Irian UHF**
Marik (FWL)
- Johnston Wide Band**
New Syrtis (FC)
- JoLex Systems**
Loyalty (FWL); Kirklin and Nanking (FC)
- Lassitor-3QZ**
Andurien, Marik and Westover (FWL)
- Lockheed/CBM COMSET 86b**
Donegal (FC)
- Lockheed/CBM COMSET 100**
Donegal (FC)
- Lynx-shur**
New Avalon (FC)
- Magestrix Alpha**
Duncanshire (MC)
- Maxell 500**
Andurien, Irian and Kendall (FWL)
- Maxim New Standard I/O**
Skye (FC)
- Neil 400**
Altair (DC)
- Neil 500+**
Trondheim (GB)
- Neil 6000**
Marduk (DC); Pinard (TC); Dalton (FWL); Hesperus II and Talon-Werneke System (FC)
- Neil 6000-a**
Hesperus II (FC)
- Neil 8000**
Pinard (TC); Dalton (FWL); Hesperus II (FC)
- Neil 9000**
Pinard (TC); Dalton (FWL); Hesperus II (FC); Trondheim (GB)
- O/P 900**
Ireca (NC)
- O/P 3000 COMSET**
Brinton (TC); New Kyoto (FC)
- O/P 9000AT**
New Avalon (FC)
- O/P AIR500**
Alpheratz (OA); Brinton (TC); New Kyoto (FC)
- O/P AIR900**
Brinton (TC); New Kyoto (FC)
- O/P AIR1200**
New Kyoto (FC)
- O/P COM-22/H47**
New Kyoto (FC)
- O/P COMSET**
New Kyoto (FC)

O/PR Janxiir
Proserpina (DC); Victoria (CC); New Kyoto and Panpour (FC)

Olmstead 30
New Samarkand (DC); Betelgeuse (CC)

Olmstead 3000
New Samarkand (DC); Betelgeuse (CC)

Omicron 1500
Sudeten (JF)

Omicron 4002
Tematagi (FWL)

Omicron 4002 Networking Channel
Kalidasa (FWL)

Radcom System 20
New Samarkand (DC)

Rander 100
Schedar (FC)

Rander 100B
Schedar (FC)

Rander 200
Alarion (FC)

Rander Groundsider
Schedar (FC)

Scarborough Talky-1
Al Na'ir (DC)

Scarborough Talky-2
Al Na'ir (DC)

Scuti Dualcom
Pandora (FC)

Sipher CommCon SCU-4
Luthien (DC); Trondheim (GB)

Sipher CommSys 1
Luthien (DC)

Sipher CommSys 3
Luthien (DC)

Sipher Security Plus
Luthien (DC)

Sony MSF-21
New Samarkand (DC)

Telesat F-67
Trellisane (FWL)

TharHes Caliope Hm-10
Tharkad (FC)

TharHes Crystal Flower RG-2
Tharkad (FC)

TharHes Euterpe HM-14
Tharkad (FC)

TharHes Kr-A P/comm
Tharkad (FC)

TharHes Mini-Talk
Tharkad (FC)

TharHes Muse 54-58K
Tharkad (FC)

TharHes Thalia HM-22
Tharkad (FC)

TriWord Duplex 4880
Talon-Wernke System (FC)

Wunderland XXI-3 Series
Ozawa (FC)

Wunderland Fighter Series 60
Ozawa (FC)

Wunderland Fighter Series 75
Ozawa (FC)

Xilex-2000
Furillo (FC)

Targeting and Tracking Systems

Alexis Photon Target Acquisition System with Beagle Probe
Irian (FWL)

Angst Accuracy
Hesperus II (FC)

Angst Clear View 2A
Hesperus II (FC)

AntiAir Flak Systems-1
Kirklin and Nanking (FC)

Apple Churchill 2000 with Beagle Probe and TAG
Capella (CC)

BlazeFire Sightlock
Tikonov (FC)

BlazeFire Tracker with RangeCheck
Schedar (FC)

C-Apple Churchill
St. Ives (SIC); Capella (CC)

Cat's Eyes 5 with Artemis IV System
Hachiman (DC)

Ceres Bullseye
Indicass (SIC)

Chichester ASR-26
Altair (DC)

Cirxese BallistaCheck and RockeCheck
New Samarkand (DC); Betelgeuse (CC)

Corean B-Tech
Irian, Kalidasa and Stewart (FWL)

Corean B-Tech with Artemis IV System
New Avalon (FC)

Corean CalcMaster
Stewart (FWL)

Cyclops 9
Coventry (FC)

Cyclops-Beagle Sensory Probe
Coventry (FC)

Cyclops Multi-Tasker 10 with Artemis IV System
Coventry (FC)

Dalban HiRez
Carlisle and Macintosh (FC)

Dalban HiRez II
Macintosh (FC)

Dalban HiRez II-a
Macintosh (FC)

Dwyerson Mark XI
Texlos (SIC)

Dwyerson Mark XII
Capella (CC)

Dynatec 990
Sian (CC); Carbonis (FWL)

Dynatec 1122
Carbonis (FWL)

Dynatec 2180
Carbonis (FWL)

Dynatec 2780
Carbonis and Irian (FWL)

Eagle Eye 400 XX
Hachiman (DC)

Eagle Eye SY10-10
Hachiman (DC)

Evil Eye
Skye (FC)

Federated Hunter
New Avalon (FC)

Federated Hunter Mk II
New Avalon (FC)

FireScan with IndirecTrack
Layover (FC)

Garret A6
Dalton (FWL)

Garret D2J
Quentin (DC); Dalton (FWL); Mendham and Pandora (FC); Twycross (SV)

Garret T11b
Dalton (FWL)

GuideRite with Laser Coordination Link

Shiro III (FWL); Nanking (FC)

HartfordCo XKZ 1

Pandora (FC)

IMB Multitrac 5000

Irian (FWL)

IMB SYS 3600

Irian (FWL)

IMB SYS 3700

Irian (FWL)

IMB SYS 3740

Irian (FWL)

IsBM Lantirn

Belladonna (FC)

Magestrix Gamma

Duncanshire (MC)

Matabushi Sentinel

Luthien (DC)

Maxell TA55

Andurien, Irian and Kendall (FWL)

Maxim New Standard

Skye (FC)

N & D Handsfree

Furillo (FC)

N & D Longreach

Furillo (FC)

N & D Longreach II

Furillo (FC)

O/P 911

Alpheratz (OA); Brinton (TC); Victoria (CC); Canopus IV (MC); New Kyoto (FC); Irece (NC)

O/P 1500 ARB

Brinton (TC); New Kyoto (FC)

O/P 2000 JSA

Alpheratz (OA); Brinton (TC); New Kyoto (FC)

O/P 2500

Brinton (TC); New Kyoto (FC)

O/P 2500 TGFD

New Avalon (FC)

O/P 3000

Alpheratz (OA); Brinton (TC); New Kyoto (FC)

O/P LAMTRACK 50

Irece (NC)

Octagon Tartrac System

Carbonis (FWL)

Octagon Tartrac System C

Pinard (TC); Carbonis (FWL); Macintosh (FC)

Omicron VII

Sudeten (JF)

Omicron IX

Betelgeuse (CC)

Omicron TrackerKeeper

Irian (FWL)

OptiSight

Kalidasa (FWL)

OptiSight-12

Layover (FC)

OptiTrack Techniques

Kalidasa (FWL)

RadCom TXX

Sian (CC)

RadCom T11

New Samarkand (DC); Sian (CC)

Rander TA2

Donegal and Schedar (FC)

Rander TA4

Schedar (FC)

Rander TA5

Alarion (FC)

Rander TA800

Donegal and Schedar (FC)

Rander Crosshairs

Schedar (FC)

Rander Pinpoint-HY

Schedar (FC)

RCA Econotrac

Trondheim (GB)

RCA Instatrac Mk II

Furillo (FC)

RCA Instatrac Mk VI

Trondheim (GB)

RCA Instatrac Mk VIII

Furillo (FC)

RCA Instatrac Mk X

Pinard (TC); Carbonis (FWL); Furillo (FC)

RCA Instatrac Mk XI

New Samarkand (DC)

RCA Instatrac Mk XII

Pinard (TC); Carbonis (FWL); Furillo (FC)

RCA Instratrac Mk XII with Artemis IV system

Carbonis (FWL); Trondheim (GB)

Salamander Systems CommPhase Unit

Victoria (CC); Keystone (FWL); Pandora (FC)

Scarborough Assault-1

Al Na'ir (DC)

Scarborough Tracky-1

Al Na'ir (DC)

Scarborough Tracky-2

Al Na'ir (DC)

Spar 3c TightBand

Twycross (SV)

Sturmfeur Highlight with BlindFire Radar

Sudeten (JF)

SynCom VAX

Trellisane (FWL)

Sync Tracker (39-42071)

New Avalon (FC)

Sync Tracker (39-42071) with Artemis IV System

New Avalon (FC)

TargiTrack 717

Proserpina (DC); Panpour (FC)

TharHes AGART

Tharkad (FC)

TharHes Alpha-2a

Tharkad (FC)

TharHes Ares-7

Tharkad (FC)

TharHes Ares-8a

Tharkad (FC)

TharHes Digital Scanlok 347

Tharkad (FC)

TharHes Mars-1

Tharkad (FC)

TharHes Mars-5

Tharkad (FC)

TracTex Alpha-1

Pinard (TC)

TRSS Eagle Eye

Kalidasa and Tematagi (FWL)

Wasat Aggressor

Irian, Kalidasa and Shiro III (FWL)

Wasat Aggressor Type 5

Kalidasa and Kendall (FWL)

Wasat Watchdog W100

Wallis (FWL)

Wunderland XXI-3 Series

Ozawa (FC)

Wunderland Raptores 2

Ozawa (FC)

Wunderland Raptores 3

Ozawa (FC)

ARMOR

Standard

ArcShield V
Skye (FC)

ArcShield VII Mk 5
New Samarkand (DC); Betelgeuse (CC)

ArcShield Light
Skye (FC)

ArcShield Heavy
Skye (FC)

ArcShield Maxi II
New Samarkand (DC); Betelgeuse (CC); New Earth and Panpour (FC)

Bulldog
Proserpina (DC)

Durallex Light
Taurus (TC); Carlisle (FC)

Durallex Light with CASE
Gibson and Keystone (FWL)

Durallex Medium
Taurus (TC); Tharkad (FC)

Durallex Special Medium with CASE
Quentin (DC)

Durallex Heavy
Gibson and Wallis (FWL); Sudeten (JF)

Durallex Heavy with CASE
Quentin (DC); Hesperus II (FC)

Durallex Special Heavy
Quentin (DC); Irian (FWL); Hesperus II (FC)

Durallex Special Heavy with CASE
Quentin (DC); Irian (FWL)

Durallex Nova
Coventry (FC)

Durallex Tensile-4 with CASE
Kalidasa (FWL)

Durandal 160
Sudeten (JF)

Hellespont Lite
Sian (CC)

Kellon Royalstar
Tematagi (FWL); Pandora and Talon-Wernke System (FC); Twycross (SV)

Kallon Royalstar with CASE
Thermopolis (FWL)

Leviathon Plus
Pinard (TC)

Longanecker Plastisteel
Furillo and Hesperus (FC)

Maximillian 42
Tok Do (DC); Rasalhague (W)

Maximillian 43
Duncanshire (MC); Gibson (FWL)

Maximillian 60
Thermopolis (FWL)

Maximillian 100 with CASE
Calloway VI (FWL); Carlisle and Hesperus II (FC); Rasalhague (W)

ProtecTech 3
Sian (CC)

ProtecTech 4
Al Na'ir (DC); Sian (CC)

ProtecTech 5
Sian (CC)

ProtecTech 6
Al Na'ir (DC); Sian (CC); Kalidasa and Keystone (FWL); Layover, New Earth and Pandora (FC); Sudeten (JF); Rasalhague (W)

ProtecTech 7
Al Na'ir (DC)

ProtecTech 8
Rasalhague (W)

ProtecTech Light
Al Na'ir (DC); Kalidasa (FWL); Belladonna, Layover and Pandora (FC); Rasalhague (W); Alshain (GB)

Riese-100
Sian (CC); Umka (FWL); Coventry (FC); Irece (NC)

Riese-400
Sian (CC)

Riese-456
Umka (FWL)

Riese-500 with CASE
Umka (FWL)

Riese Reliable
Marik (FWL)

Ryerson 150
Pinard (TC)

SimplePlate Manufacturers
Shiro III (FWL); Nanking (FC)

StarGuard III with CASE
New Avalon and Panpour (FC)

Starshield
St. Ives (SIC)

Starshield with CASE
Marduk (DC); Capella (CC); Irian, Kalidasa and Stewart (FWL); Talon-Wernke System (FC)

Starshield A
Marduk (DC)

Starshield A with CASE
Marduk (DC); Keystone (FWL); Hesperus II (FC)

StarSlab/1
Sevon (OA); Laconis (TC); Menke (CC); Canopus IV (MC); Gienah (FC); Alshain (GB)

StarSlab/1 with CASE
Andurien (FWL)

StarSlab/2
Luthien (DC); Menke (C); Andurien and Irian (FWL)

StarSlab/3
Luthien (DC); Andurien and Irian (FWL)

StarSlab/3/6
Kendall (FWL)

StarSlab/4
Luthien (DC); Menke (CC)

StarSlab/5.5
Sevon (OA); Laconis (TC); Hesperus II (FC); Sudeten (JF)

StarSlab/6
Sevon (OA); Laconis (TC); Indicass (SIC); Alshain (GB)

StarSlab/7
Laconis (TC); Loyalty (FWL); Kirklin and Nanking (FC); Sudeten (JF)

StarSlab/9
Duncanshire (MC)

StarSlab/9.5 Mk II
Pandora (FC)

StarSlab/11
Duncanshire (MC)

StarSlab/11.5
Laconis (TC)

Valiant Buckler
Robinson (FC)

Valiant Lamellor
Carlisle and Robinson (FC)

Valiant Lamellor with CASE
Kalidasa and Kendall (FWL)

Ferro-Fibrous Armor

Durallex with CASE
Quentin (DC)

Durallex Light
Gibson (FWL)

Hellespont Lite with CASE
Sian (CC)

Jolassa-328
Umka (FWL)

Jolassa-328 with CASE
UMKA (FWL)

Kallon FWL Special
Gibson, Stewart, Tematagi and Thermopolis (FWL)

Kallon Unity Weave with CASE
Thermopolis (FWL); Talon-Wernke System (FC)

Lexington Ltd. High Grade
Coventry (FC)

OBJECTIVE RAIDS

Lexington Ltd. High Grade with CASE

Coventry (FC)

Maximillian

Rasal Hague (W)

Mitchell Argon with CASE

Errai (DC)

New Samarkand Royal

New Samarkand (DC)

New Samarkand Royal with CASE

New Samarkand (DC)

StarGuard

New Avalon (FC)

StarGuard with CASE

New Avalon (FC)

StarGuard CIV with CASE

New Avalon and Talon-Wernke System (FC)

JUMP JETS

Anderson 398

Irian (FWL)

Anderson Propulsion 30

St. Ives (SIC); Capella (CC)

Chilton 360

Alpheratz (OA); MacLeod's Land (TC); Ares and Sian (CC); Calloway VI and Keystone (FWL); Coventry (FC)

Chilton 460

Luthien (DC); Savannah (FWL)

Chilton 465

Asuncion (FWL); Oliver (FC)

Hellespont Leaper

Sian (CC)

HildCo Model 12

St. Ives (SIC)

HildCo Model 13

St. Ives (SIC)

Lexington Ltd. Lifters

Luthien (DC); Satalice (W)

Luxor 2/Q

Hesperus II (FC)

Luxor Load Lifters

Coventry (FC)

McCloud Specials

New Avalon and Talon-Wernke System (FC)

Norse Industries 35

Marduk (DC)

Norse Industries 75

Marduk (DC)

Northrup 12000

Gibson, Thermopolis and Wallis (FWL); Nanking (FC)

Pitban LFT 20

Canopus IV (MC)

Pitban LFT 50

Canopus IV (MC); Talon-Wernke System (FC)

Rawlings 45

Keystone (FWL)

Rawlings 50

Irian, Kalidasa and Stewart (FWL)

Rawlings 52

Perdition, New Vandenberg and Taurus (TC); Kalidasa and Shiro III (FWL); Furillo and New Avalon (FC)

Rawlings 54

Taurus (TC)

Rawlings 55

Illiushin (TC); Keystone (FWL); Hesperus II, Oliver and Talon-Wernke System (FC)

Rawlings 75

Tematagi (FWL)

Rawlings 80

New Avalon (FC)

Swingline X-100

Kathil (FC)

Swingline X-1000

Kathil (FC)

POWER PLANTS

Kearney-Fuchida Drive Systems

K-F Mark IIb

Clipperton (FWL); Alarion (FC); Schuyler (JF)

K-F Mark V

Chatham (DC); Capella (CC)

K-F Mark VIIa

Chatham (DC); Capella (CC); Tamarind (FWL); Alarion and Delevan (FC)

K-F Mark VIIIa

Loyalty (FWL); Delavan (FC)

K-F Mark X

Chatham (DC); Capella (CC); Alarion and Panpour (FC)

Interplanetary Drive Systems

BallyTech Super X40

Atreus (FWL); New Syrtis and Sarna (FC)

Delano 1070

Luthien (DC); Capella (CC)

GE-2080

Luthien (DC); Sarna (FC)

GE 2080 II

Tharkad (FC)

GM 48000

Capella (CC)

GM 9800i

Capella (CC)

Hyperdyne 211

Gibson (FWL)

Magna Corp VX250 B

Gibson (FWL); Delavan (FC)

Marly 750

Gibson (FWL); New Syrtis (FC); Schuyler (SJ)

Movem-XL Drive

Luthien (DC); Andurien (FWL); Tharkad (FC)

Pitban 1350-XRB

Dover (DC); Dalton (FWL)

Quad RanTech 720

Layover, Sarna, Tharkad (FC)

Star League V84

Taurus (TC); Duncanshire (MC); Clipperton (FWL); Alarion and Galax (FC)

Star League V95

Atreus (FWL); Galax (FC)

Star League V250

Taurus (TC); Ares (CC); Clipperton (FWL); Alarion and Galax (FC); Avon (SJ/NC)

Star League V450

Ares (CC); Galax and Skye (FC); Avon (SJ/NC)

Sunburst M 200L Megadrive

Mackenzie (FWL); Tharkad (FC); Schuyler (SJ)

Warrior

ATP-Chatham (DC); Loyalty (FWL)

Xeven 12s

Schuyler (SJ)

Fusion Engines

25

Omni—Carlisle (FC)

100

Hermes—Talon-Wernke System (FC)

120

GM—Taurus (TC); Sian (CC); Canopus IV (MC); Calloway VI, Coventry and Keystone (FWL); Talcott (FC)

Hermes—Sian (CC)

Leenex—Perdition (TC)

LTV—Ares (CC)

Magna—Kalidasa and Shiro III (FWL)

Nissan—Praxton (OA)

Vox—New Vandenberg (TC)

140

Doorman—Carlisle (FC)

Hermes—Luthien (DC); Satalice (W)

145

Leenex—Perdition (TC); Sudeten (JF)

150

Omni—Coventry and New Avalon (FC)
Vox—New Vandenberg (TC)

160

Defiance—Tharkad (FC)
GM—Qandahar (DC); Taurus (TC)
Leenex—Perdition (TC)
LTV—Ares (CC); Canopus IV (MC); New Avalon (FC)
Magna—Gibson and Stewart (FWL)
Nissan—Praxton (OA)

180

GM—Qandahar (DC); Taurus (TC); St. Ives (SIC); Capella (CC)

200

GM—St. Ives (SIC); Sarna and Talcott (FC)
Magna—Kalidasa (FWL)
Nissan—Praxton (OA)
Pitban—Aur (FC)
Rawlings—Tikonov (FC)
Warner E—Taurus (TC)

210

GM—Tharkad (FC)
Omni—Coventry (FC)

220

Nissan—Praxton (OA)
Warner N—Taurus (TC)

240

GM—Qandahar (DC); Betelgeuse (CC); Talcott (FC)
Hermes—Irian and Shiro III (FWL)
Magna—Tematagi (FWL)
Pitban—Ares (CC); Duncanshire (MC); Aur (FC)
Vox a—Andurien, Trellisane and Westover (FWL)

245

Magna—Luthien (DC); Taurus (TC); Tharkad (FC); Sudeten (JF)
Nissan—Praxton (OA)

250

GM—St. Ives (SIC); Talcott (FC)
GMA—Sarna (FC)
Magna—Duncanshire (MC)
Pitban—Aur (FC)
Rawlings—Sarna and Tikonov (FC)
Warner B—Taurus (TC)

255

Magna—Shiro III (FWL)
Strand—Twycross (SV)

260

Magna—Taurus (TC); Keystone (FWL); Tharkad (FC); Sudeten (JF)
Shinobi—Chatham (DC)
Viar—Taurus (TC)

270

GM (MASC)—Irian (FWL); Coventry (FC)
Warner M—Taurus (TC)

275

Core Tek—Dunianshire (MC); New Avalon and Talon-Werneke System (FC)
Vox—New Vandenberg (TC)

280

Magna—Wallis (FWL)
Viar—Taurus (TC)
Vox—New Vandenberg (TC); Calloway VI and Irian (FWL); Sudeten (JF);
Satalice (W)

300

GM—Wallis (FWL)
Magna—Luthien (DC); Savannah (FWL)
Mantatwist—Chatham (DC)
Rawlings—Sian (CC)
Viar—Taurus (TC); Axton and Edasich (FC)
Vox—New Vandenberg (TC)
Warner F—Taurus (TC)

320

Pitban—Errai (DC); St. Ives (SIC); Aur (FC)
Shinobi—Chatham (DC)

340

Magna—Keystone (FWL)
Vox—Twycross (SV)

Extra-Light Fusion Engines

180

Edasich Motors—Aur (FC)

195

Edasich Motors—Aur (FC)

220

Shipil—Skye (FC)

240

Edasich Motors—Aur (FC)
GM—Talcott (FC)
Hermes—Thermopolis (FWL); Pandora and Talon-Werneke System (FC);
Twycross (SV)
Shinobi—Schuyler (SJ)

250

GM—Amity, Atreus and Marik (FWL)
Hermes—Irian, Kalidasa and Stewart (FWL)
Nissan—New Avalon and Talon-Werneke System (FC)
Rawlings—Capella (CC)

260

GM—Talcott and Tharkad (FC)
Hermes—Asuncion (FWL); Oliver (FC)
Mantatwist—Chatham (DC)
Nissan—Quentin (DC); Talon-Werneke System (FC)

270

GM—Qandahar (DC); Talcott (FC); Satalice (W)
Hermes—Luthien (DC)
PlasmaStar—Alarion (FC)

275

Defiance—Tharkad (FC)
Hermes—Calloway VI, Gibson and Keystone (FWL); Oliver (FC)
Hermes (MASC)—Thermopolis (FWL)
Nissan—Marduk (DC)
Nissan (MASC)—Nanking (FC)

280

Edasich Motors—Edasich (FC)
GM—Sian (CC); Talcott and Tikonov (FC)

300

GM—Qandahar (DC); Gibson (FWL); Carlisle, Kathil, New Valencia and Talcott (FC)
Hermes—Al Na'ir (DC); Connaught, Kalidasa, and Kendall (FWL)
Pitban—Lopez (FWL)

320

Hermes—Gibson, Irian, Savannah, and Stewart (FWL)

360

Hermes—Luthien (DC)

380

Edasich Motors—Aur (FC)

400

Hermes—Luthien (DC)
Pitban—Andurien and Westover (FWL)

Internal Combustion Engine

15

GM—Kathil (FC)

25

Tyron—Belladonna (FC)

40

GM—Indicass (SIC); Salem (FC)
GM Classic—Alshain (GB)
Lennex—Kalidasa (FWL)
Vox—Gienah (FC)

60

GM Classic—Alshain (GB)
InterComBust—Pandora (FC)
Leenex—Kalidasa (FWL)
Locom-Pack—Spital (GB)
Magna—Taurus (TC)
SitiCide—Ares (CC)

65

MaxLift Hover—Skye (FC)

70

Omni—Furillo (FC)

OBJECTIVE RAIDS

75

GM—Indicass and Kathil (FC)
Jones—Pandora (FC)
Tyron—Belladonna (FC)
Vox—Gienah (FC)

80

ConLee—Al Na'ir (DC)
GM—Kathil (FC)
Leenex—Kalidasa (FWL)
MaxLift Model B Hover—Skye (FC)
PowerTech HighLift—Sian (CC)

100

GM Classic—Alshain (GB)
InterComBust—Layover and Pandora (FC)
Leenex—Kalidasa (FWL)
Locom-Pack—Spittal (GB)
PowerTech—Sian (CC)
SitiCide—Ares (CC)
Tamia—Luthien (DC)

105

ConLee—Al Na'ir (DC)
GM—Keystone (FWL); Salem (FC)
Jones—Pandora (FC)
PowerTech Highlift—Sian (CC)

120

GM Classic—Alshain (GB); Andurien and Irian (FWL)

140

GM—Indicass (SIC)
GM Classic—Alshain (GB)
Leenex—Kalidasa (FWL)
Rawlings Air Turbine—St. Ives (SIC)
Vox—Gienah (FC)

150

Tamia—Luthien (DC)

155

InterComBust—Johnsondale (FC)

165

ConLee—Al Na'ir (DC)
Jones—Pandora (FC)
MaxLift II Hover—Skye (FC)
PowerTech HighLift—Sian (CC)

180

GM—Indicass (SIC)
GM Classic—Alshain (GB)
GTEM—Andurien, Irian, and Kendall (FWL)
InterComBust—Ares (CC); Layover, Oliver, and Pandora (FC)
Jones with EmissionKill—Dunianshire (MC)
LongWay—New Syrtis (FC)

190

DAV Gas Turbine—New Earth (FC)

200

GM R—New Samarkand (DC); Betelgeuse (CC)
GM Turbine—Marik (FWL)

220

Tamia—Luthien and Proserpina (DC)

240

Bulldog—Proserpina (DC); Ares (CC)
GM SuperLoad—New Samarkand (DC); Betelgeuse (CC); Nanking and Salem (FC)
InterComBust—Sudeten (JF)
Pitban—Loyalty (FWL)

250

AML—Sevon (OA)
Locom-Pack—Layover and New Earth (FC); Spittal (GB)
Magna—Taurus (TC)
PowerTech—Sian (CC)

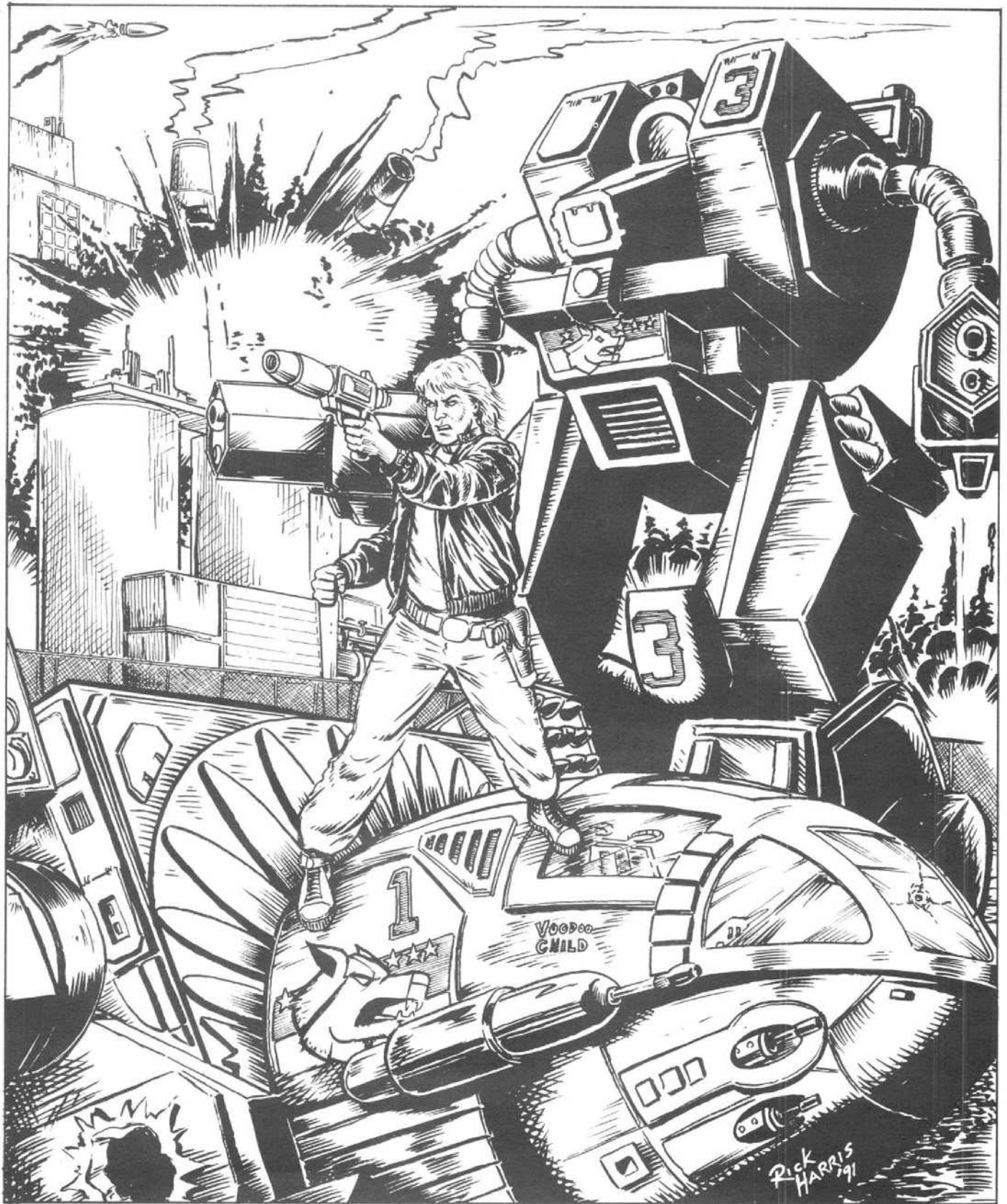
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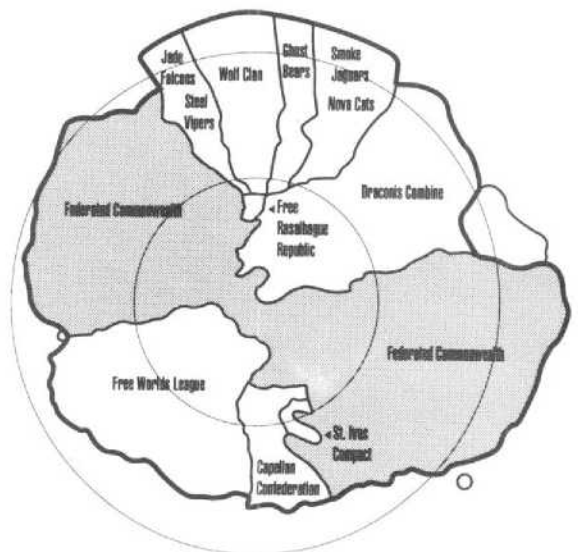
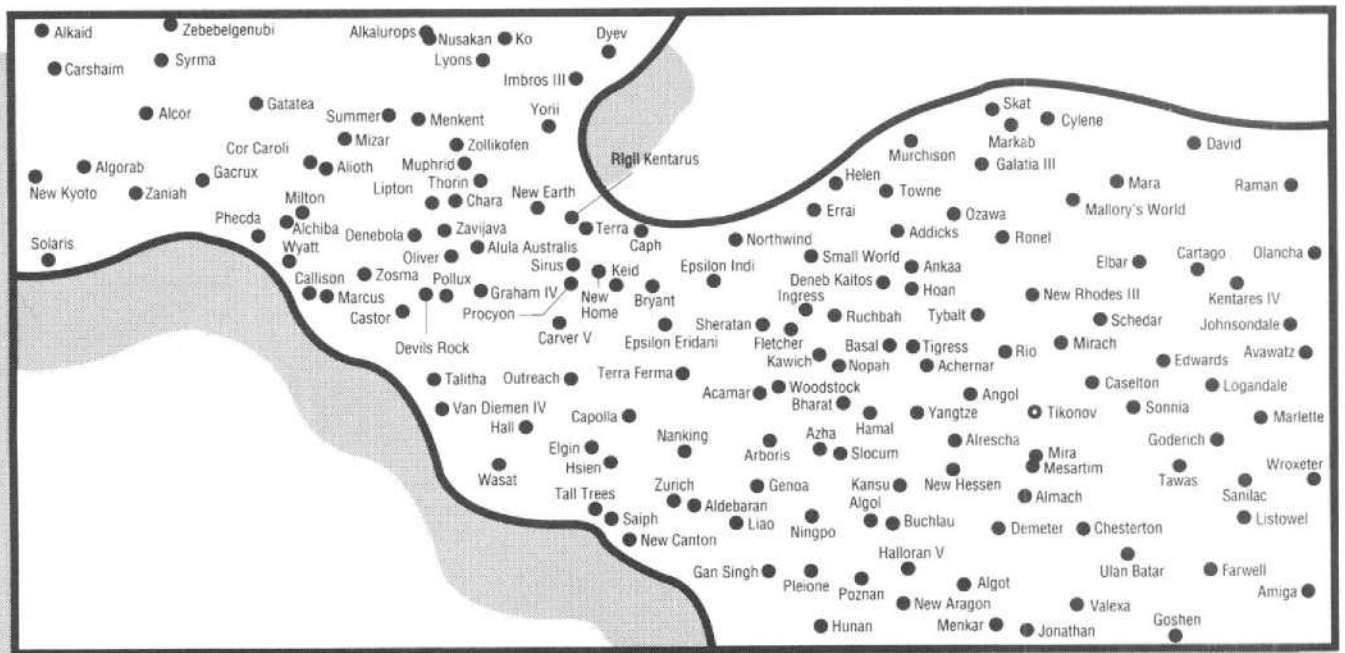
InterComBust—Sudeten (JF)
Locom-Pack—Spittal (GB)

285

GM HeavyLoad—Shiro III (FWL); Nanking (FC)

OBJECTIVE RAIDS







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