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Alnasi

Star Type: K0III
Position in System: 2 (of 4)
Number of Moons: 3 (Bherin, Kalil, Parada)
Days to Jump Point: 17
Surface Water: 36%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.82
Equatorial Temp: 47° C
Highest Native Life: Plants
Population: 781,450,000
Governor: Eleanor Neubermann
Planetary Legate: Victor Kressler

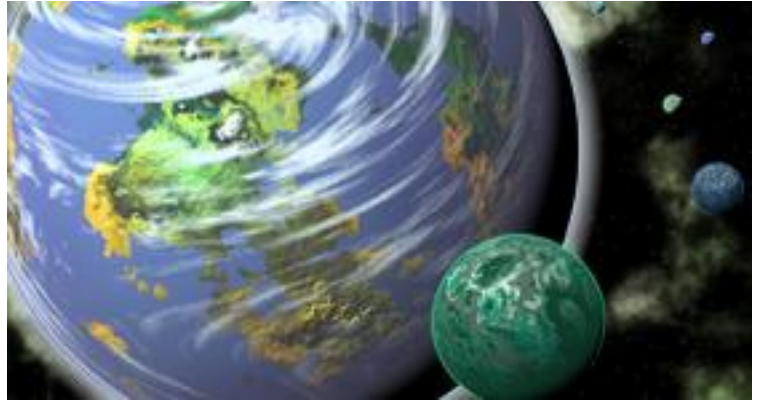


Despite orbiting a relatively cool Class K0 giant, Alnasi presently has a higher mean temperature than Terra, and has been getting ever warmer for the past thousand years or so. The reason for this is an imbalance in the planet's iron core, created due to the complex gravitational attractions of the two gas giant worlds that formed at unusually close orbital distances to the planet. While the existence of these giants and their gravitational effects did not appear to stunt Alnasi's development into a life-bearing—if somewhat young—planet, their effect has created a world that maintains a rather eccentric orbit. Alnasi orbits its parent sun (formerly known as Gamma 2-Sagittarius) with an orbital path that shifts radically when the pull of the outer giant outweighs that of the inner giant, an event that occurs once every 1,773 years. Coupled with a wobble that creates a complex seasonal cycle to begin with, this has created a world where animal life has had great difficulty evolving due to long, abruptly recurring ice ages interspersed with periods of flooding, drought, and peculiar storms.

When settled initially, Alnasi was hospitable, but on the cool side, with receding polar caps and great expanses of thick and hardy woodlands, and rocky mountains dotting its landscape. Today, centuries later, the planet's average temperature has increased by over fifteen degrees, and deserts have overrun much of the inland woods. Though scientists have predicted the trend will continue until the planet becomes virtually uninhabitable for a time, the people of Alnasi never felt rushed to take any precautions in anticipation of such an eventuality. Instead, the corporations drawn to Alnasi for its ample veins of common metal alloys and natural gas deposits built a series of cities and industrial complexes across all four of the world's continents. Together with the cities maintained by the descendents of the original colonists, all construction and development is looking to the immediate future. During the Jihad, Alnasi was used as a staging ground for allied forces in the effort to defeat the Blakists once and for all, with most troops using the massive hangars and warehouses of the spaceport capital city of Gantarius, located on the northern continent of Lantilles, for temporary barracks. Alnasi's other three continents, Hecateas, Insarroples, and Rowenopia, are located in the middle southern latitudes, connected to Lantilles primarily by oceangoing and transcontinental air traffic.

Alrakis

Star Type: K0V
Position in System: 2 (of 3)
Number of Moons: 5 (Cassius, Delvia, Ferosa, Weir, and Zalazar)
Days to Jump Point: 20
Surface Water: 67%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.24
Equatorial Temp: 43° C
Highest Native Life: Birds
Population: 1,056,000,000
Governor: Drake H'Chu
Planetary Legate: Anders de Paik



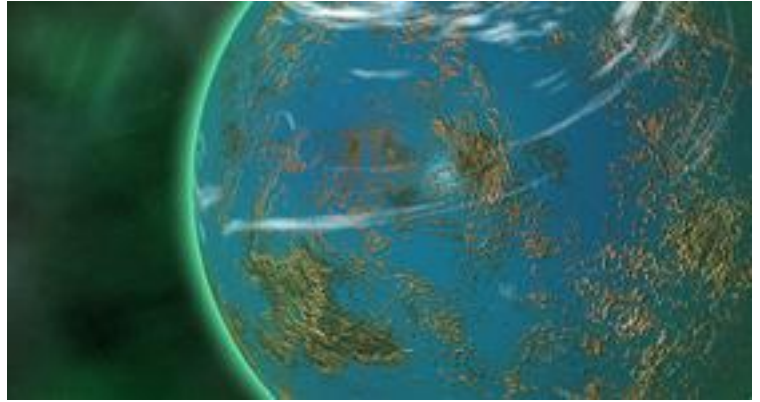
Alrakis, a large, warm planet rich in metals, both in its rocky mountain ranges and on the barren surfaces of its three largest moons, has been an industrial prize for both the Lyran and Draconis states since the earliest days of the Great Houses. The rich mineral ores drew more mining, manufacturing, and shipping concerns to the planet than dedicated colonists at first, despite the planet's modestly fertile lands and deep, rich oceans. Two factors inhibited the early efforts to truly settle—rather than merely exploit—Alrakis. The first is the planet's high gravity, which limited travel to the most hardy of settlers and workers, and their ships, but far more difficult to contend with was the dominant life-form, the vicious and territorial tigerfalcon. Adapted to the planet's high gravity, the tigerfalcon—a man-sized avian with black-striped, furlike feathers, a serrated beak, and four clawed feet—is much more powerful than any terrestrial bird of prey, and has been known to attack even small work parties in flocks of three to five. Hunting the tigerfalcon became not merely a sport but a matter of self-defense for the early Alrakan settlers. By the Star League era, the tigerfalcon menace had been contained enough to allow for widespread colonization, mostly centered on the large inland lakes and the metal-rich mountains of the northern Skopje continent.

Today, Alrakis remains an important mining and manufacturing world in The Republic of the Sphere, exporting all manner of heavy industrial equipment, including heavy IndustrialMech designs and personal-support weaponry. Heavy military industry, discouraged by centuries of continuous raiding by House Steiner and the post-Jihad reforms of The Republic, never found a home on Alrakis. However, what this planet lacks in military sophistication, it more than makes up for in powerful native infantry defenders, a bonus made possible by mankind's adaptation to the local gravity.

The planetary capital city, Sigmundrac, is located on the northern edge of the large Lake Carantha on Skopje. Tarowena, a spaceport city and home to Desmond Arms, a maker of personal weaponry ranging from knives to heavy support lasers, is located on the southern supercontinent of Strumm. The equatorial continents of Kabast and Ronigawa are comparatively uninhabited, due to their inhospitable jungles, which are also the last major refuge of the native tigerfalcon.

Altai

Star Type: F2IV
Position in System: 1 (of 1)
Number of Moons: None
Days to Jump Point: 19
Surface Water: 81%
Atm. Pressure: High (Tainted)
Surface Gravity: 0.98
Equatorial Temp: 53° C
Highest Native Life: Amphibians
Population: 65,800,000
Governor: Nicole Deveraux
Planetary Legate: Kurt Mahler



Young, hot, and in every way cursed with an oppressive atmosphere, many feel that Altai was colonized solely out of human stubbornness and some early settler's thirst for a challenge. More practical critics have suggested that the plentiful metal ores constantly churned up by the planet's many volcanoes drew those seeking fortune through mining and manufacturing industries. In fact, the first settlers to come to Altai came during a geologically brief dormant period in its development, when the planet's atmosphere was much more terrestrial and its surface far less unstable. Within less than a century of the first colonies' establishment on Altai, however, a massive shift in the planet's three large tectonic plates began when a stray meteor—the remnant of a failed second planet in the Altai system—slammed into the shallow waters close to a major fault line. The shifting plates created a series of earthquakes and volcanic eruptions across the planet, destroying several cities over the next few decades.

Ever since that fateful event, Altai has remained an unstable and less than hospitable world. Though the initial city-leveling disasters have dwindled to extreme rarity, active fault lines and volcanoes still mar all four of the planet's main continents, transforming much of what once were fertile tropical and wooded lands into a mix of scarred, rocky wastes. A side effect of the constant eruptions has been the gradual tainting of Altai's atmosphere with greenhouse gases that have raised the temperature a full twelve degrees over the last five centuries and caused the extinction of thousands of native plant and animal species. Yet, despite all these hazards, the people of Altai have continued to work the lands and exploit the mineral wealth of this world.

The capital city, Gaines, located on the southern polar continent of Tanzaria, is home to four mining and refining corporations that supply raw materials for every application from commercial power generation to heavy military hardware. Novaya Kyev, a domed city on the equatorial continent of Greater Elauria, maintains shipping ports for both off-world and transoceanic traffic. The northern continents of Lesser Elauria and Welasia also feature a handful of large cities centered on the mining and refining trades, as well as major spaceports.

Alya

Star Type: G2VI
Position in System: 2 (of 9)
Number of Moons: 1 (Xanadu)
Days to Jump Point: 9
Surface Water: 38%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.16
Equatorial Temp: 35° C
Highest Native Life: Reptiles
Population: 1,659,000,000
Governor: Harrison Durand
Planetary Legate: Frederich Schlager



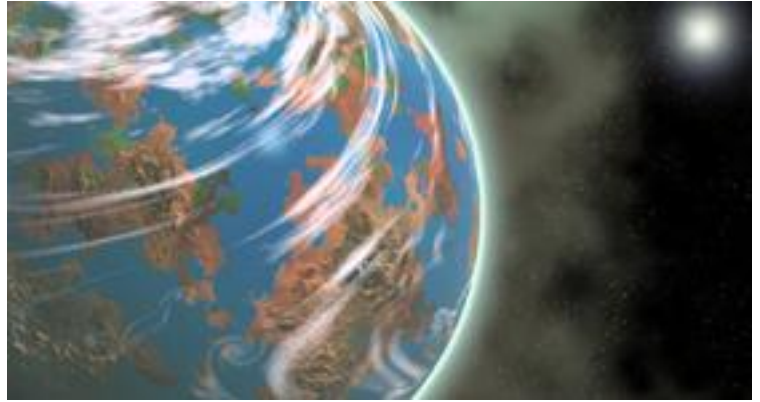
Thanks to the presence of an abnormally huge gas giant in the system's outermost orbit, Alya follows an elongated revolutionary cycle around its sun and has created an equally peculiar orbital path for Xanadu, Alya's single large moon. The effects of these eccentric orbits have created such unusual day/night and seasonal cycles for Alya that travelers to this world are given complicated native calendars and urged to use these in place of the galactic standard during their stay to minimize confusion.

The first colonists on Alya were drawn to the abundant mineral and fuel resources locked beneath the planet's many parched badlands, particularly on the rocky northern hemispheric continent of Paroasis. Agriculture, hampered by the extreme winter and summer cycles and a lack of freshwater sources, was restricted to controlled hydroponic efforts that relied on imported water, and failed to do more than support the needs of the planet. Despite the handicaps, however, Alya thrived, supported by its local industries, which primarily produced plastics and refined fuels for all manner of internal combustion engines. Alya suffered few serious raids or changing of hands during the Succession Wars, and even made it through the Word of Blake Jihad with minimal damage, as there were always more strategically important worlds nearby for an enemy to attack. It is perhaps for this reason that this world boasts some of the most pleasant vistas in Prefecture I.

The capital city and commercial center of Alya, LeSabrea, is located on Paroasis, on the western shores of the landlocked Saline Sea, while the bulk of the planet's industrial might is headquartered five hundred kilometers east, in Flerise City. The southern continents of Zenishli and Desije, by comparison, are sparsely populated, covered mostly by unspoiled evergreen wilderness and a mix of rolling hills and abrupt mountain chains.

Ascella

Star Type: A4VI
Position in System: 2 (of 5)
Number of Moons: None
Days to Jump Point: 22
Surface Water: 61%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.21
Equatorial Temp: 52° C
Highest Native Life: Plants
Population: 982,000,000
Governor: Timothy Erhad
Planetary Legate: Stephen Bairns



A rare habitable planet found orbiting a white subdwarf star that older star charts still refer to as Zeta Sagittarius, Ascella is a very young, hot, and geologically unstable world. The presence of abundant raw materials close to the surface and scattered across the floors of its shallow oceans drew settlers here in the early colonial era, despite the presence of an atmosphere still laced with ammonia and carbon dioxide. Particularly dense metals, including some highly radioactive ores, were among Ascella's most common natural treasures, and also help to explain the above-average gravitational field of this medium-sized world.

When first discovered, native algae and a kind of wild brush had only begun to transform Ascella's atmosphere into something breathable by humans, but a century of terraforming was still required to cleanse the remaining taint to the point where respirators became unnecessary. Freed from their domed settlements, the cities and mining townships established early in the planet's colonization expanded across the northern continents of Askahr, Niejawa, and Quarenir, and the south polar continent of Sauffell, leaving only the unbearably hot equatorial landmasses of Aytograd and Ogleca untouched by man.

Though a major exporter of heavy metals and radioactive elements, as well as small fusion and electric engines for civilian and light military vehicles, Ascella was raided only a handful of times throughout the Succession Wars, and spent most of that time under the banner of the Draconis Combine. Its lack of strategic importance did not save this world from the Jihad, however, as the Word of Blake radicals used it as a staging ground for assaults against other worlds in the Combine's Vega Prefecture. Heavy fighting to liberate Ascella damaged several major cities, including the planetary capital of Tarawa, located on the Saebeth River in the southern peninsula of Askahr. There, the desperate fanatics set the city ablaze as allied troops closed in, and fought to their last BattleMech amid the raging inferno. Rebuilt after the holocaust, Tarawa today is one part administrative and commercial heart of Ascella and one part shrine to those killed in the fighting.

Cebalrai

Star Type: K2III
Position in System: 3 (of 3)
Number of Moons: 1 (Yonas)
Days to Jump Point: 22
Surface Water: 48%
Atm. Pressure: Thin (Breathable)
Surface Gravity: 0.84
Equatorial Temp: 53° C
Highest Native Life: Plants
Population: 142,000,000
Governor: Kenshin Toriyama
Planetary Legate: Hans Jurgmann



Less than hospitable, even before the arrival of human colonists, Cebalrai was settled more as a waystation than as a home to millions of people. With a thin atmosphere and a flimsy ozone layer, this world is continuously doused by far too much solar radiation from its giant K2 star, and so the first colonists to this world—and all their descendants since—erected partially reflective domes and screens over their structures and smaller communities.

During the Age of War that preceded the rise of the Star League, renegade forces hit Cebalrai from a neighboring system and employed nuclear weapons against the capital city of Wade to cover their escape. Extensive efforts to cure the planet's ills, both natural and manmade, were undertaken with aid from Star League engineers during the height of humanity's Golden Age, restoring and purifying much of Cebalrai's air and water. Remarkably, even the hellish warfare that raged after the fall of the League did not visit this world with the same punishment as the Age of War, though continuing border clashes between Houses Steiner and Kurita frequently left the rocky landscape and delicate woodlands scarred by conventional weaponry. In fact, despite the centuries of continuous conflict, the people of Cebalrai actually managed to thrive until the Word of Blake launched its Jihad against the Inner Sphere. This world fell easily to the fanatics and their allied mercenaries in a lightning blitzkrieg, and when Clan Ghost Bear arrived to reclaim the planet, they found their enemy entrenched in the major cities on the three populated landmasses of Dragga, Sarrina, and Lennori. Outnumbered and outclassed, the Blakists and their mercenaries were almost effortlessly ejected from each city, until their final stand at Kamrin, located on the northwest shores of the southern Dragga continent. Backed to the wall, with their mercenary troops routed and any hope of victory lost, the Blakists set off a series of neutron bombs hidden throughout the industrial metropolis, wiping out the Ghost Bear liberators and themselves in the bargain.

Today, a monument to the Bears stands in the center of Kamrin that the locals believe is haunted by the spirits of the fallen Clansmen. According to local lore, the rearing obsidian bear can actually be heard roaring in the dead of night, crying out in rage at the glory snatched away at the very moment of triumph. Critics of such folklore, however, point out that the high concentration of Nova Cat Clansmen, resettled to Cebalrai during the formation of The Republic, explains the true origin of this local legend.

Cebalrai's capital city, New Wade, is located on the north polar continent of Sarrina, and is also home to the planet's single major spaceport. Lennori, the planet's other northern continent, is only habitable into its middle latitudes, as temperatures and other solar radiation hazards closer to the equatorial zones have rendered the southern reaches and the nearby equatorial continent of Hellesdon barren desert wastes.

Dromini VI

Star Type: K8IV
Position in System: 6 (of 11)
Number of Moons: None (ringed world)
Days to Jump Point: 3
Surface Water: 64%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.74
Equatorial Temp: 45° C
Highest Native Life: Fish
Population: 839,000,000
Governor: Roland Focht
Planetary Legate: Brian Wolfe

Despite an impressive ring of ice and dust replacing what might pass for a moon for more ordinary planets, Dromini IV does not look like much from orbit. Indeed, this world seems to be half shrouded in swirling gray clouds at any given time, a sign of the turbulent storm systems that constantly play about its surface. With only modest raw-material and fossil fuel resources to exploit, the local manufacturers and businesses never produced anything on Dromini that could not be found on dozens of other nearby planets, nor has the world held any great strategic significance. Nonetheless, this small industrial planet's location on the Combine/Lyran border made it a favored staging ground during the centuries of war following the original Star League's demise.

Houses Kurita and Steiner clashed over Dromini in a number of historic campaigns, the most spectacular of which was the Wolf's Dragoons' assault in 3021, which helped break the back of a planned Combine invasion into the Lyran Commonwealth's Skye Province. Each round of fighting, and change of allegiance, damaged the local economy and infrastructure, but the victors often repaired what they could before the planet changed hands again. This constant shifting gave the people of Dromini IV something of an identity crisis, with portions of German- and Scottish-speaking Lyran nationals mingling—and often clashing—with Japanese-influenced Combine citizens. Still, even as fighting raged around them, more of these people managed to coexist peacefully than did not, and it was this situation and others like it on border worlds throughout the region that helped to inspire Devlin Stone's relocation directives.

Today, Dromini is home to people descended originally from Davion, Steiner, Kurita, Marik, and even Clan heritage, creating a cosmopolitan society that once served as a model to others throughout The Republic. This mixture has also provided an excellent venue from which to conduct trade with the neighboring Successor States. Much of this trade is handled through Franchelco, the planetary capital city on the northern continent of Vijave, but major shipping ports and commercial centers exist on all three of Dromini IV's other continents, Kodersia, Epoure, and Apokayik.

Dyev

Star Type: K8III
Position in System: 1 (of 6)
Number of Moons: 1 (Uter)
Days to Jump Point: 3
Surface Water: 27%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.04
Equatorial Temp: 50° C
Highest Native Life: Mammals
Population: 1,067,000,000
Governor: Tsubasa Daisuke
Planetary Legate: James Douglas



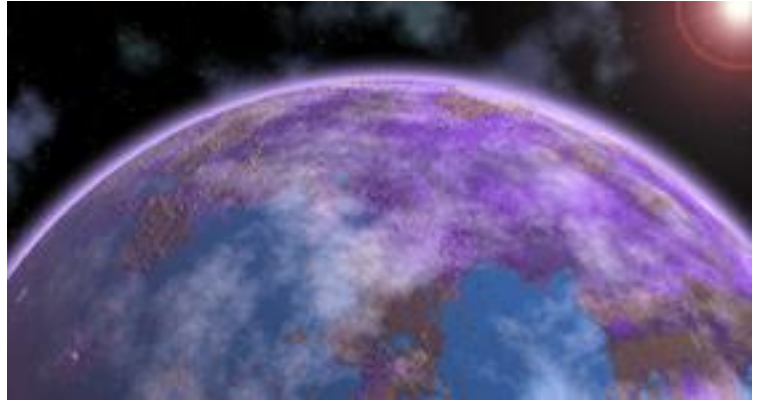
A warm, dry world chronically plagued by violent, long-lasting dust storms, Dyev was settled initially by Russian and Slavic entrepreneurs hoping to take advantage of the abundant raw metals found throughout the rugged mountains and dried-out canyons crisscrossing its surface. With the planet's water tied up mostly in two small oceans and a handful of meager lakes and rivers, the early colonists had to rely on ice ships for their freshwater needs. In the latter half of the twenty-fifth century, however, miners digging deep into the Tupik Chasm for a new vanadium vein instead stumbled upon a remarkable find in the form of a vast underground reservoir of fresh water. Other such subterranean lakes and seas were discovered deep below Dyev's surface over the following decades, mostly near the northern hemispheric canyons, and elaborate irrigation systems were devised to bring this water to the people for farming and general use. During the Amaris Crisis, the Usurper's troops attempted to poison these reserves to bring the people of Dyev to heel, and succeeded in irrevocably tainting a third of the underground seas before Kerensky's forces rolled over them during the liberation.

When the Draconis Combine claimed Dyev after the League's fall, the Kuritan leadership directed more energies toward restoring the planet's many damaged mining operations than addressing the water shortage, and thus Dyev has relied more and more on ice imports over the centuries that followed. Despite this handicap, however, this world has prospered through the years of war, exporting valuable metal ores such as vanadium, chromium, and even a limited quantity of germanium—all valuable to the production of heavy industrial and military equipment.

The capital city of Dyev, Novaya Mensk, is located in the northern hemisphere, on the eastern shore of the Morye Syevir ocean, and serves as the commercial and administrative heart of the planet. Meanwhile, Trogport, a sprawling spaceport city just south of the larger Aleutican Ocean in the southern hemisphere, is the planet's primary connection to interstellar commerce. Trogport also serves as the home for a majority of the local aerospace defense forces, and as home to the headquarters offices of several local mining concerns.

Eltanin

Star Type: K5IV
Position in System: 3 (of 11)
Number of Moons: 1 (Brodi)
Days to Jump Point: 8
Surface Water: 41%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.73
Equatorial Temp: 42° C
Highest Native Life: Plants
Population: 143,000,000
Governor: Chiho Saito
Planetary Legate: Loren Kraven



Travelers visiting Eltanin are cautioned to take the recommended series of antibiotics and inoculations before visiting the surface, due to a persistent virus that wiped out all native animal life and has ravaged off-worlders since the first colonists set foot on this arid world almost a thousand years ago. The airborne virus, known locally as Eltanin Brain Fever, attacks the central nervous system and has symptoms ranging from a loss of fine motor control to seizures and blindness, eventually leading to death. Scientists tracked the source of the virus to the local wildlife, which was dying off even as the first settlers came to this world. Preventative treatments suitable for humans and most terrestrial animals were eventually found, but only after all remaining indigenous fauna had perished.

The virus, however, may be the least of this minor industrial world's worries, as local scientists have determined that Eltanin's sun has begun to show all the signs of a star nearing the end of its stable life cycle. Spectrographic analysis and the observation of increased solar flare activity—activity that has already been blamed for Eltanin's increasingly unpredictable climate changes over the past several centuries—have indicated that, in perhaps as little as 8,000 years, the star may nova. Though this is no cause for alarm at the moment, the inhabitants of Eltanin have made it a point to maintain an excellent planetwide disaster response system that is also tied into its extensive global network of spaceports. Planetary emergency and relief crews are trained in scenarios ranging from flash woodland fires and meteor strikes to a worldwide evacuation order. Long before such measures should prove necessary, however, the people and industrial concerns on Eltanin remain determined to make the best of this world's easily reached mineral, petrochemical, and agricultural wealth.

The capital city of Eltanin, Dry Springs, is the administrative and trading center of the planet, as well as one of thirty transportation hubs on the northern polar Platonesia supercontinent where it is situated. Eltanin's second largest city, Burmah, located on the southern supercontinent of Anterratica, is home to the headquarters of Eltanin Interplanetary, a local transport consortium that controls a majority of the planet's fifty-nine spaceports (the extreme number to be used in the event of a planetary evacuation, though most of them are mothballed, but ready to use within hours), and employs a fleet of small and medium-sized DropShips and shuttlecraft. EI also provides day-to-day transport services for Eltanin's many large islands in the tropical and equatorial regions between the two giant landmasses, complementing the planet's seagoing traffic.

Imbros III

Star Type: M5V
Position in System: 3 (of 11)
Number of Moons: 3 (Aberne, Behr, Otabwe)
Days to Jump Point: 2
Surface Water: 44%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.88
Equatorial Temp: 25° C
Highest Native Life: Plant
Population: 748,000,000
Governor: Robert Wigley
Planetary Legate: Alexander Krelain



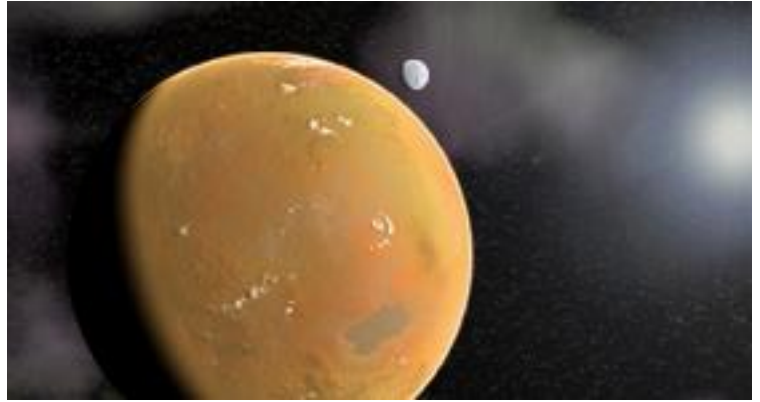
Imbros III was a part of the Terran Hegemony when Stefan Amaris usurped the Star League throne and sounded the death knell of humanity's Golden Age. An unremarkable, water-poor world of rocky mountains and bone-dry canyons, with little mineral wealth save a few veins of precious metals and an abundance of bauxite, Imbros sparked little to no interest for the Usurper. Instead, he forced House Kurita, using hostages of the Draconis Combine's ruling line as leverage, to garrison this planet in advance of Kerensky's return. These same Combine forces gave way easily to the liberating SLDF, only to return in force after the League's collapse just a few years later. Though never a valuable military or industrial prize, Imbros III did provide strategic value to the Combine as a border world to the Lyran Commonwealth, so the centuries of warfare that followed the fall of the League saw many raids and campaigns either launched against this planet or staged from it.

The Federated Commonwealth finally captured Imbros III during the Fourth Succession War, as part of the so-called Lyons Thumb, only to lose it again at the onset of the FedCom Civil War. During the Jihad, Imbros III was captured by Blakist-backed mercenaries, who used the planet to stage attacks on both the Steiner and Davion realms. Allied forces, headed by units from Clan Wolf, reclaimed the planet in a lightning offensive, but the ravages of war left much of Imbros III's countryside scarred, and decimated what few of the planet's mining ventures were capable of supporting heavier industry. As a member of The Republic, only the influx of new citizens, a result of Devlin Stone's relocation directives, kept Imbros from becoming a "ghost planet" when the local economy slumped. Today, thanks to the discovery of some new bauxite veins and the introduction of an orbital ferro-aluminum refinery plant by the recently founded Imbros AeroTech Industries Company, the planet is showing signs of economic recovery.

Trunner, the largest city and planetary capital, is home to IATIC's offworld sales division, and sits on the banks of the Youli River on the southern continent of Opilacca. Southeast of Opilacca lie the large twin continents of Barnar and Martego. On Martego, between the Maulan and Wanalahi Rivers, lies the major spaceport city of Larabel, where IATIC also maintains its corporate headquarters. Small towns—most interconnected by a series of winding monorailways that cross expanses of alternating woods and deserts—dot the continents of Opilacca, Barnar, and Martego. Imbros III's fourth continent, the glacial south polar continent of Fryggia, is totally uninhabited.

Kaus Australis

Star Type: B9IV
Position in System: 3 (of 3)
Number of Moons: 1 (Epstarius)
Days to Jump Point: 57
Surface Water: 9%
Atm. Pressure: Thin (Breathable)
Surface Gravity: 0.61
Equatorial Temp: 40° C
Highest Native Life: Plants
Population: 945,700
Governor: Helene Northrup
Planetary Legate: Carl Lenosovitch



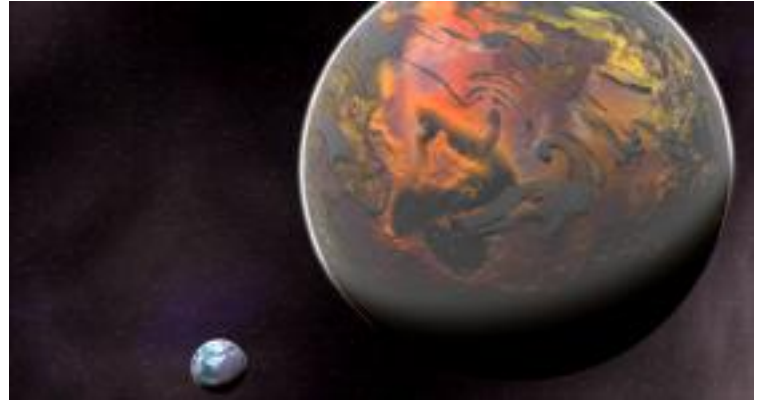
Located far from its jump point, with hardly any water to speak of, an atmosphere too thin for unassisted breathing, and blasted by all manner of solar radiation from the blue-white subgiant around which it orbits, Kaus Australis would have been completely overlooked as a potential colony site if not for trace amounts of germanium and other valuable metal deposits just beneath its rocky surface.

The first settlers erected domed colonies along the banks of the Sea of Epsilon Sagittarius, the planet's only large body of surface water, located in the southern hemisphere. Radiation concerns and the discovery of limited subsurface water supplies, however, encouraged these hardy miners to move underground within a few decades. Relying on interstellar trade to survive, particularly with nearby water-rich but metal-poor Kaus Media, Kaus Australis exported the yield of its mines in exchange for water purifiers, foodstuffs, medical supplies, and all manner of other basic needs. The strong trade bond between the neighboring worlds eventually grew into a two-world alliance that lasted well into the Succession Wars. Decisions affecting trade, defense, and social welfare were made for both worlds during this time at the alliance's capital on Kaus Media, an arrangement that often helped or hindered the ability of the Draconis Combine to exert its influence over the two planets when both fell under the Dragon's banner. Matters came to a head during the First Succession War, when Lyran agents-provocateur encouraged the alliance to rise against its Combine masters. The Kuritan response was swift and brutal, razing the alliance capital, occupying Kaus Media and briefly blockading Kaus Australis until both worlds turned over the Lyran agents and all dissident leaders. A negotiated settlement allowed limited autonomy and favored trade between the Kaus worlds in exchange for a more pro-Combine political line and hefty reparations that paralyzed their mutual economy for a time.

Even today, Kaus Australis maintains Kaus Media as its primary customer and source of goods, their symbiosis undeterred by centuries of war or the changing of allegiance to The Republic. The capital of Kaus Australis, Kaverni Bay, an underground community, is located fifty kilometers inland from the Sea of Epsilon Sagittarius. While home to a third of the planetary population—the remainder scattered in small domes and subsurface mining homesteads—visitors seeking to conduct business with the Kaus Australians are best advised to seek a Kaus Median facilitator first.

Kaus Borealis

Star Type: K1IV
Position in System: 4 (of 10)
Number of Moons: 1 (Blufisch)
Days to Jump Point: 5
Surface Water: 71%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.87
Equatorial Temp: 55° C
Highest Native Life: Mammals
Population: 430,000
Governor: Kari DerRaff
Planetary Legate: Austin Siles



A hellish world of continuous volcanic activity that geologists are attributing to a severe tectonic shift of unparalleled magnitude, Kaus Borealis is a world that many feel is on death's door. Over 300 active volcanoes have formed in the last three centuries alone, erupting with increasing intensity that now has lava flowing freely and regularly over almost ten percent of the planet's surface at any given time. When first discovered, Kaus Borealis was a serene world of deep green oceans, fertile soil, hardy woodlands, abundant wildlife, and blue skies. The early colonists quickly made their paradise a home and established it as an agricultural world. Although, like most terrestrial planets, Kaus Borealis had its share of seismic disturbances, scientists thought little of them until three new volcanoes explosively emerged on the west coast of the northern continent of Lucynda in 2803, each within three months of the other. As more eruptions followed, and entire towns or farming regions were swallowed up by the earth or incinerated by tons of molten rock, a gradual exodus began, which stalled in the thirty-first century when the planet grew inexplicably silent. However, by that stage so much sulfur, methane, and ash had been thrown into the atmosphere that the ozone layer was compromised, breathing was impossible without respirators, and acid rain regularly fell from dark, yellow skies. Gone were the serene oceans, fertile soil, and hardy woodlands, and most of the native wildlife had perished. Turbulent, superheated seas and barren wastes of broken rock and charcoal now dominated the landscape, but began to give way to the first signs of rejuvenation by the time Kaus Borealis became a part of The Republic of the Sphere.

Then, in 3102, all hell broke loose again. With renewed fury, five volcanoes scattered across all four of the planet's major landmasses blasted fire and hot gases into the skies and ran molten lava into the land and seas, prompting the start of another mass exodus that continues to this day. Geologists studying the ongoing phenomenon have claimed that the rate of eruptions suggests that the continuous turmoil may run its course, as the tectonic plates settle into new positions within another few centuries, but the less analytical inhabitants of this world may not wait around that long.

The capital of Kaus Borealis, Iamda, is located on the northern continent of Allysi, which lies east of Lucynda. Grand Cauldron, a newer city on the southern continent of Bellaria, is home to the largest of the planet's geological research facilities, the Gordon Weiss Institute of Tectonics, as well as the southern hub of the Kaus Borealis Planetary Evacuation Command. Rashatta, Kaus Borealis' fourth and smallest continent, located in the equatorial zones between Allysi and Rashatta, is completely lifeless, a result of the planet's brutal heat and the presence of no fewer than ten of its twenty largest active volcanoes.

Kaus Media

Star Type: K2V
Position in System: 1 (of 5)
Number of Moons: 4 (Ajax, Nezerah, Yanu, Zhentil)
Days to Jump Point: 5
Surface Water: 78%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.19
Equatorial Temp: 32° C
Highest Native Life: Insects
Population: 690,000,000
Governor: Tracy Kraven
Planetary Legate: Jared Sun

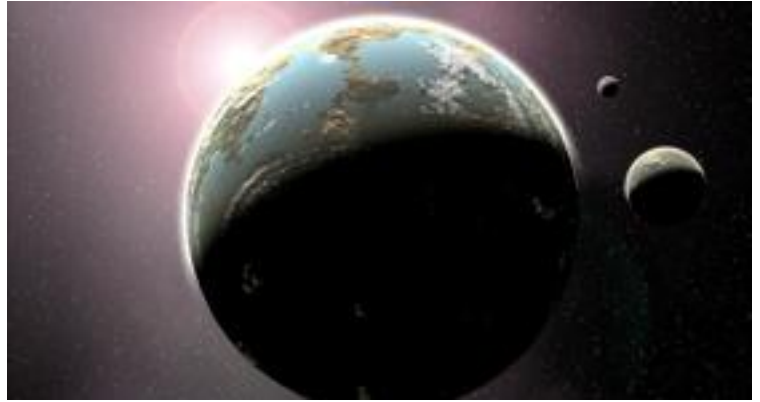


Kaus Media is a pleasant, terrestrial world with wide, deep oceans, expansive forests and jungles, and varied—yet normally mild—seasons. Yet, for all its natural splendor, the first colonists to explore and exploit this world quickly realized that the lack of easily reached indigenous metals and minerals would doom all efforts to develop their new home. In the search for a source for raw materials to fuel their industry, traders from Kaus Media quickly discovered that their nearest neighbor, Kaus Australis, suffered from the opposite plight, surrounded by abundant and valuable raw materials, but lacking in food and water. A trade deal blossomed into a full-fledged alliance that carried the two worlds through the Age of War and continued even with the ascendance of the Draconis Combine. Efforts by the Lyran Commonwealth to turn this alliance against the Dragon proved disastrous for the so-called “Kaus alliance worlds” during the First Succession War, when the enraged forces of the DCMS bombarded DeGuilles, the planetary capital city—and with it, the governing buildings that serviced both worlds. Only after surrendering the Lyran instigators and rebel leaders, and agreeing to stiff reparations and an oath of fealty, did the Kaus alliance avoid further destruction, but the entire crisis underscored the strengths and weaknesses of the symbiotic relationship now shared by these twin worlds.

Trade between both resumed again decades after the crisis, though government was less centralized, with each tending to its own affairs from its own respective capitals. Still, in memory of the broken bond, the people of Kaus Media never built over the ruins of DeGuilles. Instead, the new planetary capital, Vanguard City, located just forty kilometers to the north on the continent of Emparos, governs the affairs of this world, and maintains a diplomatic office for the benefit of its neighbor. Several major trading companies that do business under exclusive license with both Kaus planets also call Vanguard City their home, thanks to the presence of the planet’s largest spaceport. Aside from Emparos, Kaus Media’s other four major continents are Romana, Hyadamos, Gaul, and Normano. All but Gaul, the planet’s frozen south polar continent, are populated with various small and medium-sized commercial and rural towns scattered along the shores of various rivers and lakes.

Kessel

Star Type: G0V
Position in System: 2 (of 9)
Number of Moons: 2 (Kiev, Svoboda)
Days to Jump Point: 10
Surface Water: 81%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.21
Equatorial Temp: 42° C
Highest Native Life: Mammals
Population: 2,013,000,000
Governor: Oscar Lanskey
Planetary Legate: David Schrock



Under the sway of the Federation of Skye, known for shrewd business practices and a preponderance of heavy industrial might, Kessel was already a valuable manufacturing center even before the dawn of the Lyran Commonwealth. It therefore comes as little surprise that the Draconis Combine, a poor realm—economically, if not militarily—would covet such a prize so close to their border, when the Star League collapsed and war broke out across the Inner Sphere. House Kurita captured Kessel almost incidentally, during a drive toward Skye itself, and though the forces of House Steiner ultimately succeeded in driving back the Combine invaders, they never managed to reclaim several lost planets, including this one. The Combine saw great untapped potential in this mineral- and metal-rich world, with its many mining, refining, and manufacturing complexes that produced everything short of BattleMechs and DropShips. Thus, as Steiner forces continued to hit back over the centuries, making several failed attempts to retake worlds such as Kessel, the Combine took advantage of their possession, loosening industrial standards that protected the environment to increase output for their military needs. Freed of the constraints found on other former Isle of Skye worlds, or any other industrial/corporate niceties, for that matter, the industries on Kessel turned to such questionable practices as strip mining and chemical dumping. Worse still, these practices also attracted the attention of the yakuza, the dominant underworld force of the Draconis Combine. Over the centuries, the results of these trends were a poisoned biosphere and a poisoned society. Crime was rampant, and might made right, except in those areas where the well-armed and equipped nobility resided. Visitors to this world are still cautioned to keep respirators on when outside their vehicles and buildings, to protect against the still-lingering toxins in the local air.

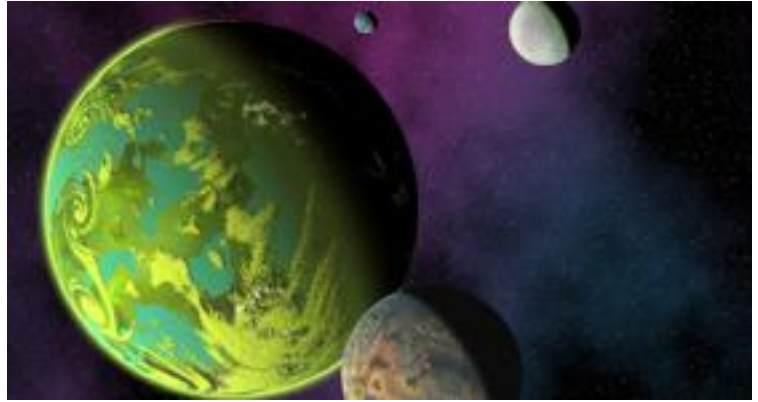
Kessel became a prefecture capital under Combine rule. Though it was raided several times, major corporations continued their operations on this world unabated, attracting even Inner Sphere-renowned manufacturers, such as Diverse Optics, producer of everything from home entertainment systems to military-grade laser weaponry.

During the Jihad, Kessel's productivity and administrative importance drew the Blakists' attention, but fortunately an allied fleet spearheaded by Combine WarShips interdicted the fanatics' attack. Only a handful of Word of Blake troops made planetfall on Kessel, but that handful was enough to hit several large cities with neutron bombs in a suicide run that killed over ten thousand Combine citizens. When this world was ceded to The Republic, Devlin Stone offered a slight increase in the landhold grants given to citizens on Kessel in exchange for a guarantee that such citizens would work to improve the planet's quality of life. Since then, even though the air and water of this world remain tainted, environmental indicators have shown their first improvements in over 200 years.

Kessel's capital city is Sverdlovsk, located on the northwestern continent of Novgorod. The southern continent, Gershtad, is home to the planet's largest spaceport and AtmoClean Enterprises, a recently commissioned, prototype air purification plant. Northeast of Gershtad is the Lobopov continent, home to what little remains of Kessel's untamed wilderness, and several defunct strip-mining operations.

Konstance

Star Type: K1IV
Position in System: 4 (of 11)
Number of Moons: 3 (Drezix, Esther, Volaria)
Days to Jump Point: 5
Surface Water: 74%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.64
Equatorial Temp: 62° C
Highest Native Life: Reptiles
Population: 917,000,000
Governor: Marvin Zoar
Planetary Legate: Adira Ward



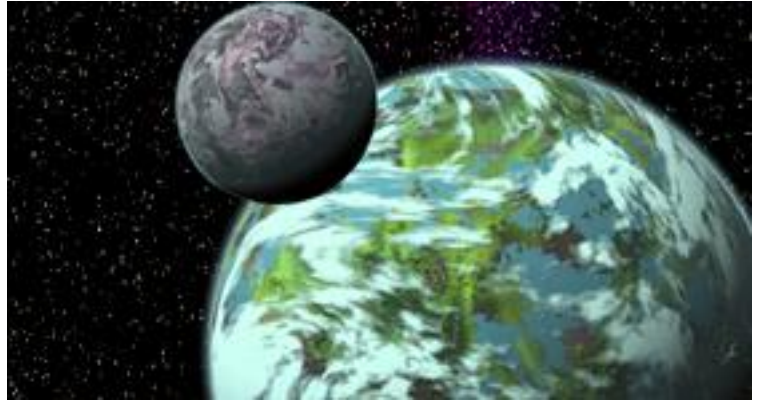
Brutally hot and muggy much of the time, Konstance suffers from an overabundance of carbon dioxide that casts a haze over the planet and traps heat from its weak, K-class sun. Once necessary to give life on this world a fighting chance, this environmental taint, already present to a much lesser degree when colonists first set foot here almost a thousand years ago, has been aggravated by centuries of human development. Despite efforts to control the greenhouse-effect problem in its infancy, the presence of large underground pockets of petrochemicals and natural gas inevitably led to a series of drilling and refining industries that helped develop Konstance, but over time added to the atmospheric pollution. Konstance thus continued to grow hotter over the centuries, to the point where the effects of this global warming have forced the local population to move into the cooler polar reaches of the planet.

Unfortunately, despite the decreased presence of heavy industry in the middle and equatorial latitudes—save a few automated pumping and refining facilities occasionally tended to by visiting laborers and technicians in special environmental gear—the planet continues to grow warmer with each passing year. The abandoned cities and towns of the planet's interior landmasses of Jurania and Tiburia—including the former capital city of Konstantinople—have gradually been reclaimed by Mother Nature, with hardy but mutated rain forest trees, fed by acid rains, growing through the crumbling remains of streets and buildings. Tropical storms, also the result of the planet's shifting climate, have rendered travel into and through these regions a chancy proposition, so most transcontinental travel is accomplished either through suborbital DropShip hops or by the use of submersible passenger vehicles. While this complicates administrative and commercial business on Konstance somewhat, especially in the formation of distinctive "northern" and "southern" subcultures, it has made raids against this world over the last century or two an equally complex affair as hostile parties must often try to coordinate a two-pronged assault to tie up local defenses, which have long since grown accustomed to the quirks of Konstance's heat and tempestuous weather.

The capital city of Konstance, Ishtalia, is located on the southern polar continent of Perragea, and also doubles as the southern hemisphere's largest spaceport city. Its counterpart on the north polar continent of Epigaus, Lazarus Bay, also boasts the planet's largest submarine seaport, which ferries over half the harsh-environment workforce for local fuel producers like Axis PetroChem Unlimited.

Kuzuu

Star Type: K6V
Position in System: 1 (of 8)
Number of Moons: 1 (Yokohama)
Days to Jump Point: 5
Surface Water: 63%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.19
Equatorial Temp: 39° C
Highest Native Life: Mammals
Population: 2,619,000,000
Governor: Dominique Hsein
Planetary Legate: Richard Oslo

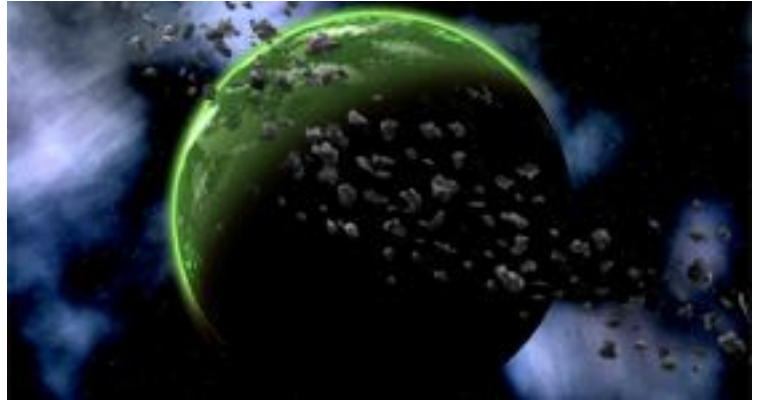


Kuzuu is a quiet, mostly agricultural world known for long, reasonably mild seasons, particularly in its middle-latitude continents of Oahana and Entiko. A large world, with modest deposits of industrial metals and other valuable resources, Kuzuu developed heavy industry very slowly compared to most of its neighbors, as a majority of the original settlers preferred the quieter farming and ranching life to the hustle of heavy industry and commerce. Because of this, the planet was largely overlooked by raiders throughout the Age of War and the first three Succession Wars, a factor that helped protect its natural beauty and even drew those seeking a return to the simpler life. In the Fourth Succession War, Kuzuu went from being an interior world of the Draconis Combine to being the front line against future FedCom aggression, perched just beyond the tip of the united Commonwealth's new "Lyons Thumb." The increased military presence this new position warranted led to a boom in local industry and the economy to support the planet's defense, and so, by the close of the thirty-first century, Kuzuu boasted a population of more than two billion, almost equally divided among urban and rural population centers.

When the Word of Blake launched its Jihad against the Inner Sphere, Kuzuu became a staging area for allied forces working to liberate nearby planets. Overlooked by the zealots, except for the sabotage of its local HPG, Kuzuu did not suffer the wrath of nuclear or biochemical weapons during those dark times. After the Jihad, this world was ceded to The Republic along with several other Combine planets, a transition that promised to go smoothly until Devlin Stone announced his relocation directives, aimed at creating a more diverse cultural basis for his new state. Many Kuzuu natives, mortified at the thought of leaving what they still considered their own sleepy little planet, or having all manner of "undesirables" thrust upon them, took to the streets in open demonstrations, some of which degenerated into riots. Rather than use force to quell such discord, however, Stone offered to debate the matter in public with the strongest advocates against the relocation directives, and to allow the people of Kuzuu to decide what would become of their world. Several months of political campaigning for both sides of the issue preceded the debate, culminating in the debate itself in the capital city of Arbeesi, on the industrialized northern continent of Shanaro. Speaking personally at the city's packed indoor hockey stadium on behalf of his program, Stone won the debate over his challenger, Steve Yzerman, by a margin of 23 percent according to on-the-spot polls.

Lambrecht

Star Type: G6IV
Position in System: 1 (of 9)
Number of Moons: None (asteroid ring)
Days to Jump Point: 7
Surface Water: 82%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.03
Equatorial Temp: 33° C
Highest Native Life: Reptiles
Population: 1,589,000,000
Governor: Megan Kyle
Planetary Legate: Lucifer Bekker



In many respects Lambrecht was considered an ideal candidate for colonization. Abundant mineral and metal deposits, ripe for mining and refining on the surface and in the orbiting debris field from a failed moon, promised a booming industrial economy, while fertile soil, terrestrial seasons, and a biosphere suitable for human life all described a virtual paradise. The only drawback, settlers quickly learned, was that the planet was entering a stage of geological settling, stirred constantly by gravitational tides caused by its large G6-class sun. The resulting earthquakes, common all over the world, have generally been mild, but prevented the colonists from establishing large structures or concentrated cities, a trend that continues despite advances in building materials and planetwide expertise in earthquake damage-control procedures. As a result, Lambrecht's five island continents are dotted with small to medium-sized towns, the largest of which, the planetary capital of Middle Park, boasts a population of just 967,000.

During the Star League era, Lambrecht became one of the League's most heavily fortified worlds, ironically enough, because of its chronic tremors. As home to the University of Lambrecht, one of the Star League's "Golden Ten" institutions of higher learning, and a school geared toward the hard sciences (such as physics, astronomy, and geology), the League chose Lambrecht as a test bed for a Castle Brian design using high-boron alloy, a rare building material resistant to earthquakes. Six Castles Brian were constructed on Lambrecht by the mid-twenty-fifth century, including one that housed the Success Mint, which printed currency for the Draconis Combine. During the Amaris crisis, Lambrecht was hit pretty hard, with the Usurper's troops obliterating four of the Castles Brian, the University of Lambrecht, and the Success Mint, from orbit. Using neutron weapons on the ground to capture and secure the remaining two, Amaris' forces dug in when Kerensky's troops returned to liberate the planet. In the ensuing battle, Kerensky's troops used their own tactics against them, raining fire down from several orbiting WarShips to destroy the core of Amaris' defenders, then overwhelming the surviving troops with sheer numbers on the ground. In the month-long fighting, the Usurper's troops, employing a scorched-earth policy, destroyed all of Lambrecht's high-boron alloy mills and several nearby towns.

Even today contaminated zones still trace the sites of these major battles that heralded the fall of the Star League, and the air is tainted by toxins left over from the biochemical weapons the Amaris forces employed near the end. The Draconis Combine claimed Lambrecht after the League's fall and immediately tried to scavenge from the remains of the ruined fortifications and university facilities left behind by Kerensky's troops. In three cases, they uncovered substantial, largely undamaged catacombs beneath the collapsed ruins of the legendary Castles Brian, all three of which—including one just fifteen kilometers south of Middle Park—are major tourist attractions today.

Aside from the large island continent of Galapagos in the northern hemisphere of this world, where Middle Park stands, Lambrecht's four other continents are Brattanios, and Falkos, in the northern hemisphere, east of Galapagos, and Phillipharos, and Shasia in the south. Shasia, dominated by tundra, is by far the least populous of these landmasses, but recent discovery of an untapped boron vein has awakened some interest in mining the metal for the possible rebirth of the high-boron industry.

Moore

Star Type: K5V
Position in System: 3 (of 8)
Number of Moons: 1 (Zed)
Days to Jump Point: 4
Surface Water: 86%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.87
Equatorial Temp: 35° C
Highest Native Life: Fish
Population: 2,001,000,000
Governor: Bella Andersekki
Planetary Legate: Darci Yarde



Moore is a wet world, its total landmass locked up in almost a thousand small islands and the long, thin, mountainous chain known as Serpentasia. This half-wooded, half-swampy land runs in an irregular northwest-to-southeast path across Moore's surface, and is home to the vast majority of the planetary population, including the capital city of Shizuoka.

Because of abundant germanium, titanium, and uranium deposits, this world was a prize to both the Draconis Combine and the Terran Hegemony alike during humanity's Golden Age, and it was to secure these valuable resources that both realms agreed to share the planet between them. This shared-world status spared Moore the horrors of the Amaris crisis when the Usurper, secure in his hold over House Kurita, allowed Combine troops to hold the planet unmolested during his reign of terror. When Amaris and his troops fell to the SLDF, and the League itself collapsed soon after, Moore became a de facto holding of the Combine. The Combine jealously defended Moore after claiming it, losing it to house Steiner's Lyran Commonwealth for only a few decades in the twenty-fourth century.

However, despite the countless raids to claim this world's riches, industry and commerce managed to thrive, until the Word of Blake Jihad. Targeted for the same reasons that made it a prize to the Combine, Moore was struck by mercenaries in the employ of the Blakist fanatics. Ordered to seize the yield of several key uranium mines that the Blakists planned to use for the production of atomic weapons, the mercenary troops were drawn into a running slugfest in the methane swamps near Shizuoka. In the fighting, an exploding BattleMech set off enough methane pockets to immediately set the swamps ablaze, creating a conflagration that swept, uncontrolled, across much of the central Serpentasia area before it was done. Few survivors from either of the forces engaged in the Shizuoka Swamps emerged from the so-called Day of Fire, and it took the efforts of engineers and laborers from across The Republic of the Sphere to rebuild the capital city after that fateful blaze. When Coordinator Hohiro Kurita ceded Moore to The Republic, he asked that the brave troops of the Draconis Combine who'd fought and died for the world throughout the ages be remembered by The Republic forces he now passed the torch along to. It comes as little surprise that local vehicle manufacturer Duncan Enterprises chose to name its first military vehicle commissioned for The Republic Militia after Sho-sa Charles Giggins, the DCMS company commander who died fighting the Blakists in the Day of Fire. The Giggins APC rolled off Duncan's manufacturing lines on the third anniversary of Moore's transfer to The Republic banner.

New Wessex

Star Type: K2IV
Position in System: 3 (of 11)
Number of Moons: 1 (Juniper)
Days to Jump Point: 5
Surface Water: 54%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.15
Equatorial Temp: 23° C
Highest Native Life: Birds
Population: 739,000,000
Governor: Sean Ingles
Planetary Legate: Aaron Ghint



Lacking major resources, save a few common industrial metals and modest agricultural produce, New Wessex would likely have been spared the worst of the Age of War and the Succession Wars if it were not for its location on the border near the Lyran Commonwealth. In the First War, Lyran troops attempting to seize the planet launched a blitzkrieg spearheaded by a small fleet of light WarShips. Intending to launch a barrage at the major cities, in hopes of eliminating all opposition outright, the Lyran fleet was instead surprised by the arrival of a Combine naval force to intercept them. In the orbital battle that followed, one Lyran battleship, crippled by a devastating broadside attack, spun into the planet's atmosphere, where its fusion reactors lost containment and exploded before the safeguards could engage, spilling toxic levels of radiation into the sky and raining flaming debris across the western coastline of Jarichosia, New Wessex's northernmost continent. Though no Lyran forces landed on New Wessex that day, the aftermath of the assault was profound, and even today incidence of lung and skin cancer on this planet remain higher than the local average.

Through the following centuries, New Wessex was raided several times by Lyran forces, but the biggest engagement fought on New Wessex in the wars that followed the Star league's fall happened in 3021, when the famous Wolf's Dragoons mercenary unit spearheaded a Lyran attack against Combine troops massing here for an impending assault on the Commonwealth. The massive battle, fought in and around Harlow's Wood and the capital city of Hallanan on the southern continent, Lancombe, lasted only a week, but the legends around it remain in the hearts and minds of the native "Wessexans" today, and a cottage industry has grown around tourism based on that famous battle.

New Wessex was ceded to The Republic, along with most worlds in the Draconis Combine's Dieron Military District, after the end of the Word of Blake Jihad. Despite the relocation directives enacted by Devlin Stone, a majority of the planet's population still clings to the Japanese-styled cultural heritage of the Combine. New Wessex is sparsely inhabited, with most of the population living in towns and cities scattered on the coastlines of the Lancombe, Jarichosia, and Toridine continents, while the south polar continent of Thelios, covered completely by a glacial ice shelf that touches the southern reaches of Lancombe, has yet to be fully explored.

Sabik

Star Type: A2V (primary), A5V (secondary)
Position in System: 9 (of 12)
Number of Moons: None
Days to Jump Point: 43
Surface Water: 31%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.98
Equatorial Temp: 44° C
Highest Native Life: Plants
Population: 97,050
Governor: Peter Yu
Planetary Legate: Timothy Jarra



Orbitting twin stars, each between three and four times the mass of Terra's Sol, it's a miracle that a potentially life-bearing world like Sabik could exist at all. Still, aside from a breathable atmosphere and a limited supply of free water, very little about Sabik was found to recommend this world for settlement during its initial surveys. The land, almost universally rugged and dry, with abrupt cliffs and mountains, interspersed by rocky badlands and the occasional asteroid crater, supported but one form of life: an exceptionally stubborn purple-leaved plant that carpets most of its deep valleys and chasms. A disappointing lack of sizable mineral deposits, infertile soil, and high year-round temperatures kept away prospective colonists and industries.

By the time of the Star League, only a handful of rugged frontier settlers had claimed this barren world as their home, where they eked out an existence by braving hazardous terrain and blazing heat to mine the planet's few veins of industrial metals. The Star League, however, saw value in Sabik as a potential base for military training and technological development, and established their Harsh Terrain Test Center and a Special Arms Services Training Center to test new BattleMechs, vehicles, and troops in its brutal environment.

After the League's collapse, the Draconis Combine assumed control of this world and established a small military presence for potential operations against the Lyran Commonwealth. Despite a minimum of population, ComStar established an HPG on this world, as they, too, took an interest in a planet abandoned by General Kerensky's departing fleet. What ComStar discovered, completely without the Dragon's knowledge, in fact, was the presence of an SLDF staging base, hidden well beneath the HTTC command center. In addition to two companies of mixed BattleMechs and vehicles, the base also had detailed computer files on every Combine and Commonwealth planet within five jumps of Sabik.

Though stripped bare in the time of the Jihad, the Blakists used their knowledge of this facility to slip elite commandos into the capital city of Mofestos and compromise the planet's security. Ironically, this world, once known for testing 'Mechs in harsh conditions, saw no 'Mech action during the fight to liberate it from the Word of Blake forces. Instead, the Combine and Alliance sent special forces of their own to reclaim Sabik's single major city, and the ruins of the hidden SLDF facility.

Today, this world is little more than an outpost, with no agricultural or mineral wealth worth exploiting, though some corporations have expressed an interest—as many before—in mining the hazardous asteroid belts, and using Sabik itself as a home for their local headquarters. Sabik has no continents per se, but boasts a single ocean in its northern hemisphere, Black Oasis, from which a number of minor rivers radiate across the otherwise barren surface. Mofestos is located on the northern shores of this ocean, a mere 500 kilometers from the planet's north pole.

Tsukude

Star Type: F1IV
Position in System: 2 (of 7)
Number of Moons: None
Days to Jump Point: 20
Surface Water: 57%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.01
Equatorial Temp: 41° C
Highest Native Life: Fish
Population: 1,045,000,000
Governor: Daniel Jaranto
Planetary Legate: Takeda Fuchida



A world of mild seasons, with lush, tropical forests easily covering half of its thirteen major island-continent landmasses, Tsukude looks like a virtual paradise to the casual observer. However, the first colonists quickly realized that the planet's native splendor was more illusion than substance. The biochemistry of the local flora and fauna, which seems to draw energy more from the nitrogen-rich atmosphere than from a carbon dioxide-oxygen cycle, was found to be incompatible with human metabolism because of its dangerously high acidity. This forced the settlers to import a good deal of their basic foodstuffs and take drastic steps to develop even subsistence-level agricultural production.

Where Tsukude's farmers failed, however, those seeking to exploit the planet's hidden abundance of natural gas and mineral wealth found large amounts of both. By the time of the Star League, Tsukude had become a major local exporter of fossil fuels and precious metals, as well as home to several pharmaceutical companies.

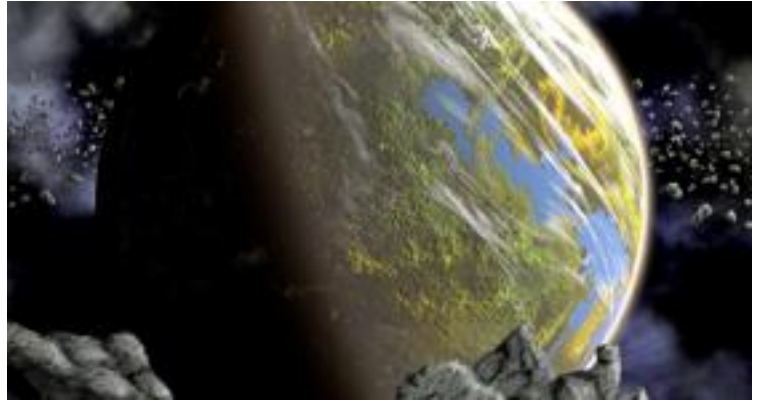
Ironically enough, Tsukude's biggest claim to fame during humanity's Golden Age was not its fuel or chemical exports, but its marine game industry. Though inedible, Tsukude's wild and exotic marine life became a favorite for trophy fishermen throughout the region, who flocked to the world every year in hopes of capturing at least one of the elusive, beautiful, and deadly Tsukude seacats.

In the wars that followed the Star League's fall, Tsukude found itself often targeted for raids by the Lyran Commonwealth or used as a staging ground for any Combine operations against the Lyrans, both of which factored into the planet's gradual decline in both tourism and industry. By the time the planet was ceded to the newly formed Republic of the Sphere, after the Word of Blake Jihad, the population and economy of Tsukude had sunk to levels not seen since the Age of War. Relocation and redevelopment initiatives set in motion by The Republic helped the planet regain some of its former prosperity.

Tsukude's capital, Ogawa City, is located on Ikadae, the largest of this world's northern island continents. Tomashita, a seaport city located on the western peninsula of the Soto island continent just southeast of Ikadae, boasts the largest of Tsukude's recreational fishing fleets, Green Sea Hunters. The other nine island landmasses of Tsukude, which together account for over forty percent of the planet's remaining surface, are Nakaru, Liam, and Domashimi in the northern hemisphere, and Opana, Yoshetsu, Weng-Li, Tavis, Kyuna, and Shobenwa in the south. Small towns and seaports may be found on all of these continents, but by far the most populous are those on Ikadae and Soto.

Vega

Star Type: A0V
Position in System: 7 (of 8)
Number of Moons: None (asteroid ring)
Days to Jump Point: 52
Surface Water: 21%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.98
Equatorial Temp: 45° C
Highest Native Life: None
Population: 3,012,000,000
Governor: Olivia Vron
Planetary Legate: Francis Nguyen



Had this world formed around a different star, experts believed that Vega VII could have been a paradise. When first discovered in the earlier days of mankind's exploration of the stars, Vega was something of a surprise, sporting vast mineral and metallic resources as well as an ocean of drinkable water, habitable temperate and polar zones, and an atmosphere that could be readily terraformed. Within fifty years after its discovery and the arrival of the first settlers—mostly from mining corporations and other industrial enterprises—Vega was a living, breathing world, albeit a warm and dry one. By the time of the Draconis Combine's ascendance, Vega was home to a variety of light and medium industries, producing everything from personal computers to armored vehicle components and advanced medical equipment. Strict adherence to local pollution laws allowed the industries to thrive without damaging the terraforming efforts to clean up the native atmosphere, which allowed for the importing of off-world life-forms such as Terran horses and camels, favored modes of transportation among the Vegans. Because of its industrial importance, House Kurita established Vega as a regional capital world, and it served as a military base many times during various wars over the years.

Unfortunately, this distinction led to several raids by forces from the nearby Lyran Commonwealth, and even today the Vegan landscape is dotted with bombed-out cities and factories from bygone eras. Vega's single, shallow ocean, Nilos, appears from orbit as little more than a crisscrossing of extremely large rivers that divide the planet's surface into three giant landmasses. The largest continent, South Nanturo, is located completely in the southern hemisphere, while North Nanturo and Forsair share the northern hemisphere, extending into the equatorial zones. The planetary and Prefecture capital city of Neucason is located on North Nanturo, and is connected by monorail line to the large industrial spaceport city of Nasew on the opposite side of the continent. Neucason is proudly regarded by many of the locals as the birthplace of the original Star League, as the site of the historic signing of the Treaty of Vega in 2569 by Hehiro Kurita, then Coordinator of the Combine, and Ian Cameron, Director-General of the Terran Hegemony.

Nasew is home to Cosby Myomer Research, a myomer testing and manufacturing firm and one-time BattleMech producer known in the past for Machiavellian business practices. Damaged by Blakist saboteurs during the Jihad, Cosby was saved from oblivion only through the aid of a Combine business reclamation effort. Today, with long-term trade agreements with both the Combine and Republic governments, Cosby remains in business as a manufacturer of industrial and mining 'Mechs, as well as quality myomers for medical, commercial, industrial, and military use.

Vega's biggest tourist attraction by far, even over the site of the Treaty of Vega signing, is the so-called Pyramids of New Egypt, located on the rocky, arid plains of Forsair. Created during the Star League era for an eccentric megabillionaire who believed in the pantheistic religion of Terra's ancient Egyptian civilization, the Pyramids remain the biggest draw for off-worlders and treasure seekers on Vega. Over the centuries, the influx of tourists became so heavy that a commercial port city dubbed New Egypt has indeed grown around the Pyramids.

Al Na'ir

Star Type: A9III
Position in System: 5 (of 5)
Number of Moons: 1 (Taliswan)
Days to Jump Point: 24
Surface Water: 30%
Atm. Pressure: Low (Tainted)
Surface Gravity: 0.60
Equatorial Temp: 35° C
Highest Native Life: None
Population: 64,000,000
Governor: Reinaldo Tormark
Planetary Legate: Zachary O'Mallory



As in Prefecture III, the capital world of Prefecture II is actually one of its least hospitable planets. Al Na'ir, fifth from its parent star, is the only rock in its system even remotely capable of supporting life, with a sulfur-tainted atmosphere too thin for unassisted breathing and a surface water supply limited almost exclusively to the polar icecaps. Despite these drawbacks, Al Na'ir was one of the Draconis Combine's more heavily industrialized border worlds in its heyday, home at one time to the Yori MechWorks, manufacturer of the galaxy-renowned Atlas, and Scarborough Manufacturers, makers of the Pegasus, Scimitar and other conventional combat vehicles. The Azami, a Muslim sect, initially settled Al Na'ir as a base of operations for a mining industry, focused on the plentiful mineral-rich asteroids in the system. When the Combine took over, two of its largest military corporations—Luthien Armor Works and Alshain Weapons—exploited these valuable resources by subsidizing military industries on the planet. Yori MechWorks was established on Yori, the largest of the asteroids that orbit between Al Na'ir and the fourth planet in the system, Al Abila. Scarborough Manufacturers was founded on the smaller southern continent of Scarborough, from which it took its name. Perhaps in part because of the initial Azami presence, coupled with the Combine's xenophobic attitude toward non-Japanese cultures, the Kuritan leadership eventually established the Combine's School for Cultural Investigation on Al Na'ir's barren surface. Despite the extremely inhospitable locale, many Combine citizens flocked to Al Na'ir to study the benefits and drawbacks of the non-Japanese cultures that thrived in realms beyond the reach of House Kurita. By the time of the Clan Invasion, Al Na'ir had become an important part of the Combine's strategic infrastructure and economy, with a population nearing one billion, including those who lived in the mining and refining stations in the asteroid belt. The planet remained under heavy defensive guard by the Combine, though raids and assaults were infrequent, even by the Dragon's closest enemies. When the Blakist Jihad hit, however, Al Na'ir's luck changed for the worse. Employing a battle fleet of fighter-carrying DropShips, backed up by mercenary 'Mech forces, the Word of Blake systematically ravaged Yori MechWorks' asteroid mining and manufacturing centers, simultaneously striking the planet's surface defensive units. The assault crippled the central planetary industry, destroyed Yori's surface assembly plant, and left millions dead as domed cities were breached in the heavy fighting, including the former capital of Homai-Zaki. Today, only Scarborough Manufacturers—which now produces more heavy construction vehicles than fighting craft—and a handful of underground settlements linked to decimated mining operations remain. Devlin Stone's relocation plan and efforts to restore the less devastated settlements helped lure people back to Al Na'ir, many of whom took up residence in the new prefecture capital city of Phoenix, located on the northern plains of Cedar Rock, Al Na'ir's larger continent. The planetary capital of Homai-Zaki, repaired and repressurized after the Jihad, is on Cedar Rock as well.

Albalii

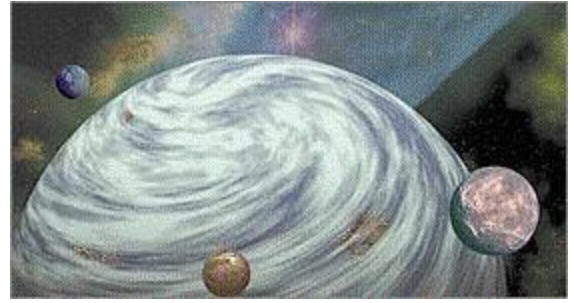
Star Type: F0IV
Position in System: 2 (of 4)
Number of Moons: None
Days to Jump Point: 22
Surface Water: 52%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.81
Equatorial Temp: 43° C
Highest Native Life: Reptiles
Population: 798,013,000
Governor: Taladia El-Araman
Planetary Legate: Khalil Vossner



The sleepy agro-world of Albalii was settled initially by Arabic colonists shortly after the first galactic wave of human expansion. Almost half of the planet's surface is taken up by three major landmasses—Omar in the southern hemisphere and Sadig and Euphrates in the north—but these continents have been carved into giant plateaus by the unusually strong currents of the surrounding oceans. With more than 70 percent of the coastline consisting of steep, rocky cliffs, and few inland lakes and rivers, Albalii's relatively flat inland regions proved a poor candidate for agricultural industry. Cities sprang up along the few beachfront areas and readily accessible rivers, while many of the desert plains were exploited for their modest mineral wealth. In the days of the Star League, the planetary government, hoping to expand the arable frontiers on Albalii, embarked on an ambitious plan to transfer large quantities of ocean water to prepared lake areas inland. Through advanced water purification technologies, these lakes would be used for drinking water and crop irrigation. Though local ecologists were outraged, the Albalii government considered the alternative—hiring ice ships to bring in offworld ice—far too risky and expensive. DropShips spent ten years moving trillions of gallons of ocean water inland, creating massive, man-made lakes and seas like the Great Omar Reservoir and the Tigris Sea on Euphrates. The result expanded Albalii's arable lands a thousandfold. Today, these new inland seas are the sites of many of this world's cities, including the large spaceport of Giza, along the northern coast of the Galilee Basin on Sadig, and the resort city of Saladan on the Great Omar Reservoir. Albalii's capital and first colonial settlement, Borqa, is on the eastern coast of Sadig, at the mouth of the Naball River.

Ashio

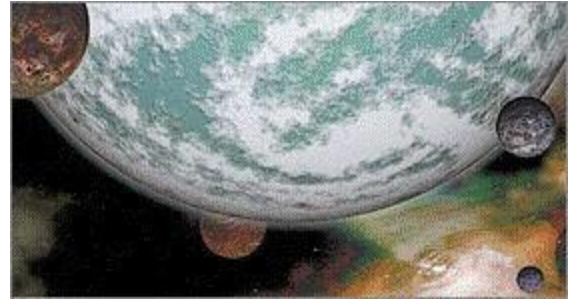
Star Type: G6IV
Position in System: 3 (of 8)
Number of Moons: 3 (Kauner, Rossi, Hyde)
Days to Jump Point: 7
Surface Water: 80%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.00
Equatorial Temp: 35° C
Highest Native Life: Mammal
Population: 1,032,000,000
Governor: Seth Jasma
Planetary Legate: Bianca Fetladral



Once a prefecture capital under the banner of the Draconis Combine, Ashio is a world of high mountains and deep oceans, mostly owing to the planet's low gravity and young geological age. The surface land is divided among three mountainous continents and a handful of island chains. Modest mineral deposits and limited expanses of arable land prevented Ashio from developing large manufacturing and agricultural industries, until the commercial potential of the planet's extremely large native mammoths led to the rise of a ranching industry. These elephant-sized, cattle-like creatures, whose flesh is nearly indistinguishable from Terran beef, helped Ashio attain a better-than-subsistence-level economy, becoming one of the largest exporters of beef in the galaxy. Ashio's most prominent geological feature is the giant Mt. Vesuvius Major. This ten-kilometer-tall volcano, said to be the largest in the Inner Sphere, is located on the southern island continent of Vesuvius Prime, at the crux of three major—if inactive—fault lines. Thought to be dormant until seismic activity was detected near the peak around the close of the 31st century, the volcano and its surrounding lands became the center of extensive mining operations, focused on the minerals and ores churned up by ancient lava flows. Local experts have predicted that an eruption would blast enough ash and sulfur into the atmosphere to block out Ashio's yellow sun and plunge the planet's mild climate into an ice age. During the Combine's dominion, Ashio was home to Ashio University, a political and military college that boasted among its alumni members of the Kurita royalty. After it was destroyed in the First Succession War, a second Ashio University rose from its ruins under the auspices of the Combine's short-lived People's Reconstruction Effort, only to be destroyed again by a fire, believed to have been set by anti-Kurita insurgents. Today, a third incarnation of Ashio University—this time as a center for the studies of culture and earth sciences—has been established in the planetary capital city of Iscariot, located on the northeastern continent of Rhodesia. Iscariot also boasts three major DropPorts, mostly used to export the products of the mining and ranching trade. Ashio's other continent, Zaire, in the northern hemisphere, is home to the majority of the planet's beef industry and agricultural co-ops. Shigata, a large city in southern Zaire, is home to the Geological Institute of Ashio. Attached to the new Ashio University, the GIA recently announced it had detected movement along one of the Vesuvius Major fault lines, which could be indicative of a rise in pressure around the still-dormant volcano. The announcement has led to the gradual migration of mining industries away from Vesuvius Prime.

Athenry

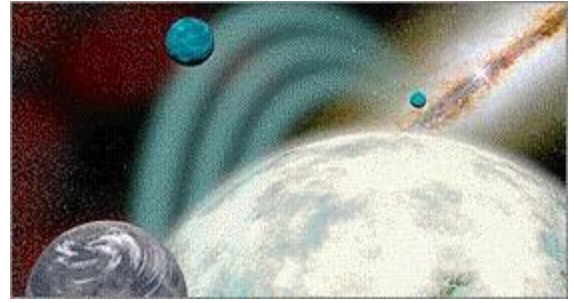
Star Type: F8IV
Position in System: 1 (of 2)
Number of Moons: 4 (Batha, Illusa, Kylos, Zule)
Days to Jump Point: 12
Surface Water: 88%
Atm. Pressure: High (Breathable)
Surface Gravity: 1.04
Equatorial Temp: 40° C
Highest Native Life: Birds
Population: 1,789,567,000
Governor: Franklin Yamaguchi
Planetary Legate: Taro Winters



A warm world, with an oppressive atmosphere and active volcanoes in all four of its great island chains, Athenry resembles prehistoric Terra in many ways. Tropical foliage and steep, rocky mountains dominate most of the four island chains that make up the planet's landmass. Too close to its sun for polar ice caps to form, the planet's most habitable regions for the early Terran colonists were the highlands of the large islands in the northern and southern latitudes, where the air is thinner and the heat more bearable. Frequent rains keep the lowlands of Athenry lush, giving rise to exotic flora and thousands of interesting animal species. Many of the planet's native life forms, scientists learned, held great medicinal potential, leading to the founding of the Athenry Institute of Medicine on the primary northern island of Golas, in the Larsen Chain. The AIM was destroyed by a tactical nuke during the First Succession War, however, leaving only a radioactive hulk where the facilities once stood. In recent years, after the Blakist Jihad and the influx of new inhabitants from Devlin Stone's relocation plan, ancient ruins were uncovered in the thick jungles of the southern Zubeckis Chain, particularly on the secondary island of Vasquez. Studies of these ruins revealed that they are the remains of colonies established almost a full century before the first settlers were thought to have made planetfall on Athenry. Though no one knows what fate befell these colonists, the so-called Zubeckis ruins, which exhibit architectural styles and techniques common to Southeast Asian cultures of the 22nd century, have become a tourist attraction and an archaeological curiosity, drawing millions of visitors each year. The apparent capital of these ruined colonies has been dubbed "City of the Lost," and parts of the site were recently opened to the public. Athenry's capital city of New Senna is perched in the rocky mountains of Lisbon, the primary mass of the southern polar Espalar Chain. Though cities dot much of the Espalar, Zubeckis and Larsen Chains, only a few towns have been established on the mostly equatorial Wandessa Chain, largely due to the extreme temperatures and humidity of that region. Largest among these settlements is the seaport city of Ricobar, which serves as a port of call for the planet's oceangoing trade.

Chichibu

Star Type: K6V
Position in System: 1 (of 5)
Number of Moons: 3 (Janus, Kara, Tobyn)
Days to Jump Point: 4
Surface Water: 86%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.99
Equatorial Temp: 27° C
Highest Native Life: Mammals
Population: 1,287,000,000
Governor: Samantha Freidrich
Planetary Legate: Homer Rumikov



The first colonists to settle Chichibu perished in less than a generation, thanks to an undetected alien strain of smallpox that decimated the population. In those early days of colonization, before the advent of HPGs, word of the epidemic traveled slowly, and by the time investigators arrived, all that remained of Chichibu's first settlers were empty buildings and overgrown streets. Warned by the previous colonists' desperate last messages, those who followed took adequate precautions against the disease and reoccupied the "ghost towns" left by their predecessors. Dubbing the largest of these townships Remembrance and establishing it as their capital city, the second wave of Chichibu colonists quickly spread out over the primary continent of Jaweena. They found a world similar in many ways to Terra, with fertile lands, diverse climates and ample waters. The planet's mineral wealth, while lacking in heavy metals or precious gems, is nonetheless sufficient to sustain a steady mining and refining industry, combined with a prosperous aqua-ranching trade centered on the Chichiban whale. The dominant life form in the planet's vast oceans, this large aquatic mammal, almost twice the size of the Terran killer whale, is prized for its tender, protein-rich meat and the valuable oils found in its thick layers of blubber. Ecologists initially argued against the formation of a whaling industry, fearing the widespread hunting that decimated similar species on Terra before the end of the 21st century. To allay these fears, the planetary government strictly enforces designated no-fishing areas between the northern and southern semi-arctic zones and maintains a whale-breeding program to sustain the population. This has transformed whaling on Chichibu from a hunting sport to more of a ranching industry. Besides the large continent of Jaweena, Chichibu has four smaller island continents. Thracen, in the north polar area, is virtually uninhabited due to its extreme cold, while the equatorial continents of Quillani and Vyrusia boast the majority of the planet's cities, towns and seaports. Uranday, the fourth island continent, is located in the southern hemisphere and is home to the spaceport city of Sharpendale, a major hub for planetary commerce.

Dabih

Star Type: F0IV
Position in System: 1 (of 3)
Number of Moons: 3 (El-Arabi, Lorial, Shakhi)
Days to Jump Point: 22
Surface Water: 72%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.84
Equatorial Temp: 35° C
Highest Native Life: Mammals
Population: 3,367,000,000
Governor: Salazar Nabura
Planetary Legate: Josef Lucene



Another of the so-called Azami worlds, Dabih was settled by pilgrims of the Muslim faith, who were drawn to the planet's lush forests and large, deep oceans. Shortly after the discovery of the planet, however, came the equally welcome revelation that its large, innermost moon, Shakhi, was also suitable for colonization, possessing a breathable—if thin—atmosphere and enough free-standing water to sustain a limited ecosystem. Finding themselves gifted with two worlds for the price of one, the Azami settled Dabih and Shakhi with equal determination. As Shakhi's delicate environment could not support more than a basic agricultural industry, the newborn Dabih planetary leadership decreed the moon would be the planet's "breadbasket." This freed the planetary-based industries to use more land and resources for heavy manufacturing and mining ventures. Unfortunately, neither plan turned out well. Shakhi's soil proved difficult to work and could support only a few grain crops without extensive bioengineering, while many of Dabih's valuable veins of metals and chemicals lay deep within the planet's crust, requiring extreme efforts to locate and exploit. Almost a century after the first cities appeared, however, Dabih's luck changed when a vast, rich vein of crude oil was discovered beneath the frozen lands of Garalash, the southern polar continent. Natural gas pockets, located by offshore mining operations, soon gave the planet a major resource for use in trade with other worlds. By the 26th century, Dabih had become a major exporter of refined hydrocarbon fuels, for use in everything from small power generators to heavy aircraft engines. Shakhi, meanwhile, had stagnated, a world of rugged prairies and sparse farmlands, used mainly as a way station between the planet and its jump point. Defending forces assigned to Dabih used the lunar surface as a base of operations for their aerospace elements, a strategy that helped thwart many raids and attempted invasions during the Succession Wars. It even helped the local Azami resist the Combine leadership's efforts to rein in their culture. Today, Dabih remains the economic and industrial core of the two-world microcosm, with Shakhi as its quiet guardian overhead. The capital for both worlds is Barheilabad, located on the equatorial continent of Zairikesh on Dabih. Dabih is also home to the primary commercial spaceport city of Kentiles, on the eastern coast of the northern Ludesi continent, the third of Dabih's major landmasses. Shakhi, with far less water than Dabih, is home to the military settlement of Garhenna, on the northern lunar continent of North Shakhiseh. Farmlands dominate much of the southern lunar continent, Jidharo.

Deneb Algedi

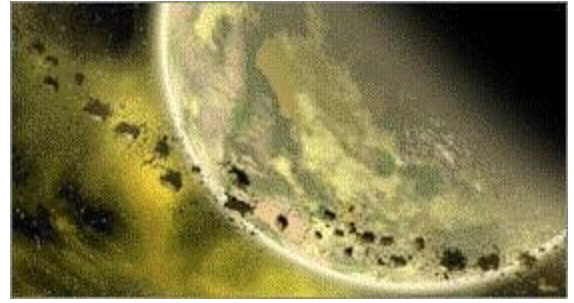
Star Type: F6VI
Position in System: 2 (of 4)
Number of Moons: None
Days to Jump Point: 14
Surface Water: 42%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.74
Equatorial Temp: 33° C
Highest Native Life: Birds
Population: 1,012,000,000
Governor: Dominic LaSalle
Planetary Legate: Lauren Ubergeist



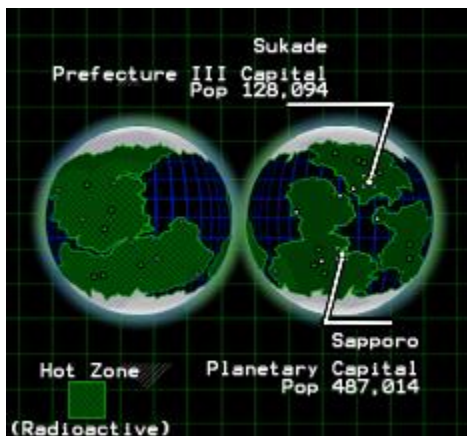
A fairly dry world, with deserts covering more than two-thirds of its surface land, Deneb Algedi wasn't exactly seen as a paradise when it was discovered in the first century of mankind's ascent to the stars. However, colonists from Terra's African and South American continents, desperate to escape the oppression of the Terran government, eagerly made for the water-poor planet, determined to build a life of their own. Unfortunately, the first surveys of Deneb Algedi, which were conducted by remote drones, did not take into account the planet's dominant life form: the aggressive nayaraptor. This territorial airborne predator, with a wingspan of almost two meters and the strength to snatch up prey weighing as much as 90 kilograms, was dubbed "sky shark" by the locals. The nayaraptor, which hunts singly, pounced upon many of the first settlers, who soon learned their only defense lay in large numbers, preferably armed. As the colonists built the first towns and cities on Deneb Algedi, organized hunts for the nayaraptor gradually changed from a necessity to a sport. Though still a dangerous beast, the nayaraptor is now the focus of a thriving game industry. Travelers looking for a safari still visit this world to hunt the deadly nayaraptor on its home soil, particularly on the island continent of Ombanwe, where the local government has apportioned out several giant hunting ranges. Located in Deneb Algedi's equatorial region, Ombanwe also boasts the largest tracts of open deserts and dried-out river basins, the favored terrain of the nayaraptor, and Hunter's Den, a resort city on the southeastern coast, the continent's only major human settlement. The large, mountainous supercontinent of Librios, located east of Ombanwe and stretching almost from pole to pole, is home to most of Deneb Algedi's main cities and the bulk of the planetary population. The capital city, Nueva Santiago, sits in a lush river valley on the northwestern edge of this landmass, just a few dozen kilometers from San Luerdes, a sprawling commercial city that also boasts the planet's largest DropPort. The remainder of Deneb Algedi's landmass is claimed by the Batambu Chain, a series of six large islands that trace a rough line from Librios' southeast peninsula to Ombanwe's western shores. Few live on the mostly dry and rocky Batambu Chain, but the planetary defense forces maintain several installations, barracks and weapons test ranges there.

Halstead Station

Star Type: M4II
Position in System: 3 (of 8)
Number of Moons: None
Days to Jump Point: 3
Surface Water: 40%
Atm. Pressure: Standard (Toxic)
Surface Gravity: 0.62
Equatorial Temp: 17° C
Highest Native Life: Plants
Population: 756,000
Governor: Trevor Stewart-Green
Planetary Legate: Charles Imurra



The founding of Halstead Station traces back to the early days of human expansion, when the growing Ozawa Mercantile Association sought to ensure its dominion of the “northwest” region of the galaxy, through a chain of stations under its complete control. Unfortunately, the system chosen for one of the way stations lacked one small requirement: a habitable world. Because it was rich in minerals, particularly in the asteroid belt and on the third planet, a poisonous rock encased in a deadly argon-cyanide atmosphere, the system could not be ignored as a candidate. Engineers under the command of Geoffrey Halstead, one of the Association’s more visionary directors, established Halstead Station in 2207 and renamed the world after their new colony. Halstead Station, more than merely a domed settlement on a poisonous wasteland, was actually a labyrinth of underground tunnels; huge surface and subsurface storehouses; and massive, environmentally sealed habitats that when completed, covered nearly three percent of the tiny planet’s surface. When the growing Draconis Combine finally crushed the Ozawas, Halstead Station, as one of the Association’s few surviving facilities, fell into the hands of House Kurita, which quickly assigned a significant portion of the ever-expanding facilities to military use. Over the centuries, Halstead Station has seen use as a military supply base, a maximum-security prison, and a place where dishonored soldiers were sent to reflect upon their mistakes. Though Halstead Station continued to expand as extensive mining drilled out more underground tunnels, the quality of life for its inhabitants gradually began to decline. The worst came in 3089, when a massive earthquake shook the entire city, rupturing its southeastern quadrant and killing thousands of residents. Geologists, appalled by the devastation, attributed the quake to a subterranean explosion that was never satisfactorily explained. When the world fell under the sway of Devlin Stone’s Republic of the Sphere, the time-worn colony was renovated by the settlers who were relocated there. Today, Halstead Station remains the largest population center on the planet, though a secondary city, known as Stone’s Dream, was recently founded on the far side of the Scalding Sea, the single large ocean that dominates much of the planet’s southern hemisphere.



Kervil

Star Type: K3V
Position in System: 2 (of 3)
Number of Moons: 1 (Paxin)
Days to Jump Point: 5
Surface Water: 92%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.26
Equatorial Temp: 24° C
Highest Native Life: Mammals
Population: 2,457,000
Governor: Karen Oleanna
Planetary Legate: Nikolai Marsalovich



With water covering almost all of its surface, and the remainder given over to ten large island masses and an assortment of smaller chains dominated by volcanoes, Kervil was quickly established as a mining world. Industries geared toward locating and exploiting the valuable metals churned up by lava flows arose within a decade of the planet's colonization. The Ozawa Mercantile Association, a collective of merchants that dominated the region before the rise of House Kurita and the Draconis Combine, took a liking to Kervil and its vast metal deposits. Through negotiations with the local government, the Association established its own offices, outposts, offshore mining rigs and orbital processing centers, maximizing the efficiency of Kervil's mining operations in exchange for almost exclusive access to the refined metals. When the Dragon crushed the Association, these facilities, some damaged by Kuritan attacks, came under Combine control. At the peak of the Star League, Kervil's metal industry and orbital refineries became a major producer of ferro-fibrous armor and endo-steel, used extensively in the manufacture of BattleMechs and other military vehicles. It was perhaps for this reason that forces sympathetic to the Outworlds Alliance attacked Kervil during the Reunification War, attempting to demolish the distribution centers on the planet's surface after crippling several orbital factories. A small BattleMech unit stationed on Kervil, part of the SLDF's 138th BattleMech Division, was all that stood between the renegade forces and total destruction. The woefully outnumbered SLDF troops put up a brave fight, first with hit-and-run attacks and later with an assault against one of the renegade DropShips, while waiting for reinforcements to arrive. Still outnumbered nearly 5 to 1, however, the defenders were forced to fall back to Fort Steel, their main base near the planetary capital of Iron City. For three days they held out against a siege by angry renegades; then the enemy troops overwhelmed them and destroyed the fort and its defenders to the last 'Mech and soldier. This stand, likened to the battle for the Alamo on Terra, ultimately achieved its goal, as the departing renegades ran full-on into SLDF reinforcement troops on their way out of the system, losing the entire raiding force to the guns of SLDF WarShips. The brave SLDF defenders who died at the Battle of Kervil are still remembered today: Fort Steel's remains are a historic site open to tourists year-round. This battle, as it happens, was the only major military action seen on Kervil; even the SLDF liberation from Amaris the Usurper was comparatively bloodless. The planet was virtually ignored throughout the Succession Wars and the Jihad, save for some minor raids that destroyed the advanced armor metal plants in orbit and several military-grade metal refineries on the surface. Today, despite these losses, mining and metallurgy remain Kervil's greatest industries. Iron City, still the planetary capital, is located on Greater Domain, Kervil's largest island continent. Greater Domain and seven other large island masses—Brahm, Northland, Satella and Lesser Domain in the north and Bellas Major, Bellas Minor and Karnophia in the south—support the majority of the planet's population and industries. The north polar continent of Freiholt and the equatorial continent of Infernus are sparsely settled, due to the extreme cold and lack of minerals on Freiholt and the chain of active volcanoes on Infernus.

Nashira

Star Type: K5IV
Position in System: 2 (of 2)
Number of Moons: 2 (Kassandra, Jiin)
Days to Jump Point: 4
Surface Water: 81%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.92
Equatorial Temp: 25° C
Highest Native Life: Reptiles
Population: 2,021,000,000
Governor: Edwin Radcliff
Planetary Legate: Hatashi Hanover



Valuable minerals, chemical wealth, and advanced electronics, metallurgical and hydrocarbon fuel industries—coupled with a pleasant terrestrial climate—made Nashira a valuable world to both the Draconis Combine and the Terran Hegemony. Rather than fighting over it, however, the Camerons and Kuritas reached a compromise in which the planet would be jointly administered, with the planet's exports divided evenly between their governments. This "shared world" status made Nashira a cosmopolitan planet, with diverse Hegemony cities standing side by side with those of the heavily Japanese-influenced Combine. Of course, the simmering hostilities that tended to flare up between Combine and Hegemony citizens were worse on Nashira than on many other planets. The worst of these incidents occurred during the so-called Hidden War, when outraged Kuritans, furious over the outcome of an epic clash on Solaris VII between SLDF Gunslinger Daniel Allison and a so-called ronin named Kaneda Fujima, rioted in the capital of Logan City. The Hegemony city, forced to call in troops to quell the violence, requested the aid of both SLDF and DCMS troops on world, as was protocol during such disturbances. Unfortunately, in a few instances the troops found themselves drawn into the conflict, with SLDF units firing upon Combine troops and vice versa. More than two thousand lives were lost in the three bloody days of the Logan Riots, a black stain on the honor of both states. After the fall of the Star League, Nashira became a Combine holding, which made use of the local industries and valuable minerals to strengthen its military machine and its economic might. The Combine launched an extensive campaign to transform the planet into a fully Japanese culture, including the demolition, renovation and renaming of many Hegemony cities and towns. Residents who clung to non-Japanese cultures and ideologies were persecuted and segregated, but true atrocities were rare. For this reason, Nashira remains a diverse world, made more so by Devlin Stone's relocation programs after the Jihad. Logan City, on the northern continent of Katiasha, is still the planetary capital, with a population of almost five million. Ogawa, a city still thick with Combine influence, lies fifty kilometers south of Logan City and is the planet's major spaceport as well as home to a third of the planetary defense forces. On Nashira's southern continent of Copenwald are found the majority of the planet's mining and manufacturing industries, including DeValt Industries, a minor manufacturer of MinerMechs and ConstructionMechs, based in the city of New Anaheim.

Nirasaki

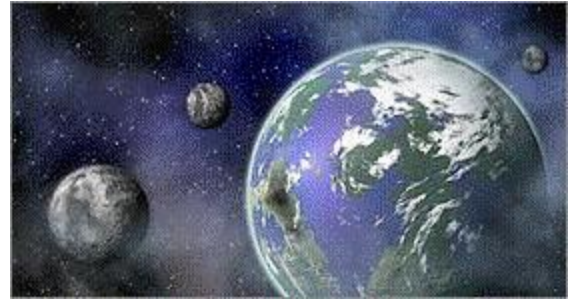
Star Type: F3IV
Position in System: 1 (of 4)
Number of Moons: 2 (Nagano, Okinawa)
Days to Jump Point: 17
Surface Water: 57%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.11
Equatorial Temp: 37° C
Highest Native Life: Mammals
Population: 2,108,000,000
Governor: David Yamaguchi
Planetary Legate: Roland Larsen



Nirasaki was settled by communal idealists who hoped to create a perfect society, in which everyone would live in harmony in the virtual absence of government or a policing force. The experiment was only partially successful, as infighting between settlers and the early colonists' insistence on barter-based trade made it difficult to deal with other worlds for needed goods. Eventually, a basic planetary government, structured as a loose coalition of the various communes on Kalifax and Ouanii, Nirasaki's two largest continents, was established. Based on democratic principles, the Nirasaki government required a simple majority vote for any decisions affecting a planetary region or interplanetary relations and helped create a basic planetary economy based on work credits and a standard for determining the relative values of products and services. Beyond these basic functions, which included an emergency powers clause in case of an external threat, the Nirasaki government had no other authority. Farms, cattle ranches, fishing communities and artistic communes made up the bulk of Nirasaki's population until the rise of the Star League. Though Nirasaki was left to its semi-anarchistic government under the Hegemony, the planet began to draw the attention of entrepreneurs. However, few corporate entities could make headway on Nirasaki, due to lax government practices and the work credits system, until the native Nirasaki Computers Collective was founded in the large Blue Heron Commune. The NCC developed computer systems of astonishing efficiency and quality, including the famous Blue Lotus personal computer line, which was cutting edge in the Star League's day. For this reason, the Hegemony contracted the NCC to develop software for use in the Space Defense Systems throughout its holdings. As it happened, the NCC did its job too well in this regard. When the Amaris coup took place, the brightest minds of the Collective were forcibly relocated to Terra, and their work pitted the liberating SLDF forces against SDS networks that used some of the most sophisticated pseudo-artificial intelligence ever produced. It wasn't until years later, when returning SLDF forces uncovered technical specs hidden away for their benefit in the abandoned NCC headquarters, that their artful programming was defeated and the worlds Amaris had turned into deadly gauntlets were retaken. Though the NCC itself never revived after the fall of the League, its former offices and production facilities were eventually taken over by Blue Heron Computers, today a major producer of the Blue Lotus portable compads and noteputers used throughout the Inner Sphere. Nirasaki's government is more utilitarian now, a result of centuries under the Dragon's rule. It includes a planetary police force and a local militia, both based in the capital city of Elusian on the Kalifax continent. The Blue Heron Commune, one of the many cities that still hold to the traditions of communal existence, is located on the southern peninsula of Ouanii. Nirasaki's third major landmass, Arkatis, is in the planet's south polar region and is home to the Nirasaki Communications Community, a planetwide information and entertainment company based in the city of Arkatis' Unity.

Piedmont

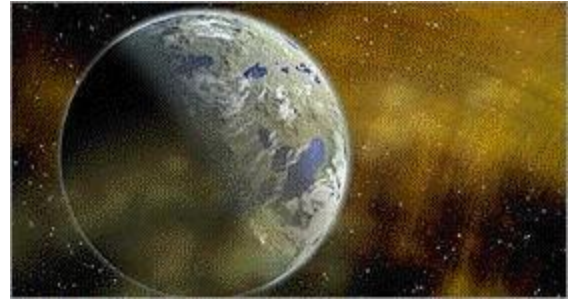
Star Type: G6IV
Position in System: 2 (of 7)
Number of Moons: 3 (Lassen, Calliope, Blanche)
Days to Jump Point: 7
Surface Water: 64%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.03
Equatorial Temp: 31° C
Highest Native Life: Mammals
Population: 2,356,000,000
Governor: Quarish Ventavo
Planetary Legate: Terrance Oliver



By all accounts a lovely and bountiful world, with lush forests and jungles covering the better part of its six main continents, Piedmont nonetheless hid a secret that nearly wiped out the first colonists to make planetfall. Rich mineral deposits in the mountains, particularly on the equatorial continents of Victoria and Anistasi, drew the first settlers, who established several mining and refining outposts in the intervening valleys. Three other continents, Austin and Calcutta in the north and Mollasia in the south, boasted fertile lands, well-irrigated by a series of rivers and inland lakes, as well as a diverse ecology of mostly harmless wild beasts. The planet's perfect native splendor took a turn for the worse as the population began to expand across Calcutta: an epidemic suddenly broke out in the community of Chun-Gai. The neurological virus, which had evolved from native bacteria in the thick tropical jungles of Calcutta's lower latitudes and which spread through a host of vectors, including human contact and airborne infection, came to be known as chungalomeningitis, after the first township in which it was diagnosed. Hundreds of farmers and townsfolk across Calcutta died from the disease, whose initial symptoms included fever and palsy, before doctors could isolate the cause. By that point, the plague had spread to the other major settlements and even offworld. A treatment was eventually found, but only after more than a thousand colonists had perished and another thousand had been crippled by severe brain damage. In the days of the Star League, the Draconis Combine founded a medical research facility on the remote island continent of Cobayne, in the city of Saint Greame. The Piedmont Institute for Disease Control's primary mandate was to study the dormant but still dangerous chungalomeningitis virus and to discover a more permanent cure for the disease, which continued to claim dozens of lives every year. Unfortunately, the Amaris coup intervened. In an effort to harness chungalomeningitis as a biological weapon, Amaris' troops stormed the PIDC and seized several containers of stored virus cultures, which the tattered DCMS troops onplanet attempted to recapture. In the battle that followed, the Usurper's desperate forces released a mutated strain of the virus. Unfortunately for both sides, the altered strain was even more virulent than the original, with a cycle that ran three times as fast. Out of control within days of its release, the plague affected nearly every inhabitant on Cobayne and forced the DCMS troops there to call in a nuclear strike on themselves. The entire continent is still a quarantine zone, forbidden even for inbound vessels to fly over. The blackened husk of Saint Greame and the PIDC are still visible, however, on orbital scans of the surface. Centuries later, a cure for the disease continues to elude the grasp of the PIDC's successors, including the recently established Piedmont Medical Institute, founded by the Republic of the Sphere in the planetary capital of Curtiss Valley on Victoria. However, preventative treatments have kept new cases of chungalomeningitis galaxywide to a mere handful each year.

Pike IV

Star Type: K9IV
Position in System: 4 (of 8)
Number of Moons: None
Days to Jump Point: 3
Surface Water: 37%
Atm. Pressure: High (Breathable)
Surface Gravity: 0.97
Equatorial Temp: 38° C
Highest Native Life: Mammals
Population: 1,207,000,000
Governor: Maureen Elaris
Planetary Legate: Carl Snuka



High atmospheric pressure and scarce surface water made colonizing Pike IV a difficult prospect, but not one the early settlers were unwilling to tackle. The majority of this mineral-rich world's first cities were founded in the highlands of Erubis and Blight, Pike IV's two northern continents, where the air pressure was more manageable. Unfortunately, the colonists soon learned that Pike's frequent windstorms could do heavy damage at the higher altitudes unless they took precautions against the unpredictable weather. Paramus, a trading post and home to Pike's largest spaceport, became the first of the planet's major cities to be surrounded by a large, heavy wall to counteract the high winds. Meanwhile, the supercontinent of Karasia, just south of Blight and stretching all the way to the planet's southern pole, boasted fewer high-altitude regions and claimed the majority of the planet's landmass, as well as its wealth of metal ores and gemstones. Smaller, sparser settlements grew on Karasia as the result of stubborn efforts to access the bulk of Pike IV's wealth. Many of these were made up of low-slung buildings, sealed against the weather and attached to air-thinning units to make life in the oppressive environment bearable. However, no walls were required around the cities because the windstorms across Karasia were milder. An odd dual society arose from the division between the highlanders of Erubis and Blight and the lowlanders of Karasia. Symbiotic but fraught with political conflict, the populations of the highlands and lowlands often argued over the needs of their respective cities and towns. Matters came to a head during the rule of the Star League and the Terran Hegemony, when SLDF mediators were called in to settle a small brushfire war between highlanders and lowlanders. After the Star League's collapse and the ascendance of the Draconis Combine, raiders enjoyed mixed success trying to use the sociopolitical situation on Pike IV to their advantage. Depending on the political climate at any given time, resistance to invaders ranged from determined and coordinated to bickering and ineffective. During one invasion in 3012, attacking 'Mech forces struck Paramus, meeting resistance from both highlander and lowlander militias. Unfortunately for the defenders, recent political infighting between the two factions tainted their command structure, leading to poor coordination that allowed the attackers to overwhelm the city briefly, at a cost of millions of C-bills in damage. The resettlement directives put in place by Devlin Stone during the creation of the Republic have muted the chronic infighting, but experts believe that as the conflicting needs of the highlanders and lowlanders become clear to Pike's new inhabitants, the old rivalries may return. Unsurprisingly, Pike IV has two capital cities that govern the planet. The lowlander capital, Rolfshire, is located on the west coast of Karasia, while the highlander capital of Stratopolis is located on Erubis, on a plateau three hundred kilometers northwest of Paramus.

Rukbat

Star Type: K9IV
Position in System: 2 (of 8)
Number of Moons: 1 (Aladanna)
Days to Jump Point: 3
Surface Water: 89%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.12
Equatorial Temp: 38° C
Highest Native Life: Mammals
Population: 1,451,000,000
Governor: Harawe Akino
Planetary Legate: Alysso Niitaka



Seen from orbit, Rukbat is a wonderful expanse of endless oceans, tropical islands and small continents, with woodlands and green valleys aplenty. The majestic mountains, capped with only the slightest dusting of snow and ice, are treasure troves of minerals, and the seas are full of life. It therefore came as a surprise when the first colonists to set foot on Rukbat discovered their newfound paradise was thoroughly poisonous. The air, containing only slightly more nitrogen than Terran standard, was not a problem, but everything else, from the waters and soils to the native flora and fauna, was. Scientists quickly realized that the alien biochemistry of Rukbat's diverse ecosystem was completely incompatible with humans, creating a serious problem for the settlers. Moreover, this incompatibility extended to the water and soil. Though purifiers could help negate the more nauseating effects of Rukbat's freshwater table, the soil, saturated with the byproducts of the native life forms, could not sustain the colonists' crops. To support the mining communities that sprang up around the extensive mountain chains, the inhabitants of Rukbat had to import all of their foodstuffs and obtain a healthy number of water purifiers. Under the Terran Hegemony, during the height of the Star League, efforts were made to introduce genetically altered crops and livestock to Rukbat, but they met with only limited success. The altered crops, a bit more sustainable than the expensive, high-maintenance altered cattle, helped lessen Rukbat's nutritional woes, but the planet remained dependent on offworld meats and produce. Meanwhile, the mineral mining industry continued to grow, the basis for the large cities of New Glasgow and Korbensberg on the primary island continent of Schender Prime. During the Amaris crisis, the Usurper's troops resorted to scorched-earth tactics, destroying Rukbat's few viable farms as they retreated from the liberating SLDF troops. The fall of the Star League and the onset of the Succession Wars worsened the situation, throwing the planet's precarious agricultural system into ruin once again. Never able to recover, Rukbat remained dependent on its neighbor worlds for the basics of life until the rise of the Republic. Now, thanks to the relocation of several members of Clans Wolf and Nova Cat—and with them, their valuable scientists, whose experience in genetics far exceeds even that of the Star League in its glory days—Rukbat's agricultural worries may soon be over. The capital city of Oskart is located on Schender Minor, Rukbat's second largest island continent, located just south of Schender Prime. The planet's other major island continent, Melrin, lies mostly south of the equator and is home to the Kolivar Enclave, an experimental agricultural commune managed by Clan scientists in an effort to restore Rukbat's food economy.

Saffel

Star Type: K3VI
Position in System: 3 (of 6)
Number of Moons: 1 (Promina)
Days to Jump Point: 5
Surface Water: 53%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.77
Equatorial Temp: 22° C
Highest Native Life: Birds
Population: 1,289,000,000
Governor: Preston Ulganoff
Planetary Legate: Evander Yassir



When first discovered, Saffel was a rather cold world at the onset of a minor ice age. The first colonists were hardy folk from Terra's Siberian, Scandinavian and Canadian regions, who found the cooler temperatures reminiscent of their homelands and planned to build cities on the north polar continent of Dovejin, Saffel's largest landmass. This frigid land, half-covered in a glacial ice cap, was considered an ideal location due to the large metal deposits detected during early surveys. Unfortunately, before these rich veins could be tapped, the so-called Outer Reaches Rebellion broke out, leading to the eventual collapse of the Terran Alliance's dominion over its far-flung worlds. With it went the fledgling settlements' only means of support. Unable to obtain the equipment necessary to turn their new home into an economically viable system and poorly equipped to handle their sudden, unasked-for independence as the harsh Saffel winter set in, many of these first colonists perished. By the time the Terran Hegemony formed nearly 100 years later, the surviving population had migrated to the warmer equatorial zones, particularly the continents of Awonera and Sophrati. Eking out an existence in the rugged, thickly wooded plains of these new lands, the scattered communities didn't know what to make of the arrival of new settlers from the Hegemony, especially when these newcomers claimed the early cities that had been abandoned by their forebears. A brief brushfire conflict broke out between the old and new inhabitants of Saffel before the Hegemony government managed to negotiate a truce. In the heyday of the Star League, Saffel became known as an exporter of valuable metals, as well as home to the Saffel Medical Institute. Located in the city of Radjik on Awonera, the SMI developed a revolutionary instrument, the Eligus Diagnoser, which was capable of rapidly scanning a patient's body, identifying any known ailments and rendering a diagnosis. Although it was withheld briefly to prevent a panic in the medical community, as some suspected the device could put doctors out of work, the eventual unveiling of the Eligus Diagnoser put Saffel on the map, adding valuable medical equipment to the planet's list of exports. After the collapse of the Star League, Davion forces promptly seized Saffel and established the planet as a gathering point for troops in one of the first major campaigns against House Kurita. In response, the Combine launched a devastating attack in 2787 but failed to capture the planet. Over the following centuries, Saffel was raided and invaded several times but remained largely under the Davion sunburst until the Draconis Combine managed to take the planet after the Fourth Succession War. During the Blakist Jihad, the planet suffered minimal damage save for the destruction of Farwind, a city on the edge of the Dovejin ice cap, which barracked the small planetary militia. Saffel today is a peaceful world with a modest metal trade and a subsistence-level agricultural sector. The capital city of Iwanji, located on the southern coast of Dovejin, also serves as the largest commercial spaceport.

Shimonita

Star Type: F4IV
Position in System: 2 (of 6)
Number of Moons: 1 (Nagasaki)
Days to Jump Point: 16
Surface Water: 82%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.06
Equatorial Temp: 31° C
Highest Native Life: Birds
Population: 1,927,000,000
Governor: Boris Meander
Planetary Legate: Tyr Bekker



A water-rich world with a single supercontinent and a host of nearby islands for its landmass, Shimonita is fairly unremarkable, its only outstanding feature a swirl of continuous storm activity that rages across the oceans and occasionally floods the coastal regions. For that reason, colonists established very few cities on the coastlines, preferring the interior regions of the Shangai continent, around freshwater seas and lakes that were far enough inland to be spared the worst of the planet's turbulent weather. The soils in those regions were fertile enough to support the population but were unable to sustain an export economy. Likewise, the valuable mineral veins discovered in the hills and mountains of the interior reaches were capable of subsistence-level trade but did not help the planet's economy excel in any real way. Nevertheless, the population of Shimonita grew. In the following decades, the rising Ozawa Mercantile Association took interest in Shimonita after geologists discovered substantial metal ore deposits just off the Shangai shorelines. Despite the turbulent weather, the Association secured the rights to establish a number of ore mining rigs and submerged habitats along the southern and eastern shores of Shangai, where the most lucrative veins were located. The rise of the Draconis Combine and the defeat of the Ozawa clan brought these mining facilities under the dominion of the Dragon, but poor maintenance and the ravages of Shimonita's weather decimated them within a century. Efforts by various corporations to revive the planet's offshore mining operations sputtered along during the Succession Wars, but few succeeded for more than a few decades. When the world was ceded to the Republic of the Sphere, relocated Clan engineers expressed an interest in braving the forces of nature to try again. To date, their efforts have borne fruit in the form of three new offshore mining operations, known collectively as the Sea Fox Dens, located off the turbulent shores of Shangai's western coast and coordinated by the nearby Full Moon Enclave on Kasaki Island. The capital city of Shimonita, Irezumi City, is located on the southern shore of the Tranquil Sea, Shangai's largest inland body of water. The nearby city of Tranquil Bay is Shimonita's largest resort town and commercial center.

Shinonoi

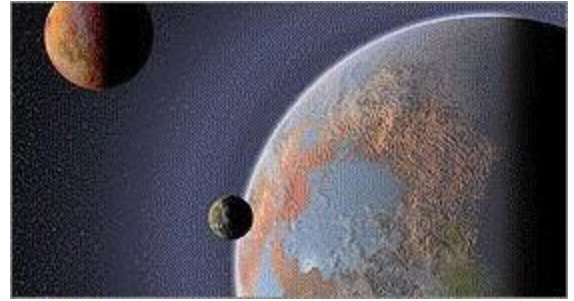
Star Type: G3V
Position in System: 1 (of 9)
Number of Moons: 1 (Janjiro)
Days to Jump Point: 9
Surface Water: 88%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 29° C
Highest Native Life: Mammals
Population: 1,003,000,000
Governor: Ramore Arogawa
Planetary Legate: Garsted D'Roma



Shinonoi is a world of fertile lands; a long, mild growing season; and abundant native livestock. Two of the planet's four major landmasses, Matsuda and Kokuya, were devoted almost exclusively to farming and ranching communities when the planet was first settled. Jukemwa, almost covered in snow and ice, lay completely within Shinonoi's north polar zone, and early surveys deemed it virtually uninhabitable. Nonetheless, a few hardy souls established towns on islands off Jukemwa, which today are among the planet's most successful fishing communities. Narosi, the smaller, equatorial continent where geologists discovered an abundance of mineral deposits and metal ores, became the heart of Shinonoi's mining and manufacturing industries and home to several sprawling metroplexes and factories, including the capital city of Marimasu. Shinonoi's agriculture and industry helped the planet prosper throughout the Succession Wars despite numerous House Davion raids, but these raids were nothing compared with the disaster that befell Shinonoi in 3075, when a rogue eight-kilometer-wide asteroid, designated simply as SH01378-A, struck the continent of Narosi. The strike instantly annihilated three of Shinonoi's largest industrial cities and set the entire continent of Narosi ablaze. The impact and the resulting fires sent enough particulate matter into Shinonoi's atmosphere to drop planetwide temperatures by more than five degrees, wiping out crops and crippling the agricultural industries on Matsuda and Kokuya for almost a decade. The impact also set off a series of dormant fault lines around the world, extending the damage to communities on Matsuda and Kokuya. Despite the demands of the ongoing efforts to counter the Blakist Jihad, relief organizations from the Combine and its allies poured badly needed money, medical aid and equipment into Shinonoi's recovery. Devlin Stone himself sponsored a program to assist the ravaged planet and restore order after the capital city was destroyed, and when his newborn Republic of the Sphere expanded to include Shinonoi, many were relocated to this world to reclaim what had been lost in the disaster. The difficult relief and restoration efforts have borne fruit. Today, Shinonoi is once again a viable agro-world, and the fishing communities of Jukemwa have begun to record their first profits since the Narosi Strike. The continent of Narosi itself, however, is still a blasted wasteland, dotted with the scorched remains of cities, though a few new towns have been established there. The new capital of the planet, Rising Sun, is located on Matsuda and hosts the planet's largest spaceport. The nearby city of Kaffeli houses the bulk of the planetary defense force.

Shitara

Star Type: K6VI
Position in System: 2 (of 4)
Number of Moons: 2 (Naramu, Tenga)
Days to Jump Point: 4
Surface Water: 63%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.19
Equatorial Temp: 36° C
Highest Native Life: Reptiles
Population: 1,674,000,000
Governor: Karl Uhlander
Planetary Legate: Dharma Santiago



Founded by a group of corporations in the early days of deep-space colonization, Shitara, a world of large landmasses covered with arid mountains, expansive deserts and winding grasslands, was not settled for its appearance but for its potential as a regional commercial hub. Shitara's five main continents—Agito, Hokaido, Niijo, Okasaki and Zumi—all fall within the world's temperate, tropical and equatorial zones but lack many inland freshwater bodies. The rugged terrain and relative lack of suitable irrigation made colonies difficult to establish, but the corporate engineers who laid out the design for Shitara's settlement were less concerned with comfort than with setting up business operations. Several of the planet's first colonies, as a result, were large warehouses, spaceports and mining/refining stations. In the decades that followed, as Shitara became a jumping-off point for further colonial expansion and a center for trade, more settlers came to call this world home. Large commercial cities arose, particularly along the river valleys of Okasaki and Zumi, including the present-day capital of Hiroтоми. Even a few agricultural communities began to appear to support the local population. Located well within the Draconis Combine's borders after that nation expanded to include it and its neighbors, Shitara was spared much of the fighting during the Amaris crisis and the Succession Wars. Raids by the Dragon's enemies were rare, and Shitara prospered, its nearly thirty major spaceport cities making it an ideal hub for commercial and military transport. During the Jihad, in fact, Shitara was used as a staging ground for strikes against the Blakists, serving as a logistical linchpin for several major campaigns. Today, Shitara continues to be a transportation and commercial hub, with major cities and spaceports on all five continents. Recently, the planet's robust economy and healthy metal resources have attracted the attention of Klein Manufacturing, a small but growing producer of industrial vehicles, including ConstructionMechs and MiningMechs. Klein Manufacturing is currently negotiating with the Shitara government to establish a major factory complex in the foothills of Agito, just outside the commercial city of Galveston.

Styx

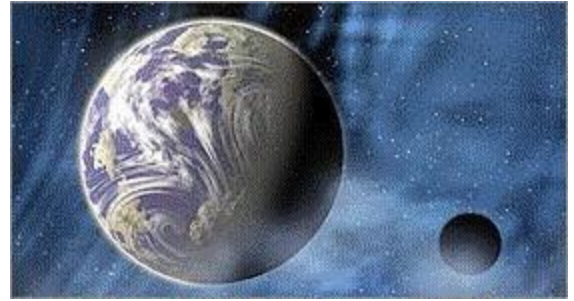
Star Type: F8IV
Position in System: 1 (of 3)
Number of Moons: 3 (Kronus, Nirvana, Void)
Days to Jump Point: 12
Surface Water: 79%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.83
Equatorial Temp: 29° C
Highest Native Life: Mammals
Population: 2,078,000,000
Governor: Heather Grenistolski
Planetary Legate: Garret Trelesta



Styx was aptly named by the first settlers to set up colonies on its storm-ravaged surface. Large oceans and the gravitational effects of its three moons are blamed for the violent storms that rage across the Stygian surface, often causing damage from flash floods and mudslides during the planet's rainy seasons. The first colonists, as a result, settled in the open plains of the interior regions of Epimethius, the primary continent, where the storms were least volatile. A few short years after the first towns were established, geologists discovered high quantities of metal and radioactive minerals in the mountain ranges of Epimethius and the smaller, neighboring continent of Perdition. These deposits lured in mining firms, the largest of which was the Styx Mining Company, an interstellar corporation that specialized in mining difficult veins of valuable metals and quality refining processes. Styx came under the sway of the Terran Hegemony more than a century before the birth of the Star League, and its mineral wealth helped bolster the Hegemony's economy and military. Perhaps for this reason, the Draconis Combine came to covet Styx, culminating in the first true battle to use the BattleMech. In 2443, a Combine armored company raided Styx, intending to seize and plunder several metal refineries on Perdition while testing the resolve of the Hegemony. The rain-slicked plains slowed the Kuritan tanks, which gave the Hegemony troops plenty of time to ready their new war machines. On the muddy plains outside the city of Barbados, the two forces clashed: a lance of Hegemony 'Mechs against a full company of Combine tanks and infantry support. The results were so lopsided that few could argue the Hegemony's new BattleMech would not be the future king of the battlefield. Styx's mineral wealth attracted many raiders over the centuries, including a major engagement between Kurita and Davion forces over the Styx Mining Company's Beta facility near the city of Lake Wio. Despite these clashes, the Draconis Combine managed to maintain control over this vital if stormy world until the rise of the Republic in 3081. Styx remains a major exporter of metals and radioactive minerals to the Republic and the Combine today, with the historically pro-Combine Styx Mining Corporation receiving a huge subsidy from the Republic to maintain its operations under the new banner. The Styx Mining Corporation's headquarters are in Memphis, on Epimethius. The planetary capital, Sunder Falls, is located 120 kilometers northwest of Memphis. Aside from Epimethius and Perdition, Styx's third large landmass is the island continent of Gehenna. Far less populous than the other two regions, Gehenna is home to a large spaceport city, Lindon's Folly, which is also home to one of the Styx Mining Company's large refineries.

Telos IV

Star Type: K7IV
Position in System: 4 (of 6)
Number of Moons: 1 (Sadib)
Days to Jump Point: 4
Surface Water: 82%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.73
Equatorial Temp: 44° C
Highest Native Life: Birds
Population: 2,306,000,000
Governor: Dorothy Kressler
Planetary Legate: Uther Tamborowchuk



Cursed with a weak ozone layer that lets in more than the average amount of solar radiation, Telos IV is a warm, dreary world of continual rainstorms and freak tornadoes that ravage all four of its island continents in the middle latitudes. Surviving despite these hazards, the people of this world have developed a reputation for being stubborn and fiercely independent, a reputation that has caused them no small share of problems over the centuries when dealing with the greater realms. Shiro Kurita, founder of the Draconis Combine, manipulated the people of Telos IV into joining his growing state through guile and political trickery. When the deceit was discovered, the Telosians revolted, which prompted the first Coordinator to invade the planet as a demonstration of the Combine's superiority. In the years that followed, the population remained stubborn. Though suppressed for a time, the Kuritas found the Telosians difficult to deal with, as they resorted to passive resistance instead of outright rebellion. Since Telos IV lacked significant mineral or agricultural wealth, the Combine willingly ceded the world to the rising Terran Hegemony, hoping its dissident population would give the Camerons as much trouble as it had the Kuritas. At first, the Telosians did just that, but Hegemony efforts to improve relations with the planet, which included placing several storm inhibitors (similar to those employed on Bryant) in Telos IV's orbit, helped win over the locals. This amicable relationship helped during the Amaris Crisis, when the Usurper, finding little of value on Telos IV, abandoned the world after demolishing the storm inhibitors and planetary defense network. Kerensky's forces found support on Telos IV when they arrived and easily advanced on their campaign of liberation. Returned to Kurita rule after the fall of the League, the Telosians resumed their attitude of passive resistance, which prevented the Dragon from exploiting the planet's modest resources to the fullest, even centuries later. However, this attitude underwent marked improvement after the reforms enacted by Coordinator Theodore Kurita. When Telos IV was ceded to the Republic, its inhabitants had mixed feelings about the transfer and initially balked at the resettlement directives. Today, however, the warm and stormy world of Telos IV is tranquil once again, secure in the freedoms of the Terran Hegemony's closest successor. The capital of Telos IV, Triumph, is located on the large northern continent of Dulles. Telos IV's other three continents—Rustov on the equator and Fellin and Haranshire in the southern hemisphere—are home to a scattering of large cities and mining towns.

Yance I

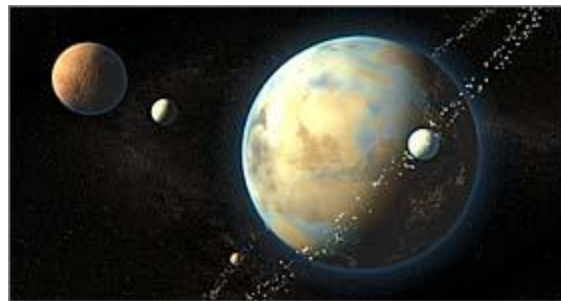
Star Type: G2V
Position in System: 1 (of 8)
Number of Moons: 2 (Alyssa, Clytemnestra)
Days to Jump Point: 9
Surface Water: 67%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.06
Equatorial Temp: 22° C
Highest Native Life: Mammals
Population: 2,560,000,000
Governor: Yvonne Frankel
Planetary Legate: Gertrude Mannenhoff



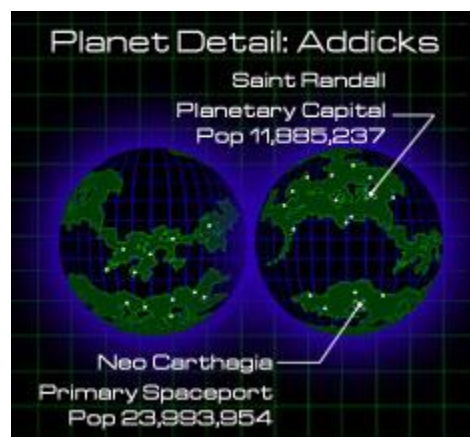
The colonists who settled Yance I—dubbed Agador by its inhabitants—were anti-technologists, mostly of Amish descent, who sought to create a world free of the ravages of widespread industrialization and commercialization. Putting aside their beliefs long enough to plan, finance and undertake a relocation from one world to another, these settlers came to Yance I, assured that they would find a new land to their liking. Yance I was a terrestrial world of diverse climates, with open, hilly bands of fertile soils in the temperate zones, a mix of jungles and deserts in the equatorial zones, and frozen tundra and glaciers in the polar reaches. However, what went unnoticed in the first planetary surveys was the dominant animal life form. No sooner had the settlers made planetfall and founded their first colonies than their imported livestock—and even a few of the colonists—began to succumb to attacks by a predator called the black reaper. This aggressive, feline-like mammal, similar in many ways to the Terran puma, but almost half again as large and with a large, spiked, prehensile tail, roamed the plains of the primary continent of Paradiesland. The settlers at first tried to wall in their lands to keep out the reapers, but the powerful beasts broke through or leapt over their wooden constructs, causing massive damage. Relocation also failed to work, as the reapers, attracted to the new food source, simply followed them. In desperation, the mostly pacifistic colonists resorted to primitive firearms, only to find the reapers' hides resistant to such weapons. The colonists were forced to turn to modern technology to control the animals, bargaining with traders from nearby worlds for heavier weapons, including automatic rifles and laser weapons. These concessions to advanced technology saved the colonists but eventually eroded the pilgrims' way of life. Over the following centuries, Yance I's population gradually became more modernized, a transition that caused no small degree of conflict between the orthodox and progressive populations and led to the relocation of the traditionalist settlers to the neighboring continent of Neuhoffen. The ascendance of the Terran Hegemony and its incorporation of Yance I led to the further industrialization of Paradiesland, including the establishment of a small arms factory for SLDF infantry weapons. Meanwhile, Neuhoffen became a haven for those seeking escape from the evils of modern life, virtually left alone while the rest of the world entered the Golden Age of technology. The years under Combine rule saw even more turmoil for Neuhoffen residents, forced into increasingly smaller enclaves by the Kuritan rulers, who saw a better use for the minerals in the mountains of the continent. By the time Yance I came under the Republic's sway, the combination of industrialization, continuous Combine socioeconomic pressure, raids by nearby Houses and the Republic's resettlement directives had virtually destroyed the culture of the original settlers. Today, the orthodox Amish and Mennonite communities that remain on Neuhoffen have become little more than tourist attractions, a nostalgic look back at where humanity once was. The capital city of Yance I is Firstpoint, located on the western coast of Paradiesland. Endstehen, the largest of the remaining "old world" settlements on Neuhoffen, is set on that continent's southern reaches. Yance I's other three continents—Alameda in the northern hemisphere and Brisbane and Ausdaner in the south—make up the rest of the planet's landmass. Of these, only Ausdaner, completely covered by the planet's southern ice cap, is uninhabited.

Addicks

Star Type: K4III
Position in System: 4 (of 7)
Number of Moons: 4 (Damocles, Grant, Ella, and Chimera)
Days to Jump Point: 4
Surface Water: 62%
Atm. Pressure: High (Standard)
Surface Gravity: 1.07
Equatorial Temp: 34° C
Highest Native Life: Mammals
Population: 1,786,269,000
Governor: Danielle Paterson
Planetary Legate: Victor McFadden



Founded by English, French, and Greek colonists in the early days of interstellar expansion, the planet's ample mineral resources, fertile lands, and large, freshwater lakes, made it an ideal place to set up a staging area for further colonization efforts. Mining and manufacturing industries took root on Addicks faster than farming communities, a boon to the corporations that sought a fast return on their investment in the colonial efforts. In the days of the Star League, Addicks became home to Tauken Weapons Systems, a company specializing in armored vehicles, personal weapons, and even atmospheric fighter craft. After the collapse of the League, Johnston Industries, a Federated Suns venture, bought the TWS plant, only to see most of the factories decimated by the wars that followed. In the 3030s, Johnston Industries abandoned the plant in favor of new facilities on New Syrtis, and the resourceful locals who claimed the empty husks of the former Johnston plants renovated them into an automotive and heavy equipment manufacturing company called Addicks Transport & Handling. Though industrial metals, machinery, and even some produce are major exports of Addicks today, a significant share of the planetary economy also comes from the entertainment industry. In the days of Federated Suns rule, Addicks was home to the famous Three Houses Entertainment Agency, which specialized in musical bands and traveling live-entertainment shows. Though, under Davion rule, many believed Three Houses served as a front for intelligence gathering on nearby Houses, the Agency still exists today, brokering some of the finest live entertainment in the region. Three Houses is based in the planetary capital of Saint Randall, which is situated on the shores of Lake Jasmine on the primary northern continent of Landersia. Addicks Transport & Handling is located in the spaceport city of Neo Carthagia, on the southern continent of Sparro. The planet's other two continents, Frankalia and Auskel, situated in the equatorial region, are home to most of the planet's tropical farming communities.



Ancha

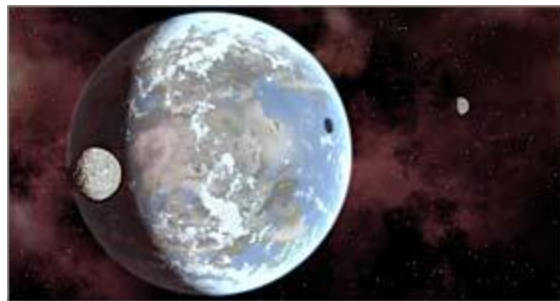
Star Type: G3VI
Position in System: 1 (of 1)
Number of Moons: 1 (Bromi)
Days to Jump Point: 9
Surface Water: 44%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.08
Equatorial Temp: 32° C
Highest Native Life: Birds
Population: 10,430,000
Governor: Moira Siskel
Planetary Legate: Estefan Marseille



The first colonies established on Ancha failed when an undetected viral taint decimated their numbers and left the survivors frail and sterile. With their transports dismantled for use as colony shelters and equipment, their fate went undiscovered until a second wave of colonists found their empty settlements nearly two decades later. Thanks to the records left by the first colonists, the second wave of settlers managed to find a counteragent to the virus in time to spare themselves the same fate. Today, the “lost” colonies of the first settlers remain on the large, southern continent of Gastigogne—a reminder of those who came before, cared for by the descendants of the second wave as historical sites. Visitors to Ancha must receive regular inoculations against the viral taint before and during their stay. Ancha is home to numerous small industries, primarily focused on the automotive and civilian aircraft industries. Its other continent, Normandy, is home to the planetary capital of New Summit, as well as the spaceport city of Armitage.

Biham

Star Type: A0VI
Position in System: 1 (of 3)
Number of Moons: 2 (Valus and Kyoko)
Days to Jump Point: 52
Surface Water: 52%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.84
Equatorial Temp: 37° C
Highest Native Life: Amphibians
Population: 12,438,000
Governor: Randolff Lavine
Planetary Legate: Dominic Yoshimatsu



A world of modest mineral or agricultural wealth, but rich in raw hydrocarbons, Biham became a haven for industrial magnates who still saw a future in petrochemical fuels. Coal, oil, and natural gas refineries formed the central businesses, around which settlements sprang up, even on the polar continent of Borellas. The runaway mining, drilling, and petrochemical processing rapidly devastated what had proven to be an extremely fragile ecosystem. By the time the planetary government finally stepped in to regulate the industries, the damage was so extreme travelers were urged to stay clear of the planet for health considerations, and all material shipped off-world had to undergo decontamination at special orbital outposts. Only Yoshimatsu Chemicals, one of the Draconis Combine's greatest chemical corporations, with its track record for rigorous safety procedures and strict clean-air guidelines, met the harsh restrictions suddenly imposed by the planetary government. Yoshimatsu today maintains the most extensive chemical facilities in the system, including processing centers on both moons, and even a space-fuel refinery over Tiberius, the smaller of the Biham system's gas giants. Apart from Borellas, Biham also has two temperate continents, Hoshina and Quang-tze. Siang, the planetary capital and home to Yoshimatsu Chemical's corporate headquarters—as well as a sprawling plastics and polymers plant—is located on the north shore of Hoshina.

Cylene

Star Type: F9V

Position in System: 2 (of 2)

Number of Moons: 3 (Joseppe, Hermione, and Allestra)

Days to Jump Point: 11

Surface Water: 43%

Atm. Pressure: Standard (Breathable)

Surface Gravity: 1.26

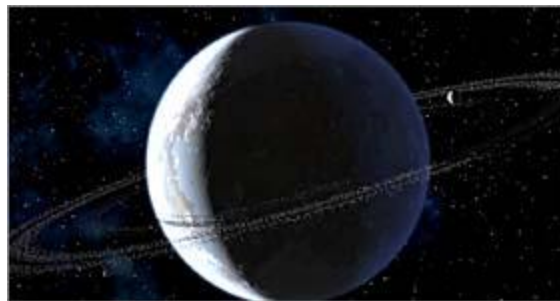
Equatorial Temp: 29° C

Highest Native Life: Reptiles

Population: 9,459,000

Governor: Jinjiro Worthington

Planetary Legate: Clark Avery



Cylene's eccentric orbit is largely attributed to the imbalance caused by the shattering of its large moon into three smaller satellites roughly eighty thousand years ago, likely by a large rogue asteroid or comet. As a result, the planet is currently entering into what many believe to be the beginnings of an ice age, with temperatures near freezing even at the equator during the winter months. This, as much as the damage done during the first two Succession Wars (particularly between the Draconis Combine and the Federated Suns), has resulted in the gradual, but steady emigration of the population to other, more hospitable and safe worlds nearby. Ruins of cities destroyed or abandoned in the early wars still dot the landscape of the northern continent. Only the large deposits of industrial-grade metal ore, discovered close to the planet surface and churned up by the planet's occasionally overactive geology, has kept people around and employed. The planet's main continents are the largely unpopulated Graus, in the north, Clytemnestra in the south, and Absalom, a large landmass that practically rings the entire equatorial region and is home to the planetary capital of Halcyon.

David

Star Type: F8IV
Position in System: 2 (of 2)
Number of Moons: None
Days to Jump Point: 12
Surface Water: 37%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.84
Equatorial Temp: 43° C
Highest Native Life: Fish
Population: 9,156,000
Governor: Dimitri Endicott
Planetary Legate: Reinaldo Levis



David's water table, not its atmosphere, is actually the health hazard posed to humans visiting this otherwise beautiful—if somewhat arid—planet. The problem has been traced to microbes that form the basis of David's entire food chain, which cause severe—and sometimes fatal—allergic reactions in humans, but do absolutely no harm to the planet's native wildlife. The local population has long since grown immune to the effects of this taint, but visitors to David who plan to do anything that involves eating, drinking, or even swimming in any of the planet's few freshwater lakes, must take a series of inoculations in advance, or risk the consequences. Over sixty percent of David's surface is claimed by two enormous landmasses, known as Andropo and Geronomis, and a host of large islands that ring them. Andropo, with its more fertile soils and lodes of precious metals, is home to most of David's limited farming, which is sufficient to support most of the planet's population, as well as some light industry. Geronomis, more equatorial and barren in its central regions, supports a slightly heavier industry, and is also home to Polis, David's capital city and major spaceport.

Errai

Star Type: M6IV
Position in System: 2 (of 7)
Number of Moons: None.
Days to Jump Point: 2
Surface Water: 54%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.02
Equatorial Temp: 35° C
Highest Native Life: Amphibians
Population: 301,678,000
Governor: Minobu Naganishi
Planetary Legate: Yoshimaru Hitomi



Established early on as a major industrial planet, Errai's population swelled in the days of the Star League, with electronics, fusion reactors, and heavy industrial equipment—including a wide range of industrial 'Mechs— all being manufactured by local companies. In the wake of the Star League's fall, the Federated Suns occupied Errai, and for a while, under Davion rule, the planet experienced a surge in commercialism, including the establishment of a number of casinos and nightclubs that quickly fell under the sway of the local mobs. For a time, widespread crime and corruption—attributed to the mobs—characterized Errai's business and politics, until the forces of House Kurita seized the planet during the Fourth Succession War. During a concerted effort to root out the corruption and install a proper Combine-styled government, many of the casinos and hotels were swept away. Meanwhile, Combine engineers and entrepreneurs upgraded and reopened a local AgroMech manufacturing plant under the name Maltex Corporation, debuting their first BattleMech, a revamped Charger configuration dubbed the Hatamoto-Chi. Maltex Corporation continues to produce both IndustrialMechs and BattleMechs to this day, albeit at a far-reduced rate from the days of the Clan Invasion. Errai also supports the planetside headquarters of Null-Gee Metals, a relatively small corporation that operates numerous mining colonies in the Errai system asteroid belt. Both Null-Gee Metals and Maltex Corporation are located on Errai's primary continent of Carrigan. The planetary capital of Errai Prime is located on the secondary continent of Hallens, which also features two of Errai's main spaceports.

Fellanin II

Star Type: F3V

Position in System: 2 (of 2)

Number of Moons: 3 (Goliath, Elric, and Davius)

Days to Jump Point: 17

Surface Water: 13%

Atm. Pressure: Low (Breathable)

Surface Gravity: 0.96

Equatorial Temp: 34° C

Highest Native Life: Plants

Population: 765,000

Governor: Lars Killingsly

Planetary Legate: Constance Jurek



On the surface, it defies explanation why anyone would wish to live on a world as inhospitable as Fellanin II. Sandstorms, blamed largely on the planet's three moons, are a common sight for this desert world, the blasted remains of what once may have been a paradise, but for the strike of a city-sized asteroid nearly two thousand years ago. Despite the hostile weather, however, a colony was set up on Fellanin II to exploit the planet's vast underground mineral and petroleum wealth. A few settlements sprang up in this manner, most of them underground colonies, which survive by tapping into the planet's few underground seas and establishing protected farms for their communities. These subsurface communities are connected to the domed planetary capital and spaceport city of Firstpoint by long, subterranean rail lines. Fellanin II features no continents as such, but rather five large seas, separated by rocky, sandy, vegetation-poor land. Firstpoint borders the largest of these, the North Sea. The planet's remaining settlements lie underground near the other four major bodies of water: the South Sea, the Dry Sea, Larson's Sea, and the Great Expanse.

Galatia III

Star Type: K8V
Position in System: 3 (of 8)
Number of Moons: 4 (Troy, Olympus, Thebes, and Athens)
Days to Jump Point: 3
Surface Water: 74%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.84
Equatorial Temp: 38 ° C
Highest Native Life: Birds
Population: 1,645,378,000
Governor: James J. Fletcher III
Planetary Legate: Kevin Arsenaault



Astonishingly similar to Terra in many ways, colonists were drawn to Galatia III in hopes of building a new life on an alien world. Though invaded several times by various factions before and throughout the Succession Wars, this world was spared much damage, largely due to its lack of strategic value. Galatia III's raw-material and agricultural resources, though ample, are hardly unique or exceptional enough for a major conflict, and troops that invaded the world have found little value beyond those of a temporary staging area or a tourist attraction. Indeed, Galatia's most striking features are not found in any of its mines, harbors, or small, clean cities, but in its vast, untouched wilderness and tropical island getaways.

Helen

Star Type: M0V
Position in System: 5 (of 7)
Number of Moons: 3 (Heracles, Agamemnon, and Hector)
Days to Jump Point: 3
Surface Water: 46%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.92
Equatorial Temp: 33° C
Highest Native Life: Fish
Population: 11,834,000
Governor: Yosef Greene
Planetary Legate: Patricia Kletchkowski



A lush tropical world settled by predominantly Greek colonists, Helen's great claim to fame has been its remarkably beautiful and extremely diverse undersea wildlife. Though land covers just over half the planet surface, broken into eleven large island-continent and numerous smaller islands, Helen's oceans are surprisingly deep, giving rise to a wide variety of sea life, including the Great Helenic Whale. This nonmammalian sharklike predator can grow to approximately four times the size of Terra's Great White, and dominates the waters of Helen's southern hemisphere. In the days of the Star League, a sophisticated floating marine-life research platform dubbed Aquanis once studied the rich undersea wildlife of this world, but was sunk during the invasions brought on after the fall of the Star League. Rediscovered almost three kilometers below the surface of the North Helenic Ocean, off the coast of the Persephonie continent, this "sunken city" has become one of Helen's major tourist attractions. The planetary capital of Konstance is located on Joppa, the largest of Helen's continents, along with the bulk of the planet's lumber industries, the spaceport city of Corinth, and the military capital of Montague.

Mallory's World

Star Type: G2I

Position in System: 4 (of 6)

Number of Moons: 1 (Dara)

Days to Jump Point: 15

Surface Water: 49 percent

Atm. Pressure: Standard (Breathable)

Surface Gravity: 0.81

Equatorial Temp: 32° C

Highest Native Life: Mammal

Population: 25,377,000

Governor: Arsenio McFallon

Planetary Legate: Vanessa Bouche



The first colonization of Mallory's World was almost wiped out by a host of vicious alien parasites. Only through the heroic efforts of Dr. Beck Mallory was a cure found and, in gratitude, the colonists named the world in his honor. Thanks to fertile soil and a long growing season, Mallory's World quickly became established as a major agricultural planet, exporting huge amounts of foodstuff to neighboring systems. For this reason, and its strategic location within striking distance of three hostile states, the world became a target for multiple invasions over the centuries. The fighting virtually destroyed the ability of three of the four main continents to grow enough food for export, and so the fourth continent—New Helen—has been declared a "safe zone" to protect the world's food-production capability. The other three continents, Juniper, Joshua, and Oregon, have become more industrialized as a result, with DropPorts, trading posts, light manufacturing and food-processing facilities replacing the vast farms and ranches of the early days. Oregon is also home to the planetary capital of Mallory City in the north and the nearby military capital of Fort Dodger.

Mara

Star Type: F4V

Position in System: 1 (of 4)

Number of Moons: 2 (Montoya and Vasquez)

Days to Jump Point: 16

Surface Water: 81%

Atm. Pressure: Standard (Breathable)

Surface Gravity: 0.93

Equatorial Temp: 34° C

Highest Native Life: Amphibians

Population: 18,219,000

Governor: Oscar Francis-Penn

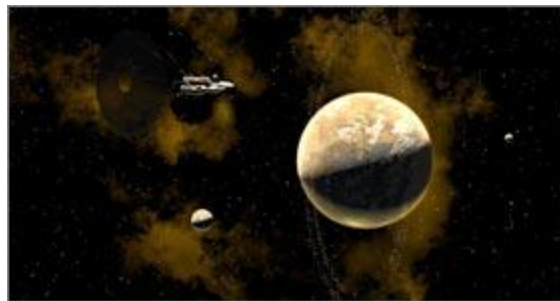
Planetary Legate: Christine Sandoval



The terrestrial planet of Mara was settled in the early age of colonial expansion, after it was recognized for the pleasant agricultural world it could be. Though industrial metals may be found in small veins—particularly among the remote Northern Isles and on the small south-polar continent of Naramo—the fertile, wooded lands and freshwater lakes on Appilagio, the planet’s large main continent, are the source of almost all the planet’s industry. Much of the logging industry, for one of Mara’s chief exports, is focused around the Great Rim—site of a long-ago asteroid impact on Appilagio. The majority of Mara’s settlements are concentrated inland of the Great Rim area, near these logging operations, in a temperate region of plains and large lakes that in many ways resembles the climate of Terra’s European-Mediterranean region. The planetary capital city of Terrace is located on the northern Broomstick Plains, roughly forty kilometers inland of the Great Rim, near the smaller coastal city of Mountlake, which is itself home to Hara-Maku Enterprises, owners of Mara’s largest commercial fishing fleet. Hara-Maku’s operations, which focus mainly on harvesting the delicate freshwater Mara Trout, found in many of Appilagio’s inland seas, lakes, and rivers, accounts for most of the planet’s secondary food-export industry. The spaceport city of Lockholme, located in the southern peninsula of Appilagio, is also home to Mara Development Corporation, a construction equipment company that specializes in the manufacture of both Forestry and Construction ‘Mech designs.

Markab

Star Type: M2IV
Position in System: 4 (of 9)
Number of Moons: 2 (Ramallah and Medecca)
Days to Jump Point: 3
Surface Water: 63 %
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.75
Equatorial Temp: 47° C
Highest Native Life: Mammals
Population: 958,205,000
Governor: Mubara Sar-Ali
Planetary Legate: Hassan Qarishi



One of the first worlds settled by the Azami, a fanatical Muslim culture originating in the northern region of Terra's Africa continent, known for its fierce and dedicated warriors. Much of Markab strongly resembles the native lands of these proud people. The surface land of Markab is concentrated mostly in a single, giant supercontinent known as Al-Qoradana, which has few inland rivers or bodies of water of any sort. A few islands of various sizes pepper the oceans surrounding this great landmass, but it is on Al-Qoradana that the settlers established the majority of their cities. These early colonists, drawn by the hidden wealth of precious metals and hydrocarbons beneath the windswept surface of sand, rocks, and precious few oases, carved their niche into the world despite a harmful bacteriological taint in the atmosphere. Resourceful, the Azami learned to overcome the ravages of the world's environment, and the planet flourished despite a campaign by the forces of the Draconis Combine to undercut their culture and independence. As a result of the Combine attacks, however, most of the Azami's water-purification plants were destroyed, and those that survived malfunctioned over time. Only in the last century or so, with the rediscovery of lost technologies, have the inhabitants of Markab been able to restore the lost ability to drink their own world's abundant seawater and use it for irrigation.

Murchison

Star Type: G8IV
Position in System: 3 (of 3)
Number of Moons: 4 (Oasis, Teller, Shard, and Tinker)
Days to Jump Point: 6
Surface Water: 54%
Atm. Pressure: High (Breathable)
Surface Gravity: 1.18
Equatorial Temp: 47° C
Highest Native Life: Mammals
Population: 936,683,000
Governor: Rudolph Goettlieb
Planetary Legate: Alfonse van Drekker



A large, populous world blessed with a habitable satellite (Oasis), Murchison was a colonists' dream when it was discovered in the early days of spaceflight. Though gravity was slightly greater and the atmosphere somewhat heavier than Terran-normal, Murchison's ample water supply, fertile soil, and mineral wealth invited millions of eager colonists to the planet. An assortment of civilian industries grew on Murchison and its satellite, particularly electronics, pharmaceuticals, automotive, and aerospace industries. Cattle farming, which proved more suited to the planet, and agriculture on the primary moon, provided an interesting food-trading network between the dual worlds that kept both populations well fed and virtually self-sufficient. However, this symbiotic balance became disrupted more than a few times during the Succession Wars, when invading troops used the smaller Oasis as a jump-off point for attacks on Murchison itself. Today, much of the surface of Oasis still bears the scars of several battles, and its settlers have mostly relocated to Murchison, leaving the moon a largely military holding of the planetary government. Murchison itself has three main continents, Abla, Haschweld, and Felkra, home to its capital, Murchison City. Oasis' two continents, Schultz and Rhinehold, by comparison, are home only to the lunar capital of Fort Wolfe and the principal spaceport of Laubenstein.

Northwind

Star Type: G2I
Position in System: 2 (of 5)
Number of Moons: 2 (Dublin and Glasgow)
Days to Jump Point: 12
Surface Water: 75%
Atm. Pressure: Thin (Breathable)
Surface Gravity: 1.01
Equatorial Temp: 32° C
Highest Native Life: Reptiles
Population: 998,268,000
Governor: Daniel Campbell
Planetary Legate: Finnegan Cochrane



Northwind was founded in the early years of space exploration by Scots, Irish, and Welsh colonists, who found the temperate, foggy world very much like their homelands on Terra. Clan Stuart, one of the more prominent groups among these colonists, also brought with them a small parade company that descended from the military forces of ancient Scotland. This company ultimately grew into the famed Northwind Highlanders mercenary regiment, after the Elders of Northwind elected to form a standing defense force, starting with the Kearny Highlanders (named after Kearny, a northern mining settlement). After the collapse of the Star League, Northwind was fought over mostly by the forces of Houses Davion and Liao, both of whom used the world as a bargaining chip in securing the employment of the Highlanders. In 3057, after the breakup of the Federated Commonwealth, Northwind—and its famed Highlanders—finally won its independence from both realms. Today, the people of Northwind still cling to their Scottish, Irish, and Welsh roots, and their world is home to the Northwind Military Academy, on the continent of New Lanark, along with the planetary capital city of Tara. The largest of Northwind's continents, New Lanark is also home to "The Castle," an old Star League-era fortification on the Tilman River. The industrial mining city of Kearny is located on Northwind's second-largest landmass, of the same name, while a third continent, Halidon, surrounded by the Falkirk Sea and the Argyle Islands, is home to a secondary spaceport and an annex of the Northwind Military Academy focused on aerospace combat.

Ozawa

Star Type: F8V

Position in System: 2 (of 4)

Number of Moons: 1 (Hokaido)

Days to Jump Point: 3

Surface Water: 30%

Atm. Pressure: Standard (Tainted)

Surface Gravity: 0.9

Equatorial Temp: 25° C

Highest Native Life: Mammal

Population: 750,000

Governor: Jason DeVries

Planetary Legate: Tokada Imurra

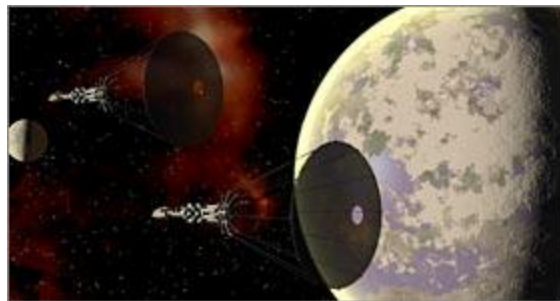


After the discovery of a large deposit of important industrial metals, this world became a major manufacturing center during the Star League era. However, its people took great care to preserve the distinctive natural beauty of their world, focusing a great deal of their scientific efforts into planetary reclamation and reshaping technology. After the collapse of the Star League, destructive attacks by both the Draconis Combine and the Capellan Confederation—including a nuclear assault by departing Combine troops during the early Succession Wars—have left the once-beautiful landscape of Ozawa like that of a tortured, twisted corpse. What few inhabitants remain stay well clear of the Hot Zones, where radiation levels are still lethal. Of Ozawa's five major landmasses, Sendai, Niigata, Todoga, Muroran, and Kushiro, only Todoga and Kushiro support major population and industrial centers. Kushiro is home to the planetary capital of Sapporo, located in the area formerly known as Lake Washington (during their days of Federated Suns dominion), and Todoga is home to Wunderland Industries, producer of electronics and communications systems for civilian and military aerospace craft. Curiously, this least-populated world in the Prefecture has been designated the regional capital, and the administrative capitol building for the Prefecture is located in the city of Sukade on the Todoga continent.



Proserpina

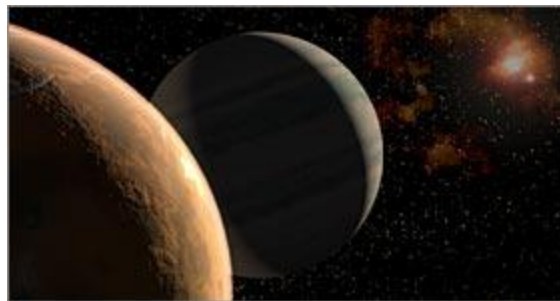
Star Type: K2V
Position in System: 4 (of 9)
Number of Moons: 1 (Taikata)
Days to Jump Point: 4
Surface Water: 67%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.98
Equatorial Temp: 25° C
Highest Native Life: Reptiles
Population: 2,001,723,000
Governor: Arianna Rosanget
Planetary Legate: Mikhail Stanislukov



Rich mineral and petrochemical veins, mined, refined, and sold from this world, have fueled a variety of minor industries covering the three habitable continents of Bragadin, Darwan, and Lesser Harpago. These industries produce everything from children's toys to electronics, civilian automobiles, and aircraft. Even a few noteworthy military corporations, such as Bulldog Enterprises, a well-known tank manufacturer, and Guided Technologies, proven producer of short-range missile systems, call Proserpina their home. But as with all such productive and wealthy worlds, this abundance was also a great curse. During the Succession Wars, Houses Davion and Kurita fought bitterly for control of Proserpina, and each time, the inhabitants have suffered. The worst damage came during the last battle between Kurita and Davion over the world, when Kuritan troops bombarded it with a lethal nerve agent that killed more than half of the population. As a result of that long-ago attack, two continents—Amerigo and Greater Harpago—are uninhabitable wastelands now. In fact, the northern Amerigo continent may only be approached in full environmental gear, because of contact poisons that remain active centuries after their use. Proserpina's capital city, Conqueror's Pride, is located on the eastern shore of Bragadin, which is also home to the famous University of Proserpina, a military academy in the days of Kuritan rule. Proserpina's other claim to fame is the native blood limpet, a hard-shelled quasi-reptilian that resides in the planet's swamps, where it waits for any warm-blooded prey. Capable of astounding speed, this small, six-legged beast decimated the early colonists of Proserpina and poses a threat to unwary travelers in the planet's swamps to this day.

Quentin

Star Type: K9IV
Position in System: 7 (of 7)
Number of Moons: None
Days to Jump Point: 3
Surface Water: 53%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.74
Equatorial Temp: 26° C
Highest Native Life: Amphibians
Population: 1,883,673,000
Governor: Theodore El-Amin
Planetary Legate: Claire Donovan



A world of abundant raw materials, the first settlers to Quentin were actually employees of Terran corporations hoping to exploit such valuable resources for their ambitious ventures. During the Age of War, many of these industries turned to military applications, and the planet's economy truly thrived, but with such prosperity came the desire by various neighboring governments to secure Quentin and its industries for themselves. Only the rise of the Star League saved Quentin from the worst ravages of war. The League's dominion, which included Quentin, brought even more wealth to the world when they established a major BattleMech manufacturing plant in the densely industrialized Steel Valley region. This factory ultimately became the centerpiece for Independence Weaponry in the centuries after the League's collapse, and, in its heyday, produced scores of heavy and assault BattleMech designs—including the JagerMech, Victor, and Atlas. Immediately after the collapse of the League, however, forces from the Draconis Combine, Capellan Confederation, and the Federated Suns fought bitterly for control of this important world. The planet still retains the scars of that fighting in the form of its caustic atmosphere—the result of a massive biological-weapon attack, launched against the world by retreating would-be conquerors in the First Succession War. The majority of the planet's population today resides in and around Steel Valley, on the equatorial continent of Morandi, which is also home to the planetary capital of Prosperity Point. The other planetary continents, El Largo in the northern hemisphere, Gadius in the south, and El Minoro in the southern polar region, are far less populous, due to the extreme cold temperatures in those regions, and the gradual decline of these outlying areas during the last few centuries of war.

Sadachbia

Star Type: K4V
Position in System: 2 (of 9)
Number of Moons: None
Days to Jump Point: 4
Surface Water: 63%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.84
Equatorial Temp: 46° C
Highest Native Life: Amphibians
Population: 623,122,000
Governor: Haito Watanabe
Planetary Legate: Tyrone Volders



A quiet, but hot, agricultural world with only the most modest of industrial capacity, most of Sadachbia's inland areas are little more than sun-drenched desert plains. The early colonists mostly settled on the many islands and shores of the northern hemisphere, where the land is most arable and the growing season abnormally long, due to the planet's axial tilt and wind/ocean currents. Oceangoing vessels keep the lines of trade and communication open between the scattered settlements, with the core of planetary commercial and industrial energies, the spaceport city of Kamalabad, forming the hub of all traffic. Kamalabad is located on the northwestern peninsula of Grangi, Sadachbia's largest northern continent. The planetary capital of Jalna'ir is located on the nearby island-continent of Banade. The planet also has one medium-sized equatorial continent, called Lossa, and two southern continents known as Dharma and Shoquelle. These continents support far fewer settlements than Grangi and Banade, largely due to the fact that they are either too warm during the summer months or because their terrain is too treacherous.

Sadalbari

Star Type: KOVI
Position in System: 1 (of 5)
Number of Moons: 1 (Meche)
Days to Jump Point: 5
Surface Water: 59%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.16
Equatorial Temp: 39° C
Highest Native Life: Amphibians
Population: 534,157,000
Governor: Kevin Swenson
Planetary Legate: Brett Oppenhamer



The first settlers to come to the mostly tropical world of Sadalbari hailed from the African and Middle Eastern regions of Terra. At the time, rainforests covered most of the world's landmasses in the middle latitudes—a paradise, compared to the rocky deserts and desolate grasslands these early colonists once called home. Hoping to establish a peaceful agrarian lifestyle, most of the first settlements revolved around farming and cattle ranching—processes made difficult when it soon became clear that most Terrestrial food crops simply wouldn't grow in the Sadalbarian soil. Native crops eventually came to the fore, becoming a significant export item, and one of the planet's few contributions to the rest of populated space, until MediTech Industries, a pharmaceutical corporation in the Star League era, discovered that the world's rich jungles also offered great medicinal potential. Under a grant from the Star League, MediTech set up an elaborate research and development facility on the fringe of the massive Watabu Valley jungle. This facility was abandoned after the fall of the League, but eventually reclaimed after the First Succession War, by a local medical research company called Sadalbari Solutions. Today, Sadalbari Solutions operates a strong, interplanetary corporation that develops and sells everything from specialized dietary supplements to anticancer treatments. The company uses the former MediTech R&D facility as its corporate headquarters, based on the large, northern continent of Aberlani. Sadalbari's chief port city of Delhirahn is located on the nearby island-continent of New Kenya. The planetary capital, Ramolia, is situated in the Green Valley region on the planet's large, southern polar continent of Beth'lamel.

Scheat

Star Type: G0IV
Position in System: 1 (of 9)
Number of Moons: 2 (Wanderer and Traveler)
Days to Jump Point: 10
Surface Water: 73%
Atm. Pressure: High (Breathable)
Surface Gravity: 0.93
Equatorial Temp: 38° C
Highest Native Life: Reptiles
Population: 923,921,000
Governor: Zachary Johannesburg
Planetary Legate: Senn Rosenberg



A world of heavy rainfall, rich soil, and basic metals, Scheat became an industrialized world soon after the first colonists made planetfall. Lumber and common raw metals such as aluminum and iron made up the bulk of the planetary economy, with textiles forming a supplemental export. Only moderately successful in comparison to neighboring systems, very little made this world stand out in the early years of human expansion into the galaxy. Many cities arose on the primary temperate continents of Kohl and Warschen, centered on the local timber industries and mining establishments, while agricultural settlements developed along the winding rivers that connected many of these cities. In the days of the Terran Hegemony, Scheat was a Hegemony border world to the Draconis Combine, and so military outposts and a small 'Mech repair and refit complex were placed on the world for the benefit of defending troops. When the Star League fell, these assets became natural targets for the feuding Great Houses, and were largely destroyed in the fighting. Only in the past decade have efforts to reclaim the devastated facilities borne fruit with the opening of Landhome Industrial 'Mech Enterprises, producer of construction, mining, and forestry 'Mech designs. The LIME plant is located on Waschen, while the planetary capital and primary spaceport lie in the foothills of Kohl. The large, lake-riddled equatorial continent of Rhodes is Scheat's only other major landmass, and it is home to the industrial city of Valorie, where Valorie Metals, Unlimited, Scheat's largest mining concern, is headquartered.

Skat

Star Type: F7V
Position in System: 3 (of 4)
Number of Moons: 3 (Tanaka, Escholtz and Vance)
Days to Jump Point: 13
Surface Water: 58%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.22
Equatorial Temp: 33° C
Highest Native Life: Fish
Population: 342,671,000
Governor: Irving Kawanaka
Planetary Legate: Talia Zerkowski



In most respects, Skat is an unremarkable world with four large continents covering almost half the planetary surface, three tiny asteroid moons in close orbit, and slightly more ozone in the atmosphere than healthy for breathing without either respirators or specialized antioxidant medication. The planet's first settlers actually hailed from two distinct colonial groups—one of Japanese and Korean descent, and the other from a combined German-Austrian venture. The groups staked out two separate continents for settlement, with the Japanese and Koreans claiming the southern landmass of Quayling, and the German-Austrian group claiming Freiheit. The two colonial groups expanded to the other two continents of Uchida and Unzervalt over the next several decades, when a dispute over fishing territory and an island chain finally erupted into open conflict during the Age of War. The conflict was settled thanks to intervention by the Terran Hegemony, and Skat became part of that alliance until the fall of the Star League. Today, after falling under the dominion of Houses Davion and Kurita in turn during the Succession Wars, Skat's dominantly Germanic and Asian population continues to maintain a dual-cultural world. After rising and falling from prominence as the House Lords changed, the cities of Aneheim, along Freiheit's Kirschner River, and Inyong City, on Quayling's southern coast, once again form the twin capitals of the planet. Skat's largest spaceport, Jinyiang, is located on Uchida, while the city of Londerhalt is arguably the planet's largest industrial center.

Small World

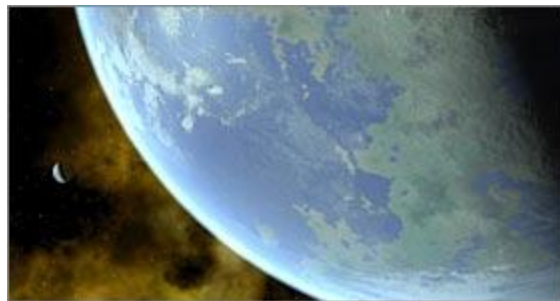
Star Type: M5V
Position in System: 5 (of 7)
Number of Moons: 1 (Alfonso)
Days to Jump Point: 2
Surface Water: 67%
Atm. Pressure: Low (Breathable)
Surface Gravity: 1.04
Equatorial Temp: 24° C
Highest Native Life: Birds
Population: 247,189,000
Governor: Frederic LaBreu
Planetary Legate: Armando Sanchez



Having only entered its current ice age about a thousand years ago, Small World is a cold world, where icebergs float endlessly across over two-thirds of the planet's surface, and where three of its five continents lie under expanding polar glaciers. The earliest expeditions to this world aimed at establishing settlements on the few habitable regions of the planet's two small equatorial continents of Gladstone and Motherland, when geologists discovered that a wealth of raw radioactive elements lay just below the surface. The Small family, after which the world was named, quickly capitalized on this discovery and established Small World as a port of call for industries in need of radioactive raw materials. Most of Small World's business, even today, comes from the mining, refining, and sale of radioactives and other minerals mined below its frozen lands, though only five major cities exist on the equatorial continents. In 3058, the Small family's dream to forge an empire was briefly realized after the breakup of the Federated Commonwealth, when the Duke of Small tried to seize several nearby worlds in a political and military campaign. These efforts broke down again just a few, short years later, and led to the collapse of the Small family and its fall from power. Aside from the cities on Gladstone and Motherland—including the planetary capital and port city of New Mariotta—small mining settlements exist on the northern continent of Everfrost, and the southern continents of Killingly and Hollonna.

Towne

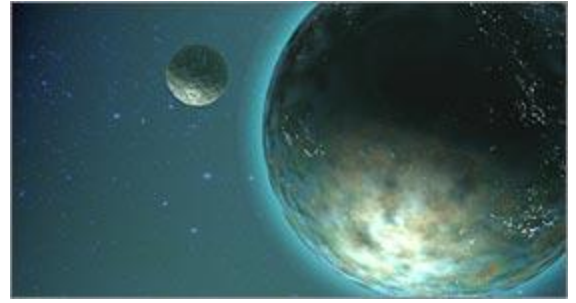
Star Type: F8IV
Position in System: 3 (of 5)
Number of Moons: 1 (Conan)
Days to Jump Point: 12
Surface Water: 72%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.97
Equatorial Temp: 40° C
Highest Native Life: Mammals
Population: 647,819,000
Governor: Renee Oscar
Planetary Legate: Jonathan Jurik



Towne is a geologically young planet with large mountains and deep oceans, but also features a diverse ecosphere, the epitome of which is the giant, shaggy, six-legged Eiglotherium. Warmer than Terra, the first colonial settlements were established on the northern Hyborian Continent. Abundant metallic ore deposits, with copper the largest by far, are found mostly in the planet's oceans. These deposits have formed the basis of Towne's industry, as well as a host of offshore mining platforms and underwater communities seeking to access these valuable resources. Hardwoods and cattle ranching are Towne's next most major industries, and for that reason much of the planet's imports have been in the form of industrial 'Mechs, particularly mining, construction, and forestry 'Mech designs. As a Combine-Suns border world, Towne has suffered its share of invasions during the Succession Wars, but despite it all, the planet retains much of its natural beauty. Aside from the Hyborian continent, Towne has four other landmasses, with Krom at the south pole, Fetryl and Gherst in the southern temperate latitudes, and the island-continent of Howell in the north, several hundred kilometers east of Hyboria. Of these landmasses, all but Krom are sparsely populated. Gherst, in fact, features the planet's second-largest city, a water-port town called Kale Bay, second only to the capital city of Port Howard. Located on the Hyborian continent, Port Howard is also home to the Price John Spaceport, Towne's major link to the galaxy at large.

Achernar

Star Type: B3V
Position in System: 2 (of 3)
Number of Moons: 1 (Ahir al Nahr)
Days to Jump Point: 101
Surface Water: 30%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.9
Equatorial Temp: 28° C
Highest Native Life: Plants
Population: 827,000,000
Governor: Susan Haider
Planetary Legate: Brion Stempres



First settled by the Terran Hegemony, Achernar is a self-sufficient world with a varied terrain and climate.

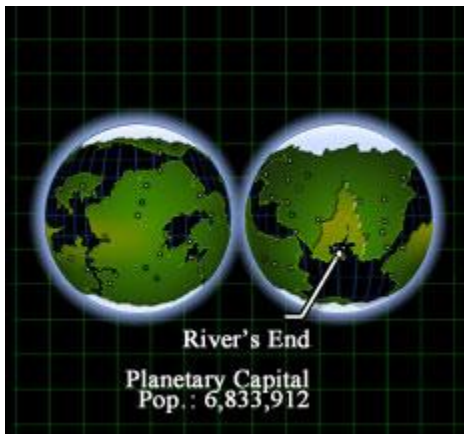
The original rulers of the planet, the Achernar family, were known Davion sympathizers. Before the First Star League, they allowed the Federated Suns to stage offensives from Achernar against worlds that would later form the Capellan Confederation.

The Achernars later established the Achernar BattleMechs company, which manufactured the Dervish BattleMech for the First Star League. During the fall of the First Star League, the Achernar family sought refuge in the Federated Suns. House Davion agreed to grant the family royal titles if they would relocate Achernar BattleMechs to the Davion capital of New Avalon. Achernar BattleMechs would go on to manufacture the unique Enforcer BattleMech for House Davion.

House Liao claimed Achernar after the fall of the First Star League. During the Fourth Succession War, House Davion captured Achernar and restored the Achernar family to its home world for the first time in centuries. Although Achernar BattleMechs stayed on New Avalon, the family established Achernar IndustrialMechs on Achernar during the Second Star League.

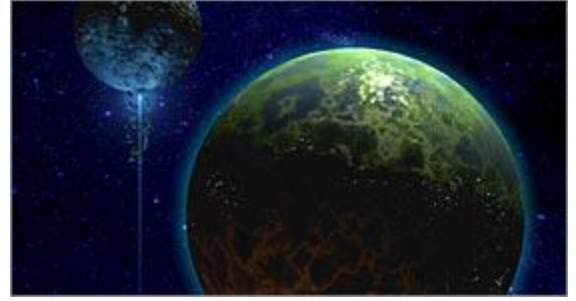
Unwilling to surrender their world a second time, the Achernar family died defending the planet during the Blakist Holy War. During the Golden Age of Peace, Achernar IndustrialMechs passed into employee ownership. The company's success eventually attracted the attention of industrialist Jacob Bannson and Bannson Universal Unlimited, which recently bought a controlling interest in Achernar IndustrialMechs. House Davion interests on Achernar are currently represented by the Sandoval family.

The three continents of Achernar are Agnetenar, Eridanus, and Zaurak; the capital of River's End is located on Eridanus.



Alrescha

Star Type: A3V
Position in System: 3 (of 4)
Number of Moons: 1 (Piscium)
Days to Jump Point: 39
Surface Water: 50%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.8
Equatorial Temp: 30° C
Highest Native Life: Amphibian
Population: 475,000,000
Governor: Alfonse Hunsucker
Planetary Legate: Arvid Claus



Colonists settled Alrescha in the early days of the Tikonov Union, when Tikonov's growing population forced the Union to establish a secondary source of food and textiles. Despite trace atmospheric chemicals in Alrescha's young atmosphere that require filtering masks, the planet's warm, wet climate, fertile soil, and proximity to Tikonov met the Union's needs.

In 2366, the newly formed Capellan Confederation absorbed Alrescha and the rest of the Tikonov Union. Alrescha served House Liao as a minor agricultural planet during the First Star League and most of the Succession Wars. Although Alrescha lay near the Confederation's Davion border, House Liao assigned second-line BattleMech units to garrison the unimportant world.

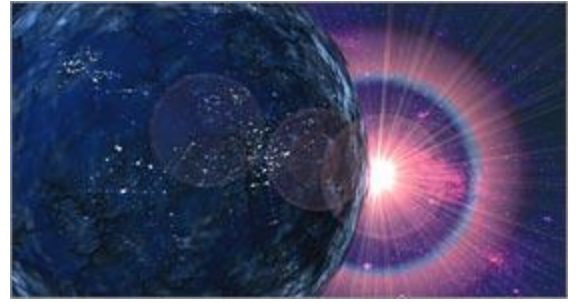
During the Fourth Succession War, House Davion's elite New Ivaarsen Chasseurs caught these units flat-footed. House Liao sent a Death Commando squad to assassinate the Davion commander, but Alrescha still fell to the Federated Suns onslaught. At the end of the Second Star League, the Federated Commonwealth Civil War gave House Liao the opportunity to retake Alrescha.

Fortunately for the planet's population, the Blakists ignored Alrescha during their Jihad. Life for Alrescha's farmers continued unchanged through the Golden Age of Peace.

The continents of Alrescha are Kaltain, Okda, and Risku; the capital of Cord is located on Riksu.

Angol

Star Type: M0VI
Position in System: 3 (of 5)
Number of Moons: None
Days to Jump Point: 3
Surface Water: 10%
Atm. Pressure: Low (Tainted)
Surface Gravity: 1.3
Equatorial Temp: 5° C
Highest Native Life: Plants
Population: 25,000,000
Governor: Fermin Montalbo
Planetary Legate: Chad Riola



Angol is a frozen planet circling a small, dying red star. Angol's fossil record shows that it was a habitable planet before its parent star shrank, and the world's oceans and atmosphere froze into planet-wide glaciers.

Angol would not have been settled had the Carinus family, founders and rulers of the neighboring world of Tikonov, not needed secure access to rare metals used in their Earthwerks, Ltd. factories. The Carinus family based their government on Soviet-era Russia and used Angol like the Siberian gulags on Terra, condemning criminals and debtors to decades of drilling the planet's glaciers and working its foundries.

When the Tikonov Union joined the Capellan Confederation, Angol's natives requested and received protection from the Terran Hegemony. By the time of the First Star League, the population's standard of living had improved considerably under Hegemony rule.

When the First Star League fell, the Federated Suns laid claim to Angol. For much of the Succession Wars, Angol lay at the tip of a Federated Suns salient into the Capellan Confederation. Despite the occasional border raid by House Liao, Angol remained under Davion rule through the Second Star League.

The Blakist Jihad brought Angol its first true invasion. Angol recovered during the Golden Age of Peace, but Davion loyalties still run high among the planet's population.

There are no continents per se, but the capital of Carius's Cache is situated near the planet's south pole.

Ankaa

Star Type: A8III
Position in System: 1 (of 2)
Number of Moons: 4 (Al Anqa, Al Nair, Al Ri'al, Al Zaurak)
Days to Jump Point: 26
Surface Water: 5%
Atm. Pressure: Low (Toxic)
Surface Gravity: 0.7
Equatorial Temp: 65° C
Highest Native Life: Microbes
Population: 33,000,000
Governor: Allan Slowinske
Planetary Legate: Anton Judae



A small world blasted by its white-hot parent star, Ankaa held little promise for settlers during the first waves of interstellar colonization. Only 400 years after the first JumpShips left Terra did Sunni Muslim settlers land on Ankaa, one of the few uninhabited worlds left in the Inner Sphere by that time. These colonists decided to make a new life in Ankaa's polar regions, with their deadly climate and desolate but beautiful landscapes.

In Arabic, Ankaa means "the Phoenix," and its settlers sought to make Ankaa a new center of Islamic faith in the Terran Hegemony during the First Star League. Deposits of rare metals were also found in Ankaa's lower latitudes during this time, greatly enriching the population.

After the fall of the First Star League, the Federated Suns briefly inherited Ankaa. However, the Capellan Confederation coveted Ankaa's mineral wealth and captured Ankaa by the middle of the First Succession War. House Liao held the world until House Davion recaptured Ankaa in the Third Succession War.

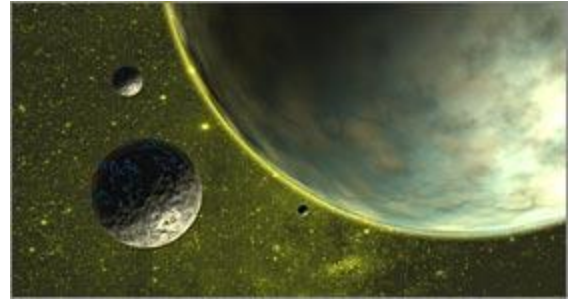
Ankaa created many Islamic martyrs when the Blakist Holy War came to the world. When The Republic of the Sphere invited Clan factions to settle on Republican worlds during the Golden Age of Peace, a small number of Nova Cats chose Ankaa for the spiritual vision of its native Muslim population.

The capital of Anqabad is located near the north pole.



Basalt

Star Type: G4IV
Position in System: 5 (of 10)
Number of Moons: 3 (Granite, Marble, and Slate)
Days to Jump Point: 8
Surface Water: 60%
Atm. Pressure: High (Breathable)
Surface Gravity: 1.5
Equatorial Temp: 34° C
Highest Native Life: Reptiles
Population: 346,000,000
Governor: Count Hector Germayne
Planetary Legate: Tawanna Thurin



Basalt is a large world with an oppressively thick atmosphere, wild lightning storms, and a high gravity field. Despite these drawbacks, Basalt is rich in rare minerals and was one of the first planets settled by Terran mining companies.

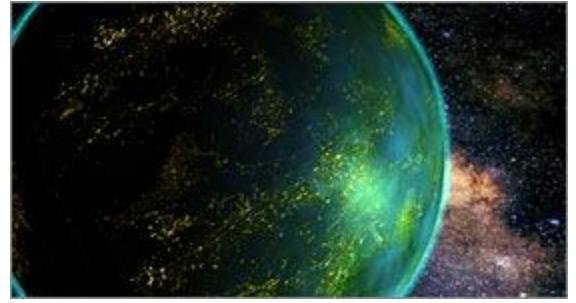
At the end of the First Star League, the Federated Suns laid claim to Basalt and held on to the world despite repeated Capellan raids through the early Succession Wars. In the Fourth Succession War, House Davion used Basalt as bait to trap several House Liao units. Today, the mountains around Lake Zander and the Contrassa spaceport, both on Basalt's southern continent of Garnet, are littered with the remains of Liao BattleMechs.

The Blakist Holy War hit Basalt hard. Even during the worst of the Succession Wars, the Clan invasion, and the Federated Commonwealth Civil War, investors would bid up the price of the rare minerals produced on Basalt. The Blakists, however, hoarded Basalt's wealth for their own cause, impoverishing Basalt's families.

During the Golden Age of Peace, Basalt's mining companies recovered enough to diversify into metals and other materials. A large tourist trade has been built centering around local arts and environmental travel, creating a prosperous economy. The five continents of Amethyst, Garnet, Opal, Topaz, and Quartz, are almost all situated along the equatorial region of Basalt. The capital, Manville, is located on Garnet.

Bharat

Star Type: F2III
Position in System: 4 (of 5)
Number of Moons: None
Days to Jump Point: 19
Surface Water: 70%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.6
Equatorial Temp: 30° C
Highest Native Life: Mammal
Population: 697,000,000
Governor: Roland Iqbal
Planetary Legate: A. Frederic Eckles



When farsighted colonists from Terra's Indian subcontinent settled Bharat, they brought dozens of tree species with them to take advantage of the planet's low gravity and wet, warm climate. By the founding of the First Star League, Bharat was renowned for its rare-wood exports. Attempts to industrialize Bharat mostly failed. Bharat's only military manufacturer, Killosh Industries, declared bankruptcy when its Magi anti-infantry tank suffered poor sales. Killosh eventually retooled to produce logging equipment and vehicles for Bharat's lumber companies.

After the fall of the First Star League, the Capellan Confederation claimed Bharat. With no industrial resources, Bharat stayed untouched through most of the Succession Wars, and Capellans vacationed on Bharat to hunt the planet's unusual and delicious reptiles, sea mammals, and mobile fungi. The Federated Suns took Bharat from the Capellan Confederation with little bloodshed in the Fourth Succession War, and Bharat enjoyed continued prosperity during the Second Star League.

The ensuing Blakist Holy War disrupted Bharat's economy, and Bharat's population suffered as huge "reeducation camps" were established in the remote reaches of the planet's rain forests. Although Bharat's tourism industry was forever lost, the planet's logging industry eventually recovered during the Golden Age of Peace.

Jacob Bannson recently bought a controlling interest in Killosh Industries, which is located on the southern continent of Vidya, also home to the capital of Chakra. The two northern continents are Veerta and Vinamrata.

Caselton

Star Type: K2IV
Position in System: 2 (of 7)
Number of Moons: None (Asteroid Belt)
Days to Jump Point: 5
Surface Water: 70%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 24° C
Highest Native Life: Birds
Population: 123,000,000
Governor: Cathy Kyles
Planetary Legate: Johnetta Popadic



Caselton is a highly habitable planet that closely resembles Terra in several key respects. However, Caselton's climate is slightly too cold and dry to support widespread agriculture, and its geology contains limited deposits of useful metals and minerals. Although self-sufficient, Caselton's economy has never supported significant exports and thus never attracted a large population.

Except for a brief period of Capellan occupation at the height of the First Succession War, Caselton has been a member world of the Federated Suns. Although not an economically productive world, Caselton's strategic position near Tikonov led the Federated Suns military to invest heavily in Caselton's defenses, including several underground and underwater military bases. Caselton's small asteroid ring also provides the planet with a measure of natural aerospace defense.

These fortifications served Caselton well in the Blakist Holy War, stopping repeated assaults by Blakist mercenaries. However, during the Golden Age of Peace, The Republic of the Sphere dismantled many of Caselton's defenses.

The two continents are Embrasure and Merlon; the capital of Battlement is located on Embrasure.

Deneb Kaitos

Star Type: K2III
Position in System: 3 (of 9)
Number of Moons: 2 (Diphda and Shemali)
Days to Jump Point: 5
Surface Water: 80%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.9
Equatorial Temp: 20° C
Highest Native Life: Mammals
Population: 269,000,000
Governor: Florin Cintron
Planetary Legate: Margorie Thorek



An unremarkable, small world blanketed by grasslands and tundra, Deneb Kaitos is famous as the home of the Deneb Light Cavalry, elite Federated Suns BattleMech regiments descended from the special forces of the First Star League. Originally settled by the Terran Hegemony, Deneb's population began to starve when food shipments were cut off after the fall of the First Star League. In response, the Fourth Deneb Light Cavalry, one of the Star League's Rapid Deployment Mixed Armed Forces (or RDMAF) regiments, did not join Kerensky's Exodus, and signed on with the Federated Suns military instead in exchange for food shipments to Deneb Kaitos.

Deneb Kaitos has remained under House Davion's banner except for a brief period of Capellan occupation during the Third Succession War. Although the makeup of the Deneb Light Cavalry eventually reflected that of all Federated Suns worlds, men and women who grew up in Deneb Kaitos's rugged sheepherding lifestyle continued to be the Cavalry's most ardent and effective MechWarriors. When the Blakist Holy War hit Deneb Kaitos, many Light Cavalry units, along with innumerable retirees from the Cavalry, were lost defending the world. When The Republic of the Sphere was founded, some of the remaining Deneb Light Cavalry regiments joined the Republic defense forces.

The continent of Baten is home to the capital of Cetus and is located in the northern hemisphere; the continents of Menkar and Mira straddle the equator.

Fletcher

Star Type: G4V
Position in System: 7 (of 10)
Number of Moons: None
Days to Jump Point: 8
Surface Water: 90%
Atm. Pressure: High (Breathable)
Surface Gravity: 1.3
Equatorial Temp: 30° C
Highest Native Life: Amphibian
Population: 586,000,000
Governor: Deli Wolfe
Planetary Legate: David Fouche



Fletcher's dense atmosphere and constant cloud cover keep it damp and chilly. The Terran Hegemony established several arms factories on Fletcher, including StarCorp Industries, Caletra Fighters, Yelm Weapons, and Flame Tech. These companies produced the Highlander BattleMech, the Swift fighter, the Nightshade VTOL, and various laser and flamer systems.

Although part of the Terran Hegemony, Fletcher became the burial ground of Aliesha Liao, a Capellan Chancellor still famous today as the author the Ares Conventions. The Hegemony insisted on burying Aliesha in Hegemony soil for her contributions to civilizing warfare. Since her death, other Capellan Chancellors have chosen burial on Fletcher.

House Liao quickly claimed Fletcher after the fall of the First Star League. However, with the exception of Flame Tech, House Liao lost Fletcher's factories to battle damage inflicted during the First Succession War, and Fletcher became little more than a self-sufficient funeral world. Fletcher stayed under the Capellan flag until the Fourth Succession War, when it was briefly part of the Tikonov Free Republic before reverting to Federated Suns control.

In the events leading up to the Federated Commonwealth Civil War, Fletcher descended into anarchy along with many neighboring worlds in the so-called Chaos March. House Liao eventually reclaimed Fletcher at the conclusion of the Civil War.

The Blakists ignored Fletcher during their Holy War, and Fletcher's population recovered during the Golden Age of Peace. When elements of Clan Wolf resettled in The Republic of the Sphere, they chose Fletcher as their new home and set about restoring its Star League-era factories to produce civilian machinery.

Fletcher only has a single supercontinent, Hamilton, whose capital is Royce.

Hamal

Star Type: K2III

Position in System: 6 (of 8)

Number of Moons: 3 (Arietis, Natih, and Ras)

Days to Jump Point: 5

Surface Water: 40%

Atm. Pressure: Standard (Breathable)

Surface Gravity: 0.8

Equatorial Temp: 10° C

Highest Native Life: Plants

Population: 36,000,000

Governor: Fatima Leki-Albano

Planetary Legate: Luis Avilez



Hamal is a cold desert world dominated by arid, frozen tundra and windstorms the locals call "sand blizzards." Settlers from the highlands of Terra's South American continent established their only major city, Califa Hamal, on the planet's equator, where temperatures can reach above freezing. Hamal's surface is a single landmass with small, landlocked seas containing mostly crushed ice.

Hamal served as one of three provincial capitals in the early days of the Tikonov Union. However, by the time the Tikonov Union joined the Capellan Confederation, Hamal's importance was supplanted by more habitable worlds with greater resources and larger populations. The Terran Hegemony agreed to incorporate the increasingly backwards planet. Aside from a small bureaucracy at Califa, most of Hamal's population carries out a nomadic, tribal existence to this day, and follows the growth of Hamal's meager vegetation as the seasons change.

After the fall of the First Star League, the Capellan Confederation claimed Hamal. House Liao lost Hamal to the Federated Suns during the Fourth Succession War, but not before Hamal's expert desert fighters earned the respect of House Davion.

During their Holy War, the Blakists found ready converts among the technologically poor tribes on Hamal, with some still loyal to Blakist theology to this day.

Hoan

Star Type: K1V
Position in System: 3 (of 8)
Number of Moons: None
Days to Jump Point: 5
Surface Water: 70%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.8
Equatorial Temp: 31° C
Highest Native Life: Amphibians
Population: 55,000,000
Governor: Amit Desai
Planetary Legate: Fritz Heenan



Hoan native ecology contains unusual flora and fauna. Most of Hoan's animals use poison to hunt or defend themselves, and most of Hoan's plants are poisonous if ingested. After scientists discovered that many of these plants and animals also contain useful medicinal compounds, pharmaceutical companies in the Federated Suns invested in Hoan during the First Star League, building numerous medical facilities on the planet.

Although the Capellan Confederation and the Draconis Combine mounted numerous raids against Hoan throughout the Succession Wars, all sides recognized the value and neutrality of Hoan's medical facilities and never fired directly on them. The Federated Suns often used this to its advantage, occasionally capturing or eliminating whole battalions of Capellan or Draconis BattleMechs as they maneuvered cautiously around these medical facilities.

Only the arrival of the Blakists and their Holy War brought an end to the healing trips that many afflicted Federated Suns citizens took to Hoan. Under The Republic of the Sphere, Hoan's medical facilities have been largely restored, although many of Hoan's most knowledgeable doctors and researchers were lost to the Blakist purges.

There are a total of six continents on Hoan. Chau, Hanoi, and Luan are all in the northern hemisphere, while Nghiem and Truyen fall in the southern hemisphere. The smallest continent, Taigoan, sits across the equator but, because of its temperate climate, is home to the capital city of Cadaceus.

Ingress

Star Type: G6V
Position in System: 4 (of 9)
Number of Moons: 1 (Edanu)
Days to Jump Point: 7
Surface Water: 50%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 29° C
Highest Native Life: Mammals
Population: 957,000,000
Governor: Ted James
Planetary Legate: Irma Monaco



Cloaked in extensive natural resources, Ingress was one of the first worlds colonized during the initial interstellar exodus from Terra. Clustered in towns around the planet's single, large ocean, settlers established some light industry near their capital of Askar, but agricultural products quickly became the world's dominant export. Self-sufficient from the beginning, Ingress was also one of the first worlds to seek independence from the Terran Alliance, and its well-equipped infantry fought many years before succumbing to the Terran Hegemony.

After the fall of the First Star League, the Capellan Confederation claimed Ingress. Ingress was temporarily made part of the Tikonov Free Republic during the Fourth Succession War, until the Federated Commonwealth absorbed the Republic at the conclusion of the conflict.

In the events leading up to the Federated Commonwealth Civil War, Ingress became one of many worlds abandoned by the Great Houses in the so-called Chaos March. The neighboring planet of Small World quickly proposed an alliance, at gunpoint, with resource-rich Ingress. However, a few years later, the population of Ingress once again fought for and won its independence, at great cost to its infantry legions.

Ingress's temporary military weakness made it an easy target during the Blakist Holy War. The Blakists established enormous reeducation camps on the planet, disrupting agriculture and starving over a billion people to death. Ingress's economy fully recovered during the Golden Age of Peace, but its population still stands at less than half of its former levels.

Kawich

Star Type: M0V
Position in System: 2 (of 6)
Number of Moons: 1 (Cactus)
Days to Jump Point: 3
Surface Water: 60%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 26° C
Highest Native Life: Reptiles
Population: 753,000,000
Governor: Nemer Ebeid
Planetary Legate: Alan Holz



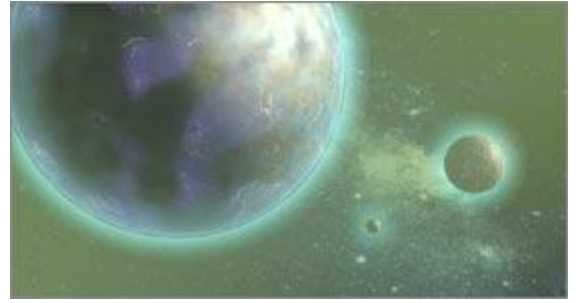
Ten small continents (Adaven, Armagosa, Darrough, Hannapah, Ione, Nyala, Ophir, Pactolus, Tolicha, and Wahmonie) dot Kawich's large but shallow seas. Kawich's soil is generally poor, but its rocks are rich in metal ores, minerals, and petroleum. Although mining and refining industries boomed on Kawich under the Terran Hegemony, Kawich's population has always retained a frontier attitude given the hardscrabble land they must work.

After the fall of the First Star League, the Federated Suns laid claim to Kawich. Kawich remained under the banner of House Davion, except for a brief period during the Third Succession War when the Capellan Confederation held the planet. During the Fourth Succession War, House Davion lured House Liao into an ill-fated counterattack on Kawich involving famous units like the Eridani Light Horse and the Davion Guards. Today, locals still refer to the BattleMech carcasses on the hills and groves around the towns of Samanan, Jamou, and the capital of Dotara as "Liao's metal tombstones."

The Blakist Holy War destroyed much of Kawich's industry, but The Republic of the Sphere managed to resurrect most of Kawich's mines, drills, and refineries during the Golden Age of Peace.

Mirach

Star Type: M1V
Position in System: 7 (of 8)
Number of Moons: 4 (Arit, Batn, Kalb, Kuton)
Days to Jump Point: 3
Surface Water: 60%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.8
Equatorial Temp: 25° C
Highest Native Life: Microbes
Population: 468,000,000
Governor: Sergio Ortega
Planetary Legate: Calvilena Tortorelli



Mirach's sky is dominated by its huge, swollen, dying red sun. The geological record on Mirach shows that it was long a frozen, uninhabitable planet, until its parent star entered the current phase of its life cycle. As a result, the thick glaciers that once covered Mirach's ores and minerals have melted, and no erosion or life-forms have had a chance to cover its riches with soil.

Mirach's readily accessible riches granted it considerable power in its early history. Mirach's government laid claim to nearby planets like Mira, Mesartim, and Almach. However, Mirach's wealth attracted more-powerful states, including the Federated Suns, the Tikonov Union, and the Marlette Association, which fought several battles over the planet, dashing Mirach's hopes of empire. After the Tikonov Union joined the Capellan Confederation, the Terran Hegemony and House Liao jointly administered Mirach, with the world falling wholly into House Liao's hands at the end of the First Star League. Mirach remained under House Liao until the Third Succession War, when House Davion conquered the world.

These episodic invasions kept Mirach from realizing its true potential, and the Blakist Holy War again set Mirach back several decades. Only under The Republic of the Sphere has Mirach's economy substantially raised its population's standard –of living. Mirach's capital of Cingulum lies on the continent of Musasalah. Mirach's other major landmass is Ventrale.

New Rhodes III

- Star Type:** M9V
- Position in System:** 1 (of 5)
- Number of Moons:** 2 (Filerimo, and Dodecanisa)
- Days to Jump Point:** 2
- Surface Water:** 60%
- Atm. Pressure:** Standard (Breathable)
- Surface Gravity:** 0.7
- Equatorial Temp:** 28° C
- Highest Native Life:** Amphibians
- Population:** 246,000,000
- Governor:** Jennifer Keating
- Planetary Legate:** J. C. Forma



New Rhodes III is a small, mostly desert world, unremarkable except for two things.

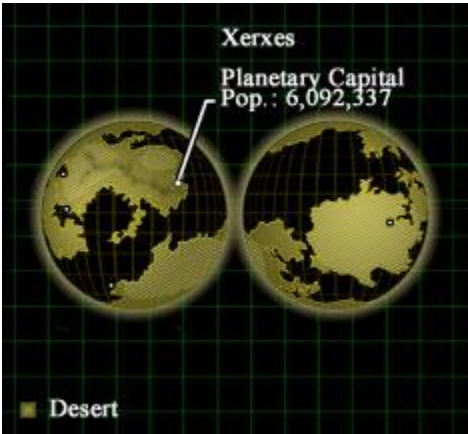
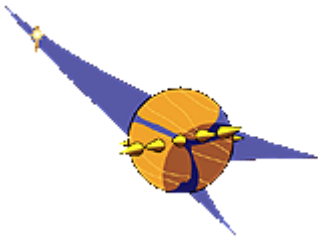
First, because of its small star, the travel time between New Rhodes III and its jump point is very quick. With such short turnaround times, New Rhodes III became a crucial resupply world during the First Succession War and was fought over several times.

However, it is the Colossii that truly sets New Rhodes III apart; luckily, none of the chain was touched during any of the Succession Wars.

Found in 2259 by the first colonists, these huge rock pillars—approximately one hundred fifty in the chain, which runs in a snaking pattern from deep within the central desert on the continent of Crete, terminating right at the edge of the equatorial ocean—have been scientific oddities for centuries.

Geologists speculate that a meteor—in all likelihood several meteors—from outside the galaxy impacted on New Rhodes some two million year ago, bringing chemicals and minerals completely foreign to the planet. After millennia of wind erosion and harsh desert climate mixed to reveal the minerals trapped in the ground, the Colossii revealed themselves in all their wonder and splendor; there are colors found in these rocks that have literally not been found on a single other colonized world.

As word slowly spread, New Rhodes III became a pleasure destination from across the Inner Sphere, resulting in the small capital of Xerxes being established near the southern end of the Colossii chain. However, because of the harsh conditions of most of the rest of the planet—the continents of Minos and Sparta are almost unlivable—New Rhodes III is permanent home to only desert nomads and a small scientific community; the “capital” is home almost exclusively to said community.



Nopah

Star Type: G6IV
Position in System: 7 (of 9)
Number of Moons: None
Days to Jump Point: 7
Surface Water: 60%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 34° C
Highest Native Life: Plants
Population: 75,000,000
Governor: Tata Griffin
Planetary Legate: Sadrach Monaghan



Number of Continents: 3 (Nen, Nin, and Non)

Capital: Cocula (on Nin)

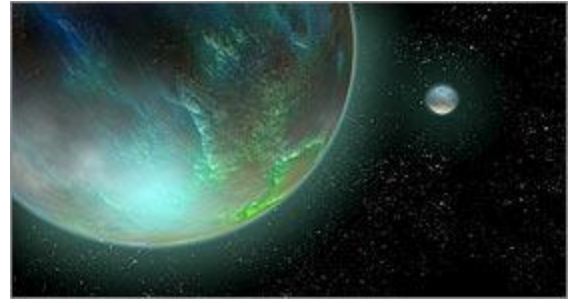
Nopah's swollen, dying parent star has been a blessing to its flora, but all of the planet's native animal life has perished due to dramatic changes in Nopah's climate. Settlers from Terra recognized Nopah's agricultural potential but had to introduce their own insects to ensure that their crops were fertilized.

After the fall of the First Star League, Nopah joined the Federated Suns. It remained under the flag of the Federated Suns until the Third Succession War, when Warrior House units from the Capellan Confederation managed to capture Nopah in 2905. By a stroke of luck, the Confederation and the Federated Suns signed a temporary armistice ceasing military action along their entire border a few months later. The Confederation held Nopah for 25 years until 2930, when the Federated Suns decided to break the armistice.

During the Fourth Succession War, the Federated Suns leaked false reports of unguarded military supply depots and communications facilities on Nopah and several other border worlds. Reeling from House Davion's offensive, the Capellan Confederation focused its few counterattacks on these worlds. But the Capellans found no supplies, only front-line house and mercenary regiments from the Federated Suns. No less than three regiment-sized battles took place on Nopah, involving famous units like McCarron's Armored Cavalry, the Ceti Hussars, the Vegan Rangers, and the Capellan Hussars. To this day, BattleMech and tank wreckage litters hills and fields around the towns of Grinsanders, Stongton's Crossing, and White Hall.

Rio

Star Type: F8V
Position in System: 4 (of 6)
Number of Moons: 1 (Aires)
Days to Jump Point: 12
Surface Water: 60%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.2
Equatorial Temp: 30° C
Highest Native Life: Reptiles
Population: 15,000,000
Governor: Hector Rodriquez
Planetary Legate: Katina Walker



Famous for deep valleys that twist across its surface, settlers named Rio after a similar canyon in Terra's western hemisphere. Rio lacks significant exports and relied instead on its dramatic natural beauty to attract tourists, Tri-Vid production houses, and art colonies to boost its early economy.

Rio lost its independence to the Tikonov Union in 2223. When the Capellan Confederation absorbed the Tikonov Union 150 years later, Rio's planetary council petitioned for incorporation in the Terran Hegemony. Rio went on to prosper as a center of fine arts, filmmaking, and high-end tourism throughout the First Star League.

Both House Liao and House Kurita claimed Rio after the fall of the First Star League. In 2806, the Confederation unleashed nuclear weapons against the Combine to break the stalemate. Radioactive craters obliterated Rio's landscape and forced most of its population off-planet. In the end, neither side occupied the ruined world.

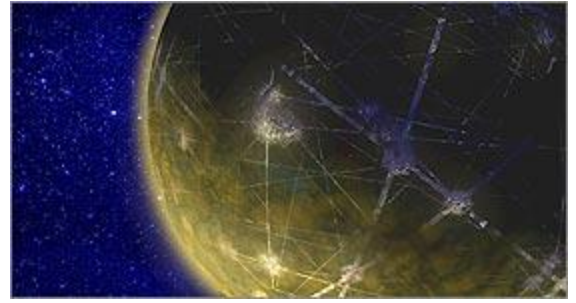
Realizing Rio's strategic position in the Terran corridor, House Davion claimed the planet and used Rio as a base to support military action against House Liao for most of the Succession Wars. In 2980, the Confederation tried to retake Rio with an enormous aerospace assault that ended in spectacular defeat, leading to a major restructuring of Capellan aerospace forces.

Conditions on Rio have not changed since the early Succession Wars. The Republic of the Sphere established self-sufficient cantonments to stabilize Rio's economy.

Rio only sports two continents, both which sit astride the equator: Grando and Pequeno. The capital, Reno, is on Grando.

Ronel

Star Type: F2IV
Position in System: 5 (of 6)
Number of Moons: None
Days to Jump Point: 19
Surface Water: 30%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.3
Equatorial Temp: 34° C
Highest Native Life: Plants
Population: 7,500,000
Governor: Rikart Holzmann
Planetary Legate: Alve Ravich



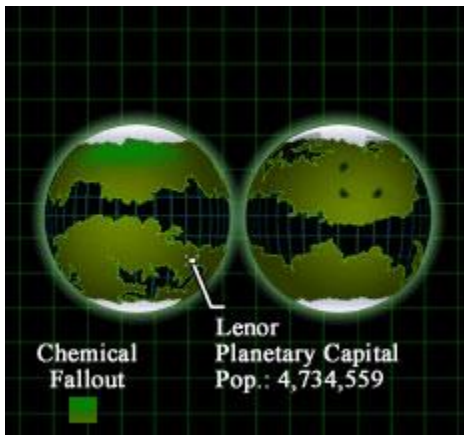
Blasted by its large parent star, Ronel is an inhospitable world with significant mineral wealth. Although the Terran Hegemony never permanently settled Ronel, Hegemony mining companies sent teams of workers on multiyear assignments to drill deep into Ronel's broken terrain.

House Liao and House Kurita both laid claim to Ronel after the fall of the First Star League. After years of stalemate, the Capellan Chancellor suspended the Ares Conventions and authorized the use of chemical weapons. The Confederation won Ronel, but only by poisoning its atmosphere.

The chemical agents unleashed by the Capellans eventually dissipated to levels that could be managed with filtering masks. Once declared "safe," Ronel became a prison world, a destination for the most criminal elements of Capellan society, which did the dangerous work of reopening the planet's mineshafts.

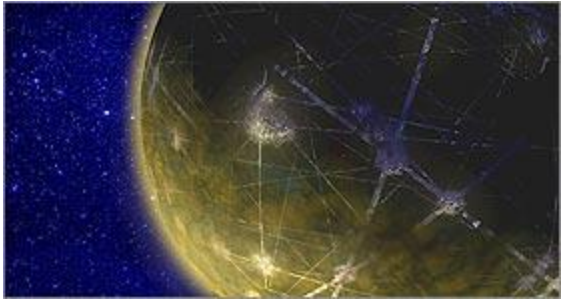
Federated Suns mercenaries took Ronel in the Fourth Succession War, and The Republic of the Sphere has maintained investments started by House Davion in Ronel's mining economy.

The twin continents of Oxo and Xox are nearly mirror images of each other, almost directly opposite each other; Oxo in the northern and Xox in the southern hemisphere. The capital city of Lenor is on Xox.



Ruchbah

Star Type: FOVI
Position in System: 1 (of 2)
Number of Moons: None
Days to Jump Point: 22
Surface Water: 40%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 25° C
Highest Native Life: Mammals
Population: 148,000,000
Governor: Marcella Slayton
Planetary Legate: Gerry Janetzke



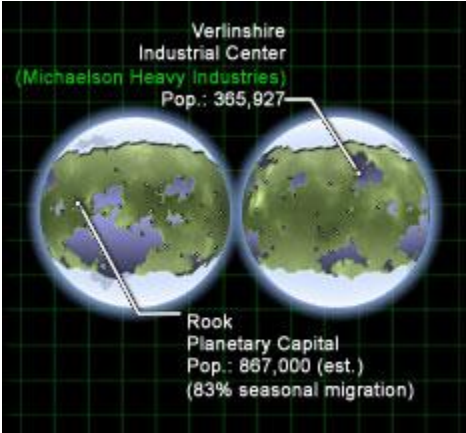
Ruchbah’s surface is dominated by a single landmass and dotted with inland seas. Most of this landmass consists of rolling grasslands, hills, and tundra, ideal for grazing animals. Lit by a small subdwarf star, Ruchbah is a relatively cool world and its higher latitudes suffer bitterly cold winters, forcing both domesticated and wild herds to migrate annually. Because so much of its population follows the animal herds, the population of Ruchbah’s capital, Rook, and other towns varies widely depending on the season.

When first settled, Ruchbah’s native military consisted of little more than horse-mounted cavalry, which allowed the neighboring Tikonov Union to take control of Ruchbah in 2228. When the Tikonov Union joined the Capellan Confederation 150 years later, Ruchbah was one of several worlds that requested the protection of, and was eventually integrated into, the Terran Hegemony. After the fall of the First Star League, the Federated Suns claimed Ruchbah. Although the Capellan Confederation briefly held Ruchbah during the Third Succession War, Ruchbah remained a backwater world supplying animal products to the rest of the Federated Suns for most of the Succession Wars.

During and after the Clan invasion, investment in military production by the Great Houses reached a high not seen since the First Star League.

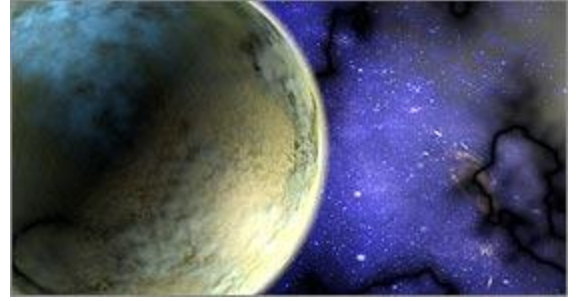
When Blakist units attempted to take Ruchbah after the fall of the Second Star League, they found themselves bogged down in a guerilla war with Ruchbah’s native horse-mounted cavalry, backed by Michaelson’s attack helicopters. Although losses were high on both sides, the Blakists never managed to take full control of Ruchbah, and the planet easily transferred to the control of The Republic of the Sphere after the Blakists were put down.

Under The Republic, Michaelson converted its helicopter designs to civilian use and greatly scaled back production.



Schedar

Star Type: G2III
Position in System: 2 (of 7)
Number of Moons: 1 (Mali)
Days to Jump Point: 9
Surface Water: 20%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.1
Equatorial Temp: 27° C
Highest Native Life: Reptile
Population: 55,000,000
Governor: Jas Rander
Planetary Legate: Gerry Janetzke



Schedar is a cool, desert world. Although the chemical constituents of its atmosphere are suitable to humans, a fine mineral dust that scars human lungs permeates the lower atmosphere and forces Schedar's population to use filtering masks and equipment. Many small, salty lakes pockmark the surface, and Schedar's native reptilian life-forms migrate between these lakes as the seasons change.

During the First Star League, the Federated Suns invited the Terran Hegemony to jointly administer Schedar, partly to ward off attacks from the Draconis Combine and partly to encourage Hegemony investment in this backwater world. Taking advantage of the planet's low-wage workforce and the naturally occurring semiconductor minerals littered across Schedar's surface, a rich Hegemony family established Rander Communications Equipment, Inc. near the capital of Jacksonville. The Rander family also convinced the Hegemony to undertake some mild terraforming efforts on Schedar to rid the planet of its deadly mineral dust.

Although the fall of the First Star League brought an end to terraforming on Schedar, Rander Communication Equipment went on to faithfully serve the Federated Suns for the duration of the Succession Wars by producing various military electronics, including communications, tracking and targeting, and countermeasure systems. Although Rander had a subsidiary on the surface of Schedar that produced civilian electronics, its military electronics were produced in an underground factory. Much of Schedar's population retreated into these underground complexes during the Blakist Holy War, reemerging years later when The Republic of the Sphere was founded. Rander adapted to the pacifistic Republic by mothballing its underground military factory and investing heavily in the civilian factory.

Sheratan

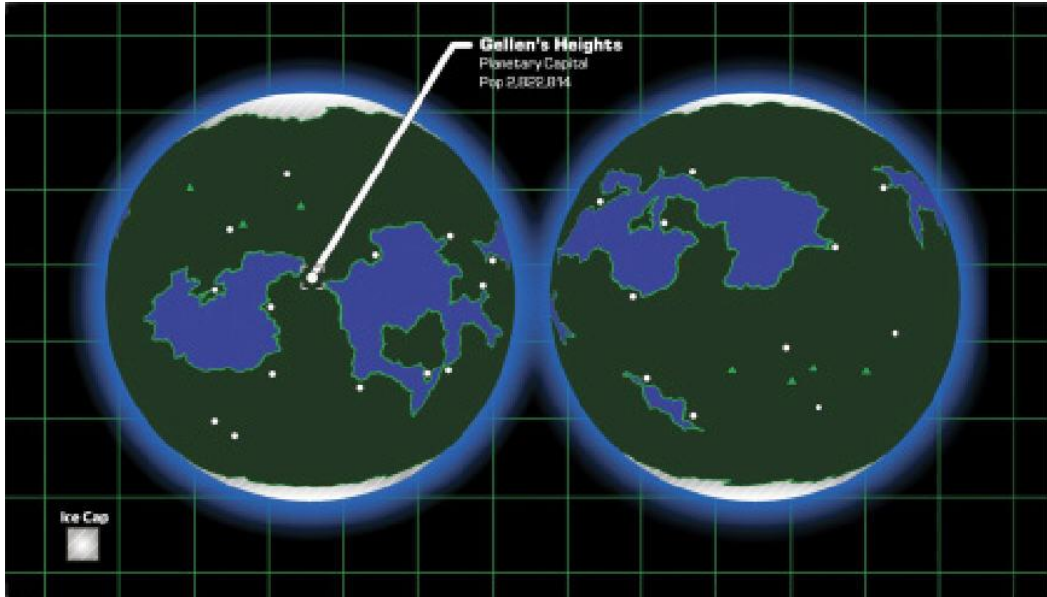
Star Type: K5V
Position in System: 5 (of 9)
Number of Moons: None
Days to Jump Point: 4
Surface Water: 40%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.9
Equatorial Temp: 31° C
Highest Native Life: Mammal
Population: 116,000,000
Governor: Alex Ravenswood
Planetary Legate: Josef Sparrow



Once the emerald jewel in the crown of the Terran Hegemony, Sheratan’s surface was a single landmass blanketed by thick forests, lush jungles, and verdant farmland; dotted by a few, large, landlocked seas. Sheratan’s ruling family, the Grensons, were staunch supporters of Terra’s Cameron family when they assumed leadership of the Terran Hegemony and, later, founded the First Star League. In fact, First Lord Jonathan Cameron married Lady Ludmella Grenson, a connection to the First Star League that Sheratan’s population remains proud of to this day. During the fall of the First Star League, on the order of the Usurper Stefan Amaris, the Grenson family was nearly wiped out for its association with the Camerons. With no hereditary rulers, the Capellan Confederation easily claimed Sheratan after the fall of the First Star League.

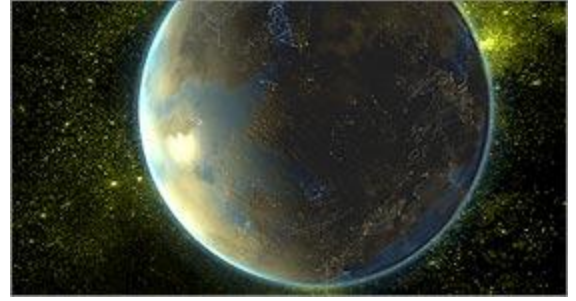
Aside from its fertile soil, Sheratan lacks significant resources, so Sheratan’s small population and agriculture were spared most of the ravages of the Succession Wars. When the Federated Suns invaded the Capellan Confederation at the outset of the Fourth Succession War, Sheratan was one of many Capellan worlds near Terra that were cut off from the Confederation and incorporated in the short-lived Tikonov Free Republic. Sheratan reverted to the Federated Commonwealth when an assassin brought an end to the new Tikonov state. The subsequent invasion by House Liao troops in the years before the FedCom Civil War left the world ravaged.

By the time of the founding of The Republic of the Sphere, Sheratan’s population had fallen to levels the planet’s now-meager agricultural output could support and the economy stabilized. When a portion of the Wolf Clan joined The Republic, interest in Sheratan’s ties to the First Star League led some to settle near Sheratan’s capital of Gellen’s Heights, further boosting the planet’s economy.



Tigress

Star Type: G7V
Position in System: 4 (of 4)
Number of Moons: 2 (Jarvic, and Totalia)
Days to Jump Point: 7
Surface Water: 70%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.8
Equatorial Temp: 32° C
Highest Native Life: Mammal
Population: 2,850,000,000
Governor: Valdas Gullo
Planetary Legate: Gwen Bishop



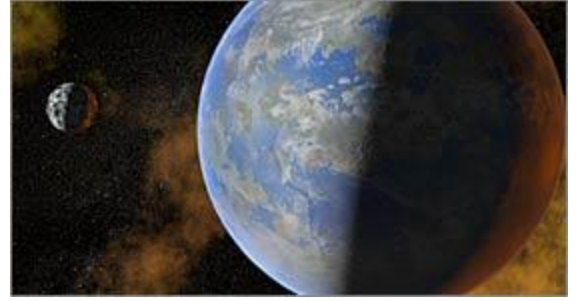
Originally a member world of the Terran Hegemony, the Capellan Confederation claimed Tigress after the fall of the First Star League. Realizing the potential of the planet's highly industrialized economy and well-educated populace, the Liao family made Tigress one of their personal fiefdoms. Paulina Weapons, manufacturer of the Cyrano gunship, was located on Tigress but was destroyed during the First Succession War.

After the Third Succession War, House Liao transferred Tigress to the Laurel family for the family's exemplary military leadership. Successive generations of the Laurel family earned renown outside the Confederation for their all-female mercenary unit, Laurel's Legion, and some still refer to Tigress as Laurel's World to this day. The Federated Suns won Tigress from the Confederation during the Fourth Succession War. Laurel's Legion switched sides when a key battle threatened the planet's huge fusion power plants, which were key to the planet's high standard of living.

Tigress remained in the hands of the Federated Suns until the Blakist Holy War, when over three-quarters of the production capacity of these power plants was destroyed and the Laurel family was driven into hiding. Under The Republic of the Sphere, the Laurel family has returned to power and Tigress's industry has focused on high-margin products like civilian helicopters and exoskeleton suits to make the most of its remaining power plants. Tigress also became crossroads of Prefecture IV, responsible for much of the trade, scientific research, and higher education in the Prefecture.

Tikonov

Star Type: G8V
Position in System: 3 (of 6)
Number of Moons: 3 (Andropov, Andruyev, and Ashkilov)
Days to Jump Point: 6
Surface Water: 60%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 29° C
Highest Native Life: Mammal
Population: 2,725,000,000
Governor: Frank Vitucci
Planetary Legate: Maureen Keating



A large, arid, metal-rich world settled during the first wave of Terran expansion, colonists from Terra's Asian continent named Tikonov after the last premier of the Soviet Union on Terra. Fueled by massive industrialization and aggressive political leaders, Tikonov emerged as the most important world in the region by the late twenty-third century, leading the formation of a proto-interstellar state called the Tikonov Union.

Tikonov's industry, especially its Earthwerks Ltd. BattleMech factories, continued to be important even after the Capellan Confederation absorbed the Tikonov Union. The Terran Hegemony jointly administered Tikonov with House Liao during the First Star League, but House Liao fully controlled Tikonov by the end of that period.

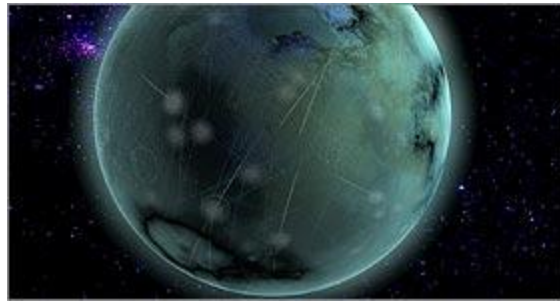
Tikonov was the focus of many Federated Suns offensives during the Succession Wars, but House Davion did not capture Tikonov until the Fourth Succession War. Tikonov was also a major battleground during the Federated Commonwealth Civil War, but in the end neither the Lyrans nor the Davions controlled the world because House Liao had taken the opportunity to recapture Tikonov. The Blakist Holy War was particularly hard on Tikonov as the Blakists lacked the forces necessary for a decisive win, leading to many additional years of warfare.

Tikonov recovered somewhat during the Golden Age of Peace, and the Earthwerks factories were retooled to produce industrial 'Mechs.

Tikonov has four major landmasses: Ufa in the northeast, Krasnodar in the southeast, Pskov in the southwest, and Kazan in the northwest, where the capital of Tikograd and the Earthwerks factories are located.

Tybalt

Star Type: G3V
Position in System: 3 (of 6)
Number of Moons: None
Days to Jump Point: 9
Surface Water: 60%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 28° C
Highest Native Life: Birds
Population: 225,000,000
Governor: Constance Irvin
Planetary Legate: Jolanta Oskvarek



Possessing small, shallow oceans, Tybalt's surface is dominated by eleven mountainous continents. Tybalt is wracked by tectonic activity, which has raised steep mountain ranges on all of its landmasses. Only one continent, Titania, is old and worn enough by erosion to be widely habitable. Although settlers have eked out livings as herders, trappers, and prospectors on nearly all of Tybalt's continents, its only significant population has always been located in or near MacBeth, Tybalt's capital and spaceport, which is located on Titania.

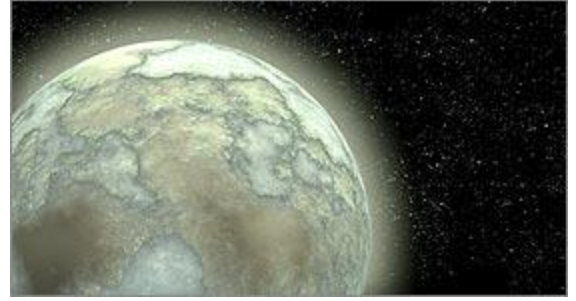
Soon after MacBeth's founding, the neighboring worlds of the Tikonov Union sent military units to subjugate the planet. With no military force of its own, Tybalt's nascent government quickly voted to join the Union in 2225. When the Tikonov Union joined the Capellan Confederation 150 years later, Tybalt was one of several Tikonov worlds that requested protectorate status from the neighboring Terran Hegemony. Eventually, Tybalt was fully integrated into the Hegemony, and the factories of Jolassa Armored Vehicles, maker of the Star League Defense Force's Fury armored command vehicle, were built. After the fall of the First Star League, control of Tybalt reverted to the Capellan Confederation. Although its factories never suffered direct damage in the fighting, Jolassa was forced to close its doors during the First Succession War as the loss of advanced technologies made the Fury's sophisticated command computer useless. Tybalt remained part of the Confederation until the Fourth Succession War, when the Federated Suns gained control of MacBeth and drove the Capellan defenders from the planet.

With no substantial industry or natural resources, the Blakists largely overlooked Tybalt during their Holy War. Since the founding of The Republic of the Sphere, the old Jolassa factories have been retooled and reopened to manufacture heavy construction, cargo, and civilian transport vehicles.



Yangtze

Star Type: G6V
Position in System: 5 (of 10)
Number of Moons: None
Days to Jump Point: 7
Surface Water: 80%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 27° C
Highest Native Life: Fish
Population: 288,000,000
Governor: Silvio Irion
Planetary Legate: Genaro Salituro



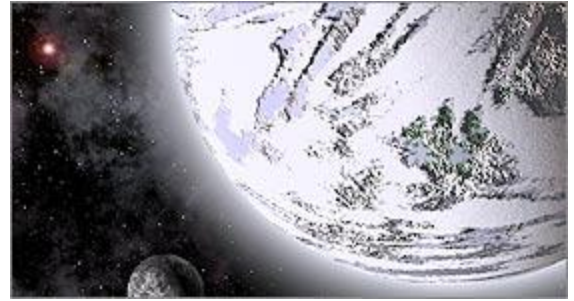
Settlers from the ancient Terran state of China named the planet Yangtze after the Yangtze River of their homeland. Like the Yangtze floodplain on Terra, Yangtze's landmasses are flat and covered in a thick layer of fertile soil fed by seasonal flooding from the planet's many slow-moving rivers. Fearful of the destruction wrought by these inland floods, Yangtze's initial settlers huddled in small fishing villages and towns on the rocky coasts of the planet's two small continents, Han and Sung.

Realizing that the planet's agricultural wealth could be unlocked if its massive floods were controlled, the Capellan Confederation invited the Terran Hegemony to jointly administer Yangtze during the First Star League. Hegemony engineers erected thousands of miles of dams and dikes, turning Yangtze's two muddy continents into prime cropland and raising Yangtze's population tenfold. With the fall of the First Star League, Yangtze reverted to Capellan control. During the Second Succession War, rogue mercenaries destroyed the flood controls on the continent of Sung, resulting in massive destruction and loss of life. Although Yangtze's agricultural output was halved, the continent of Han continued to be productive, and Yangtze remained one of the Capellan Confederation's primary agricultural exporters. The Federated Suns took Yangtze in a relatively bloodless action during the Fourth Succession War, and held the world for several decades. The Federated Commonwealth Civil War gave the Capellan Confederation the opportunity to retake Yangtze, but the Confederation quickly lost Yangtze again to the Blakists during their Holy War. The Blakists dismantled most of the remaining flood controls on the continent of Han in an effort to subjugate Yangtze's population.

Under The Republic of the Sphere, Yangtze has rebuilt the least-damaged dams and dikes on Han and Sung, and regained approximately one-fourth of its peak agricultural output under the First Star League.

Acamar

Star Type: G2II
Position in System: 8 (of 10)
Number of Moons: 1 (Aiken)
Days to Jump Point: 9
Surface Water: 63%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 20° C
Highest Native Life: Mammals
Population: 35,758,000
Governor: Jasmine Rothen
Planetary Legate: Peter Whatmore



Orbiting a great distance from its star, Acamar is a world locked in a perpetual winter. Acamar was discovered early in the 23rd century by a survey team from Tikonov. The world was described as a constant winter wonderland. Acamar wasn't considered for colonization until vast titanium ore deposits were located. This discovery was followed by precious-metal deposits of gold and silver. These vast ore deposits made Acamar a jewel coveted by Houses Liao, Davion, and Marik.

Acamar's climate did not deter colonists. Though it had three continents and a very large island group, only the continent of Katenga was suitable for colonization. Even though it was situated in the planet's equatorial region, even this continent wasn't immune from the winter storms. Katenga has two large valleys where most of the planet's population is located. Trans-Mahn is the southern valley, where the Mahn River flows and the city of Huss was founded. The Osz Forest covers the northern approach to the valley, where the Otal foothills separate Trans-Mahn from Tomahn Moraine. Tomahn is the larger of the two valleys. The capital city Kalskag is located in the northeastern part of the valley. The second-largest city of Flat is southwest of the capital near the Tokal Mountains, where a large silver mine is located. Acamar's remaining continents of Tamarack and Asta are in the northern hemisphere where they are frozen year round, making them impossible to settle.

Acamar's planetary system has a large asteroid belt, called Illeudian, where mining operations are headquartered. GM and Taijian Petrochemicals have vested interest in Acamar because they have helped the world recover from the chaos of the last few years. When the Blakist forces landed on Acamar, the defenders were ordered to lay down their arms without firing a shot—Blakist forces had infiltrated the controlling military during the upheaval of the Chaos March. This subterfuge saved Acamar from suffering the full, devastating effects of the Jihad.

Algol

Star Type: G5V
Position in System: 4 (of 9)
Number of Moons: 2 (Hargrove, Sung)
Days to Jump Point: 7
Surface Water: 54%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 30° C
Highest Native Life: Fish
Population: 1,354,000,000
Governor: Ken Huynh
Planetary Legate: Hanz Patchell



An original world of the old Tikonov Union, Algol became an important agricultural center during the height of Star League. Algol produced enough food to trade with and supply all the worlds within one jump. A large world, Algol has two major continents and a few islands. The largest continent, Shalom, contains the planetary capital of Algol City. It is here that the planet's food exports are brought for shipment off world through its large spaceport. Algol City was founded on the coast due to the abundance of fish found in the surrounding waters. Exploration of the remaining continent of Durant revealed that the soil was extremely rich, allowing production of a wide range of agricultural products. The planet immediately began to grow and flourish.

The largest city, Kollasa, is home to the planet's massive food-processing plants. Processed foods are shipped to Algol City on massive barges on the Montrose River. Groffer's Toll—located 150 kilometers south of Algol City—was home to a massive Federated Suns munitions plant and storage depot. On Durant, the city of Schan was the planet's largest source of potassium and other important chemicals used in the production of munitions.

Algol has suffered little since the fall of the original Star League. It was Algol's food production that kept the horrors of war from visiting it, unlike other worlds around Algol. This did not deter the Blakist forces, however, when they launched their Jihad. Faced with the threat of weapons of mass destruction, the Federated Suns defenders surrendered in order to protect the planet and its people. All AFFS troops were rounded up and shipped to Groffer's Toll, where they were interned in a makeshift prison in the AFFS depot. The troops did not wait long before attempting to escape, in the process angering the Blakist commander. He promptly ordered the destruction of the depot, resulting in the deaths of all but a handful of AFFS troops.

Algot

Star Type: G2IV
Position in System: 5 (of 9)
Number of Moons: 1 (Victoria's Jewel)
Days to Jump Point: 9
Surface Water: 56%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 48° C
Highest Native Life: Plants
Population: 2,321,735,000
Governor: Torre Swensen
Planetary Legate: Marissa Chaca



An original world of the old Tikonov Union, Algot was one of the first worlds settled and colonized by the early Tikonov explorers. A small but fertile planet, Algot began returning on the investments of its new settlers almost immediately. Algot became—for a time—a major industrial center, second only to Tikonov itself. Specializing in computer- and electronics-related sciences, Algot was one of the most populous worlds in the region at the beginning of the 29th century. Since that time, however, both population and technologies have declined markedly.

This decline is partially due to a mysterious plague that hit in 2822 and disappeared just as mysteriously the following year. The main factor in the decline of the population was the heavy emigration and the lack of immigration after Algot gained a reputation for being a health danger. For the past two and a half centuries, however, the health of the general population has been exceptionally good. Native Algotians do not let on that they have the third-longest life expectancy in Davion space. This is due to their fear that new waves of immigration would spoil the quality of rivers, mountain ranges, and resorts that make the planet one of the Inner Sphere's more pleasant worlds.

Algot has only one continent, Camellias, which is about the size of the Terran continent of Africa. It is situated in both the northern and southern hemispheres. With warm and temperate climates, Camellias' northern reaches are the most fertile, supplying the planet with all the food needed to sustain life. The capital city, Algot Prime, was founded on the northeastern coast of the continent. The location was chosen because of fertile fishing grounds and an island off the coast that would eventually be used to build a large spaceport. The southern part of the continent is mostly desert. A desert city, Cassol, is just north of the equator and is the regional capital. It was a large storage area for the AFFS. South of Cassol is Lake Ochiba, a large freshwater lake covering some 85,000 square kilometers. The lake supplies water for industries and local cities.

When the Jihad came to Algot, the Blakists used the planet's own history against itself. Using disabling poisons to subdue the planet, they took the world with minimal force, though they did have to firebomb the military compound outside of Cassol, destroying the AFFS unit stationed there.

Arboris

Star Type: K1IV
Position in System: 5 (of 7)
Number of Moons: 3 (Arbalest, Carabonis, Delenious)
Days to Jump Point: 5
Surface Water: 67%
Atm. Pressure: Standard (Breathable)
Surface Gravity: .98
Equatorial Temp: 35° C
Highest Native Life: Plants
Population: 538,975,350
Governor: Gerhardt Morrisey
Planetary Legate: Ananiv Rykman



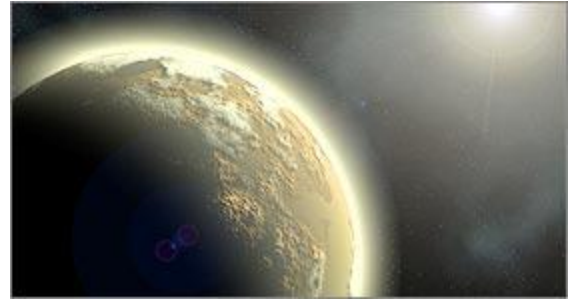
Originally colonized by settlers from the Capellan Hegemony, Arboris was settled for its fertile ground. Arboris has three continents. The largest, Jeruc—named after the scout who surveyed the planet—is located in the northern hemisphere. Covering over 38 percent of the planet, Jeruc produces the majority of the planet’s agro-products from its vast flat plains and valleys. The largest plain, Kansas Plateau, is home to the capital, Kansas Plain, which located in the southwest portion of the continent. Kansas Plateau wheat grows taller than the largest BattleMechs. In the north and west of Jeruc are the vast Hardina Mountains, which have proved as stubborn as the planet’s people. The majority of the population is located on Jeruc, where many are farmers or work to support the planet’s major industry. The remaining continents—Silverado and Bandar—are more island continents, about equal in size to Terra’s Australia. Here the industries are timber and mineral mining.

The people of Arboris have a history of fierce independence. Before their actions in the Chaos March conflict, they proved their mettle in 2308 by seceding from the Capellan Hegemony to protest the rapacious taxes and debilitating draft imposed by that government to support an unjustifiable war. Though Arboris again returned under the Capellan umbrella soon after the end of the Capellan-Supremacy War, neither House Liao nor later, House Davion, succeeded in fully assimilating the populace.

When Capellan forces invaded Arboris, the citizens refused to submit to them. Led by commanders of the Farmers Freedom Army, they rose up against the invaders and through sheer willpower forced the Capellans off the continent of Jeruc. The former Arboris militia forces suffered the same fate. When the Blakist Jihad came to Arboris, the population chose to side with a completely new invader rather than deal with a House that had attempted to conquer it for centuries, aiding the Blakists in hunting down the remaining militia and Capellan forces.

Azha

Star Type: K8IV
Position in System: 4 (of 7)
Number of Moons: None
Days to Jump Point: 3
Surface Water: 43%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 53° C
Highest Native Life: Mammals
Population: 578,350,000
Governor: Lynn Torsello
Planetary Legate: Kay Veigel



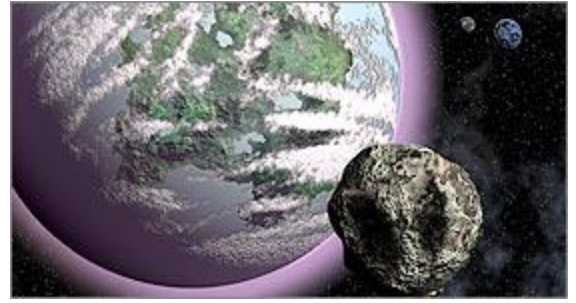
A small world compared to the other planets surrounding it, Azha has nevertheless become strategically important to the Capellan military due to its location. The Capellan military's Bureaucratic and Logistical Offices were located on Azha in support of the Tikonov and Sarna Commonalities. Azha's dry atmosphere means that it borders on being a desert world, yet it has enough arable landmass to support its current population. Far from being an agricultural world, Azha is able to produce the necessary raw materials for producing microchips for electronic and computer components.

Azha has three continents that cover more than 50 percent of the planet. Castellan, the main continent, is the largest of the three. The one distinctive feature of Castellan is its lack of mountains. Located on the southwest coast of Castellan is the planetary capital, Casella. Nestled in the surrounding flatlands and rolling hills, Casella had some of the largest supply depots in Capellan space. Located in the southern hemisphere, the continent of Brasilia is home to the planet's lone major source of food; its climate is cool and moist enough to support food production. Ortega is the smallest of the continents and is the most underdeveloped. During the 2351–2352 Tikonov-Sarna War, such savagery was committed on Ortega that no one ever ventured back to the continent, giving rise to rumors of ghosts and hauntings are told even today.

When Blakist forces landed on Azha, they came in at a pirate point that allowed them to slip into orbit and land on Ortega. The local Capellan militia massed and, after ensuring that the depots at Casella were protected, they set out for Ortega to engage the invaders, whereupon they mysteriously disappeared and were never heard from again. The planet surrendered shortly thereafter.

Buchlau

Star Type: F5II
Position in System: 3 (of 4)
Number of Moons: 3 (Berchtold, Graf, Leopold)
Days to Jump Point: 15
Surface Water: 68%
Atm. Pressure: High (Breathable)
Surface Gravity: 1.2
Equatorial Temp: 30° C
Highest Native Life: Fish
Population: 1,045,650,000
Governor: Noelle Petrie
Planetary Legate: Lenis Knutowski



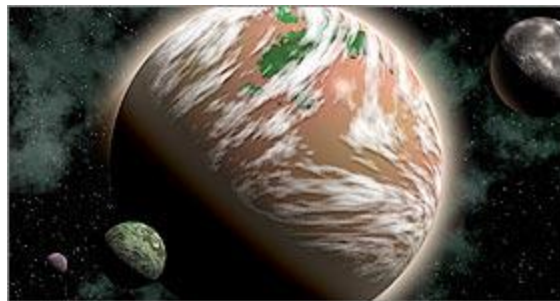
Once a member world of the Tikonov Grand Union, Buchlau was named after a beautiful castle in Moravia, a territory of a former European country from Terra's past. The planet's lone continent, Vienna, is a large landmass in a vast, turbulent ocean. It is covered with dense jungle, with the exception of its center: A large mountain mesa dominating the surrounding area rises up out of the jungle like a fortress nearly a thousand kilometers across. It was here that the planetary capital, Belgrade, was founded along with a large DropPort. The planet's ocean was the reason the planet was settled. Fishermen from old Terra could only dream of enormous fish like the ones found on Buchlau. Some of the fish grew to the size of killer whales from Terra's oceans. As its importance grew, Buchlau started exporting to planets like Algol, Halloran V, and Demeter.

During the Succession Wars, Buchlau never suffered attacks the way its neighbors did, as it lacked any strategic importance. That changed during the Fourth Succession War. Davion forces overwhelmed the Capellan defenders, taking the planet for their own. Not until the eruption and formation of the Chaos March did the Chancellor consider making any moves to recover the former Liao world. During the FedCom Civil War, then-chancellor Sun-Tzu Liao used his Maskirovka to stir up pro-Capellan sentiments. This was countered by the intuitive moves of the Capellan March Lord, Duke Hasek, who spent a sizeable part of his own personal fortune to turn that in his own favor.

While the Jihad was raging, the planetary governor contacted the Blakists and offered to surrender the world so that it would not suffer the same fate as had Algol and Algot: The offer was accepted. Following the Jihad, untouched Buchlau has become one of the primary food-producing worlds in Prefecture V.

Foochow

Star Type: F4V
Position in System: 4 (of 8)
Number of Moons: 3 (Li-Lung, Lung-Wang, Pan-Lung)
Days to Jump Point: 16
Surface Water: 80%
Atm. Pressure: Low (Breathable)
Surface Gravity: .7
Equatorial Temp: 45° C
Highest Native Life: Mammals
Population: 598,650,000
Governor: Xiao Ping Chen
Planetary Legate: Kathryn Eykemans



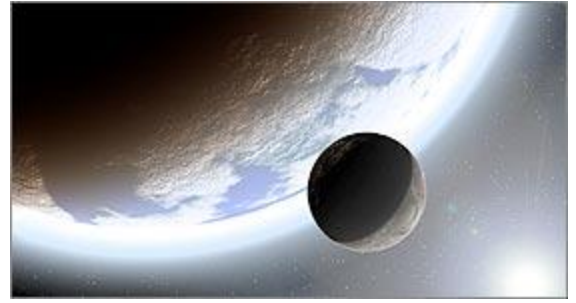
Discovered almost by accident, Foochow was not colonized until the late 22nd century, by a sizeable population escaping from China on Terra. The planet was named after the capital of the Fujian province in southeast China. Like its namesake, Foochow became a seafood exporter, supplying many worlds. Foochow is fairly unusual in that it does not have large polar ice caps. The planet is like a large greenhouse. The one continent, Min-how, is located along the equator and was mostly jungle when the first colonists landed. They spent the first 50 years fighting disease-carrying insects and Dobars, large six-limbed carnivores the size of black bears. The settlers overcame the land and were able to make it productive, even taming some of the Dobars.

Foochow had very little industry until explorers discovered minerals on Min-how's southwest coast. These minerals were used to produce electronics. The town of Redswan is the planet's leading industrial city. The planet's capital, Vashura, located on eastern Min-how, is the largest seaport and produces the bulk of the planet's exports in fish. During the Fourth Succession War, Foochow was captured and remained in Davion hands until 3057, when the planet was captured during the Marik-Liao invasion.

Foochow was not involved in the first few months of the Jihad,—until one of the Warrior Houses jumped into the system. Soon thereafter, a small mercenary force in the employ of the Blakists entered the system and began a high-speed burn toward the planet. Hidden among the planet's moons, the Warrior House launched an aerospace assault that completely destroyed the attacking mercenaries.

Foot Fall

Star Type: M9III
Position in System: 5 (of 6)
Number of Moons: 1 (Ankara)
Days to Jump Point: 2
Surface Water: 58%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 28° C
Highest Native Life: Reptiles
Population: 1,136,216,000
Governor: Noel Grau
Planetary Legate: Anthony Hovey



A cool world, Footfall has abrupt seasons that initially caught the first settlers off guard. Snowstorms of biblical proportions would drop 60–70 centimeters of snow in mere days. The weather reminded these Mongolian descendants of their parents' home in northern Asia on Terra. Both of Footfall's two large continents are covered by mountains that leave little in arable landmass for farming, though what land is there is highly fertile and produces more than enough to support the current population. What the planet does have an abundance of is precious metals and iron ore. The northern continent, Ulaanbaatar, is the smaller of the two landmasses, and is the more mountainous. Ulaanbaatar produces the bulk of the iron ore, while Hohhot, the southern continent, has large veins of precious metals. The capital city, Ganz, is the manufacturing center of the planet and is located in the Fen Fang Fu delta region on the northern coast of Hohhot.

Footfall had been spared the ravages of war until the Fourth Succession War, when two elite Davion RCTs landed on the planet and massacred the local planetary militia. The Confederation regained Footfall during the offensive of 3057, where it remained until Devlin Stone demanded it as part of his forming Republic. Chancellor Sun-Tzu Liao formally refused to give up any world to The Republic, though in practice he could do nothing to prevent it, as his forces had been devastated during the Blakist Jihad.

During the Capellan-Republic war, Footfall became a center of some of the fiercest fighting between Stone's elite units and two Warrior Houses as the Confederation attempted to wrest back its worlds. Though the two Warrior Houses managed to take and hold the world for three years, with the surprising help of Free Capella units, it was a Pyrrhic victory: One Warrior House was destroyed and the world was given back to The Republic following the signing of the treaty that ended hostilities between the two nations.

Gan Singh

Star Type: F7V
Position in System: 4 (of 4)
Number of Moons: 4 (Hari, Kishen, Nain, Ranjit)
Days to Jump Point: 13
Surface Water: 72%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 30° C
Highest Native Life: Mammals
Population: 1,354,000,000
Governor: Jean Littlefield
Planetary Legate: Heath O'Hagan



Once the second member world of the Styk Commonality, Styk was the industrial world, while Gan Singh supplied the industrial base with its vast resources. Gan Singh was settled during the late 22nd century. Many people from Southeast Asia migrated to Gan Singh during one of the early waves of migration from Terra. In 2366, Gan Singh, Styk, and other worlds of the Tikonov Union joined the Capellan Confederation in response to the growing Davion aggression. Gan Singh and Styk were captured by Federated Suns forces during the Fourth Succession War. Both worlds recovered from the devastation and began life again under new governments set up by the Federated Commonwealth. In 3057, when FedCom split because of the Archon-Prince's attempt to supplant the son of the Free Worlds League, Gan Singh was abandoned. Styk and Gan Singh then formed the Styk Commonality Defense Alliance.

The planet's northern and southern seas contain four temperate continents of rolling hills, and two large tropical continents are located near Gan Singh's equator. Calcutta, Satara, Jaipur, and Jhansi are the four temperate continents. Eighty percent of the population is located on these continents. The capital city, Mughal, is on the eastern coast of Calcutta. The tropical continents of Sambalpur and Nagpur generate most of the world's food.

During the Jihad, Gan Singh learned of the fall of Styk and other worlds in the surrounding area, and the planetary government contacted the Capellan government to petition for help. The Strategos, with permission from the Chancellor, sent in one of their oldest brigades to set up defenses and wait for the Blakist forces to arrive. Expecting light resistance, the Blakists had only sent a small force, allowing the Capellans to destroy the invaders to the last person.

Genoa

Star Type: M9III
Position in System: 4 (of 9)
Number of Moons: 1 (Sant'Andrea di Ponticello)
Days to Jump Point: 1.96
Surface Water: 12%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 25° C (Arctic)
Highest Native Life: Amphibians
Population: 225,871,000
Governor: Ulysses Mason
Planetary Legate: Otto Gryzick

During the latter part of the 22nd century, explorers financially supported by investors from the Italian province of Genova were paid to find a world they could settle. A suitable world was located less than 90 light-years from Terra, and in 2300 seven ships carrying 100,000 colonists set out for their new home. What they found was not what they were expecting. The planet they named Genoa (after the port city in the Genova Province) had been forced from its orbit in a brief but violent journey precipitated a millennia ago by a passing meteor. The world's lush plant and plentiful animal life died off, leaving a barren, dry, rocky, and only marginally habitable world.

The planet's harsh frozen environment forced the population underground. It was here that they discovered huge underground lakes teeming with aquatic life. They also discovered vast deposits of rich ore, minerals, and high-grade gemstones. The planet began thriving, and by 2315 became a member of the Liao Protectorate until it was taken by the Terran Hegemony. Vast networks of tunnels were cut during mining operations. Small underground cities were built throughout the northern and southern continents. The capital city of Columbus and two of the planet's four spaceports are located on the northern continent, Rivera, where the large veins of ore are mined. Most of the high-grade gemstones and minerals are mined on Genoa, the southern continent. All raw materials are shipped to ports via a mass underground-transit system.

After the fall of the Star League, Genoa became a Liao world. That lasted until the Fourth Succession War, when House Davion captured the planet and held it until FedCom collapsed in 3057. Genoa was part of the Chaos March, refusing to bow to Liao raiders during the Xin Sheng movement, though control was regained by FedSuns in the waning months of the FedCom civil war. During the Jihad, Blakists forces attempted to take Genoa. What they found was an armed population prepared to fight for every inch of ground. Though three nuclear weapons were used, the planet never fell; one-third of the population died before Stone's Laminates relieved the planet by annihilating the remaining Blakists. The planet has been a staunch supporter of The Republic of the Sphere ever since.

Halloran V

Star Type: F8IV
Position in System: 5 (of 5)
Number of Moons: 1 (Meridian)
Days to Jump Point: 12
Surface Water: 74%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 24.6° C
Highest Native Life: Plants
Population: 1,058,642,000
Governor: Lucian Rogstad
Planetary Legate: Shimon Tauben



A generally bleak, barren, and forbidding arctic world, Halloran V is a relatively young planet that is geologically active. Halloran V is in an ice age, with glacial sheets that cover 35 percent of both hemispheres. Exportation of ice is one of Halloran V's two major industries. Halloran was selling icebergs at such a prodigious rate that many felt the planet would be without them in a century, which could have precipitated a major ecological crisis. Planetary officials finally listened to the advice and slowed the export rate.

Halloran V has three continents and two archipelagoes. Chimera, the largest continent, is located in the equatorial zone, which is the most temperate of the landmasses. The largest city, Vanders, and the capital, Gethin, are located on Chimera in the large Shobol River valley. Seventy percent of the population lives on Chimera. Newfoundland and Sunderland are in the northern and southern hemispheres, respectively. Both are mostly barren, frozen lands that produce the bulk of the planet's copper, the world's other major export. Tonka Li and Tonka Lu are large archipelagoes that have been left mostly undeveloped because of numerous active volcanoes.

When the Jihad finally came to Halloran V, it was not Blakist forces that landed, but Capellan. After nearly 60 years, the Chancellor decided to take advantage of the fluid situation and sent in one of his veteran Sixth Reserve Cavalry Brigades. Several weeks later, the Federated Suns Armored Cavalry entered the Halloran system to push the Capellans off the planet. They landed on Chimera and used their famous speed and cavalry tactics to force the Capellans to fight the Cavalry's war. In a twist of fate, a Blakist WarShip entered the system, destroyed all the JumpShips of both forces, and bombarded Chimera, leveling the major cities and all but destroying both forces on the planet before departing.

Hunan

Star Type: F9VII
Position in System: 4 (of 4)
Number of Moons: 1 (Nefari)
Days to Jump Point: 11
Surface Water: 54%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.1
Equatorial Temp: 45° C
Highest Native Life: Reptiles
Population: 754,465,000
Governor: Vimla Katara
Planetary Legate: Maria-Luisa Cavanna



Hunan has been described as the last place in the Inner Sphere you would want to go, let alone live. The planet's atmosphere is tainted by tons of sulfur vapor produced by hundreds of volcanoes located on the main continent in the equatorial zone of the planet. "Hell," as it has been named, is completely devoid of life. The population of the planet lives in Kamala, the only continent that can support life. And that's not saying much. Even here the landscape is a frozen lava flow, reddish-brown in color, with half-melted purple hillsides. Pale yellow vapors twist from sulfurous, steam-belching geysers, rising through the thick brown soup. Outside the capital of Hunan City are the Hellfire Mountains, which are made up of volcanoes and hot springs that make the use of infrared scans nearly impossible. The sulfur vapors hamper radar and magscans, making most sensors useless.

The planet was colonized only for the massive deposits of ore and metals found on all five of the planet's continents. Roc, Zeka, and Bandar are island continents. It was here that the planet's native life was found. "Fire lizards," as they were called, could spit a caustic liquid with deadly accuracy up to 10 meters, causing intense burns. Eventually the lizard population was brought under control and a few domed cities were built so that humans could mine the land.

Hunan is one of the few worlds in the first few waves of human expansion that did not see any military action until near the end of the Jihad. A retreating Blakist unit routed at the Battle of Sian grounded on Roc. With no knowledge of the planet, they were unprepared for its natural defenses. After a week, the Blakists captured one of the domed cities. A few days later, the Hunanites destroyed the dome, killing nearly all the invaders. The fire lizards took care of the rest.

Kansu

Star Type: M4II
Position in System: 4 (of 9)
Number of Moons: 1 (Sheng Li)
Days to Jump Point: 3
Surface Water: 46%
Atm. Pressure: High (Toxic)
Surface Gravity: 1.0
Equatorial Temp: 135° C (greenhouse)
Highest Native Life: None
Population: 350,325,000
Governor: Tonia Al-Mahmoud
Planetary Legate: Alex Fenner



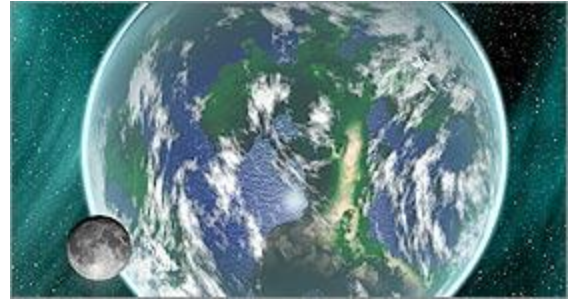
During the latter half of the 24th century, the frozen wasteland of Kansu was finally colonized. The planet's continents were covered with vast fields of blue-gray foliage. These plants were volatile when exposed to high heat, a side effect of storing energy as methane rather than fat. Colonists learned this by accident when they tried using the plants in their hearths after drying them out, a process that made them more volatile. Many early colonists lost limbs clearing the land. The colonists learned to—carefully, remotely—harvest the ice plants as a renewable energy source. Similar metabolisms in the plant and microbial organisms of Kansu's ice-shrouded oceans left its sea floor covered in methane-hydrate ices.

Kansu is a rather small world with three continents. Kantuene is the largest continent, located at the equator and extending into the northern and southern hemispheres. The majority of the population lived in the capital, Raijianstad, the largest of Kansu's domed cities, built in and around a large crevasse. It was underground that the settlers discovered rich fields of radioactive and precious metals. The continents of Matawan and Fetid remained largely unpopulated. Matawan is where the radioactive ores were refined. Fetid was turned over to the Federated Suns military, which built a base there after the Fourth Succession War.

When a Blakist-led force invaded, the defenders lured them to Fetid. Unlike in the last war, the defenders stood up to the invaders. As the Blakists advanced, their ranks were decimated by exploding ice plants and artillery, allowing the militia to defeat the invaders. The Blakists detonated a nuclear device, believing that would win the day. Instead, the weapon ignited the native flora for kilometers, and shocked the unstable seafloor's methane-hydrate ice into a catastrophic release of methane. The release of the methane and the subsequent melting of Kansu's large ice caps wrecked human civilization and rendered the planet uninhabitable aboveground within a decade. By 3091, the average surface temperature at the equator exceeded the boiling point of water in an extreme example of a runaway greenhouse effect. The Kansu "Seas of Fire," where the freshly released methane burns at the oceans' surface, remains a poignant reminder of the horrors of the Jihad. Today, the remaining population lives underground, while a small portion attempts to colonize Sheng Li to begin life anew.

Liao

Star Type: K5V
Position in System: 3 (of 9)
Number of Moons: 1 (Elias' Promise)
Days to Jump Point: 4
Surface Water: 5%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.05
Equatorial Temp: 30° C
Highest Native Life: Reptiles
Population: 2,395,427,000
Governor: Anna Lu Pohl
Planetary Legate: Viktor Ruskoff



The ancestral home of Chancellor Daoshen Liao, the planet was placid and completely ordinary, distinguished from its neighbors only by its immense grasslands, some stretching across each of Liao's three continents: Northern, Southern, and the island continent of Anderia. Elias Liao settled Liao in 2189 after leaving Terra. He originally named the planet after his dead wife, Cynthiana. This 47-year-old former president proved himself an administrative genius. Within a year of settling the planet, Elias arranged for the importation of several dozen varieties of livestock, including several expensive Eridani horses. The planet's inhabitants invested the last of their monetary reserves—and their gamble paid off. Cynthiana became a major supplier of livestock and processed meat to the local worlds. When Elias died, the people changed the name of the planet in his honor.

Liao has seen its share of war. Early during the Fourth Succession War, Davion captured the planet. When the Chaos March formed in late 3057, House Liao was able to regain control. To ensure that Liao would never fall again, a veteran brigade was garrisoned. When the Jihad came to Liao, the Capellans were mysteriously prepared. Unlike what happened on Outreach or Northwind, the Capellans struck first. Using chemical weapons and massed artillery fire, they hammered the Blakist units, and the Capellans were able to hold the planet. But their victory was Pyrrhic at best. Anderia was rendered uninhabitable, and the planet suffered horrible casualties.

After the defeat of the Blakists, Liao was forced to become a member of The Republic. The Chancellor, however, was not going to let that stand. In 3101, a "grass roots" war to take back all the worlds House Liao had lost to The Republic began, and escalated for several years. Then, in 3111, a junior lieutenant was offered a bribe to allow an unauthorized DropShip to land on Liao. This allowed the Capellan forces to launch an attack that slaughtered Republican civilians, including the young lieutenant's parents. The violence from the previous nine years had escalated into a full-blown war. With the war over and order restored, Liao moved on, except for the young lieutenant. He simply disappeared, and is listed as missing in action.

Menkar

Star Type: M2IIIa
Position in System: 4 (of 9)
Number of Moons: 1 (Metuchen)
Days to Jump Point: 7
Surface Water: 66%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 35° C
Highest Native Life: Mammals
Population: 1,134,458,000
Governor: Chuck Kincaid
Planetary Legate: Kirk O'Brien



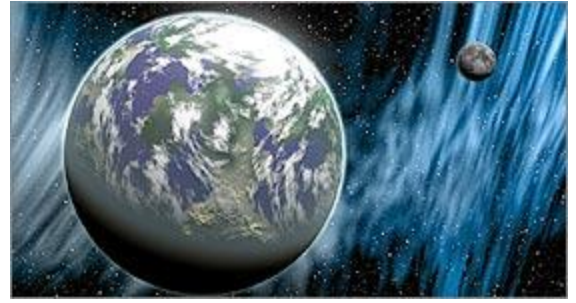
Menkar's star is a cool red located in the open jaw of the Whale, or Sea Monster, Cetus, constellation as viewed from Terra. The planet derived its name from the Arabic name for the star, Al Minhar, "The Nose" (of the Sea Monster). Menkar's star is the second-brightest star in that constellation, with first place going to second-magnitude Deneb Kaitos. Nevertheless, Menkar was given the Alpha designation as a result of the two stars' positions in their constellation as viewed from Terra. Menkar's star is on its way to becoming an unstable variable like its constellation-mate Mira. Though this fact was known it did not stop the planet from being colonized.

Menkar IV, or Menkar, is a large world with two large continents, Ulug Beg and Al Tizini, and three archipelagoes. Menkar's two oceans are deep and full of life. Ulug Beg and Al Tizini have arid landscapes and fertile valleys fed by large rivers. The majority of the planet's population is split between the two continents. Monkar, Menkab, and Al Minkar are medium-sized archipelagoes that are covered mostly with jungle. These archipelagoes are used for harvesting plants for medical research and special medicines used in reversing the rejection effects of transplanted organs or replacement limbs.

Menkar was captured during the Fourth Succession War by Davion forces without a shot being fired. The planet's military surrendered in order to save the planet from seeing war for the first time. Blakist forces invaded when the Jihad was at its height. The planetary government surrendered as they did with the Davions—or so it appeared. They knew of the horrendous acts of barbarism the Blakists had committed. The Blakists left a garrison on the planet and departed. A week after this departure, a mysterious illness swept through the conquerors' camp, as well as the local population. When the war was over and Menkar liberated, the Blakists were all dead, as were 10 percent of the population who sacrificed themselves to kill the invaders.

New Aragon

Star Type: G2II
Position in System: 3 (of 7)
Number of Moons: 1 (Dijon)
Days to Jump Point: 5
Surface Water: 63%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 35° C (Warm—Temperate)
Highest Native Life: Amphibians
Population: 2,587,360,000
Governor: Marilou Grogan
Planetary Legate: Camilo Gutierrez



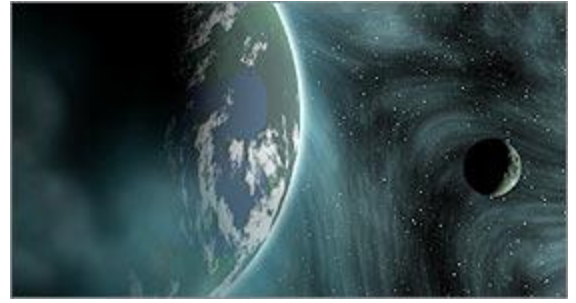
New Aragon was colonized as part of a land scam during the 23rd century. This was one of the saddest chapters of the historical era now known as the Exodus, when New Aragon was settled. The planet was cast as a world with “fertile ground and abundant water” to lure buyers, when in fact most of New Aragon’s two continents of Glastonbury and Dreymon were predominantly swampland. To make matters worse, the land was infested with insect-like creatures carrying more diseases than could be counted.

In spite of this, the colonists drained the swampland, uncovering what proved to be dynamically fertile land able to sustain a large farming population. Among the native amphibian life-forms that survived in the “frog-farm” preserves are several that have become delicacies and are exported as gourmet items. In addition, New Aragon has become a leading center for medical research. The capital of Argos, located on the continent of Glastonbury, is home to the New Aragon Institute of Epidemiology—a leading Inner Sphere medical research facility.

Of course, New Aragon has also seen its share of military action. In 2930, Davion forces captured New Aragon. It was not until 3013, when Hanse Davion was military governor, that he was able to restore order—earning his nickname, the “Fox.” New Aragon’s people have staunchly supported House Davion ever since. This is what the Blakist forces found out when they landed on New Aragon. The planetary defenders fought with unbridled passion against the invaders. The defenders held out against the Blakists at the old Star League forts of McMichael and Ellison. Only the liberal use of chemical weapons against those forts allowed the Blakists to secure the planet. The cost of victory was the near-destruction of the planet’s agricultural industry. Glastonbury’s largest river, the Graham River, was so contaminated that it wrecked the entire ecosystem of the continent.

Ningpo

Star Type: G2III
Position in System: 4 (of 7)
Number of Moons: 1 (Ningxian)
Days to Jump Point: 7
Surface Water: 78%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 38° C
Highest Native Life: Birds
Population: 2,108,428,000
Governor: Qing Xiao
Planetary Legate: Rene Graves



Named after a provincial capital from the northeast Zhejiang province in China on Terra, Ningpo was a temperate world of fertile ground and beautiful seas. The planet became a moderate supplier of many agricultural products to worlds like Pleione and Poznan. Ningpo has two major continents and many islands that are home to many of the exotic birds on the planet. The continent of Qingyuan covers most of the northern hemisphere, and is composed of 85 percent farmland with rolling hills and dales. Ningbo, the planetary capital, is located on the southeast coast of the continent. Liampo, the smaller of the two continents, is located in the equatorial region, extending into the southern hemisphere. Liampo is the more industrialized of the two, though 45 percent of it is covered by farmland, much like Qingyuan.

One of the most beautiful places on the planet is Qingyuan's Yaloshia Peninsula. Located on the southwest coast, Yaloshia is large peninsula flanked by a large mountain range called Yalo Rue. The mountains and the peninsula are covered with lush green forests that the timber industry has been selectively farming and using to produce some of the most beautiful furniture in the Inner Sphere. It is rumored that the Celestial Throne of the Capellan Confederation is made of Ningpo timber. During the Fourth Succession War, one of the elite regiments of the Northwind Highlanders fought the Third Davion Guards to a standstill before they were allowed to retire to Northwind.

Like other worlds, Ningpo was not immune to the effects of the Word of Blake's unholy war. Though it did not suffer a direct assault, it did suffer losses as many of the planet's young men and women were "volunteered" into the Confederation military. A full generation of the planet's brightest and best was lost helping to expel the Blakists from the Confederation.

Palos

Star Type: K7VI
Position in System: 3 (of 8)
Number of Moons: 5 (Isla Palana, Menor, Pinatar, Reona, Ribera)
Days to Jump Point: 4
Surface Water: 59%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 55° C
Highest Native Life: Mammals
Population: 1,728,298,000
Governor: Pol Fert
Planetary Legate: Lance Jorgens



Colonized early in the 23rd century, Palos would soon be a major source of important ores and minerals. Palos is a large world, measuring nearly 15,000 kilometers at the equator. Yet its three continents, Cartagena, Murcia, and Valencia, cover just over 40 percent of the planet. The largest of the three is Valencia, where the capital of Xer is located on the northeastern coast, on the Iberian Peninsula. Valencia is covered with vast woodlands and mountains, offering the inhabitants the necessary resources to live and prosper. Two hundred kilometers south of Xer is the barren Docarshon Valley. It was here that early colonists discovered rich gold deposits that played out after three centuries of mining. Now it's just an ugly scar of uncontrolled exploitation. Cartagena is the smallest of the three continents, yet it supplies most of the planet's food supplies, including indigenous mammals domesticated for food as an alternative to beef products. Murcia is mostly mountains and valleys covered in sparse vegetation and timber. Its arid landscape is the backdrop of the planet's massive mining operations. Careful land management has allowed Murcia to continue to produce a steady supply of ore and minerals.

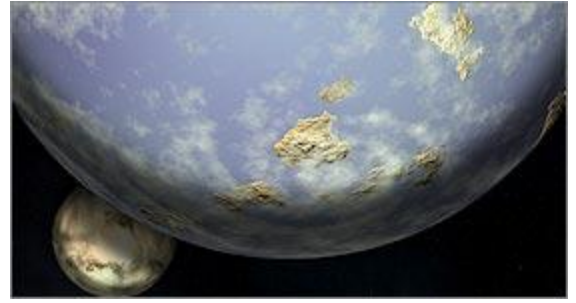
Palos has always been a planet of independent-minded people. They believe in individual freedom and are always opposed to heavy taxes. In early 2305, Palos and Wei both rebelled against the Sarna Supremacy after years of heavy-handed taxation and economic exploitation. They declared their independence. Their move caused the Capellan-Supremacy War when the Capella Hegemony intervened to help both worlds.

During the Fourth Succession War, Davion forces landed and were immediately met by the planet's inhabitants, who showed no fear in protesting their presence on the planet. After the planet fell, the people quietly chafed under Davion rule. When the war of 3057 came, shattering the Sarna March, Palos happily returned to the Confederation.

The people of Palos nearly revolted when Devlin Stone demanded the planet be included in The Republic.

Pleione

Star Type: M8VI
Position in System: 3 (of 9)
Number of Moons: 1 (Caran)
Days to Jump Point: 2
Surface Water: 84%
Atm. Pressure: Standard (Breathable)
Surface Gravity: .89
Equatorial Temp: 58° C
Highest Native Life: Fish
Population: 718,462,000
Governor: Nicole Ramseyer
Planetary Legate: Gordon Weymuller



Colonized during the early exodus from Terra, Pleione became a stepping-stone to the stars beyond. Though the planet is an inhospitable desert world, it has an abundant supply of water, which it exports on a regular basis. The landmass is less than 20 percent of the planet, limiting population growth to the lone continent of Jezrael. Most of the terrain is nearly featureless, save for large rock formations that dot the land. Pleione can barely grow agricultural products, so it must import the majority of the agricultural products needed to support the population. Pleione was once a member of the Tikonov Grand Union before joining the Capellan Confederation. The original Star League used Pleione as a military supply world and built a massive fort atop the largest rock formation on Jezrael. This fort was used as a headquarters and regimental supply depot. The Capellans named it "Thunder Rock." It was here that Capellan forces fought against Davion mercenaries during the Fourth Succession War.

Confederate forces were able to regain Pleione once the Sarna March collapsed as the result of the Marik-Liao invasion of 3057. During the Confederation's Xin Sheng movement, Pleione, along with Ningpo and Poznan, reaffirmed its allegiance to the Celestial Throne and House Liao. To ensure the defense of the world, the Confederation assigned Little Richard's Panzer Brigade to defend Pleione, as well as to back up Confederation forces on Ningpo and Poznan. During the FedCom Civil War in October of 3066, the Brigade was sent by the CCAF to take Genoa and Arboris. It was on Genoa that Little Richard met with disaster at the hands of Twelfth Vegan Ranger's Beta Regiment. In a matter of a month, the defenders of Pleione were sent home, their regiment reduced to a barely operational battalion. The unit was in the middle of recovering when Blakist forces invaded. Little Richard's forces fought valiantly but to no avail. They made their last stand at "Thunder Rock," where they died to a man. Their deaths prompted the planet to surrender.

Poznan

Star Type: G6III
Position in System: 4 (of 5)
Number of Moons: None
Days to Jump Point: 9
Surface Water: 65%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.2
Equatorial Temp: 45° C
Highest Native Life: Reptiles
Population: 1,895,746,000
Governor: Fernando Cruz
Planetary Legate: Hsu-Chu Yang



Named after the first capital of the former Terran country of Poland, Poznan was colonized by refugees from Poland, Portugal, and Spain during the great exodus from Terra. This arid world is covered in jungles as well as harsh deserts. The planet's seven continents offered a variety of environments for the early colonists. Two of the continents, Boleslaw and Mieszko, were located in the northern hemisphere and were settled by the Poles most because the continents resembled their former homeland. Boleslaw is larger and has more mountains. Mieszko has more flatlands and rolling hills, and has the largest freshwater lake on the planet, Lake Lednica. Both continents produce iron ore, petroleum, and various agricultural products.

By far the largest group of settlers colonizing Poznan were from Spain. They claimed the four largest continents, located mostly in the equatorial zone, naming them Barcelona, Palma, Seville, and Zaragoza. On Barcelona, the largest of the four, they set up the eventual planetary capital of New Madrid. Here they thrived and traded with their neighbors in the north and south. The refugees from Portugal settled on the island continent of Galicia. Galicia was rich in minerals, precious metals, and titanium ore.

During the next two centuries, Poznan flourished—but not without strife. A civil war was fought between the Poles and Spaniards over Palma. The war was ugly and brutal. The Spaniards won, and a planetary government was formed. Shortly after that war, they were offered membership into the Duchy of Liao in 2320. Over the next three hundred years, Poznan's population increased tenfold, with many of Chinese descent immigrating and pushing the Spaniards into the minority—and they were treated as such.

When Davion forces captured Poznan during the Fourth Succession War, they helped relieve the oppression caused by the Chinese population. When the Confederation regained control, the people were wary of their future. The Chancellor decreed that nothing would change, and left the current leadership in place. This act did more to win the hearts of the people than anything else. This was apparent when Devlin Stone laid claim to Poznan; it has continued to harbor dissidents and malcontents.

Shensi

Star Type: F6V

Position in System: 4 (of 5)

Number of Moons: 1 (Kung Pow)

Days to Jump Point: 14

Surface Water: 59%

Atm. Pressure: Standard (Breathable)

Surface Gravity: 1.0

Equatorial Temp: 30° C

Highest Native Life: Amphibians

Population: 1,654,799,000

Governor: Millano Rivkin

Planetary Legate: Marjori Tarr



Shensi is home to some of the largest forests in Republic space. During the great exodus, this timber lured people living in the great northwest of North America, northern China, and from Russian Siberia. Shensi would become an export leader of timber and iron ore. The three continents on the planet were covered with tens of thousands of kilometers of forest, yet the early settlers were able to carve out their new homes without damaging their new environment. Klondike is the largest continent and is located on the equator and extends north. Its climate is the most temperate of the three. The capital city, Whitehorse, is located in the center of the continent.

The continent of Mogot, where the Russian settlers colonized, produces the greatest amount of iron, titanium, and radioactive ores. Its climate is colder and it has fewer mountains. The northern expanses of the continent range far above the arctic circle, where they exist as frozen tundra. Here petroleum wells have been drilled and oil stored for the world. On the continent of Kungara, enough of the landscape was open plains for various agricultural products to be grown to support the population. When Shensi became a member of the Capellan Confederation, it brought much in the way of natural resources to support the fledgling realm. The CCAF recognized the value of the world and secretly built a number of hidden supply caches for strategic purposes. Shensi was lost to House Davion during the Fourth Succession War, but the locals never gave up the secret caches. When Shensi returned to the Confederation, their supplies were still there, save one cache that had been raided by pirates.

The Word of Blake Jihad didn't touch Shensi, so it was undamaged when it was folded into The Republic.

Shipka

Star Type: K9III
Position in System: 5 (of 7)
Number of Moons: 1 (Leones)
Days to Jump Point: 3
Surface Water: 68%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 48° C
Highest Native Life: Amphibians
Population: 1,786,367,000
Governor: Candace Mocklin
Planetary Legate: Yuan-Shan Hsu



Explorers from St. Andre first discovered Shipka almost by accident. The exploration ship *Mighty Munchin's* navigator targeted the wrong star. Believing they were jumping to Highspire, they ended up in a system that had never been explored. After discovering the mistake, they immediately began exploring the system and discovered that the fifth planet was rich in resources and water. They named the planet after the Captain, Jonathan Shipka, when they filed the claim for the planet.

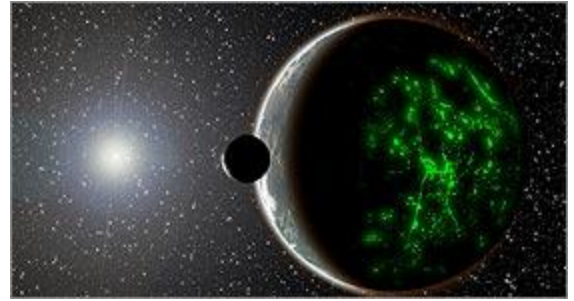
Shipka's location made it a perfect way station trading port for the numerous worlds surrounding the system. The population exploded, with farmers, traders, crafters, and merchants looking to turn a fast profit. So diverse was the population coming to this new world that they named the capital Shipka Commune. This city is located on the southwestern coast of Cambridge, the largest of the planet's three continents. Cambridge itself produces agricultural products and minerals in addition to having the largest DropPort on the planet. Hillsborough and Foxborough are almost identical. Where Cambridge is located in northern hemisphere, both Hillsborough and Foxborough are in the southern hemisphere. Hillsborough produces petroleum and precious metals. Foxborough produces timber and agricultural produce, as well as coal and shale.

During the Fourth Succession War, Shipka fell to Davion forces. During the Davion occupation, Shipka continued to serve as it had while a Capellan world. When the Sarna March collapsed, the people of Shipka did not hesitate to return to their former home, throwing off the Davion yoke.

During the Jihad, Shipka was overlooked—just as with the Succession Wars—by the Blakists. When Devlin Stone demanded the world for The Republic, the citizens went on strike for months before the situation was finally resolved.

Slocum

Star Type: G7III
Position in System: 5 (of 10)
Number of Moons: 1 (Stanza)
Days to Jump Point: 7
Surface Water: 66%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 53° C
Highest Native Life: Mammals
Population: 1,237,000
Governor: Sheldon Pagano
Planetary Legate: Pat Halvorson



Slocum history is tumultuous. In 2351, the now-defunct Sarna Supremacy attacked the planet, which was then part of the Tikonov Grand Union, and committed acts of merciless savagery against the inhabitants. Many battles and wars were fought on Slocum because it was a border world. Not until the formation of the original Star League did this once-beautiful world get a chance to prosper.

The Star League jointly administered the planet with the Capellan Confederation. A Castle Brian was built on each continent of the planet. Like the other worlds of the Terran Hegemony, Slocum suffered like never before. For eight years, they faced the atrocities of Amaris' armies. In 2774, General Kerensky's armies regained control of Slocum, but they discovered that half the population had died of starvation and the ravages of war. House Liao laid claim to Slocum after the fall and attempted to rebuild the once-vibrant world. Again Slocum faced strife during the Fourth Succession War. The planet was spared for the most part and prospered afterward under Davion rule.

Slocum's continents were severely damaged during the fall of the Star League. Of the four, only three are able to support life. Carnocial, the fourth continent, is a nuclear wasteland that is still hot to this very day. Kuaka, where the planetary capital, Fewers, is found, is in the northern hemisphere, where winter lasts six months out of the year. Just west of the capital are the famous Silver Plains. Here the snow-covered landscape takes on a silver color thanks to the silver content of the soil. Silver was one of Slocum's biggest exports. The continents of Theramule and Natick support most of the planet's mining operations and petroleum production.

When the Jihad came to Slocum, the Blakist-led forces invaded after they neutralized the defenders with orbital bombardments. When Stone's forces relieved the planet, once again almost half of the planet's population was dead. Between the twin holocausts of the Amaris Coup and the Blakist Jihad, Slocum has become a ghost world, with the inhabitants fleeing as quickly as their finances allow, regardless of every effort by The Republic to remedy the situation.

St. Andre

Star Type: K7III
Position in System: 5 (of 10)
Number of Moons: 1 (St. Michael)
Days to Jump Point: 4
Surface Water: 34%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 65° C
Highest Native Life: Mammals
Population: 4,429,335,000
Governor: Ann Plodinec
Planetary Legate: Therese Toussaint

From the moment it was colonized, St. Andre was at the forefront of interstellar politics. This was remarkable for a planet that was effectively a desert world. Most of St. Andre's two continents is covered in red desert. On the northern continent of Ravensglade, the terrain is flat and featureless. Because Ravensglade is located above the arctic circle, it is cold and frozen for six months of the year. It was there that the original Star League built a base to protect the planet with one of its many military divisions. Ravensglade produces petroleum and coal, as well as a small amount of uranium. Only a small portion of St. Andre's population lives on Ravensglade. Most of the planet's population is located on Georama, the larger and more hospitable of the two continents. Situated in the southern and equatorial regions, Georama is a hot desert environment in contrast with its northern neighbor. The capital of St. Andre is Jerome, located on Georama.

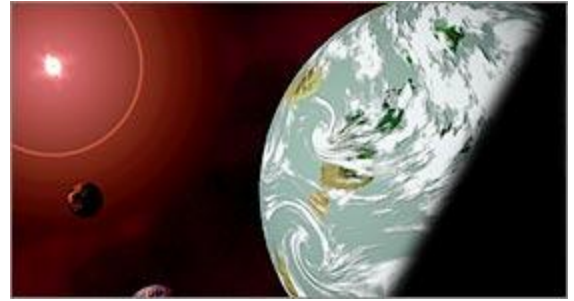
St. Andre's prestige comes from its early days, when Capella and the Sarna Supremacy were at war. Elite troops from St. Andre were used to aid the worlds Palos and Wei in 2305. It was on St. Andre that the leaders from the Sarna Supremacy, the Tikonov Grand Union, the Liao Protectorate, the Sian, and the St. Ives governments voted on and formed the Capellan Confederation in July 2366.

The planet became an object of Davion focus in 3007, when they sent the Dragoons to raid the megafactory of Seluk Electronics Ltd. Then, during the Fourth Succession War, Davion forces invaded and captured the planet. When the Federated Commonwealth split, the Capellan banner flew over St. Andre once again.

During the Jihad, St. Andre was attacked on three different occasions by Blakist forces. The Blakists were after the Star League base that had been renovated and put to good use by the CCAF. Conventional methods were used twice. For the third attempt, chemical weapons were used. In a twist of fate, the prevailing trade winds blew the deadly gas back in the faces of the attackers, decimating their ranks. When Devlin Stone made his claim for St. Andre, the planet did not go willingly.

Styk

Star Type: K2IV
Position in System: 2 (of 9)
Number of Moons: 2 (Dianthus, Pantheons)
Days to Jump Point: 5
Surface Water: 78%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 30° C
Highest Native Life: Reptiles
Population: 1,028,687,000
Governor: Claire Lusebrink
Planetary Legate: Daria Heivilin



Colonized in the late 22nd century, Styk would one day rise up to become the second-largest trading and industrial center in the Confederation. Styk is also home to Tao MechWorks, once the third-largest BattleMech production center in the Confederation.

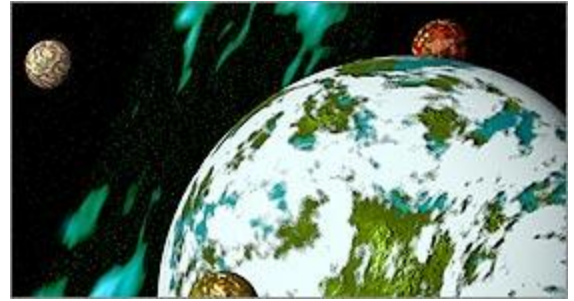
Styk is a heavily industrialized world composed of nine continents. These landmasses cover 22 percent of Styk's surface; saltwater oceans cover the rest. Styk's continents were named after the original explorers who found the planet. The largest continent is Burtnik, where the planetary capital, Lorelei, is located. Just outside of Lorelei is Tao MechWorks and one of the planet's largest military and commercial DropPorts. The remaining continents of Deyoung, Shaw, Young, Curulewski, Gowan, Panozzo North, Panozzo South, and Sucherman are heavily industrialized and each have their own DropPorts. One well-kept secret is Styk's ocean liners. Styk has a fleet of luxury liners that sail the vast oceans from port to port.

In late December of 3067, the Jihad came to Styk. Though the defenders were resourceful and devout to their world, they were all but annihilated by the Blakists' chemical weapons. The capital was the hardest hit of all the major cities. Ninety percent of the population was killed in the last stand. When the capital fell, all resistance ceased and Styk surrendered. Half the planet's population lay dead as the result of Styk's resistance to the invaders' determination to take the planet.

Today Styk is attempting to rebuild under The Republic, but centuries will need to pass before the scars finally fade.

Tsitsang

Star Type: G3II
Position in System: 3 (of 7)
Number of Moons: 3 (Pin-Wong, Wai-Wong, Wei-Wong)
Days to Jump Point: 9
Surface Water: 48%
Atm. Pressure: Standard (Breathable)
Surface Gravity: .96
Equatorial Temp: 30° C
Highest Native Life: Fish
Population: 2,854,348,000
Governor: Nikola Dukuray
Planetary Legate: Heidi Schneckli



Originally colonized about the same time as St. Andre, Tsitang became a main supplier of agricultural products for St. Andre and other worlds like it. During the early days, Tsitang was a major producer of hardwood timber, bamboo, fruit trees, and a variety of other agricultural products. Tsitang's climate is warm and temperate throughout the entire globe. This allows most of the continents to have more than three growing seasons during each year. Tsitang's three continents, Feng, Fang, and Fong, are each in the equatorial zone of the planet, and each have approximately the same landmass. Fang is slightly larger and was the first continent settled. The capital, Pealung, is located on the eastern coast of Fang. Most of the planet's timber industry is located on Fang. Feng, the smallest continent, produces about 40 percent of the planet's agriculture products, including all growth and export of the fruit trees they specialize in. Fong grows the majority of the planet's foodstuff. Feng exports most of the products grown there, while Fong supplies the local population. Each continent has a DropPort outside of the capital or regional capitals.

In 2305, Tsitang joined St. Andre in aiding Palos and Wei during the Sarna Supremacy's campaign of terror. Along with the other worlds belonging to the Capellan Commonality, Tsitang fought during the four-year war in putting down Sarna's lust for worlds. After 2366, when the Capellan Confederation was formed, Tsitang spent the next seven hundred years supplying the worlds within one or two jumps.

When the Federated Suns military launched its invasion of the Confederation, Tsitang fell in the second wave. After the war, the planet continued to supply the same worlds that were now part of the Sarna March. The Capellans regained Tsitang in 3057.

Surprisingly enough, Tsitang was left almost untouched during the Jihad, becoming a refugee center for many of those very same worlds they supplied with food.

Wei

Star Type: G3IV
Position in System: 3 (of 9)
Number of Moons: 2 (Arlis, Arils)
Days to Jump Point: 9
Surface Water: 76%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 45° C
Highest Native Life: Reptiles
Population: 1,765,358,000
Governor: Chelsea Fowkes
Planetary Legate: Mina Parta



The planet Wei started as an agricultural world, supplying worlds around it with the necessities of life. What it became was a repository for nerve gas agents for the Star League and then the Capellan Confederation. Certain plants were discovered to produce chemical compounds that, when combined, produced deadly nerve agents.

Wei has one very large continent, Province, which covers almost 33 percent of the planet's surface. It is centered in the equatorial region and extends from the northern hemisphere southeast to the southern hemisphere. It is in the southern reaches of Province that the poison-producing plants are grown. The planetary capital, Vandannis City, is located in Vandannis Valley, a very large valley in the center of the continent. Here the infamous Wei gas (its military designation: UrbStryc-A) was manufactured in a secret base located at Bonganville. Wei gas was designed to kill immediately and for easy cleanup. During the Fourth Succession War, Davion forces found out about this gas the hard way. Even those secure in their tanks or BattleMechs found that the gas trapped in air filters would evaporate due to the heat, then release itself as minute particles into the air circulation system. In the end, Wei gas cost the invaders two full battalions of troops.

During the Capellan–St. Ives war Wei gas was used by Thuggee Cult terrorists, this time in major population centers of St. Ives, including the capital city, Milos, and Indicass. Thousands died as a result of the gas. That was only a prelude to what the gas would do during the Jihad. Dozens of worlds would eventually be hit with UrbStryc-A, costing tens of millions of lives (the true number will probably never be known). The major cities of Wei itself were attacked with the UrbStryc-A gas, eradicating half the planet's population.

Like Kansu, Wei serves as a reminder of the horrors of the Jihad. The population did not resist when Stone asked for Wei to be included in The Republic.

Woodstock

Star Type: G5V
Position in System: 4 (of 9)
Number of Moons: 1 (Lionel)
Days to Jump Point: 7
Surface Water: 73%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 45° C
Highest Native Life: Mammals
Population: 1,354,537,000
Governor: Andrea Heitt
Planetary Legate: Warren Zeigler



Refugees from the North American continent on Terra originally colonized Woodstock during the latter half of the 22nd century. Woodstock was very similar to Terra, though its sun was different; the planet was a perfect place to start a new life. Woodstock is a temperate world devoted to raising agricultural products and a variety of livestock. The continents cover 27 percent of the planet. The three oceans are as rich and vibrant with life as the land is fertile. York, the largest continent, produces most of the beef and grows some tobacco for cigars. Recital City is the planetary capital and is located on Sjardijin, the smallest of the three continents. It was on Sjardijin that the Terran Hegemony and then the original Star League set up an agricultural research station that looked at ways to more efficiently produce crops to feed the many worlds in the former Hegemony. It was rumored that Star League scientists discovered a new method that would advance the science of pest control. This was confirmed during the Fourth Succession War when Federated Suns units liberated Woodstock.

Woodstock's third continent is Essex. It is the only blemish on this beautiful world. During Amaris' occupation of the Hegemony worlds, Woodstock was attacked by elements from the 141st Amaris Dragoons. They launched a preemptive strike on Woodstock, using chemical and nuclear weapons to target the military base located on Essex. The SLDF garrison was obliterated. The weapons poisoned Essex, rendering the continent all but uninhabitable. The continent is now used in studying radiation's effect on the environment.

During the Jihad, the Blakists captured the planet when the government surrendered without firing a shot. The Blakist commander accepted the surrender and caused no damage. The planet was allowed to produce food, which was exported to Terra and other worlds with Blakist garrisons. At the end of the Jihad, the garrison commander surrendered the planet and his forces to Stone's army.

Aldebaran

No description for this world.

Asuncion

No description for this world.

Berenson

No description for this world.

Bernardo

No description for this world.

Elgin

No description for this world.

Elnath

No description for this world.

Hall

No description for this world.

Hsien

Star Type: G0V
Position in System: 1 (of 5)
Number of Moons: 1 (Lin)
Days to Jump Point: 10
Surface Water: 54%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.74
Equatorial Temp: 48° C
Highest Native Life: Reptiles
Population: 478,000,000
Governor: Hassid Montong
Planetary Legate: Lucinda Maxwell

A world of both tropical expanses and arid deserts, Hsien's environment was thriving even before human beings first settled the planet during the early days of interstellar travel. Its landmass, concentrated mostly in the massive southern continent of Chengu and two chains of semi-volcanic mini-continents—the Montong and Dendeez chains—are home to a flourishing ecosystem that mirrors, in many ways, that of a post-Jurassic Terra. Several species of large reptilian creatures, many favoring the vast tropical forests of the Chengu coasts and the Dendeez chains, vaguely resemble Terra's extinct dinosaurs, but most were found to be relatively harmless herbivores that the early colonists—most of whom hailed from Asia and the Indian subcontinent on Terra—had little trouble containing. The only real challenge to the early settlers, in fact, was the high concentrations of heavy metals and toxic microbes found in the planetary water supply, which necessitated the widespread installation of water purification plants. Modest mineral wealth in the Chengu inlands, particularly around the large, landlocked Zhoulin Sea and in the mountains of Montong Prime, helped to support industrial growth early in Hsien's development and eventually gave rise to the Montong family, one of the planet's first noble houses, as stewards and settlers of the Montong Chain and founders of the Zhoulin-based Montong Mining Consortium. Though Hsien prospered in the days of the Star League as part of the Terran Hegemony, its annexation by the Capellan Confederation after the League fell in 2781 led to the expulsion or exile of several of the planet's noble families, including the Twohy family of the then-heavily industrialized Dendeez Chain, who had previously held the world as its dukedom.

Hsien fell into the cycle of warfare that would eventually lead to its absorption—as part of the short-lived Tikonov Free Republic—into the Federated Commonwealth. To encourage acceptance of their dominion, the FedCom heavily invested in Hsien's only remaining nobility, the house of Montong, but this act rankled the planet's largely underclass populace. When the FedCom broke up in 3057, Hsien's people at first opted to join the Capellan Confederation after Capellan forces shattered the AFFC garrison. Baron Luis Montong V, however, soon turned on the Capellan-backed government, initiating a civil war soon after the departure of the invasion troops, with Montong's forces on one side, the pro-Capellan citizens of Chengu on the other, and the Dendeez Chain (now called the Dendeez Province, where much of the planet's heavy industry found itself) forming a third. This situation enabled the Word of Blake to easily assume control over the planet prior to the Jihad, first by winning the local HPG contract, and then by bringing on-planet the heirs to the Twohy legacy—in the form of Colonel Brenn Twohy, leader of the Hsien Hotheads mercenary command. When the Jihad erupted, the Word allowed Colonel Twohy to assume full control over his family's birthright, ensuring their control over the planet until allied forces finally shattered the Hotheads near the end of the war. Though the fierce fighting heavily damaged the industriplexes of Dendeez and Chengu, Hsien recovered well under the Republic of the Sphere, largely through the efforts of the reconstituted Montong Consortium, whose corporate headquarters are located in the planetary capital and principal spaceport of Zhi-Chiang, on the northern Zhoulin Sea coast.

Ibstock

No description for this world.

Kyrkbacken

No description for this world.

Menkalinan

No description for this world.

Nanking

No description for this world.

New Canton

No description for this world.

Ohrensen

No description for this world.

Park Place

No description for this world.

Saiph

No description for this world.

Second Try

No description for this world.

Suzano

No description for this world.

Tall Trees

No description for this world.

Wasat

No description for this world.

Yunnah

No description for this world.

Zion

No description for this world.

Zurich

No description for this world.

Abadan

No description for this world.

Acubens

No description for this world.

Adhafera

No description for this world.

Alkes

No description for this world.

Alphard

No description for this world.

Augustine

No description for this world.

Avellaneda

No description for this world.

Bordon

No description for this world.

Castor

No description for this world.

Connaught

No description for this world.

Devils Rock

No description for this world.

Dieudonne

No description for this world.

Hamilton

No description for this world.

Holt

No description for this world.

Irian

Star Type: G5III
Position in System: 3 (of 9)
Number of Moons: 1 (Prospero)
Days to Jump Point: 7
Surface Water: 71%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.95
Equatorial Temp: 43° C
Highest Native Life: Plant
Population: 1,301,000,000
Governor: Frederik Syrmar
Planetary Legate: Ramon Martinez

Though the climate is unspectacular, most of the native vegetation inedible and the local terrain an almost universally monotonous series of rolling hills that cover the planet's four continents (Bruin, Hathor, Indran and Kriess), Irian became a center for trade, commerce and industry early in its colonial days. Indeed, with the rise of a myriad of industries—many located in the valleys of northern Indran near the planetary capital of Kirin River—this world would eventually be ranked with the Lyran Commonwealth's Hesperus II in terms of strategic and industrial value. The primary source of this value is, of course, Irian Technologies (IrTech), one of the oldest corporate empires in former Free Worlds League space. Assuming the role of de facto government of Irian in 2255, IrTech came to dominate not only Irian, but several other League planets in what amounted to a corporate-state hybrid, exempt from a significant number of the Free Worlds League's many federal controls over provincial politics—yet wielding considerably more influence than any other conglomerate. This arrangement allowed Irian to thrive for most of its early history, particularly after the fall of the Star League, when the beginning of the Succession Wars placed IrTech as the military hardware supplier of choice to the FWLM. During this period, IrTech produced such noteworthy 'Mechs as the Trebuchet, Guillotine and Awesome. With other minor defense industries also claiming a foothold on Irian, such as laser-weapons makers Diverse Optics and Brooks, Incorporated, a producer of armored vehicles, the industrial might of Irian easily dominated League military production; mining and refining companies, such as Arcadia Mining Corporation and Irian Non-Ferrous, provided support for the League's infrastructure. Though Irian's importance naturally drew the attention of Lyran and Capellan forces numerous times in the Succession Wars, it was during the Jihad that Irian suffered the most grievous damage. Subverted by Blakist machinations early in the war, Irian's populace was eventually freed in 3075 after years of bloody resistance. But in their retreat, the desperate Blakist troops employed a terrible scorched-earth policy that included the use of tactical nuclear weapons against much of the Kirin River valley area. These attacks destroyed the corporate headquarters of many local businesses, including IrTech and Arcadia Mining. The Irian BattleMechs Unlimited factories in the Soapstone Mountains were also heavily damaged, and nearly one billion lives were lost. Fortunately, enough of the planet's local infrastructure survived to re-establish a provisional government in the new capital city of Kentwood, a spaceport megalopolis on the northeastern shores of Hathor. Even so, by the time Duchess Alys Rousset-Marik ceded Irian and several other former League worlds to Devlin Stone's Republic of the Sphere, the world had lost much of its former glory, and has spent the past sixty years simply recovering from the scars of the Jihad.

Kalidasa

No description for this world.

Miaplacidus

No description for this world.

Nathan

No description for this world.

New Hope

No description for this world.

Pollux

No description for this world.

Remulac

No description for this world.

Savannah

No description for this world.

Stewart

No description for this world.

Talitha

No description for this world.

Tania Borealis

No description for this world.

Van Diemen IV

No description for this world.

Alchiba

Star Type: F0VI
Position in System: 3 (of 6)
Number of Moons: 4 (Kaylen, Lorcan, Onna, Quinlin)
Days to Jump Point: 22
Surface Water: 55%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.73
Equatorial Temp: 50° C
Highest Native Life: Amphibians
Population: 3,013,000,000
Governor: Darnelle Helchi
Planetary Legate: Rainier Jonutis

A warm world blasted by a harsh, bright yellow subdwarf star, Alchiba's three southernmost continents—Frome, Nakkara, and Priez—are largely dominated by deserts and barren mountains, thanks to a lack of inland water sources. Scrub brush and small oases fed by underground water sources, however, have sustained limited mining and ore-refining industries in various grades of common and industrial metals. The northern polar continent of Havenri and its surrounding island chains, however, have been blessed with rich soils and a temperate climate that have proven remarkably well suited for agriculture. The cause for this contrast is, of course, the planet's axial tilt, which is well synchronized with its rotation and orbit so that the northern hemisphere receives less direct sunlight than the southern and equatorial reaches. The settlers on Alchiba thus developed much of Havenri for habitation and agriculture, reserving the southern lands for industrial expansion. During the Star League era, Alchiba was jointly administered by the Lyran Commonwealth and the Terran Hegemony, during which time it served both states as a trading post. Fortunately, its relative lack of heavy military industries led Amaris' troops to largely ignore this world during the crisis that destroyed the League and ultimately left Alchiba in Lyran hands. The Succession Wars likewise overlooked Alchiba, save for the odd raid launched by Houses Marik or Kurita, and the Word of Blake ignored this world completely during their Jihad. As a result, The Republic of the Sphere inherited a remarkably undamaged world that continues to play the role of the local interstellar breadbasket, with agricultural and light machine products forming the core of a modest but robust economy. Much of this trade flows through the planetary capital and port city of Fairweather, on the Havenri continent.

Alcor

Star Type: A5V
Position in System: 3 (of 3)
Number of Moons: 1 (Yahto)
Days to Jump Point: 33
Surface Water: 88%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.01
Equatorial Temp: 46° C
Highest Native Life: Fish
Population: 2,981,000,000
Governor: Yseult Genevieve
Planetary Legate: Ximenes Martinez

Alcor is a rare world in that it actually orbits a slightly variable star and yet has been blessed with an atmosphere and environment capable of supporting life. The planet's remote orbit, however, appears to somewhat mitigate the gravitational stresses caused during the infrequent shifts of its star's outer surface. Some scientists believe these stresses, still felt in the form of frequent earthquakes and a noticeable spike or drop in overall temperatures, may have played a role in speeding along the evolution of local life-forms, which run the gamut from single-celled bacteria that thrive near polar geysers, to the goldfish-sized Alcoran swimmers which populate the planet's equatorial zones. The tectonic stresses created by the Alcoran star have also contributed to a number of volcanoes that line the geologically young mountain chains on both main continents, Galvinia and Fuchisa. Since the early colonists first settled this world, much of the planet's mining industry has been focused in these volcanic regions, where the abundant metals churned from the planet's active core are easier to reach. Unfortunately, however, much of the arable land on Alchiba is exceedingly poor in nutrients, forcing the locals to rely on trade with their neighboring systems for vital agricultural products. This lack has made Alcor the hub of local trade routes throughout its history, but a poor staging world throughout the Succession Wars, though it has done little to prevent the raids and invasions that characterized that same period of history. Fortunately for the Alcorans, this world was another planet overlooked during the Jihad, and indeed the only known fighting that took place in system occurred between Blakist aerospace fighters, DropShips, and JumpShips, who were intercepted here during the fanatics' flight from Terra. The capital of Alcor, Ursamajorisaeti, is located on Galvinia, and is also home to the planet's largest spaceport.

Algorab

Star Type: A1VI and K0V
Position in System: 5 (of 5)
Number of Moons: None (dust ring)
Days to Jump Point: 47
Surface Water: 17%
Atm. Pressure: Standard (Taint)
Surface Gravity: 1.24
Equatorial Temp: 62° C
Highest Native Life: Plants
Population: 1,056,000,000
Governor: Johanna Unna
Planetary Legate: Bonaro Nantai

Algorab's existence surprised astronomers, who had originally classified its home binary system of being incapable of supporting planets. Beneath the obscuring dust cloud that surrounded it, however, explorers discovered not a simple protosystem, but five worlds swirling about the smaller orange K0-class sun as it in turn orbited a nearby white subgiant. The solar radiation, however, blasted all five of these worlds with incredible heat, rendering all worlds but one completely uninhabitable. The farthest planet, a ringed world which somehow managed to form shallow polar oceans, an atmosphere with sufficient ozone protection, and even some primitive plant-life, thus became a colony site for people eager to escape the tyranny of Terran government in mankind's first exodus into space. Despite higher than average concentrations of nitrogen, carbon dioxide, and trace amounts of methane, Algorab drew a remarkable number of colonists eager to exploit this world for its metallic and natural gas deposits. The planet's interior—well between the polar oceans of Niriama in the north and Vanishing Sea in the south—became populated by a smattering of shielded, climate-controlled mining and refining colonies, linked to the more hospitable shoreline settlements by a system of maglev rail lines and airship cruisers. The lands in between, largely barren wastes of rock and sand, is inhabited by only the hardiest of settlers from Terra's central African and Middle Eastern regions. The promise of profit in the fuel and mining industries drew many more people to Algorab over the decades, even though this world lay uncommonly far from its jump point and lacked sufficient arable land to support itself without reliance on freeze-dried foods from off-world. These same factors, however, made Algorab a difficult target for raids throughout the Succession Wars, and only a few assaults were launched against this planet. Even the Word of Blake could not be bothered with this planet during their Jihad, and their actions here were limited solely to destroying the zenith and nadir jump recharge stations in passing. Under Republican rule, Algorab's zenith jump station has been rebuilt, and provides in-system travelers with a link to the planetary capital and spaceport city of Delcorvius Prime, located on the shores of the Niriama ocean.

Alhena

Star Type: A5VI and G2V
Position in System: 2 (of 4)
Number of Moons: None
Days to Jump Point: 33
Surface Water: 16%
Atm. Pressure: Low (Breathable)
Surface Gravity: 0.91
Equatorial Temp: 40° C
Highest Native Life: Plants
Population: 5,467,000
Governor: Urvane Quinneton
Planetary Legate: Nabila Callah

Another unlikely candidate for colonization, Alhena was initially settled as little more than a scientific outpost during mankind's earliest ventures into space, exploring the potential for life under even the harshest environments. Orbiting the outer sun of a binary star system whose primary and secondary suns vary between nine and twelve Terran standard astronomical units in distance, this world has developed a peculiar orbit as a result of the interacting pull of both suns, creating a pattern where long, harsh winters follow short, but pleasant, summers. Despite this inhospitable environment and the relative lack of free water on the planet's surface, small settlements eventually rose all over the northern hemisphere, particularly along the shores of the polar Alhennian Ocean. Lacking in major resources, this world was largely overlooked throughout the Age of War and the Star League era, even though it relied heavily on off-world trade—particularly in agricultural machinery and products—in order to sustain its population. Through the Succession Wars, however, its position as a Free Worlds League border world led to several raids by nearby House Steiner, leaving the surface scarred and battered, further undermining the people's ability to raise enough food for self-sufficiency. During the Jihad, in fact, off-world trade to Alhena became so disrupted that almost ten percent of the population died of starvation during one of the planet's long winters. Since its admittance into The Republic of the Sphere, this planet has recovered somewhat, but remains reliant on off-world trade for its very survival. Unfortunately, this survival is now threatened by increasing concern that instabilities in the inner sun may herald a coming cataclysm, possibly a nova, as it continues its Epoch's-long descent into stellar death. For this reason, a number of evacuation plans have already been drafted in the event that such an occurrence proves to be more imminent than presently believed. Alhena's capital city and primary spaceport, Focci's Point, is located near the eastern shores of the Alhennian Ocean.

Alioth

Star Type: A0V
Position in System: 2 (of 4)
Number of Moons: 1 (Galayna)
Days to Jump Point: 52
Surface Water: 63%
Atm. Pressure: High (Breathable)
Surface Gravity: 0.90
Equatorial Temp: 44° C
Highest Native Life: Plants
Population: 3,167,000,000
Governor: Lavail Kafele
Planetary Legate: Isoka Yeshurun

The colonists who first came to Alioth were impressed almost immediately by the thick, hyper-oxygenated atmosphere and unusual warmth for a planet that orbits so far out from its parent star. Only slightly more intriguing was the abundance of native flora for such a geologically young world, a factor attributed to bursts of solar radiation that appear to pulse from the sun every few hundred years or so. In the centuries since colonizing Alioth, the natives have learned to shield their structures against the harmful bursts of solar radiation created by this unusually active sun, which have been known to completely disrupt communications and produce worldwide outbreaks of cancer cases every few generations. Local astronomers have also long since learned how to read the telltale signs of new bursts of activity, in response to which the planet itself goes into a kind of global shutdown, as if waiting out a worldwide storm. Yet, despite its drawbacks, life on Alioth has been remarkably pleasant since its first settlements appeared in mankind's early exodus, thanks to fertile soils and mild weather cycles that made it possible for a variety of Terran and Terran-hybrid food crops to flourish and support a booming agricultural industry. In addition, the island chains off the coasts of Uvania, the planet's large northern continent, with their semitropical landscapes of wildly varied native flora, and striking mountain landscapes, were perfect for establishing exciting getaways for the idle rich, creating a robust tourist trade. During the Terran Hegemony era, Alioth became a breadbasket and holiday retreat for citizens across the Hegemony, and business truly boomed in the Star League era, when the world opened up to foreign travelers as well. Unfortunately, the Amaris Crisis led to this world's fall from grace. Claimed by House Steiner after the fall of the League, Alioth became another Free Worlds/Lyran border planet, a strategic point during raids and campaigns waged between Steiner and Marik forces for the centuries to come. Through the Succession Wars and the Jihad, Alioth's farmlands became scarred battlegrounds and its resorts declined as garrison troops and invading soldiers alike consumed the local resources like locusts. Under Republican rule, however, this world has begun to bounce back, thanks in part to a variety of local efforts funded by the "Peace Dividends" that followed Stone's Military Material Redemption Program. Today, the resorts off Uvania are open once again, and even the southern continents of Lilandro and Stravio have reported their first profitable crop years in over a century. The capital of Alioth, Warrinzer, is located on the northeastern coast of Uvania, fifty kilometers north of the primary port city of Staniskil.

Alkaid

Star Type: B1V
Position in System: 2 (of 2)
Number of Moons: 1 (Vishnu)
Days to Jump Point: 124
Surface Water: 37%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.17
Equatorial Temp: 43° C
Highest Native Life: Plants
Population: 126,762,000
Governor: Chandler Neville
Planetary Legate: Renee Zollern

A dry world, dominated by sun-cracked desert wastes between low plateaus and hills of eternally shifting sands, it is only near the shorelines of Khalek, and the nearby Hekker island chain just south of the large polar continent, that life even approaches comfortable on Alkaid. This medium-sized world, far removed from its local jump point—though local guides can provide experienced navigators with fool-proof maps of nonstandard points for a faster trip—was discovered during mankind’s first steps into space. Early colonial efforts, however, were slow to develop, thanks to the planet’s climate, and the four-month in-system journey to and from its surface. The extremely long revolution cycle, one planetary year passing for every fifty-one Terran years, and the resulting extreme periods between “dry” and “wet” seasons, further discouraged agricultural potential, another mark against colonization. In fact, were it not for the twenty-fourth-century discovery of a host of commercially valuable chemicals and ores, just below its rocky, sandy surface, the Alkaid system would likely have become little more than a place to park a recharge station. Under the auspices of the Federation of Skye, however, the development of its chemical industry and a series of in-system buoys to guide traffic to and from the planet helped bring about the first real, permanent settlements. The first of these settlements (and the largest to date), Moravska Ostrava, was established on the banks of Khalek’s Novaya Minsk River delta, and is home today of Toloy-Daelun Chemicals, which controls over twenty-three chemical extraction, processing, and distribution plants on Alkaid alone. However, while most business on Alkaid passes through Moravska Ostrava, the planetary capital, Verstigrad, is located almost 500 kilometers inland, on the banks of Lake Tatyanna. Alkaid has two large spaceports, one in each city, which service the needs of the planet, as well as a secondary spaceport in the city of Nobadi, on the southern supercontinent of Inahalia. The spaceport at Nobadi is a recent development for Alkaid, however, arising out of the fires of the Jihad, when Blakist forces, entering the system via pirate points, seized control of the primary spaceports on Khalek. The Lyran defenders went to ground on Inahalia instead, waging a guerilla war until reinforcements could arrive to relieve them. The spaceport of Nobadi resulted from a recommendation by the Lyran general in charge of the relief forces, who remarked that landing DropShips in the middle of a desert was a dangerous risk for any traveler to take, a sentiment shared by vessels transporting residents from other worlds during Devlin Stone’s relocation directives.

Callison

Star Type: G5V
Position in System: 2 (of 8)
Number of Moons: 1 (Yngve)
Days to Jump Point: 7
Surface Water: 84%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.99
Equatorial Temp: 33° C
Highest Native Life: Mammals
Population: 5,167,000,000
Governor: Allison Stewart
Planetary Legate: Nehemiah Leif

Possessing abundant water, mineral, and agricultural resources, Callison was easily established as a colony world in the early days of mankind's expansion to the stars. Settlements quickly grew into cities as deposits of valuable industrial metals and rare gems gave rise to a booming economy, supported by vast tracts of arable lands. Originally claimed by the Lyran Commonwealth's Federation of Skye, the heavily urbanized and industrialized world was claimed quickly by House Marik's Free Worlds League during the Age of War, and it was still a Marik holding when the Terran Hegemony rose to prominence in the years that followed. As a key border world and hub of trade during the Star League era, Callison came to be jointly administered by the Hegemony and the Free Worlds League through the Star League era, reverting to full Marik control only after the Amaris Crisis and the collapse of the Star League. Once again, the value of this planet made it a bone of contention between the Free Worlds League and the Lyran Commonwealth as the Succession Wars began. Thus, in an effort to counter numerous Steiner efforts to capture the world, Callison joined with other nearby worlds to form the Silver Hawks Coalition in 2966. Though this mini-state of the Free Worlds League enjoyed greater coordinated defense, the formation of the Coalition did little to curb Lyran raiders and invasion fleets. Throughout the Succession Wars this world would see heavy fighting that devastated such major cities as Harzburg, Mountainside, and Rolso, as well as the asteroid-mining operations in the nearby Zesamali Belt. Despite these assaults, Callison remained a Marik holding until the fourth and final Succession War, when Lyran mercenaries finally seized the world with a decisive battle at the capital city of Fallosa. Steiner victory, however, proved short-lived, for within two generations Callison once more lay under the League's purple eagle banner after operation Guerrero broke the back of the once-mighty Federated Commonwealth. Peace reigned on Callison, and industries had just begun to recover, when the Word of Blake Jihad erupted in 3067. Initially sparing the League, the Blakists eventually attacked with terrible furor, and Callison suffered from a massed assault of Blakist mercenary 'Mech forces, but fortunately few of the atrocities committed elsewhere. For this reason, the world's recovery under Stone's Republic proved easier than most, and the people who fled throughout the centuries of continuous war began to return, aided in part by Stone's relocation directives. The capital city and main spaceport of Fallosa is located on Callison's northern island continent of Grayle. A second spaceport city, New Rolso, is located on the equatorial landmass of Vantassa, which is also home to Callison Enterprises, a local shipping cartel.

Carsphaim

Star Type: K1V
Position in System: 3 (of 8)
Number of Moons: 3 (Ammon, Jael, and Zayit)
Days to Jump Point: 5
Surface Water: 77%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.17
Equatorial Temp: 33° C
Highest Native Life: Mammals
Population: 3,013,000,000
Governor: Connor Yannakis
Planetary Legate: Emery Carolus

The first colonists to settle Carsphaim were quickly taken in by its varied landscapes, every bit as striking as those of Terra itself. Unfortunately, these settlers soon learned that their new home was cursed with violent weather systems, largely attributed to the pull of not one, but three large moons. The turbulent weather varies from continuous, weeks-long spring and autumn downpours to frequent tornadoes in the summer, and crippling blizzards and ice storms in the winter—all particularly brutal in the middle latitudes. Despite this, Carsphaim's soil proved fertile enough to sustain Terran hybrid crops, and the local animals—particularly the populous, buffalolike elwriths—provided a readily accessible food source to sustain several modest colonies. In addition, sufficient mineral wealth to provide for a rudimentary level of industrialization and export trade—if not a particularly profitable one—enabled the colonists to establish strong roots and thriving townships. To withstand the effects of the storms, the Carsphaimians built their structures low, and erected protective domes over many of their farms, and continue to do so to this day. Located several jumps inside the Federation of Skye, Carsphaim was largely overlooked during the Succession Wars. Perhaps because of this, many natives of this world saw the Lyran government as even more intrusive than did other Skye worlds that bordered hostile neighbors, and thus the local government was more easily swayed to join the Free Skye movement. During the Jihad, Carsphaim was raided several times by Blakist forces as it was an easy stop for foodstuffs to sustain their longer campaigns. This strategy ultimately forced allied troops to station a permanent garrison in the latter half of the war. Since becoming a Republic member-world, many of these garrison troops—a mix of Lyran, Combine, and Clan Wolf warriors—became part of Prefecture VIII's militia, and continue to claim enclaves here. The planetary capital of Carsphaim, Narcisse, is located on the primary continent of Gillinia. A shoreline city, Narcisse has a large seaport as well as a spaceport, linking travelers to the other four main landmasses of Basallia, North Teslia, South Teslia, and Yddrig.

Chara

Star Type: G2V
Position in System: 3 (of 10)
Number of Moons: None
Days to Jump Point: 9
Surface Water: 80%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.00
Equatorial Temp: 37° C
Highest Native Life: Mammals
Population: 4,180,000,000
Governor: Nadia Liberatore
Planetary Legate: Jordain Ariadness

Legend has it that Chara received the name Pacifica from its first explorer, who was fortunate enough to arrive on a placid day. In fact, this water-rich, Terra-like world soon proved to be anything but tranquil to the colonists who came afterward—though the name stuck, curiously enough. Thanks to a fast rotation—fourteen standard hours, compared to Terra’s twenty-four—and the lack of a moon to slow it down, the planet’s weather systems are in constant turmoil. Sudden rain- or thunderstorms rage across the temperate coastal regions, while fierce blizzards and punishing downpours of freezing rain frequent the northern and southern latitudes—most coming from skies that seemed clear just minutes before. But even as the natives came to describe their weather by paraphrasing the favored line of Terra’s New England region—“if you don’t like the weather here, just wait a minute and it’ll change”—the planet soon became an agricultural paradise. Starpad, an agro-commune established soon after the first settlers arrived here, is the largest agriplex on the planet, situated just 150 kilometers south of the planetary capital city of Farhaven on the northern Azula continent. During the Succession Wars, in fact, the output of this single, ninety-kilometer-diameter patch of farmland was so great that its exports to agriculturally poorer neighbors prompted the need for a full battalion of permanent garrison troops. Many raids by House Kurita were launched against this planet, despite the impressive garrison. Perhaps the worst of the fighting occurred between Combine forces as the defending mercenary Kell Hounds regiment on the eve of the Fourth Succession War, when the planet was briefly invaded. During the Jihad, as part of their strategy of terror and confusion, Blakist agents attempted to poison the Starpad agriplex over the course of several raids, but the local defenders and a few alert civilians thwarted these efforts. The attack did, however, destroy several crops on the nearby continent of Verdez, though these were restored shortly after Pacifica became a holding of The Republic of the Sphere. In addition to Azula and Verdez, a third continent, Rojia, straddles the planetary equator. Though its location and mountainous coastlines minimize the effects of the planet’s worst weather systems, this landmass is the most underpopulated, largely due to the fact that its interior reaches are almost all desert and badlands, thanks to a lack of inland riverways and lakes.

Chertan

Star Type: A3V
Position in System: 1 (of 3)
Number of Moons: 2 (Osei and Pelipa)
Days to Jump Point: 39
Surface Water: 16%
Atm. Pressure: Thin (Breathable)
Surface Gravity: 0.67
Equatorial Temp: 39° C
Highest Native Life: Plants
Population: 2,056,000,000
Governor: Aeneas Pollock
Planetary Legate: Sakae Vallinova

Though water-poor and blasted by a hot, white star, Chertan has nevertheless managed to support a thriving industrial colony since it was founded in mankind's early exodus from Terra. Abundant mineral and metallurgical resources made possible the founding of several settlements based around mining, refining, and manufacturing operations, despite the lack of arable land. Thanks to the growth of nearby agricultural worlds and a brisk trade, Chertan prospered from its export of raw materials and heavy machinery, and continued to do so until after the fall of the original Star League. As part of the Free Worlds League's Marik Principality, perilously close to the Steiner border, Chertan became a magnet for Lyran invasions and raids, which left the planet's surface scarred and battered, and decimated the few farms capable of supplementing the population's needs, as well as many industrial centers. The results of these raids and invasions created generations of starving inhabitants as off-world trade became disrupted during wartime, and led to several food riots, including one that led to the dismissal of the planetary viscount in 2820. By the time of the Jihad, what remained of Chertan's industrial capacity had been smashed, with many local industries moving off-world long before the Blakist fanatics even launched their holy war. What remained, however, was enough to attract the attention of the zealots' mercenaries, who savaged several mining towns and even obliterated the spaceport at New Pittsburgh (near the Eerie Sea, the northernmost of Chertan's three large bodies of water). Despite the damage, however, the planetary infrastructure and economy recovered, mostly due to the influx of new residents relocated to this world under Devlin Stone's Relocation Act. The planetary capital and primary spaceport of Chertan is Theleopolis, located just south of the Huron Sea, in the planet's southern hemisphere. Altonia, the third largest city after Theleopolis and New Pittsburgh, is located near the eastern edge of the Ontario Sea, and is home to Artista Chemicals, Chertan's largest mineral mining and refining operation.

Cor Caroli

Star Type: A0VI and F0V
Position in System: 2 (of 5)
Number of Moons: None (asteroid ring)
Days to Jump Point: 52
Surface Water: 71%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.11
Equatorial Temp: 50° C
Highest Native Life: Reptiles
Population: 3,025,000,000
Governor: Kaitlyn MacDougal
Planetary Legate: Machas Hollebowitz

Though the primary sun in this system is a white-hot A-class subdwarf, all planets in the Cor Caroli system orbit the cooler, more stable F0-class star, like moons around their own distant planet. Even with a mean distance of 680 astronomical units between them, the effects of the unstable subdwarf can be felt on the planets themselves, with bursts of electromagnetic radiation frequently disrupting local communications and spaceborne navigational systems. Mineral-rich, both on the planetary surface and in its expansive asteroid ring, and blessed by a breathable atmosphere and a biosphere suitable to human habitation, Cor Caroli itself quickly attracted entrepreneurial colonists, eager to strike it rich in precious metals and manufacturing. Unfortunately, a failed effort to transport some of the smaller iron- and nickel-rich asteroids to the surface, using specially modified mass drivers, led to the disastrous loss of several early settlements on the northeastern Carboniri continent and several decades of what locals called a "mild nuclear winter". Despite this early tragedy, expansion and further industrialization of Cor Caroli proceeded apace, attracting the attention of the growing Federation of Skye and the Terran Hegemony, both of which eventually established businesses on planet. By the time of the Star League, Cor Caroli was another Lyran/Terran border world mutually administered by the Commonwealth and the Hegemony, a fact that made it easy for the Lyrans to absorb the world after the Star League's collapse. During the Succession Wars, Cor Caroli was raided several times by Houses Marik and Kurita, damaging many of the local industries and mining operations. Though efforts to repair these were nearly continuous throughout this era, roughly twenty percent of the planet's industry had been irrevocably lost by the mid-thirty-first century. The Word of Blake Jihad ignored Cor Caroli, primarily due to the great distance between the planet and its jump point, so this world was nearly undamaged when the Lyran Alliance ceded it to The Republic of the Sphere in 3081. Cor Caroli's capital and largest city, Corriolas, is located on the northwestern continent of Ferrini. Caroli Mining Consortium, the largest of the planet's industrial mining corporations, is based in Maureen, the largest city on the southern continent of Nikallini. Cor Caroli's fourth landmass, the southern polar continent of Pluribi, is virtually uninhabited.

Denebola

Star Type: K0V
Position in System: 5 (of 10)
Number of Moons: None
Days to Jump Point: 5
Surface Water: 67%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.13
Equatorial Temp: 18° C
Highest Native Life: Mammals
Population: 1,078,000,000
Governor: Irving Al-Salhar
Planetary Legate: Jorg Kampephos

Denebola V, known to its inhabitants as either Everwood or Lyracropis, is a cool world with untouched woodlands covering almost eighty percent of its equatorial and tropical zones. The three giant landmasses of Neurasia, Zadipos, and Slovakia, which straddle these regions, are home to most of the planetary population, which established its cities along the winding rivers that cut through the forested lands. The northern and southern regions, by comparison, are virtually devoid of life, as polar caps extend well into the temperate zones, retreating ever so slowly at what experts believe is the receding edge of a planetary ice age. When this world was first settled, Denebola's ice caps reached as far as the northern tropical latitudes, and the early colonists considered various means of terraforming the world to open more land up for farming. Time and economics, however, were not conducive to such a venture, as the faltering Terran Alliance attempted to assert its authority over the independent-minded settlers. Denebola V was the first of the early Terran colonies to declare its independence from the Alliance, and successfully repelled that ill-fated government's efforts to bring its population in line. This independence would be short-lived, however. Virtually isolated after securing their freedom, the inhabitants of Denebola soon found themselves forced to rely on loose trading alliances with various local systems for badly needed equipment to survive on their cold world, an ironic result of Terra's sudden shift toward isolationism. Disease and poorly executed agricultural programs added to the planet's woes, and several early settlements died out completely, resulting in a fractured population as local communications broke down. Two separate colonial groups survived, one on the frosty northern reaches of Zadipos, the eastern continent, and the other on the hilly, river-crossed land of Neurasia in the central equatorial zones. Both colonial settlements presumed the others were lost as central government collapsed on Denebola, until years later, when the ascendance of the Terran Hegemony brought Denebola back into touch with the rest of the galactic community. The arrival of the Hegemony, and the Star League after that, saved the Denebolans from the brink of oblivion, but those who remained were some of the hardest and most stubborn of the planet's population, adapted to years of living and forging a living in relative isolation. The trouble came when the Hegemony attempted to help the locals establish a central authority for the planet, as the Zadipos and Neurasian peoples each claimed the right to self-rule. A series of compromises averted what looked like the onset of a brushfire war on Denebola, as the Hegemony brokered the formation of a confederation-style government. Allowing each of the two populations to see to its own affairs, while representatives from each made planetary-level decisions using an as-needed planetary council forum. This loose confederation and dual-government state evolved into a more homogeneous combination and centralized government after the fall of the Star League, as Denebola, lying right on the border of the Lyran Commonwealth and the Free Worlds League, changed ownership a number of times through the centuries. The resulting influx of off-world immigrants with each change of hands, mixed with the planet's past as a dual-society world, has resulted in a cosmopolitan melting pot that made Denebola an ideal choice for a Prefecture capital when it became part of The Republic of the Sphere. Today, Denebola still maintains capital cities for each of its continents. Zadipos' capital, Fallen Star, is nestled on the western coast and is home to a thriving fishing community and regional defense post, while New Bonn covers the entire northern edge of the large inland Lake Diamond on Neurasia, and maintains several prime logging and farming industries. The official planetary capital, St. Cameron, is located on the eastern Rhyde Peninsula of Slovakia, and is home not only to Denebola's largest spaceport, but also the Prefecture capital building and headquarters of the planetary militia.

Dubhe

Star Type: K0III and F0V
Position in System: 7 (of 7)
Number of Moons: None
Days to Jump Point: 22
Surface Water: 88%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.05
Equatorial Temp: 22° C
Highest Native Life: Amphibians
Population: 4,051,000,000
Governor: Concetta Vieques
Planetary Legate: Zacarias Vieques

Dubhe's home system, once known as Alpha Ursae Majoris, is another rare binary system blessed by an inhabitable world. Dubhe itself revolves around the outer star, a pale yellow main sequence sun that, at a distance of twenty-three astronomical unit, orbits a cooler orange giant once every forty-four Terran years. The close relationship between these stars has affected the orbit of Dubhe, elongating it as the world passes between them. The effect during these periods produces warmer-than-average summers for a world that is overall quite cool. Indeed, every two decades Dubhe's polar caps begin a period of rapid melting that routinely floods the interior latitudes, a process the initial colonists took several generations adapting to. Though the winters on Dubhe are brutally harsh, the melting during this period is enough to gradually raise ocean levels worldwide by as much as one or two meters. Drawn here for the planet's abundance of minerals and arable land, the first colonists placed many of their settlements on the coastal regions of Holidius, the planet's single, equatorial landmass, only to lose them to the flooding damage during these so-called "super-summer" seasons. Since then, most of Dubhe's large population centers have been moved to higher elevations well inland, but, while safe for the time being, experts have noticed the increasing intensity of the "super-summer" seasons and the melting of the polar caps. They attribute this more to the effects of centuries of mining and industrialization than to the planet's subtly growing distance from its primary in favor of the secondary. During the Star League era, Dubhe was a border world with the Free Worlds League, jointly administered by the Terran Hegemony and House Marik, and was easily absorbed after the collapse of the Star League before the Lyran Commonwealth could stake a claim. As a border world throughout the Succession Wars, however, Dubhe suffered from heavy raiding and the occasional planetary invasion, which demolished much of its local industry. During the Word of Blake Jihad, mercenaries employed by the zealots assaulted Dubhe, nearly leveling the capital city of Greenwich in a battle with local militia forces. After being ceded to the Republic, Greenwich was rebuilt, and many of the decimated mining and manufacturing centers on this troubled world have been restored.

Gacrux

Star Type: M4III
Position in System: 3 (of 5)
Number of Moons: 2 (Macera and Worsca)
Days to Jump Point: 3
Surface Water: 24%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.87
Equatorial Temp: 33° C
Highest Native Life: Plants
Population: 1,067,000,000
Governor: Georgio Quentin
Planetary Legate: Yitzahk Faquir

As its star, a red giant over a hundred times the size of Sol, is well into its final years, Gacrux, too, is a world in a state of decline, cooling as the warmth of its primary fades more and more with each passing century. Despite its lack of water and nutrient-poor soil, colonists were drawn to Gacrux by its abundance of precious metals, industrial ores, and radioactive materials, establishing several mining and manufacturing operations here. Most of these settlements naturally arose on the shores of the planet's two large, landlocked, freshwater oceans, Praddis and Umberholdt. Though lacking in sufficient resources to feed a booming population itself, Gacrux prospered as an industrial world, becoming a member of the Federation of Skye soon after the fall of the Terran Alliance. The nearness of the expanding Free Worlds League, however, exposed Gacrux to many raids over the years, enough so that the people of this world eagerly embraced the union of the Federation into the Lyran Commonwealth. Since that day, the people of Gacrux became known for their remarkable loyalty to the Commonwealth, and were among the few Skye worlds not opposed to Steiner rule during the region's rebellious years. As time went on, and Gacrux survived repeated assaults from neighboring realms, however, the Gacruxians' sense of nationalism evolved into a kind of xenophobia. The locals protested the Commonwealth's alliance with the Federated Suns and the militia forces constantly lobbied for military action against the Free Worlds League. This attitude made Gacrux one of the strongholds of a Lyran supremacist movement—formerly a veterans association—called the Brotherhood of Cincinnatus, a group that achieved infamy during the mid-thirty-first century for a string of domestic terrorist attacks. Ironically, the xenophobic peoples of Gacrux saw their worst fears realized during the Jihad, when Marik forces, duped by the Word of Blake, attacked their world and destroyed the local militia along with the industrial cities of Rawlins and Morgan Junction. The devastating fighting savaged the heart of Gacrux's industrial and administrative infrastructure, throwing the planet into chaos until Lyran troops, as part of Devlin Stone's coalition, finally restored order. At the dawn the thirty-second century, further catastrophe struck the Brotherhood of Cincinnatus as a surgical strike from the Lyran Commonwealth apparently destroyed their secret base on planet. Today, though many of the locals still cling to the outdated xenophobia of their ancestors, an influx of new settlers, thanks to Stone's relocation programs, and efforts to rebuild the cities and complexes destroyed during the Jihad, have made Gacrux a thriving member of The Republic. The capital city, Fort Habersburg, is located on the southern coast of Praddis.

Galatea

Star Type: F8II
Position in System: 6 (of 8)
Number of Moons: 1 (Galatea Minor)
Days to Jump Point: 12
Surface Water: 35%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 55° C
Highest Native Life: Mammals
Population: 628,218,000
Governor: Bradford Nowakowski
Planetary Legate: Celine Richtofen

Though it orbits far away from a yellow-white giant, Galatea is nonetheless hot, and rendered largely barren in its equatorial and tropical zones. In the temperate and polar regions, where the solar radiation is less severe, the soil is largely sterilized, lacking in nitrogen from centuries of ultraviolet exposure. As a result, very little vegetation grows on Galatea, save what may be found along the coastlines of rivers extending from the planet's oceans: the Amersia Sea in the north polar region, and the Kileri and Paradise Oceans in the south. All three oceans are completely land-locked, however, trapped within the single, planet-wide landmass known as Lubbocks. Given the largely barren environment that is Galatea, the first settlers to this world in 2250 were surprised to find that it actually supported a basic ecosystem, at the top of which was a furry, burrowing, rodentlike predator called the Galatean Mole. Indeed, preliminary analyses made by the first surveyors of this world suggested that the root of the planet's ecology actually lay in a complex system of underground rivers. These theories were partly corroborated by the subsequent discovery of subterranean oases all over the planet, where a much more exotic local flora and fauna had evolved. Further study was briefly denied, however, when a mixture of antitechnology religious sects subsequently colonized the planet, including a number of Amish, Native American, and African communities. Eager to escape the increasingly tech-dependent ways of the Terran Alliance, these colonists lived in relative harmony until Galatea fell under the joint rule of the expanding Terran Hegemony and the Lyran Commonwealth years later. Under the original Star League, Galatea became a military training ground for the SLDF, and Star League engineers helped develop the planet's sprawling spaceport, Galaport, situated just north of the planetary capital of Galatea City. In addition, a host of mining and refining enterprises flocked to the world as the Hegemony government opened the resource-rich lands for exploitation. The naturalists gradually found themselves pushed aside in the rush to exploit Galatea's riches, while the industries and economy came to depend on the prosperity of the Star League itself. During the Amaris crisis, Galatea became a battleground, often pitting the Usurper's forces against those of the Star League. Once more, the naturalists became the victims, caught in the crossfire of all-out warfare. By the time the fighting stopped, the Star League was in a shambles, and Galatea right along with it. In the centuries that followed, the surviving populations did their best to survive. Many of the antitechnology settlements eventually relocated, reestablishing their roots in the southern reaches of the planet, while the more industrially developed northern hemisphere struggled to get by on mineral and metal exports and other limited off-world trade. Eventually, through a clever deal with ComStar, officials of the Galatean government managed to establish the world as the center of the mercenary trade, a waystation for soldiers of fortune employed throughout the Inner Sphere. The traffic created a booming economy for Galatea, almost surpassing the glories of the Star League era, though it also fostered a large degree of localized crime. After the Fourth Succession War, however, Galatea's fortunes again reversed, as the famous Wolf's Dragoons established Outreach as the center of the honorable mercenary trade. With their higher standards of excellence and the sheer magnitude of their patronage, the Dragoons' Hiring Halls soon eclipsed those of Galatea. Though agents of every major and minor power still sought hired muscle on Galatea, the planet had become second-rate, a home for the down-and-out and the disgraced, with a soaring crime rate to match. In the years leading up to the FedCom Civil War, however, the local mercenary business once more began to boom as representatives from various factions once more sought the services of any hired guns they could find. Though initially good for Galatea's sagging economy, the tensions from so many factions in such close proximity soon exploded when the former Federated Commonwealth realms erupted in civil war. In short order, Galatea degenerated into a planet-wide brawl between BattleMech gangs that ravaged the land and killed thousands of innocents caught in the crossfire. In the end, the planet was left almost as devastated as it had been after Kerensky's Liberation, though the eventual pacification by the mercenary Group W helped restore some semblance of order over the world. During the Jihad, Galatea once more became a battleground as Blakist forces and their mercenaries clashed with forces from the Lyran Alliance and Devlin Stone's rebels in the worst 'Mech warfare the local populace had ever seen. The virtual destruction of Galaport and Galatea City, along with over eighty percent of the industrialized cities in the northern hemisphere, left the populace so shell-shocked, they eagerly accepted the restoration of peace and order under Devlin Stone's Republic. Extensive efforts went into the rebuilding of the capital and major spaceport, a process that took nearly forty years to complete.

Laiaka

Star Type: M9V
Position in System: 3 (of 8)
Number of Moons: 2 (Iolana, Wanikiya)
Days to Jump Point: 2
Surface Water: 88%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.98
Equatorial Temp: 40° C
Highest Native Life: Plants
Population: 1,056,000,000
Governor: Jayson Zeander
Planetary Legate: Leigh Bahram

A cloudy atmosphere, laced with too much sulfur and carbon dioxide to breathe safely, covers Laiaka in a hazy gray shroud. Though this atmosphere all but blocks out the light from its dull red star, this atmosphere traps enough solar radiation to produce higher than expected surface temperatures. Initial colonization efforts overlooked Laiaka for this reason, but during the ascent of the Federation of Skye, an expedition to this world discovered impressive deposits of industrial materials, including titanium and germanium, beneath the steamy surface. Mining settlements soon arose, particularly on the northern island continent of Geir. Rather than erect expensive domes, the settlers built their cities underground, making use of their expanding mining tunnels and natural subterranean caverns—some even large enough to accommodate 'Mech traffic—formed by geologic outgassing. Early terraforming efforts were underway by the dawn of the Star League era, with vast expanses of genetically tailored algae employed across the global seas to convert some of the excess carbon dioxide to oxygen. The effort was only partially complete, however, when the Succession Wars began. As a wealthy border world, Laiaka suffered from numerous raids throughout the Succession Wars. Though determined defenders and Laiaka's own unpredictable subterranean labyrinths often thwarted these invasions, the centuries of raiding set back terraforming efforts. Laiaka's atmosphere returned quickly to its natural state, a steamy near-toxic hell preferred only by the native flora. The planetary capital, Bunker City, is located on Geir's central plains, on the shores of the Great Geir River, and features Laiaka's few surface structures, including the gantries of the Bunker City Spaceport. The southern continent of Preiska, however, boasts its own local capital and spaceport city, Yaleston.

Lipton

Star Type: G5V
Position in System: 3 (of 5)
Number of Moons: 1 (Kito)
Days to Jump Point: 7
Surface Water: 82%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.01
Equatorial Temp: 37° C
Highest Native Life: Birds
Population: 4,100,000,000
Governor: Vanessa Redstorm
Planetary Legate: Ngai Dinh

A quiet, terrestrial world of varied landscapes, lush temperate zones, and adequate resources to support a low-level industrial society, Lipton is a curious planet. Prosperous, yet not overly so, Lipton achieved self-sufficiency in short order, and its early settlers, a mix of western European and North American peoples, came to enjoy their frontier life and trade with neighboring worlds. When the Outer Reaches Rebellion broke out, Lipton's populace rebelled through passive resistance, refusing to offer up its people to serve as troops for the decaying Terran Alliance. Self-sufficiency lent the Liptoners a sense of independence that remained with them throughout the Star League era, and during the centuries afterward as part of the Lyran Commonwealth's rebellious Skye region. During the FedCom Civil War, in fact, many of the locals sided with the cause of Free Skye. The defeat of that secessionist movement, however, took the wind out of their own spirit of rebellion. The Jihad that soon followed the end of the Civil War gave the people of Lipton greater matters to worry about, when Blakist mercenaries raided the planet. The mercenaries smashed several industrial and strategic targets, including the military base at Estoria City, former headquarters of the Fourth Alliance Guards, on the Western World continent, and the planetary capital of Lipton City on the Eastern World continent. The raids temporarily disrupted trade to and from Lipton, further damaging the planetary economy. With precious little off-world aid available due to fighting elsewhere, a depression took hold that lasted until Lipton, along with several nearby systems, was ceded to Devlin Stone's Republic of the Sphere. Today, Lipton is once more the quiet, industrious world it once was, though still regarded as something of a backwater. The greatest planetary export, in fact, is textiles, with Redstorm Fashions, Incorporated (a local clothier owned by the planetary governor) among the largest single corporations invested here. Unlike most worlds, the capital of Lipton City is not home to the primary spaceport on planet. Instead, most visitors arrive and depart through the interplanetary/suborbital traffic hub of Brannigan Field, located on Suresta, Lipton's equatorial island-continent, which offers connecting flights to points on the Noresta, Western and Eastern World continents.

Marcus

Star Type: G1IV
Position in System: 4 (of 10)
Number of Moons: 4 (Bandi, Cele, Palila, Washi)
Days to Jump Point: 10
Surface Water: 65%
Atm. Pressure: High (Breathable)
Surface Gravity: 1.12
Equatorial Temp: 48° C
Highest Native Life: Mammals
Population: 1,078,000,000
Governor: Evagelos Gillis
Planetary Legate: Diego Corridan III

A heavy world with an oppressive atmosphere and mountains squashed into mere rolling hills, Marcus was nonetheless an irresistible morsel in the early days of exploration, thanks to its abundance of radioactive and industrial mineral resources. Originally part of the Terran Hegemony, where its industries boomed and the planet even became the site for Orguss Industries, a prominent Star League-era BattleMech manufacturer, this world suffered during the Amaris crisis. The Usurper's troops, seeking to augment their nuclear and BattleMech arsenals, forced much of the population to work on expanding the uranium mines throughout Wahryn, its southern continent, and enforced a tripled production rate at the BattleMech plant. This was sustained for over five years of occupation, and by the time of the liberation over three million natives of Marcus had died in the mines and factory plants. The fall of the Star League left the world with little hope of recovery until the Free Worlds League claimed it, but as an industrial border world, Marcus became the target for raids and invasions launched by the nearby House Steiner. The Orguss plants and many of the supporting industries were left devastated by centuries of raids and invasion attempts, devastating the planetary economy and infrastructure. By the closing years of the thirtieth century, this endless decline had spawned a worldwide attitude of apathy, and the locals viewed war and death as little more than a logical outcome of their existence. By 3016 this sense of nihilism had achieved the point where a new cult—the Way of Arme, which teaches its followers that solace may be found in one's "Culmination," or suicide—had formed around it. This suicide cult created a brief stir throughout the League and nearby Lyran worlds, but attrition among its membership virtually assured its quick passing. During the Fourth Succession War, Marcus briefly changed hands, becoming a protectorate of the Federated Commonwealth, but was reclaimed by House Marik during the Marik-Liao invasion of 3057, after a particularly brutal battle. The Word of Blake Jihad initially overlooked the planet, but later in that war, Blakist troops, hoping to cut off a coalition counteroffensive, smashed the planetary capital of Zotikos and fought a fierce, but doomed, battle for control of the Wahryn uranium mines. The rebuilt city of Zotikos stands again on the northern continent of Montezumia, and is host to the planet's primary spaceport.

Menkent

Star Type: K0IV
Position in System: 2 (of 6)
Number of Moons: None
Days to Jump Point: 5
Surface Water: 47%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.83
Equatorial Temp: 63° C
Highest Native Life: Reptiles
Population: 3,189,000,000
Governor: Tiberius Arragon
Planetary Legate: Marcena Jedrik

Many of the locals on Menkent refer to their world as the burial site of the Marsden dynasty, thanks to the heroic death of the Lyran Commonwealth's second Archon, Alistair Marsden, on the Plain of Dust just outside the capital city of Blackstone in 2408. Marsden, who died leading a tank regiment during the Age of War, left behind his widow, Katherine Marsden-Steiner, the woman who would rule the Commonwealth and establish the Great House of Steiner. This simple historical event at once turned the sandy, sun-blasted world of Menkent into a tourist attraction for those willing to brave its closeness to the Draconis Combine border. Lit by a large, orange subgiant, which it orbits just a little too closely, Menkent itself is a warm planet, less than half of which is covered by water, and that is so salty that it requires purifiers to drink. Even inland seas and rivers require treatment before they can be used for drinking and irrigation, making life here difficult, but not impossible. At the time of Marsden's death, House Kurita had managed to overtake this world, and it would trade hands between Steiner and Kurita many times before and after the days of the original Star League. Effectively little more than a barren wasteland—its principal exports being limited to common metals and small machines—Menkent's local infrastructure was ravaged by the centuries of continuous warfare. During the Jihad, insult was added to centuries of injury when Blakist WarShips made an incidental bombardment pass over Blackstone after a strike on nearby Skye. The capital city and its surrounding towns, however, were already partially rebuilt by the time the war ended and Menkent was turned over to Devlin Stone's nascent Republic of the Sphere. Blackstone stands at the junction of three rivers on Terrasota, the largest and most populous of the planet's three continents. The other two continents, Aresoppi and Aphirojia, are both equatorial continents, where the arid climate and local dust storms have made habitation more difficult than normal, and thus both are far less densely populated.

Milton

Star Type: G3V
Position in System: 2 (of 5)
Number of Moons: 2 (Faxon, Paramesh)
Days to Jump Point: 9
Surface Water: 66%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.04
Equatorial Temp: 41° C
Highest Native Life: Birds
Population: 4,010,000,000
Governor: Petr Quinto
Planetary Legate: Annan Briton

After the Outer Reaches Rebellion and the collapse of Terran authority among the far-flung colony worlds, dozens of planets suddenly found themselves forced to eke out a living on their own, bereft of support for their fledgling industries and booming populations. Milton, by all accounts a paradise at the time, was one such world. Its resources, barely tapped despite a growing number of settlers and a scattering of cities on all four of its interior landmasses—Etienne, Olquia, and Phronx in the north, and Selajia in the south—supported few major industries and only a limited trade other than with Terra itself. As a result, the Milton economy was a shambles when the ascendant Terran Hegemony appeared on the scene several years later, and the planet's meager defense force easily broke before the might of Admiral McKenna's forces. Under the Hegemony banner, Milton once more became a prosperous world, exporting industrial metals and radioactive ores along with a host of military and commercial components for use in spacecraft construction and fusion plant design. Most of these industries, though minor, were savaged by the troops of Amaris the Usurper, and the few that survived when Milton later became a Lyran holding were eventually lost in the Succession Wars that followed. Even today, large swaths of the interior reaches of Phronx and Selajia are plague zones, a result of the excessive chemical and biological warfare dealt out by both Marik and Steiner troops in the early Succession Wars. Ironically, the lingering effects of this damage and the constant threat of attack from hostile neighbors spared Milton the horrors of the FedCom Civil War and the Word of Blake Jihad. Largely overlooked in both conflicts—save for an incidental orbital bombardment by departing Blakist troops in the waning days of the war—Milton's economic and industrial recovery was nearly complete before its admittance into The Republic. Thanks to Devlin Stone's relocation directives and material redemption programs, Milton has experienced a complete revitalization, and is today a major exporter of industrial alloys, radioactive ores, and spacecraft components used across The Republic. The capital city, Paradise Foundation, is located on the Etienne continent, along with the planet's primary spaceport and the headquarters of Milton StarWorks, Limited, Milton's largest spacecraft component manufacturer.

Mizar

Star Type: A2V, A2V, A5V, and A7V
Position in System: 6 (of 6)
Number of Moons: None
Days to Jump Point: 24
Surface Water: 84%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.92
Equatorial Temp: 52° C
Highest Native Life: Mammal
Population: 5,456,000,000
Governor: Wolfgang Mallos
Planetary Legate: Felecia Carmaine

Though it bakes beneath a huge sun that is, in fact, part of a double-binary star system, Mizar has managed to become known as one of the greatest resort worlds in the Inner Sphere. The arrangement of the double binary system leads to complex solar cycles on Mizar that assure the planet is fully lit almost perpetually. Varying degrees of sunlight from the four A-class suns of the Mizar system produce peculiarly long and irregular seasons, varying from a temperate terrestrial springtime to a lingering tropical heat wave—even at the poles. Despite the heat, however, Mizar was miraculously blessed with an abundance of water, native life, and breathtaking vistas from New Venice Beach, the planet's longest stretch of snow-white sands, along the eastern coast of the Paradasia continent, to the "plastic crystal" mountains of the southern Utopian Isles. These features made Mizar a tourist spot almost from the moment of its discovery, and the hospitality of the natives became legendary. They welcomed the Terran Hegemony when Admiral McKenna first forged the empire that would one day rule the Star League, and throughout humanity's Golden Age Mizar was jointly administered by the Hegemony and the neighboring Lyran Commonwealth. Their economy booming as a tourist spot, the Mizarians came to obsess about appearances and all the finer things in life, from fancy cars and the latest fashions, to palatial estates and cutting-edge sculptures made from native "plastic crystal," all meticulously groomed and refined for maximum beauty at all times. The Amaris Crisis, which precipitated the fall of the Star League, spared Mizar only because the Lyran government's troops were already on-planet in force when word of the coup broke out; Amaris decided against putting another Successor State at his throat while Kerensky's noose closed around him. Throughout the Succession Wars few raids were launched against the world, but those few invaders who did land on the surface often as not found themselves unable to bring themselves to harm the planet's greatest natural and man-made wonders, instead hoping to capture this world intact. The absence of significant military or industrial resources also made Mizar a poor invasion candidate; even the Word of Blake passed on this world. Today, visitors are more than welcome to land at any of the four major spaceports on the Majestica, Paradasia, Solasia, and Wunderlund continents, though the capital city of NouveauParis on Solasia remains the most stunning of the planet's hot spots—and the best place to get a good Fire Lizard, Mizar's very own specialty drink.

New Kyoto

Star Type: G5V
Position in System: 3 (of 9)
Number of Moons: 5 (Eun, Ishiko, Le, Taka, and Wing-Chiu)
Days to Jump Point: 7
Surface Water: 81%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.04
Equatorial Temp: 36° C
Highest Native Life: Mammal
Population: 5,678,000,000
Governor: Genna Endo
Planetary Legate: Aran Yashruti

Visitors to New Kyoto are often struck by the heavy Japanese influence in the local culture. Indeed, this exotic—yet terrestrial—world once boasted itself as a major center of the Buddhist faith in the Lyran Commonwealth, and the temple in Tooshodai-ji possesses the Inner Sphere's largest Amida Buddha sculpture (over 110 meters in height). These obvious cultural influences have often led travelers to New Kyoto to suspect that the planet's history includes a lingering occupation or long-standing allegiance to the Draconis Combine but, in fact, neither of the above applies. Settled during humanity's first exodus into space, New Kyoto's colonists hailed from Terra's eastern Asia region, particularly from the nations surrounding the Sea of Japan. The Japanese segment of the colonial population, by far the most numerous, took an active role in shaping the early social structures on this world, even going so far as to style the planetary ruler a Daimyo (warlord). Life in the early days was difficult, primarily due to the virulence of native life-forms. Many of New Kyoto's fiercest native predators, such as the vicious ki-rian or the unstoppable armor bear, claimed hundreds of lives before widespread hunting protocols brought their numbers under control. Even today, people are strongly advised never to travel alone and unarmed in the wild reaches of this world, and export of the local fauna is strictly prohibited. New Kyoto's ample resources and fertile soil spawned the formation of numerous heavy industries, including the development of myomers, advanced electronics, and military-grade lasers. The Kyoto College, exclusively devoted to the study of myomer technology for military as well as medical applications, was arguably one of the most prestigious of its kind throughout the Succession Wars era, while Doering Electronics and RAMTech Industries were once among the chief military suppliers to the Federation of Skye and the Lyran Commonwealth. Through the centuries of conflict that followed the fall of the Star League, New Kyoto was the target of several raids by the nearby Free Worlds League. It remained a Lyran holding all the way into the Jihad years, when fighting between the Commonwealth and renegade Free Worlds' troops savaged the world. Kyoto College, along with the neighboring city of Yonei, and Doering Electronics' Kawnaku City factory were all leveled in that hellish conflict, along with half the RAMTech laser facilities in the capital and spaceport city of Hirihito. Despite the damage, the vast industrial base of this world and an influx of off-world residents enabled it to recover quickly after joining Devlin Stone's Republic of the Sphere. Government subsidies even allowed for the reconstruction of the Kyoto College and the RAMTech facilities, and the planet's exports once more include a host of industrial and military-grade lasers and myomer products. Marker Electronics, a local manufacturer of communications systems and sensors, has since risen to inherit the role once played by Doering Electronics, supplying vital equipment both to The Republic's military forces and to its industrial and aerospace sectors. New Kyoto's capital city of Hirihito and the temple of Tooshodai-ji are both located on the northern continent of Asharu. The city of New Yonei is located on Kalasaka, the larger of the planet's equatorial landmasses, along with one of the largest planetary reservations for the now-endangered ki-rian population. Koshimatu, the smaller equatorial continent, is home to RAMTech's corporate headquarters, in the city of Oshaktu, while Kawnaku and Marker Electronics may be found on the southern island continent of Zuishami.

Oliver

Star Type: M5V
Position in System: 1 (of 2)
Number of Moons: 2 (Nasya, Shilo)
Days to Jump Point: 2
Surface Water: 59%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.07
Equatorial Temp: 39° C
Highest Native Life: Mammals
Population: 4,001,000,000
Governor: Frederic Chesterson
Planetary Legate: Prudence Arlington

One of the most quickly developed of the early colonies in mankind's first exodus into space, Oliver's population grew rapidly as droves of colonists came to exploit its rich, easily tapped resources. Before long, this world became an industrial and military mainstay of the Terran Alliance and its successor, the Terran Hegemony. During the height of the original Star League, in fact, Oliver was home to several major defense contractors, including AeroFighter Unlimited, a major aerospace fighter manufacturer, and BattleMech producer, Brigadier Corporation. The fall of the Star League and the Succession Wars that followed, however, were not so kind to Oliver. Both AeroFighter Unlimited and Brigadier's Warez plant were both destroyed by repeated raids and invasions from the militaries of Houses Steiner, Liao, and even Kurita. The cycle of destruction and reconstruction stagnated the planetary economy. Its pressing need for heightened defense—a result of being a favored target throughout the Wars—led to the inevitable decline of the government into a military dictatorship, and its membership in the Ring Coalition, a loose alliance of other nearby Free Worlds League planets on the Steiner-Liao border. During the Jihad, fighting along the Lyran border led to the devastation of several cities, including the planetary capital of Fort Jagger, and the loss of Quickcell Corporation, a major producer of internal combustion engines for many League armored vehicles. Fortunately, the ceding of Oliver to The Republic, the influx of new citizens from elsewhere in The Republic, and the "peace dividend" raised from Devlin Stone's military-material redemption program, helped the world to finally recover from the scars of perpetual war. Brigadier Corporation, significantly downsized and retooled, is now a producer of, primarily, industrial 'Mechs for export to other worlds, while the rebuilt Quickcell Corporation plant offers ICEs for conventional vehicles, civilian transports, and industrial 'Mechs of various types. Most striking, however, is the replacement of the planet's military dictatorship with a representative democracy similar in many respects to that of The Republic at large, offering the citizens and residents of this industrial world a greater degree of personal liberty than their forebears knew. Oliver's capital city, Stone City (named in honor of Devlin Stone upon the planet's entry into The Republic), is located on the southern continent of Clausia, along with the planet's primary spaceport. Brigadier Corporation's main factory, in the city of Gordon, is located on the northeast continent of Gaineshi. Oliver's third large landmass, Marania, is a less densely populated region, in part because much of it is a frozen tundra, where widespread use of weapons of mass destruction and rampant strip mining from the early days of planetary development have rendered much of the land scarred and unusable. Only a hearty few settlers remain in the scattered cities and towns on Marania today.

Phecda

Star Type: A0V
Position in System: 3 (of 4)
Number of Moons: 2 (Vondra, Xanthippe)
Days to Jump Point: 52
Surface Water: 86%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.98
Equatorial Temp: 20° C
Highest Native Life: Plants
Population: 2,015,000,000
Governor: Aubrey Gerhardine
Planetary Legate: Vladislav Durko

Though blessed by an abundance of surface water, the fact that much of it is trapped beneath its growing polar caps (Phecda is entering an ice age, thanks to a slight elongation in its orbit) limited the early settlers' ability to exploit this world effectively. In fact, most colonies and cities on Phecda were established on the smattering of islands surrounding Gamurmaj, the only one of its three large landmasses stable enough and warm enough to support hospitable settlements. Lacking in significant material resources, this world has always relied on trade with its neighbors for everything from farming machinery and ranching cattle to industrial construction equipment and spacecraft parts. The great distance between the planet and its jump point, however, hindered trade for many years, particularly during times of war. To remedy the situation somewhat, four mid-range stations were placed in the Phecda system during the Star League era, but none of these survived the collapse of the League and the centuries of war that came after. Raiders, drawn by the local production of water purifiers, or sent as a diversion for other assaults against more valuable targets on the Steiner border, gradually decimated the planet's single major export industry. The constant depredations led to the formation of several local aerospace defense squadrons over the centuries, as it became clear that the long in-system flight offered the planet's greatest defense against raiders by permitting interception of inbound traffic. By the end of the Succession Wars, however, Phecda had become little more than an outpost world, a well-populated backwater on a hostile border. Only its location made it worthy of a spirited defense. Today, Phecda is a quiet world whose people specialize in exporting common luxuries, basic metals, and small-scale purifiers to their neighbors in nearby star systems. The planet's largest city and only spaceport, Atlantic Coast, is located on the southeastern shores of Gamurmaj. Travelers interested in visiting the islands around Gamurmaj or the isolated communities of the northern continents, Kuld and Phreezi, must often rely on the seagoing ice ships that provide for much of the planet's intercontinental transport.

Rochelle

Star Type: K7V
Position in System: 2 (of 6)
Number of Moons: 3 (Derika, Nohea, and Ululani, plus dust ring)
Days to Jump Point: 4
Surface Water: 86%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.74
Equatorial Temp: 40° C
Highest Native Life: Reptiles
Population: 1,710,000,000
Governor: Preston Petrokovich
Planetary Legate: Piotr Illiarveski

With vast mineral resources capable of sustaining a broad industrial base, and further blessed by an abundant water supply and soil rich enough for planting, Rochelle was an easy colony world to establish and settle in the early days of mankind's race to the stars. After the fall of the Terran Alliance, this world became a part of the Federation of Skye, thanks to a trading alliance with the McQuiston family on Skye, which further boosted its economic and industrial growth, until its subsequent conquest by the nearby Free Worlds League. In the wars that followed the collapse of the original Star League, Rochelle and its material wealth were hotly contested, and it was particularly ravaged during the savagery of the First and Second Succession Wars. In fact, as the Second War finally ground to a halt, House Marik's economic experts concluded that the mining, refining, and manufacturing centers on Rochelle had become hopelessly damaged by the widespread use of weapons of mass destruction. Indeed, so much nuclear and chemical waste had been released in the past eight decades of warfare that the League officially classified Rochelle as "unsalvageable"; reconstruction efforts were soon abandoned, and the planet virtually evacuated. Despite this, the proud people who remained on Rochelle, suffered through two centuries of war and death, but continued to mine valuable ore for export to industries deeper within the League. For a time, the world even became the headquarters of MediQuick, an interstellar mobile medical services corporation that offered its services to close to two dozen worlds on the Steiner-Marik border, until questionable business practices led to that company's demise. Despite the best efforts of the locals, the economy and infrastructure of this tortured and poisoned world continued to erode, leaving it a mere border post for League military forces to guard against their Lyran counterparts. During the Jihad, Lyran strike teams assaulted Rochelle in retaliation for renegade Free Worlds attacks, laying waste to the crumbling capital city of Arzenburg, on the northern continent of Caredon. Not until the world was ceded to Devlin Stone's nascent Republic would Rochelle's fortunes finally begin to turn for the better. Buoyed by an influx of new residents and the funds from the "peace dividend" made possible by dismantling armies, this world has finally begun to show signs of recovery from centuries of relentless warfare. The capital city, New Arzenburg, has just completed an expansion to its spaceport, opening up the planet to ore traffic as the mines on Caredon, now under the control of Rochelle Interstellar Incorporated, have begun to produce again. Rochelle's other continent, the southern landmass of Martinasia, however, remains largely abandoned, thanks to the high radiation and acid rains, lasting effects of the first two Succession Wars.

Shiloh

Star Type: A8V
Position in System: 4 (of 4)
Number of Moons: None
Days to Jump Point: 26
Surface Water: 15%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.11
Equatorial Temp: 55° C
Highest Native Life: Plant
Population: 3,067,000
Governor: Yvgenny Kubayshev
Planetary Legate: Martin Walter

An arid, windy, and nearly barren world, the only surface water on Shiloh takes the form of numerous scattered seas, lakes, and interconnecting rivers. Together with its lack of resources, the climate of this world would have left it uninhabited had it not attracted the notice of the Exituri. The Exituri, a secretive, religious sect that blends elements from faiths as diverse as Islam, Christianity, Hinduism, and even Paganism, left Terra early in the Exodus for ideological reasons. Settling on Shiloh, the Exituri quickly established a theocratic society, based on their precepts, known collectively as the Bhagavad-Gita. Shiloh became part of the Lyran Commonwealth's Federation of Skye in the years leading up to the formation of the original Star League, but took little active role in interplanetary politics. The planet's small population supported itself as best as possible, though their religious tenets limited them to using the most primitive means for farming and industry, while trade was limited to the export of local handcrafts in exchange for water. After the fall of the Star League and the beginnings of the Succession Wars, however, Shiloh became a target for frequent raids and invasions between Houses Steiner and Marik, eventually falling to the Free Worlds League in 2917. During the centuries of Succession Wars, the Exituri leadership exerted near complete control over the world, despite numerous rebellions against the hard-liners of the government. At this time, the Exituri leadership of Shiloh preached often of the evils of advanced technology. They proclaimed that their Divinity no longer recognized mankind as a result of his increasing dependence on the tools of science and warfare, and they further condemned the Great Houses of the Inner Sphere, not just for the Succession Wars, but for all the tragedies of the human race. Ironically, the end of the Exituri's absolute rule of religion came at the hands of the zealots of the Word of Blake. Subverted by Blakist agents for years beforehand, the ancient Exituri government was washed aside, replaced by the Word's technocracy within months after the Jihad began, transforming the Exituri youth into a new breed of fanatic dedicated to the Blakists' own causes of chaos and death. Shiloh became a favored locale for Blakist "reeducation camps," and a training ground for zealot commandos and MechWarriors alike, until the combined forces of Devlin Stone's coalition finally liberated the world near the end of the war. Shiloh's entrance into Stone's Republic signaled the world's rebirth, between the arrival of new residents and the establishment of economic initiatives aimed at rebuilding the planetary economy. Though sects of Exituri still remain, the religious group no longer dominates the local government, which was remade in The Republic's image. The capital city of Shiloh is Randersville, and it is located on the north shore of Blessed Lake, in the northern hemisphere.

Summer

Star Type: M4V
Position in System: 1 (of 5)
Number of Moons: 1 (Niflheim)
Days to Jump Point: 3
Surface Water: 77%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.03
Equatorial Temp: 44° C
Highest Native Life: Plant
Population: 894,000,000
Governor: Minerva Hayne
Planetary Legate: Carlos Adler

Though its sun is a cool M-class star, Summer's close orbital path and an ever-decreasing ozone layer have made this world much warmer than one might expect. The surface of this world is rocky, with numerous mountain chains making overland travel difficult between the major cities that have sprung up over all four major continents. These cities, almost invariably located near oil fields and the veins of radioactive ores that crisscross the planet's lowlands, have formed the core of Summer's economy ever since the planet was established, during the first Terran exodus. Unfortunately, infertile soil, capable only of supporting a native purple scrub grass—limited the planet's agricultural endeavors and forced the early settlers to form trading partnerships with nearby worlds to feed their industrial expansion. Summer's export industry of oil, and radioactive materials, both crude and refined for fuels, easily helped address this need and made it one of the more valuable worlds of the Federation of Skye, even before that nation helped form the Lyran Commonwealth. During the height of the original Star League, the discovery of germanium deposits in the Balise Mountains, on the southern continent of Wessler, made this world a manufacturing center for JumpShip components as well, further boosting an already soaring economy and rating the planet not only a heavy garrison of Star League troops, but a few Castles Brian as well. Unfortunately, most of these facilities were destroyed during the Amaris coup, but enough survived to make Summer a valuable prize as part of the Lyran Commonwealth. Despite centuries of Succession Wars, when it became a favored staging ground for Steiner attacks on House Kurita, Summer miraculously maintained much of its industry. However, the output of its aging refineries, damaged by Kuritan raids on more than one occasion, began to gradually weaken the planet's already thin ozone layer. The additional ecological impact of heavy DropShip traffic, made necessary by the planet's rough geography and the presence of ten active spaceports, has only furthered this decline and is largely blamed for the increasing temperatures that make Summer a world more than worthy of its name. The worst, however, came during the Word of Blake Jihad, when fanatic Blakists hit the capital city of Curitiba and its surrounding countryside on the northern continent of Lestrade with a powerful thermonuclear device. The weapon annihilated the city of three million and destroyed most of the planetary garrison in what proved to be a mere "diversionary raid." The Blakist attacks left much of the planet's heavy industry on the Lestrade continent in ruins, and set off a brief off-world exodus, which was only reversed after Summer became part of The Republic of the Sphere. Today, though little remains of the cities on Lestrade, the new planetary capital of Mount Brighton, on the northern polar continent of Aberdale, forms the heart of recovering planetary industries, including those of Summer InterStellar Components, which resumed production of JumpShip parts less than ten years ago.

Syrma

Star Type: F6V
Position in System: 4 (of 6)
Number of Moons: None
Days to Jump Point: 14
Surface Water: 80%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.84
Equatorial Temp: 36° C
Highest Native Life: Reptiles
Population: 4,015,000,000
Governor: Vincentia DePaik
Planetary Legate: Yusif Hedley

A water-rich world with a host of natural resources, Syrma was a dream world for colonial developers when it was first discovered during mankind's early exploration of deep space. Ironically enough, the first settlers to set foot on this world would not be industrialists or commercial entrepreneurs, but pilgrims from various antitechnology cultures and religious beliefs. Including representatives from Amish, Native American, and African cultures, these pilgrims established several agricultural communes throughout the arable interiors of Ezero, Lothair, Quan, and Rashida—Syrma's four main landmasses. In the wake of the Terran Alliance's fall, these colonists suddenly found themselves cut off from contact with Terra, but their industrious nature made it possible for them to survive as an independent world for a time. The rise of the seemingly aggressive Terran Hegemony, however, soon prompted the community leaders of Syrma to seek outside help in maintaining their independence, and so they sought aid from the nearby Federation of Skye. When Hegemony ships arrived over Syrma, mines and "smart" missiles, planted at the jump points by the Federation, smashed much of the Hegemony fleet. The Syrma Disaster, as the Hegemony citizens called it, cast into question the viability of the McKenna family as a ruling line, and inevitably led to the foundation of the Cameron dynasty. As for Syrma, its alliance with Skye led to the opening of the world to increasingly modernized industries, though the antitechnology sects retained their own sizeable enclaves. By the Star League era, this planet had become a jointly administered border world between the Lyran Commonwealth and the Terran Hegemony, with a curious mix of primitive and technocratic lifestyles. Because of the ample resources here, Amaris' troops landed hard on Syrma, executing much of the government—Lyran and Hegemony alike—after brutally seizing control. Their efforts to enslave the antitechnology sects as laborers for the mines and factories ultimately led to some of the greatest atrocities of the Amaris Crisis. Syrma would not be freed until Kerensky's return years later. After the fall of the League, the Lyran government claimed Syrma and invested heavily in the reconstruction of its industrial infrastructure, but largely overlooked the descendants of the planet's original settlers and their agro-communes. This trend, continued over the centuries of warfare, eventually led to the near extinction of these simpler communes. Even today, the few remaining settlements left over from the original pilgrims are little more than tourist attractions in Syrma's outback; a mere handful of surviving communities from a bygone era. Syrma's capital, Skopje, is located on Lothair's southern reaches, and is home to the planet's largest spaceport—two others may be found in the cities of Scottsdale and Strausborg, on Ezero and Rashida, respectively—as well as the headquarters of DePaik Resource Solutions, a mining and refining company owned by the planet's ruling family.

Vindemiatrix

Star Type: G8III
Position in System: 3 (of 6)
Number of Moons: None
Days to Jump Point: 6
Surface Water: 48%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.03
Equatorial Temp: 49° C
Highest Native Life: Mammals
Population: 3,470,000,000
Governor: Kiska Maruska
Planetary Legate: Linds Vianna

Orbiting a yellow giant that is prone to all manner of solar activity, from massive sunspots to occasional gravitational shifts intense enough to set off earthquakes and volcanoes, Vindemiatrix is a world facing its own eventual extinction. Scientists believe the final collapse of the parent star is still millions of years away, but already the effects of its death throes have been felt on this world. In the centuries since the first settlers came here, over fifteen percent of the various species in the local flora and fauna have become extinct, with another thirty percent formally listed as endangered due to gradual changes in climate and the added stress of human occupation. Though numerous initiatives to slow the decline of the ecosystem have been attempted through the centuries, none have been entirely successful. Despite this gloomy forecast, Vindemiatrix remains a pleasant enough world to visit and live on. Several veins of common metals, suitable to support a modest industrial base, are backed up by enough arable land to support the planet's population. The planet is also home to the Vindemiatrix Observatory, a university focused almost exclusively on the study of planetology and stellar phenomena. Understandably, the largest focus of study at the Observatory campus is that of stellar life cycles, with the planet's own star serving as a point of reference. Vindemiatrix Observatory is located on the outskirts of Havannask, a mining town on the northern continent of Treshiria. The planetary capital, Brattleston Depot, and its attendant spaceport, are located on the southeastern continent of Scandavara. Vindemiatrix's third large landmass, the southwestern continent of Kressia, is home to most of the planet's ranching and farming communities, thanks to its abundance of arable land, and also boasts the largest natural wildlife preserves for the planet's endangered species.

Wing

Star Type: K8V
Position in System: 1 (of 4)
Number of Moons: 4 (Colley, Macon, Sakuruta, and Terell)
Days to Jump Point: 3
Surface Water: 71%
Atm. Pressure: High (Breathable)
Surface Gravity: 0.99
Equatorial Temp: 61° C
Highest Native Life: Birds
Population: 4,331,000,000
Governor: Sakeri Torquill
Planetary Legate: Olaf Gaute

The high temperatures and high atmospheric pressures at sea level prompted many of the early settlers who came to Wing to establish their cities and colonies on the planet's rocky mountains and high plateaus. Many of these colonists also found these locales somewhat easier for maintaining steady communications with the mining outposts built on all four of the world's moons, all of which are heavily laced with valuable ores, including titanium, bauxite, and even germanium. It was the moons of Wing that truly drew the crowds to this world, rather than the inhabitability of the planet below, but the discovery of a world capable of supporting life was seen as a definite plus to the corporations that funded the first expeditions here. This resource-rich system was quickly incorporated into the Free Worlds League before the expanding Federation of Skye could stake a claim here, but with the rise of the Terran Hegemony and the Free Worlds' admission into the original Star League, this world became a joint holding between Houses Marik and Cameron. Wing's industry made it a border trading post and relay station for Hegemony and Free Worlds traffic alike. After the fall of the Star League, Wing reverted to complete Free Worlds authority, only to be captured by House Steiner's Lyran Commonwealth during an early offensive. The Free Worlds League reclaimed Wing in 2917, but in the centuries of the Succession Wars, constant raids and the changing of hands eventually took their toll on this planet. By the mid-thirty-first century, over half the planet's Star League-era settlements and mining outposts on all four moons were lost forever, decimating the planetary economy and seriously impairing off-world trade. The worst, however, came during the Jihad, when renegade Marik troops, duped by the Word of Blake, launched an ill-fated assault on the Lyran Alliance's Skye region. The assaults and counterassaults that followed slammed through Wing and over several other border worlds, devastating military and civilian targets alike. Although the world was returned to Free Worlds authority—more accurately, the authority of the Marik-Stewart Commonwealth—it was so ravaged by the fighting during the Jihad that the planet was willingly ceded, along with several others, to Devlin Stone's Republic of the Sphere. Under Republic control, much has been done for the world's recovery, with several relocated mining conglomerates eagerly investing in the restoration of facilities on the moons of Wing. The recovery has also added a surge of new residents and citizens who have rebuilt and expanded several of the planet's more prominent cities. A new movement to exploit the resources of Wing itself is also underway, thanks to the recent discovery of crude oil deposits in some of the lowland regions on the northern Glyph continent. The planetary capital of Wing, Crow's Nest, is located on the southern continent of Sharr. Crow's Nest also includes a large spaceport, but not the planet's largest one. That honor goes to Port Wyvern, the massive DropShip landing and servicing complex on the south polar continent of Greinwald, around which the city of Wyvern has grown.

Zaniah

Star Type: A3IV
Position in System: 3 (of 3)
Number of Moons: None
Days to Jump Point: 39
Surface Water: 39%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.79
Equatorial Temp: 45° C
Highest Native Life: Fish
Population: 2,867,000,000
Governor: Blair Latisha
Planetary Legate: Kacancu Jemehyl

Though it lacks significant natural resources or major industries, and the locals appear to concern themselves with little more than fishing and moisture farming, Zaniah is a world that has forever gone into the annals of history for being the host world of the St. Marinus House. Long overlooked through the ages, St. Marinus, founded in the early days of the Succession Wars, is one of only a handful of such sanctuaries throughout the Inner Sphere—a retreat for MechWarriors, weary of fighting and eager to devote the remainder of their lives to spiritual discovery. Located deep within one of Zaniah's many desert regions—the locals never reveal where, for the benefit of those who seek such solitude—St. Marinus is said to be surrounded by kilometers of trackless canyons and long-dead lava flows. Amazingly enough, St. Marinus is known to favor no affiliation, whether Great House or mercenary, and throughout its centuries of operation, many warriors from the Inner Sphere, Periphery, and even the Clans, have been known to retire forever from the horrors of war at this retreat. Though some of history's most prominent figures—such as Morgan Kell and Peter Steiner-Davion—have resumed their lives of warfare after supposedly retiring to this hallowed sanctuary, the vast majority of MechWarriors who have come to Zaniah have never returned to the firing lines. The sanctity of St. Marinus is well respected. So much so, in fact, that in the centuries since its founding and despite the ferocity of the Succession Wars, even mercenary raiders have taken pains to avoid locating and attacking this site, focusing their energies instead on the more populous regions in and around the planetary capital of Starboro. Zaniah is mostly land, its surface water divided mostly among its four major seas—Beowulf and Lambard in the northern hemisphere, Vaclav and Wendall in the southern. Rivers, reservoirs, and artificial channels have made the coastlines of these seas quite arable for many kilometers inland, where water purifiers render it safe for drinking and bathing, but Zaniah nevertheless relies to some degree on imported water to supplement its people's basic needs. In exchange, this world exports basic machinery, including commercial vehicles and private aircraft, though the bulk of the heavy industries supporting this trade are limited to the region surrounding Starboro (south of the Lambard Sea). Interestingly enough, Starboro does not boast a major spaceport, but Hartzborg, an otherwise unremarkable metropolis near the Wendall Sea, features enough facilities to support modest DropShip traffic. Some have taken the presence of the spaceport there as a sign that St. Marinus indeed lies close by, a theory supported by the thriving tourist trade in Hartzborg, built around the historical significance of the monastery, but little other evidence exists to support these theories.

Zavijava

Star Type: M3V
Position in System: 3 (of 6)
Number of Moons: 1 (Haldana)
Days to Jump Point: 3
Surface Water: 86%
Atm. Pressure: High (Taint)
Surface Gravity: 1.08
Equatorial Temp: 31° C
Highest Native Life: Plant
Population: 1,890,000,000
Governor: Vijay Welfel
Planetary Legate: Oralee Martin

Zavijava is an extremely volcanic world, so much so that high quantities of sulfur gas and other particulate matter blown into the atmosphere by constant eruptions have rendered the air difficult to breathe without filter masks, and prompted an ongoing exodus from the planet. The eruptions began rather suddenly in the twenty-fifth century, long after the first settlers made planetfall on this otherwise unremarkable but heretofore terrestrial world. Since then, the rate of eruptions has risen steadily through the years, to the point where no less than seven active volcanic chains spew lava and ash on a weekly basis. The cause for Zavijava's geological woes has never been adequately explained, and even stymied the Terran Hegemony's experts during the Star League era, but the effects have been dramatic indeed. In almost six hundred years, the worldwide environment changed so radically that most of the native animal species have gone extinct and temperatures worldwide have dropped nearly ten degrees due to the "nuclear winter" effects of so much ash blown into the sky. The planetary population, once numbering almost three billion, has also dropped steadily as the disturbances continue, but enough hearty souls and mining corporations have remained behind to try to make the most of the situation. Adding to the declining state of this world, of course, has been its history during the Succession Wars. As a Lyran-Free Worlds border planet, Zavijava has naturally been the target of countless raids and military campaigns in the centuries since the fall of the Star League. Like many other worlds in the region, it also suffered during the Lyran-Skye conflicts that erupted during the Jihad. In the most devastating of these strikes, renegade Marik troops assaulted the planetary spaceport near the capital city of Tzion. The resulting firefight left the capital in flames and cost the lives of over five thousand warriors and civilians. Unlike its neighbors, Zavijava did not receive reconstruction assistance after the world was ceded to The Republic, owing to the ongoing departure of its inhabitants due to the planet's natural crisis. Instead, a new spaceport was constructed near the city of Noé, on the northern continent of Peninah, which was also designated as the new administrative capital of Zavijava. The ruins of Tzion, now cleared away, stood on the southern continent, Velvel. In their place now stands a memorial to the fallen on both sides of the Jihad.

Zollikofen

Star Type: G3V
Position in System: 1 (of 11)
Number of Moons: None
Days to Jump Point: 9
Surface Water: 80%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.80
Equatorial Temp: 44° C
Highest Native Life: Mammals
Population: 4,178,000,000
Governor: Paolo Yngvesson
Planetary Legate: Thanh Gaston

Zollikofen, sometimes nicknamed “treasure planet,” is perhaps one of the great oddities of the Inner Sphere. Like many of the better colonies discovered early on in mankind’s exodus into space, Zollikofen was blessed with an abundant water supply, fertile soil, and a thriving ecosystem that could easily support a fledgling colony. In addition, the world also boasted as many rich veins of precious metals such as gold, platinum, and silver, as it did common ores like iron and copper. Indeed, such valuable minerals proved so common to Zollikofen miners that the planet’s economy was soon based on uranium and germanium deposits, as they were the rarer native metals, and a thriving export industry quickly rose based on handcrafted items of pure gold and silver. The Terran Hegemony managed to stake a claim in Zollikofen before the Lyrans could, keeping this remarkable find in the hands of the House of Cameron for many years under the Star League. This factor also contributed to the establishment of a Star League mint, which produced Lyran currency in Trader’s City, one of the larger metropolii on the planet’s single supercontinent of Besitzland, as well as the SLDF’s Lyran Command headquarters. Miraculously enough, during the Amaris Crisis, the Usurper’s troops did not harm the mint in Trader’s City, though they did loot many of the press works and spaceport warehouses nearby. Indeed, the mercenaries hired by Amaris to secure this world focused almost exclusively on eliminating the Lyran Command forces instead, and securing several of the larger mines in a much more professional—if still undeniably greedy—strategy. After the fall of the League, Zollikofen came into Lyran hands, but the Star League mint was destroyed soon after, during the outbreak of the First Succession War, when House Kurita troops sacked the planet and resorted to nuclear and orbital bombardment to shatter Lyran resistance. For this reason, more than the gradual depletion of the gold and silver mines over the centuries, much of Zollikofen’s wealth and prestige has tarnished since those glory days. Today, in fact, much of the planet’s wealth now lies more in industrial metals such as titanium, vanadium, and bauxite, than in precious metals drawn from contaminated or dried-up mines elsewhere. Despite this, the world of Zollikofen still occasionally experiences the odd “gold rush” when new veins are uncovered, but after nearly a millennium of mining and radiation poisoning, most of the really good veins have long since been tapped out or rendered useless. The capital of Zollikofen today is the city of Fulbright, located on the banks of the Platin River. This megalopolis of over two million residents is also home to the planet’s primary spaceport and the corporate headquarters of three major local mining concerns—Gershwin Mining Collective, Dahler Valley Resources, and Rosamund Minerals, Unlimited.

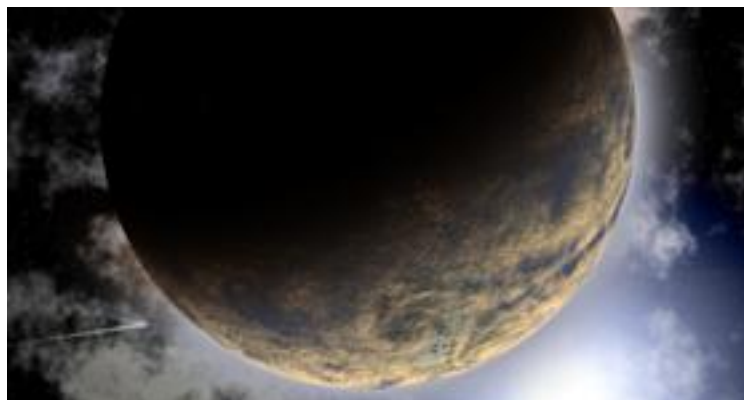
Zosma

Star Type: A4V
Position in System: 3 (of 4)
Number of Moons: 1 (Brandeis)
Days to Jump Point: 36
Surface Water: 22%
Atm. Pressure: Thin (Breathable)
Surface Gravity: 1.21
Equatorial Temp: 67° C
Highest Native Life: Plants
Population: 404,000,000
Governor: Chavah Areef
Planetary Legate: Hadassah Sadira

Zosma's star is a blazing-hot, white, A-class sun twice the size of Terra's Sol, which whips its few rocky planets around at breakneck speed and occasionally pulses in size due to its own inherent gravitational instability. For this reason, astronomers long assumed it impossible for any planets—let alone life-bearing worlds—to ever form around it. The discovery of four planets—one a fairly dry, thin-aired world marginally capable of supporting human life—thus sent understandable shockwaves through the interstellar community. Though quite inhospitable, with its rocky terrain, brutal, year-round heat, and nutrient-poor soil that supported only a few limited species of native flora, intrepid colonists actually established settlements on Zosma. Forced to live in sealed habitats, shielded from the solar radiation, with limited protection against the odd planet-wide quakes that erupt when the parent star undergoes another brief contraction, the people of Zosma found it next to impossible to produce enough food. They have relied heavily on ice ships and off-world produce, trading the abundant metallurgical resources mined from the planet's interior in order to survive. Because of their harsh existence, severe laws were eventually imposed to regulate resources and control population growth among the Zosmans, particularly after the fall of the Terran Alliance, and the local government quickly evolved into a military dictatorship. As part of the Free Worlds League's Border Protectorate, which stood on constant alert against Lyran attacks throughout the Succession Wars, the military government focused the planetary energies primarily on defense, and responded swiftly to internal dissent as a sign of potential treachery. This reign of terror continued until Zosma was captured and absorbed into the Federated Commonwealth in the Fourth Succession War. Though efforts were made to loosen local restrictions and boost the ravaged planetary economy under Commonwealth rule, most of these efforts produced only minor improvements, and lasted only until House Marik reclaimed the world in 3057. The Word of Blake completely ignored Zosma during their Jihad, striking instead at other nearby worlds in their campaign for Terra. Thus, when this world was ceded to The Republic of the Sphere, very little had changed, including the slightly reformed dictatorial regime. Visitors to Zosma can expect heavy security and restrictions, which remain in effect to control and sustain the planet's scarce basic resources and ensure planetary balance. The capital city of Duhr Prime, located on the shores of Scalding Sea, the larger of Zosma's two micro-oceans, is the only point of entry legal to off-worlders, though a second suborbital transit hub exists in Fort Amadeus, near the Shallow Sea in the southern hemisphere.

Alkalurops

Star Type: A7IV
Position in System: 3 (of 4)
Number of Moons: None
Days to Jump Point: 28
Surface Water: 43%
Atm. Pressure: High (Tainted)
Surface Gravity: 1.00
Equatorial Temp: 55° C
Highest Native Life: Fish
Population: 318,000,000
Governor: Kristen LeSat
Planetary Legate: Oshira Damascelopus

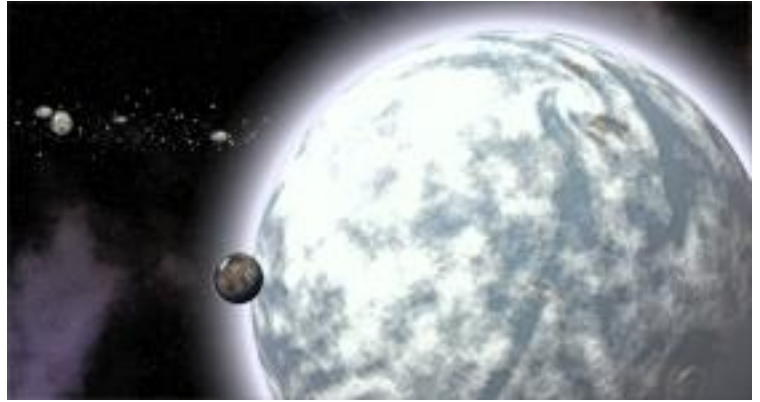


Alkalurops is a warm and oppressive world, plagued by frequent hurricanes and tornadoes that are the result of a thick atmosphere, cursed further by greenhouse gases that amplify the heat of its white A-class sun. These conditions have prevented the evolution of any form of surface animal life, though native fish do thrive in the deeper parts of the planet's two large oceans. Because of its inhospitable nature, colonization and development of Alkalurops proceeded slowly. Most settlements, founded on the northernmost continent of Vandika, were established close to pockets of natural gas and common metal veins, pumped and mined for export sale. To protect against the harsh weather and attain a degree of comfortable living, most of these early colonies were dug into the mountains and hills, and every structure was pressurized and outfitted with advanced air filters to make the interior air breathable.

Allabad, the planetary capital, was originally one such colony, nestled into the base of the north-south-running Bagadell Mountain Chain, and much of the city today still retains the look of a modernized Pueblo Indian village. Mainly due to these living conditions, the inhabitants of Alkalurops developed a curiously insular—almost xenophobic—culture, intensely distrustful of off-worlders. Though more accepting overall of other citizens in the Lyran realm—particularly those from the Isle of Skye—Alkalurops's people showed little patience or hospitality to visitors from the Terran Hegemony. Even during the Star League era, when extra revenue resulting from trade with Nusakan, a key world in the Hegemony's computer industry, brought an influx of traders and entrepreneurs here, the natives of this world remained cold and aloof. During the Amaris crisis, the Usurper's troops struck at Alkalurops despite its being outside Hegemony borders, hoping to deny any liberation force the use of the planet as a staging area to reclaim Nusakan. Instead, native resistance repelled Amaris's troops, a pattern repeated whenever raiders and invading neighbors struck the world during the Succession Wars. With few resources worth fighting over and an inhospitable climate, however, such raids were rare, and even the FedCom Civil War and the Word of Blake Jihad passed Alkalurops over without incident. Upon the formation of The Republic, the Lyran Alliance ceded this world to Devlin Stone along with many others of the tumultuous Isle of Skye region, a situation that caused great unrest among the local populace when Stone's relocation directives were enacted. Ironically, the creation of the peace-loving Republic created Alkalurops's largest outbreak of violence as the insular natives clashed with the new population. Rioting and hate crimes left scores dead over the following decade, before Republic authorities, in conjunction with Lyran mediators, could once more restore order.

Alphecca

Star Type: A0V
Position in System: 2 (of 5)
Number of Moons: 1 (Xanti)
Days to Jump Point: 52
Surface Water: 83%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.18
Equatorial Temp: 34° C
Highest Native Life: Amphibian
Population: 1,347,000,000
Governor: Thodore DeSalle
Planetary Legate: Garrold Rogers



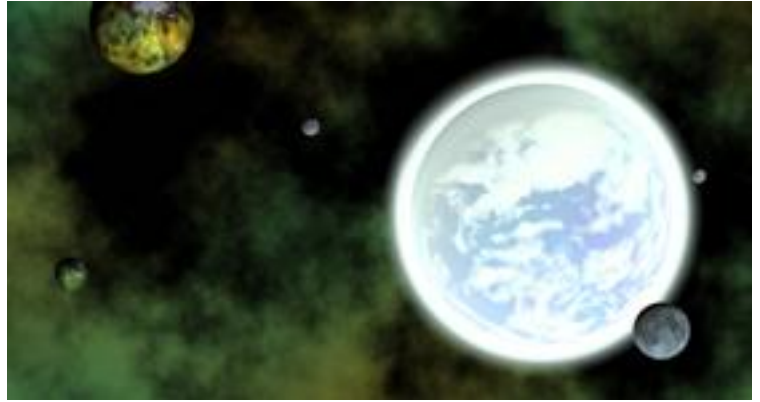
From orbit, Alphecca is an unremarkable world of blue-green oceans, with a scattering of six island continents and a multitude of smaller chains that are covered half the time by mist and clouds. On the surface, the world's lands are equally plain, mostly consisting of rolling hills, the odd rocky mountain peak, and grassy plains. Though the climate varies from arctic tundra to tropical equatorial reaches, on close inspection nothing about Alphecca stands out from the hundreds of swirling worlds that mankind calls home. Lacking in significant, readily accessible natural resources, Alphecca proved suitable only for settlement as a quiet farming world, its primary exports being native grains and meat from the gillarg, a large, relatively dumb amphibian that many locals describe as "a cross between a cow and a cowardly, toothless alligator."

The people of Alphecca gradually became inured to their sustenance-level existence, to the point where visitors often scoffed at their laid-back attitude toward even the most divisive political and religious matters. For centuries, the world's mediocrity and the lethargy of its inhabitants were its shield. Regarded as little more than a staging area for raids, or a quiet place for R&R, only a few odd roving bandits paid this world a visit after its first colonization, and it only changed hands between the Lyran Commonwealth and the Draconis Combine twice in its history. Alphecca was thus spared the worst of the Succession Wars, the FedCom Civil War, and even the Word of Blake Jihad. The population, however, suffered a severe shake-up when the planet was finally ceded to Devlin Stone's Republic of the Sphere and his relocation directives brought with them an influx of new colonists from other realms. Strangely enough, over the decades even this upheaval passed relatively quickly, as it seemed even the newcomers succumbed to the same lackadaisical demeanor within a short time of their arrival. Scientists are only now beginning to wonder if something in Alphecca's environment may be the cause of this peculiar—but apparently harmless—development.

Alphecca's capital city, Galanette Rainbow, is located on the northernmost island continent of Gataka. The other northern continent, Rubekka, is home to the planet's largest seaport city, Fescher's Dock. Of the other four island continents, Greim, Korinthas, Mursank, and Shario, only the southern polar continent of Greim is unpopulated, due to its inhospitable climate.

Atria

Star Type: K5IV
Position in System: 5 (of 10)
Number of Moons: 5 (Astoria, Delacruz, Istanbul, Viennes, Zarpedos)
Days to Jump Point: 4
Surface Water: 96%
Atm. Pressure: High (Breathable)
Surface Gravity: 0.83
Equatorial Temp: 57° C
Highest Native Life: Birds
Population: 1,398,000,000
Governor: Yakov Jocasta
Planetary Legate: Jeremy Nguyen



Covered almost entirely in water, and wrapped in a thick atmosphere that traps heat and renders the few habitable island chains, near the north and south poles, only moderately so, it's almost impossible to believe that when scientists first came to this world, they had described it as a paradise. Though they did notice that the above-average atmospheric pressure and the comparative lack of protective ozone likely contributed to the planet's then-luxuriant warmth, what few colonists realized at the time was that Atria was only then coming out of the final stages of its own ice age. Before they noticed the steady planetwide rise in temperature and humidity, however, the colonists quickly discovered that the entire ecosphere was biologically incompatible with human physiology. Though blessed with an abundance of flora and fauna that included massive marine life and atranas, flightless avians nearly double the size of Terran pheasants, the human colonists could not use any of them as a food source, and thus the planet grew dependent on its neighbors for agricultural needs.

Once part of the Terran Hegemony, Atria became a Combine holding for much of its history. However, its lack of resources and oppressive climate tended to make invaders reluctant to waste resources on its defense, so the world became known as yet another backwater of the Inner Sphere, suitable for nothing more grand than serving as a staging ground for troops in transit. Fortunately, this lack of importance spared it the worst of the Amaris Crisis, the Succession Wars, and the Jihad. Today, Atria retains its charm as a tropical getaway for off-world tourists, though few are inclined to stay long unless they hail from more arctic planets.

The capital and primary spaceport city of Atria Prime, located on the southern polar island of Aitrakops, is thus home to a flourishing hospitality industry including hostels, casinos, and a transoceanic port for luxury liners.

Baxter

Star Type: K7II
Position in System: 4 (of 5)
Number of Moons: 1 (T'laus)
Days to Jump Point: 4
Surface Water: 68%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.79
Equatorial Temp: 44° C
Highest Native Life: Fish
Population: 24,209,000
Governor: Ricardo Zopatas
Planetary Legate: Ulgar Lassenerra



Baxter IV, the only inhabitable world in its system, is a world in turmoil. Due to an apparent near miss with a comet or rogue asteroid, the orbital path of Baxter's large moon, T'Laus, has gradually grown increasingly erratic in the centuries since the first settlers came to this world. Gravitational forces have played havoc on the surface of the world below, with frequent earthquakes, powerful dust storms, and rockslides an almost daily occurrence. This shifting climate gradually turned a once-bountiful agricultural world into a giant, desolate wasteland, and is especially hard on machinery, which is constantly rocked or choked by dust. The descendants of the settlers who elected to remain today live in low structures or modified caves carved into the sides of the planet's many mountains and canyons, though legends today tell of a few cities that moved completely underground, only to be ripped asunder by the moon's tidal force. Despite the inhospitable environment, however, life has continued on this world, maintained by an economy almost entirely based on its fishing exports. Though some common industrial metals are readily accessible on the planet, there are not sufficient quantities or concentrations of these resources to support a more than sustenance-level industry, and for this reason Baxter was largely overlooked throughout its history. Scientists, however, believe that better days will one day return to Baxter IV, as the orbit of T'Laus is expected to eventually restabilize. However, planetologists on Baxter appear to be uncertain as to whether such realignment is already underway, or if the moon has a few hundred more erratic orbits left to make before then.

The capital city and primary spaceport of Baxter, Cleopolis, is located on the northern continent of Atropia. Though surrounded by a cluster of smaller cities and towns, the equatorial and southern continents of Delgado and Hermathia are more evenly populated than the Cleopolis region, thanks to fewer large mountain chains and fault lines on these two landmasses.

Carnwath

Star Type: K5IV
Position in System: 3 (of 7)
Number of Moons: None
Days to Jump Point: 4
Surface Water: 53%
Atm. Pressure: High (Breathable)
Surface Gravity: 1.16
Equatorial Temp: 54° C
Highest Native Life: Mammals
Population: 963,000,000
Governor: Victor Xianglo
Planetary Legate: Justin O'Mallory



Lacking in significant resources or strategic value, the warm, oppressive world of Carnwath was never regarded as worth anyone's time during the Succession Wars. However, in the early days of space exploration and colonization, Carnwath was the center of a minor—and very brief—alien scare when its first settlers described what appeared to be the remains of an ancient civilization, complete with the remains of a strange species of bipedal creatures. At the crux of this discovery were several mysterious formations that resembled vaguely humanoid faces, reminiscent of the figures on Terra's Easter Island, ringing a central cluster of five jagged, pyramidal structures that actually gave off radioactive readings. Archaeologists were dispatched to Carnwath almost immediately, and studied the "alien structures" for less than six months before concluding that they were a peculiarity of native processes of wind and water erosion that had exposed evidence from a long-ago asteroid strike on the planet's northern continent of Wartholi. The meteor, evidently composed mainly of metallic ores and unusual—but naturally occurring—radium, was partially liquefied by the heat of reentry and fragmented on impact. Several larger cores formed the basis of the pyramids while smaller chunks of matter, blown clear of the central site, formed a ring at the edges of the crater. Over millennia, erosion wiped away the softer native soil around the site, exposing the mildly radioactive "pyramids" and "faces." Though believers in extraterrestrial intelligence argued these theories, the final evidence became clear when exobiologists proved the "humanoid" remains found nearby were nothing more than an alien variation on ancient Terra's velociraptors, and various biological features of the long-dead amphibian beasts proved they were nothing more than desert scavengers, likely struck down by the very same phenomenon that produced the so-called "ruins." Though discredited, the Ruins of Carnwath continue to draw the curious and die-hard believers in alien intelligence to this world almost 800 years later. This tourism industry, however, has proven barely sufficient to supplement the planet's annual income from its very average industrial and agricultural exports.

Carnwath's capital city, Carnwath City, is located on the Wartholi continent, three hundred kilometers east of the Ruins of Carnwath. Though it is regarded as the center of planetary commerce and industry, with over two million inhabitants in the capital alone, the southern continents of Blanith and Kormyri actually boast a full three quarters of the Carnwathian population.

Corridan IV

Star Type: G4V
Position in System: 4 (of 10)
Number of Moons: 1 (Muse)
Days to Jump Point: 8
Surface Water: 63%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.92
Equatorial Temp: 44° C
Highest Native Life: Mammals
Population: 3,145,000,000
Governor: Hirihito Jalabama
Planetary Legate: Andrei Sergeinov



When first settled, Corridan IV promised colonists an abundance of raw materials and fertile lands, but posed just one small problem: the entire planet's water table was tainted by heavy metals and infested with native bacteria that rendered every living thing on the planet, from plants to animals, toxic for human consumption. Faced with starvation and the failure of their colony, the first settlers initially relied on ice ships, such as those of the Ryan Cartel.

Eventually Gabriel Tal, a resident part-time chemical engineer, stumbled upon a means to purify over ninety-five percent of the toxic agents from small quantities of Corridani water in a safe and economical fashion using an innovative fusion filtration system. Tal's invention ultimately became the basis for Water Pure Industries, which would become the largest of the Lyran Commonwealth's five water purifier manufacturers. Though publicly traded, Water Pure remained mostly in Tal family hands throughout its history, expanding to add manufacturing sites on Freedom and Ryde, and distribution sites on over a dozen worlds in the Federation of Skye. In spite of the destruction of its main Corridan plant six times in its history—the last during an incidental Word of Blake raid during the Jihad—Water Pure has managed to come back bigger and better every time. The value of clean, drinkable water obviously made Corridan IV a prime target during the Succession Wars, and for centuries its cities and the landscape on all three of its primary continents—Alorran and Cederban in the northern hemisphere, Feyrun in the southern—bore the scars of repeated raids and planetary assaults. When this planet was ceded to The Republic of the Sphere, a planetwide beautification project ultimately erased the last of these scars, resulting in the idyllic, pastoral world visitors see today.

Today, Corridan's greatest exports, after water purifiers, are agricultural and ranching produce, which range from native fruits and vegetables to the beeflike meat of the Corridani grazer, a dim-witted beast roughly half again the size of a Terran buffalo. For this reason, many travelers expect a world of mainly rural plains. In fact, close to half the planetary population lives in big cities, mostly concentrated on Feyrun and Cederban. The largest of these, Rio Grande, is home to Water Pure Industries, much of the Tal family fortune, and the largest planetary spaceport. The planetary capital, New Austin, is over seventy kilometers north of Rio Grande, and boasts the planet's largest shipping concern, Corridani Forward, which uses its own starport.

Gladius

Star Type: K3IV
Position in System: 2 (of 5)
Number of Moons: None
Days to Jump Point: 5
Surface Water: 94%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.16
Equatorial Temp: 47° C
Highest Native Life: Reptiles
Population: 848,000,000
Governor: Norman Lutheridge
Planetary Legate: Wilhelm Norscht



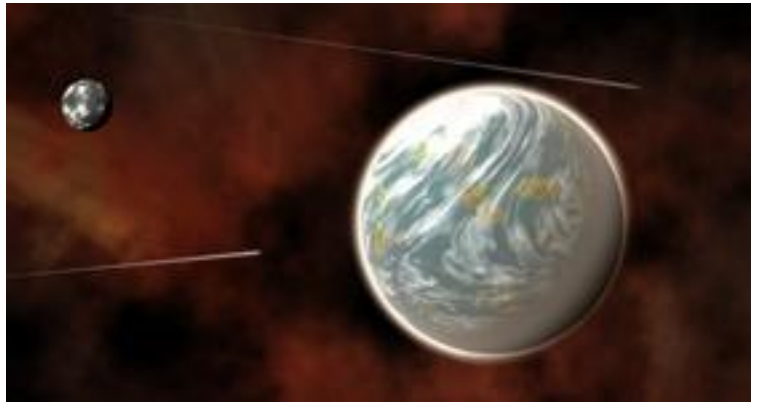
A tropical world covered in deep, green oceans, Gladius seemed a virtual paradise to the first colonists to set foot upon its soil. Fertile lands and an abundance of native fauna suitable for human consumption—particularly on its single, large continent of Garamond, located mostly north of the equator—made the establishment of the first settlements easy. However, the rugged terrain and thick, fast-growing tropical jungles of the interior lands limited the amount of arable space, and the relative lack of industrial metals and other rare materials limited significant industrial growth. Making matters worse over time was that fact that the Gladiusian soil easily “burned out” when used for farming; its rich nutrients expended easily under constant harvests, a matter largely attributed to the planet’s subtle seasonal changes. Gladius’s largest industry thus changed to tourism and hospitality as the world became known as a vacation spot—the kind of place people visited or retired to, but few actually lived in.

Through the Succession Wars, Gladius was overlooked by most invading armies due to its lack of tactical or industrial value, and the world became little more than a convenient jump point to other destinations. This lack of military importance, however, became the planet’s major selling point in the latter half of the twenty-ninth century, when the peoples of the Inner Sphere gradually began to tire of constant war. Numerous “retreat communities” sprang up on the isolated islands and coastal regions on and around Garamond; miniature cities almost completely dedicated to off-world vacationers, with few (if any) local residents. Though visitors were often encouraged to stay, few actually did so. Even today, Gladius remains little more than another tropical getaway for the idle rich.

The capital city, Hyacles, is located on the northern shores of Garamond, and is also home to the planet’s largest spaceport and transoceanic port. Gladius AquaLines, the planet’s largest cruise line operator, offers weekly cruise services out of Hyacles that can take passengers as far away as the Burmaise Isles, in the southern hemisphere. Enticing stopovers include the eastern coastal cities of Narava and Pasadenaia, world-renowned resorts known for their casinos and nightlife.

Glengarry

Star Type: K1IV
Position in System: 3 (of 4)
Number of Moons: 1 (Celine)
Days to Jump Point: 5
Surface Water: 65%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.97
Equatorial Temp: 29° C
Highest Native Life: Reptiles
Population: 1,067,000,000
Governor: Sean Weslean
Planetary Legate: Nicolette Iniku



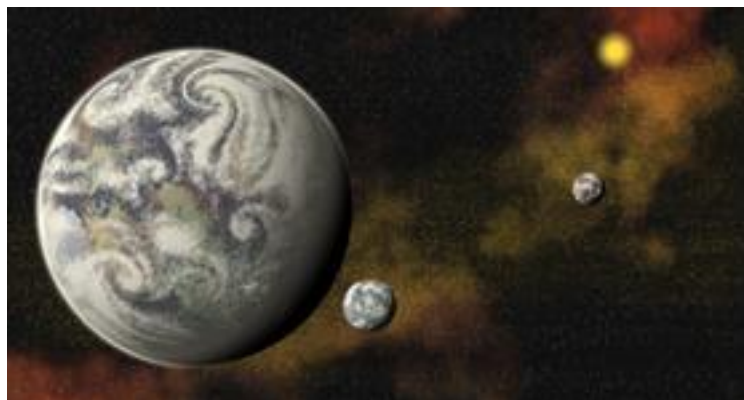
A small world of terrestrial features, blessed with abundant resources, it is rather surprising in hindsight to know that this world was completely overlooked in the early years of colonization. With three large landmasses claiming most of the northern hemisphere, and deep, island-speckled oceans in the south, this cool world was a paradise just waiting to be discovered. In truth, infighting among the various private interests who were to mount the first expedition to Glengarry, complicated by the increasing friction between the Terran Alliance and its far-flung colonies, disrupted any efforts to settle the planet during the early days of humanity's expansion among the stars. To make matters worse, later surveys revealed dangerously high levels of arsenic and cyanide gases in the atmosphere, which first had to be cleansed in order to make the planet suitable for colonization. These factors kept settlers away until the early days of the Star League, when terraforming efforts by the nearby Federation of Skye finally cleansed the atmosphere of its toxic chemicals. Glengarry's first settlers hailed from a mix of Scottish, Norwegian, and Canadian origins, both native to Terra and from among the Skye Federation's populace. Drawn originally to the continent of Scotia, the smallest of the three northern hemispheric landmasses, by its abundant ore resources in the mountain ranges, and the fertile soils of the valleys and lowlands, these colonists quickly established strict development guidelines to preserve the planet's native splendor. Similar to the "zoning laws" used in other Federation worlds, such as Skye itself, the colonists created a self-perpetuating standard that has left the larger two continents, Dalraida and Pictland, virtually uninhabited even today, while Scotia eventually became a well-balanced center for light industrial, commercial, and agricultural development.

Glengarry's trade with neighboring worlds boomed during the peak of the Star League era, specializing in a variety of locally produced items, but when the League fell and wars ignited across the Inner Sphere, the economy virtually collapsed. Efforts to relieve the planet's economic woes by opening up the other two continents faltered, in part because of these continents' harsher winter climates, and because of the predation of deep raiders from the Draconis Combine and Free Worlds League. Under the united Federated Commonwealth, Glengarry showed signs of economic recovery, particularly in the later years of the alliance, when it became the homeworld of the legendary Gray Death Legion. Unfortunately, the years leading up to the disastrous FedCom Civil War stripped away this distinction, and the horrors of the Jihad shattered the planetary economy and infrastructure when a Blakist assault force briefly seized the planet, only to be ejected by a combined Lyran and Clan Wolf liberation force. When the planet was ceded to The Republic of the Sphere, however, it signaled a new revival, partially fueled by the influx of new residents due to Devlin Stone's ambitious relocation programs. Attempting to raise heavy, self-sustaining industries for the first time, Glengarry is becoming a manufacturing center for industrial and military-grade equipment, including internal combustion engines and armor plate for conventional vehicles.

The capital city, Dunkeld, a sprawling metropolis as big as any capital on a major planet, lies under the shadow of Castle Hill, site of fortifications that were built during the peak of the Star League era. The ruins of these fortifications, which still bear the black scorching and weatherworn pockmarks of the fanatics' last stand against allied forces during the Jihad, now stand as silent tribute to one of humanity's darkest hours.

Izar

Star Type: K0V & B5VI
Position in System: 1 (of 6)
Number of Moons: 2 (Banta, Nunascus)
Days to Jump Point: 6
Surface Water: 51%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.84
Equatorial Temp: 29° C
Highest Native Life: Fish
Population: 710,000,000
Governor: Marcus Rowanda
Planetary Legate: Talia Svensson



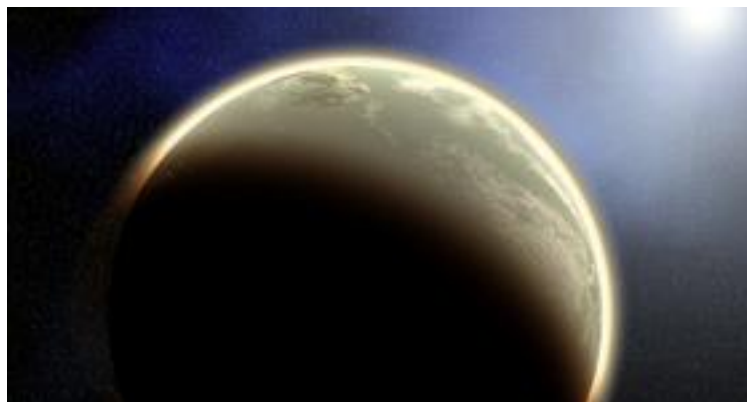
Izar's parent star is actually part of a binary system that consists of a cool, orange K0 sun orbiting a blue-white B5 subgiant. Because of the substantial distance between the two stars, planets were miraculously able to form close to both stars, but only the closest world of the smaller star had developed a breathable atmosphere and enough surface water to support life when it was discovered early in man's journey into space. However, Izar's orbit, roughly half again as far from its parent star as Terra is from Sol, rendered it a cool world. In fact, with clouds and storms common—even over the interior of the larger landmasses of Celta, Eddin, Morope and Trantara—nights on Izar were particularly cold. Though this did not faze the native evergreen woods that covered most of the hilly mainlands, colonists quickly learned that the only way to make use of the world's fertile soil for their own crops was to encapsulate their farms beneath environmentally sealed domes.

Izar also boasted substantial natural resources, including rare earths and industrial-grade metals capable of supporting a robust manufacturing industry, and the early settlers quickly attained a level of self-sufficiency with minimal off-world support. Thus it came as little surprise on Terra when this world declared its independence during the Outer Reaches Rebellion, or that the Terran Alliance sent a doomed expedition to reclaim it in 2236. The spirited defense by natives determined to retain their independence, despite their own fighters' primitive arms in the face of the Alliance's heavier weapons, eventually forced the Terrans to withdraw, but the Izarians enjoyed their freedom for only a short time before the Terran Hegemony rose in the Alliance's place. During the Amaris crisis, the Usurper's troops razed a number of cities, including the capital of Promise Point (since rebuilt) on the northern Eddin continent, while rooting out native and SLDF defenders. However, simmering resistance remained until General Kerensky finally liberated the world. After the planet became a part of the Lyran Commonwealth's Federation of Skye, following the fall of the League, the Izarians' historic love for independence sympathized with the Free Skye movement, and many of that separatist organization's finest volunteers hailed from their world. Though raided several times during the Succession Wars, Izar would never again be conquered by another state until its peaceful ceding to The Republic of the Sphere in the wake of the Word of Blake's Jihad.

Apart from the planetary capital of Promise Point, Izar boasts a second major spaceport in the city of Rhyss on the southern Trantara continent.

Kimball II

Star Type: G1V
Position in System: 2 (of 7)
Number of Moons: None
Days to Jump Point: 10
Surface Water: 74%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.10
Equatorial Temp: 57° C
Highest Native Life: Birds
Population: 2,510,000,000
Governor: Ubanda Tomakali
Planetary Legate: Felix Endarr



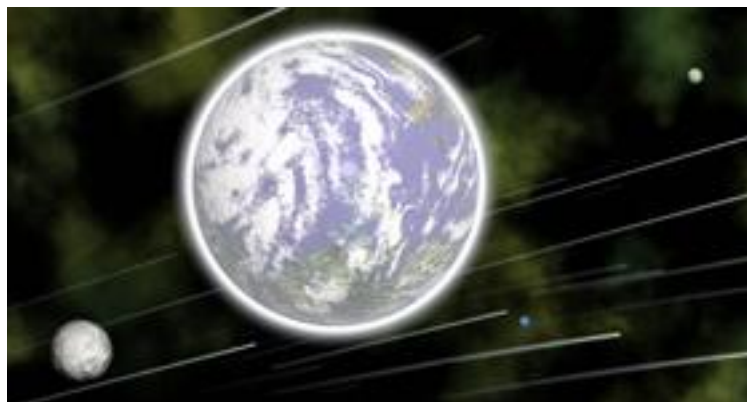
Kimball II is the more heavily populated of two inhabited worlds in the Kimball system. Both the system and the worlds take their name from Lorenzo Kimball, a wealthy twenty-first-century industrial magnate from Terra's North American continent, whose family settled the system for the abundance of rich metallic resources on the planets and in the local asteroid belt. Though the Kimballs largely resided on Terra, members of that distinguished family financed and led the expeditions to establish colonies on Kimball II and IV. Kimball II, by far the more hospitable world—if a bit warm—boasted ample water and agricultural resources on two of its four main continents, compared to water-poor Kimball IV's murky atmosphere of nitrogen and carbon dioxide. Thus, the bulk of the Kimball family's efforts went toward developing Kimball II. Rich veins of metal ores, particularly on the rocky desert landmasses of Vanassay and Warsaw—both of which straddle the equator—made them an ideal haven for mining and refining operations. Meanwhile, the fertile northern and southern continents—Hestelle and Triasha, respectively—became the basis for sufficient farming and ranching to sustain the population of both worlds. Kimball II's exports, which mostly consisted of various industrial- and military-grade metals and metal parts for heavy agricultural, industrial, and military machinery, complemented the bauxite mining exports of Kimball IV, quickly establishing the Kimball family's dominance of the industrial metal trade in the region. This prosperity carried the Kimballs into their alliance with the Igota family of Thorin, an alliance that ultimately spawned the star-spanning corporate empire known today as Ceres Metals.

After the fall of the Star League, of course, the wealth of the Kimball system led to a series of battles for this world. By 2932, Kimball II had changed hands over a dozen times between the Lyran Commonwealth and the Draconis Combine. Fighting for the less hospitable world of Kimball IV was only slightly less intense, even though the planet's meager population and a defense force consisting of specialized helicopters presented minimal challenge to any invaders. The fighting ravaged much of the planet's industry, but thankfully spared most of the civilian population centers because of the distance between most of these communities and the planet's major industrial centers. Fighting over Kimball II continued all the way up to the Jihad, with the last administrators of the planet, the Draconis Combine, battling mercenaries employed by the Word of Blake for control of the planet during that war.

The Combine agreed to cede Kimball II to Devlin Stone's Republic of the Sphere only after first securing favored trading rights over the planet's output, an issue that raised the ire of the Lyran Alliance, which claimed that its prior dominion of the world through much of its history made it a Lyran territory. A compromise was eventually reached that granted both Successor States access to this industrial planet's exports, and allowed The Republic to plant its flag in the capital and spaceport city of Lorenzopolis, on the southern continent, Triasha. Lorenzopolis is also home to a branch office of the still-active Ceres Metals corporation.

Ko

Star Type: G6IV
Position in System: 2 (of 3)
Number of Moons: 3 (Fionna, Palas, Valencia)
Days to Jump Point: 7
Surface Water: 82%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.03
Equatorial Temp: 36° C
Highest Native Life: Mammals
Population: 2,518,000,000
Governor: Arlene Kagemuchi
Planetary Legate: Dante Kiergov



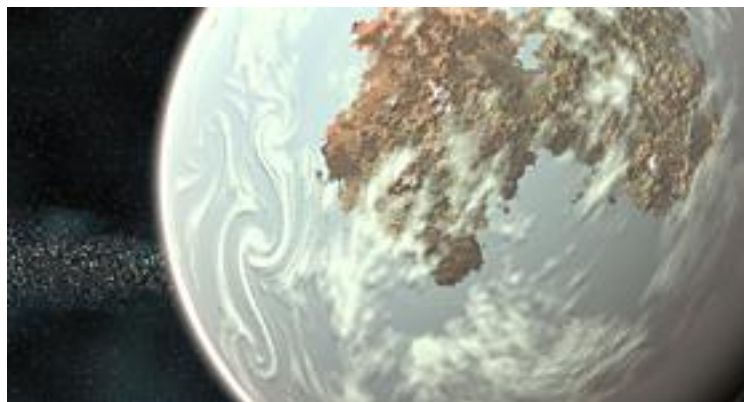
Once a hardy agricultural world in the Terran Hegemony, Ko continued to be a breadbasket for the people of the Draconis Combine's Dieron Military District after the fall of the Star League. Though some desert regions—such as the region surrounding the former capital city of Jarlton, on the equatorial continent of Hyadei—are plagued by the occasional sandstorm, much of the rest of the planet's main landmasses boasts fertile soil, coupled with excellent growing cycles and the ability to support both domestic and imported flora and fauna. As a result, numerous farming, fishing, and ranching industries came to call Ko their home, and before long several shipping lines and food-processing megacorporations were doing the same. By 3025, by far the largest of these was Surinami Processing, a producer of all manner of processed foods from freeze-dried survival rations to its Home Helper line of canned and boxed foods, with a special Happy Life Meals division that also provided foods for every institution from corporate cafeterias to volunteer soup kitchens. Interestingly enough, however, Surinami's most controversial product, the Stomach's Joy line of nutritional supplements, never saw widespread use in the Combine, and was ultimately the cause for the company's shutdown soon after Ko was captured by the Lyran Commonwealth in the Fourth Succession War.

After the conquest, when Surinami began marketing Stomach's Joy to select Lyran markets, reports of the food's unusual side effects eventually drew an inquiry into the company's practices and processing standards. What was discovered was that Surinami Processing was indeed mixing a host of organic byproducts from their various other food products into Stomach's Joy as a cost-saving ploy, and blending it with native-grown narcotics in relatively undetectable amounts for added "flavor." Public outrage and the Lyran government's subsequent fines ultimately spelled the end for the Ko food-processing giant.

Ko, a part of the so-called Lyons Thumb, was returned to Draconis Combine rule during the FedCom Civil War, after Lyran forces attacked the Combine "peacekeeping garrison" at what was then the planetary capital city of Jarlton in 3062. The battle damaged much of the city, forcing the Combine to relocate the administrative centers back to the pre-Fourth War capital of Hagitasu, on the southern continent of Kyushu, where it has remained ever since. During the Jihad, Word of Blake mercenaries raided this world several times in an effort to disrupt allied logistics in the region. In one of the more notorious of these attacks, Blakist troops unleashed a virulent blight on agricultural centers across the northern Jingatu continent, sterilizing the soil and wiping out over forty percent of the local crops. Though the rest of the planetary agricultural yield made up for the loss, it would be several years before the local industries and people recovered from the disaster.

Kochab

Star Type: K4IV
Position in System: 4 (of 8)
Number of Moons: None (dust ring)
Days to Jump Point: 5
Surface Water: 87%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.92
Equatorial Temp: 44° C
Highest Native Life: Mammals
Population: 779,000,000
Governor: Willimina Novasekki
Planetary Legate: Mercer Ganesh

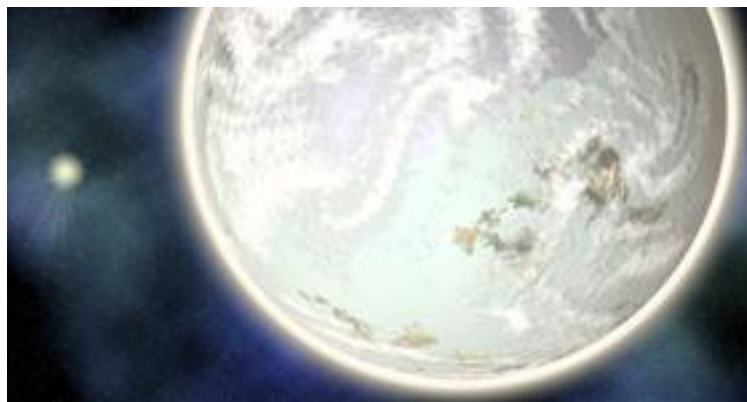


Despite its abundance of surface water, Kochab is a remarkably dry world. It seems that the two main planetary landmasses, Dakkato and Insarria, formed almost exclusively around a series of rugged, crisscrossing mountain chains. Making matters worse is the fact that the few valleys and plains where the terrain is level and irrigated enough for farming and habitation are prone to chronic earthquakes. These drawbacks, however, did not prevent settlers from claiming this world as their own in the early days of humankind's expansion to the stars, or in establishing a series of cities and small towns on both continents within their first century. With few major veins of industrial materials within easy access, and the constant tectonic stresses wreaking havoc on a regular basis, settlements and industry on Kochab were kept deliberately small. This limited the planetary economy to subsistence-level only, with exports of common metals, commercial products, and native beef and pork from its ranching industry. Regarded as something of a backwater world, the Commonwealth invested very little energy into improving the lot of Kochab, and the planet was largely ignored as anything more than a convenient stop to anywhere else, until the early thirtieth century. Then the planet briefly enjoyed a boost from off-world investors and tourists that came about as a result of being the chosen filming location for the long-running Steinharts holodrama, produced by the (now-defunct) Commonwealth Nationwide (CNN) video network. Unfortunately for Kochab, fame proved a fickle mistress, and the weekly soap opera aired its last episode in 3023, the same year that CNN was folded into the expanding Donegal Broadcasting Company, which kept the series alive only in syndication. Kochab's slight economic boost evaporated with CNN's fall, and once more the planet faded into relative mediocrity, all but unknown to off-worlders, save those transferred there after the Jihad, under Devlin Stone's relocation mandates, or the occasional volunteer relief workers dispatched there after a particularly violent "earthquake season."

The capital and primary spaceport of Kochab, Stenton, is located on Dakkato, just south of the Dakkato Prime mountain range. Saint Jaddah (known to Steinharts fans as Matrius, hometown of the Morik clan) is located on Insarria, and today is home to the Steinharts Museum of Memorabilia, a nostalgic nod to Kochab's all-too-brief fling with fortune and glamour.

Komephoros

Star Type: FOVI
Position in System: 5 (of 6)
Number of Moons: None
Days to Jump Point: 22
Surface Water: 70%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.03
Equatorial Temp: 21° C
Highest Native Life: Reptiles
Population: 794,000,000
Governor: Pavel Encilados
Planetary Legate: Hermann Escholtz

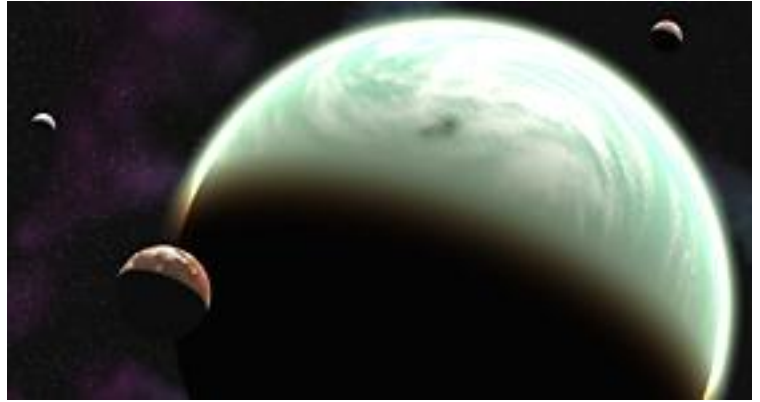


A somewhat cold world, colonists were drawn to Komephoros by the promise of abundant natural resources trapped beneath its partially frozen surface. Unfortunately, the first settlers sent to this world vanished without a trace, their fate unknown until a second colony ship was launched to the world nearly a decade later. Finding no sign of the original expedition's JumpShip, the second expedition assumed its predecessor had simply misjumped until—after setting up a settlement on the temperate shores of the equatorial Marksenia continent—a scouting party dispatched to the southern continent of Calvinar picked up a very weak, automated distress signal, originating from what appeared to be a frozen lake. Further investigation eventually uncovered the grisly remains of the first colonial expedition, which was apparently washed out in a freakish disaster caused when a rogue asteroid struck the nearby ocean with sufficient force to generate a wave that flooded the valley their settlement had been established in. When the planet then entered its three-year-long winter cycle, the newly formed lake froze over, and subsequent snowfall eventually buried even the colonists' DropShip from satellite scans. To this day, local legends say the lake, dubbed Luega del Condenado (Lake of the Damned), is haunted by the spirits of the lost colonists, and no modern settlements have been established within 300 kilometers of the site.

Over the centuries after the fall of the Star League, Komephoros traded hands a few times between Houses Steiner and Kurita, with many of its mining and ore-processing facilities damaged during each shift in control. Bypassed during the Jihad, however, the planet's industrial infrastructure was in excellent shape when the world was ceded to Devlin Stone's newborn Republic. The capital city of Komephoros is located on Marksenia's east coast, and is also home to the planet's primary spaceport. Bristalle, largest city on the northern continent of Jasonri, boasts a secondary spaceport and the corporate headquarters of Kamlarr Enterprises, a subsidiary of Bannson Universal Unlimited, which runs several specialized mining rigs located throughout the north polar region.

La Blon

Star Type: G2V
Position in System: 3 (of 7)
Number of Moons: 3 (Gwenhyvar, Ivanov, Tiarra)
Days to Jump Point: 9
Surface Water: 96%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.04
Equatorial Temp: 59° C
Highest Native Life: Mammals
Population: 1,530,000,000
Governor: Gregor Beatrice
Planetary Legate: Cy Winstead



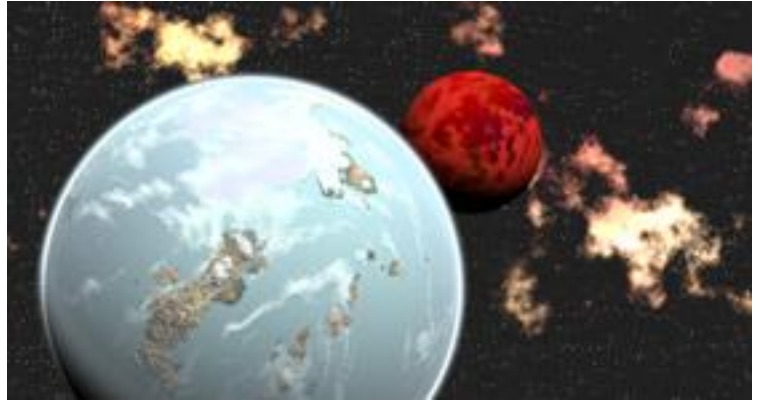
La Blon is a tropical world almost completely covered by water. Its three main landmasses, Elise (in the northern hemisphere), Ballay, and Renaria (in the southern), are more like large islands than continents, and each is surrounded by a host of smaller island clusters. This, combined with the planet's warmth and typically moderate weather—except during the “wet seasons,” when tropical storms and hurricanes become more of the norm—has made La Blon a favorite vacation spot for tourists. Despite this allure, it was the abundant natural resources of the planet and its inhabitable moon, Ivanov, which drew colonists here centuries ago. A wealth of common metals and modestly fertile soils have given La Blon a subsistence-level economy in mining, light manufacturing, and even agriculture, more than enough to supplement its seasonal tourism trade. These features made La Blon a favorite corporate retreat during the height of the Star League and again under Lyran rule during the height of the Federated Commonwealth alliance. La Blon became known as the place where one could go to get away from it all and still be connected to the real world.

Though the planet's exports offered very little of military value, raids were not uncommon during the Succession Wars after the Star League fell. Fortunately, these raids did little to mar the natural beauty or seriously disrupt the local economy and infrastructure of this planet. Even the Word of Blake Jihad overlooked La Blon as anything more than a jump-off point to attack other worlds. While this has limited any actual fighting that happened within the system over the centuries, the people of La Blon eventually earned a reputation for naïveté, assuming that war either could not touch them, or that its effects would only be a slight disruption, like mid-flight turbulence.

La Blon's capital, Amadeus, is located at the foot of the Carbondale Mountains on Elise. The city is also home to the planet's largest spaceport and to La Blon Interstellar Entertainment (LBIE). Founded shortly after the formation of The Republic, LBIE has since branched out from film and tri-vid production, and now also lays a significant claim to the planet's hotel and travel brokerage industries. The coastal city of Lisellei, on the Renaria continent, boasts the planet's largest seaport, and is home to the Diamond Mine, easily La Blon's largest casino resort.

Lyons

Star Type: F8V
Position in System: 2 (of 4)
Number of Moons: 1 (Bier)
Days to Jump Point: 12
Surface Water: 77%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.99
Equatorial Temp: 46° C
Highest Native Life: Reptiles
Population: 957,000,000
Governor: Nancy Carter
Planetary Legate: Ulga Jarmann

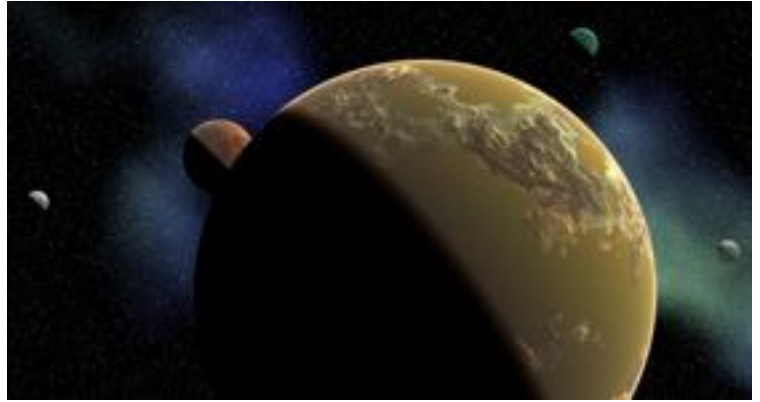


Lyons was a modest world when first discovered, with ample resources but few features that truly stood out among the hundreds of worlds being colonized at the time. Warm, with a very terrestrial climate, fertile soil, and a host of common metals within easy reach of mining interests, only the unusually high amount of volcanic activity, particularly along the central mountain ranges of the primary continent of Fedkirk, makes the world distinctive. To avoid the worst of the chronic eruptions and lava flows of the so-called Fedkirk Fire Chain, settlements on Fedkirk were established on the farthest coasts, leaving much of the interior region unspoiled and sparsely populated. Additional cities grew up on the smaller continents of Glastone, Leuben, and Paise, including the planetary capital of Clovis' Point (originally named David's Point, but renamed to honor one of Lyons most outstanding citizens), which occupies the end of Glastone's northernmost peninsula. With mining and manufacturing concerns limited in scope, Lyons developed only a modest commercial industry, but enough to attain self-sufficiency in short order.

When the Terran Alliance fell, the people of Lyons hardly felt the loss until the Terran Hegemony rose in its place and annexed the planet with ease. The Lyran Commonwealth, however, took an active interest in Lyons as a potential center for trade, and negotiated with the Hegemony for joint administration during the Star League era. Unfortunately, with the fall of the League, Lyons's prominence seemed to come to an end. In the Succession Wars that followed, the world was raided several times, as might be expected for a Lyran/Draconis border planet, but a dedicated aerospace defense force based on its single moon often discouraged the casual raiding force. After the Succession Wars, Lyons rose in stature again as the lynchpin world of the so-called Lyons Thumb, a region of Lyran-occupied space extending into the Draconis Combine that remained under constant threat from House Kurita for decades. Unfortunately, the rise of the Free Skye movement hindered defensive operations, and some experts say contributed to the planet's eventual fall to the Combine at the onset of the FedCom Civil War. Remarkably, Lyons came through all the collective fighting of the Star League's fall, the Succession Wars, the FedCom Civil War, and even the Jihad with minimal damage. Today, the planet is home to a diverse mix of Republic citizens whose origins include the Draconis Combine, the Free Worlds League, and even Clan Ghost Bear, as well as a healthy dose of the native Lyran-descendant population.

Marfik

Star Type: A1V
Position in System: 5 (of 6)
Number of Moons: 4 (Amir, Degan, Rault, Sonnet)
Days to Jump Point: 47
Surface Water: 53%
Atm. Pressure: Low (Tainted)
Surface Gravity: 0.81
Equatorial Temp: 42° C
Highest Native Life: Plants
Population: 561,000,000
Governor: Zaneta Latasha
Planetary Legate: Gibor Gersholm



Though it orbits far from its white-hot parent star, summers on Marfik are hot indeed. Part of this oppressive climate is due, of course, to the thin atmosphere, and nearly nonexistent ozone layer, which fails to protect this planet adequately against harmful solar radiation and cosmic rays. For this reason, early settlers quickly established most of their colonies below ground, or under protective domes. Though native flora already existed, imported plants were also introduced in an effort to thicken and purify the air, supplemented by atmospheric processors built later on. Unfortunately, the constant fighting for this border world, which boasts veins of valuable metals, including germanium and titanium, set back such efforts again and again through the centuries. Nevertheless, in the Star League era, terraforming efforts had begun to bear fruit, allowing the people of this world to step outside without the aid of filter masks or thick sunscreens.

Unfortunately, the loss of the Star League-era atmospheric purifiers during the early years of the Succession Wars initiated a gradual downward spiral as the planet reverts to its native atmosphere. Even under the rule of The Republic of the Sphere, in the wake of the Jihad, the quality of life on Marfik has steadily continued to decline, leading many among the native government and populace to wonder if they will someday have to abandon their world. Today, as in the beginning, the majority of the planet's cities lie underground or beneath reflective domes, and travel on the surface without the aid of a filter mask and special reflective environment suits—dubbed “mirrorware” by the locals—is not recommended.

The planetary capital city and largest spaceport, Turkestgard, is located on the northern continent of Yantiban. Secondary spaceports may also be found in Kirikut and Halifax, the largest cities on the continents North Galfree and South Galfree, respectively.

Nusakan

Star Type: K0V
Position in System: 3 (of 6)
Number of Moons: 3 (Harsholdt, Niki, Xanthe)
Days to Jump Point: 5
Surface Water: 42%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.08
Equatorial Temp: 27° C
Highest Native Life: Amphibian
Population: 1,670,000
Governor: Salazar Paulo
Planetary Legate: Carson Lorenzo



High-grade silicon and other minerals valuable to the electronics industry made the dim, cool world of Nusakan a natural center for the computer and electronics trades, despite its low water supply and the inhospitability of its northern and southern tundra. By the time of the Star League, this planet—jointly administered by the Lyran Commonwealth and the Terran Hegemony—was a heavily industrialized world, with such major corporations as Interstellar Business Computers and Pottor Light Computers claiming headquarters in the heart of its sprawling cities. Three Castles Brian were erected on the surface, along with twice as many military bases and spaceports, to secure these important assets against any aggressor.

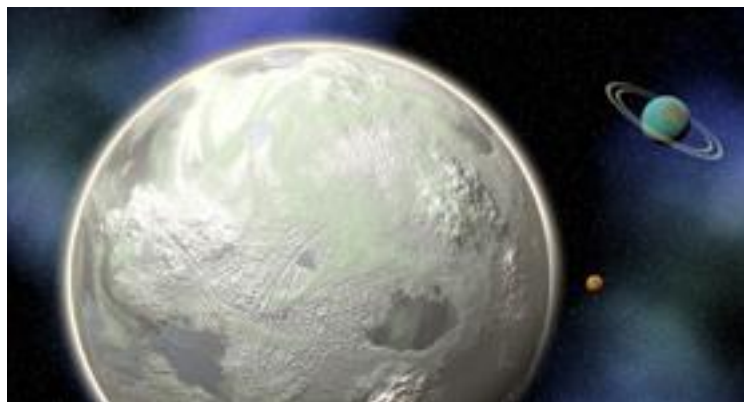
Unfortunately, the SLDF troops stationed on Nusakan during the Amaris Crisis did not reckon on an attack from within, though they fought hard and long, denying the Usurper's troops an easy victory. Two of the major fortifications, at Holden City and the planetary capital of Jobs City, both on the northern Katamoros continent, were destroyed after weeks of underground fighting that shook the nearby cities and towns. The third, however, at Fort Romas, held out for almost a year, becoming a rally point for the surviving SLDF troops as fighting spread across the planet. Though gallant, this resistance ultimately forced Amaris's troops to resort to nuclear assaults to secure Nusakan, destroying not only Fort Romas, but also a large number of the planet's more heavily populated cities and industriplexes. In the Liberation, Nusakan was again pummeled as returning SLDF forces faced a pitched battle in orbit and on the ground. Two WarShips, the SLS Havana and the SLS Dularam, lie in ruin where they crashed on the northern continent, shot down by the planetary defense systems during the fighting.

By the time of the Star League's collapse, only twenty thousand or so people still lived on this battle-scarred planet, but since that time—and despite the predations of the Succession Wars—people and businesses have gradually returned to Nusakan. Cities have grown near both shipwrecks, named in honor of each one, and the city of Havana, in fact, is the present-day capital of this recovering world. Fortunately for Nusakan, the Word of Blake found other targets more pressing during the Jihad so they never came to cause further damage, and the planet was largely overlooked during the fighting.

Today, Nusakan is home to a thriving population and reborn computer and electronics industries. Lenzo Computing Industries, one of the biggest computer manufacturers to develop in the post-Jihad era, has headquarters in Dularam City. Though widely known as a major producer of personal computers, LCI is currently in the middle of a massive diversification that could transform it into one of the biggest manufacturing corporations in the Inner Sphere, and it has already added military-grade electronics, including BattleMech and DropShip sensor gear, to its impressive list of quality products.

Ryde

Star Type: F5V
Position in System: 3 (of 6)
Number of Moons: None
Days to Jump Point: 11
Surface Water: 23%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.04
Equatorial Temp: 20° C
Highest Native Life: None
Population: 679,000,000
Governor: Kionne Traaen
Planetary Legate: Oleg Rahasapaylesch



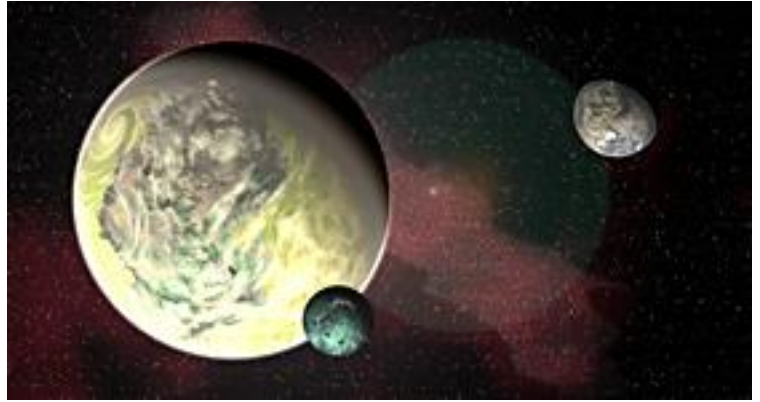
Its orbit slightly elongated by the powerful gravitational pull of three large gas giants, Ryde is a world of long, harsh winters, still tortured by the tectonic stresses of its own formation. Of its seven major landmasses—Bright, Larnea, and Lesser Dasentica in the northern hemisphere; Creos, Greater Dasentica, Kale, and Roschi in the south—only the Dasenticas and Kale are calm and warm enough to support cities. The others, too far north and south of the equator, are covered almost year-round by snow and ice, which only melt to any great extent when the local volcanoes and geysers erupt, spewing molten rock and hot gases into the sky. Though these same eruptions and the occasional earthquake also shake up the populated continents, their lessened presence and correspondingly lessened pressures gave Ryde's settlers relatively safe access to an abundance of geothermal energy, as well as a source for easily accessible minerals that in turn fueled a very profitable chemical industry.

All three of Ryde's seas, the largest bodies of water on the planet, are steaming hot, tainted yellow by sulfur from geysers that regularly erupt beneath each. An abundance of other heavy metals, thrown into the mix by the odd submerged volcano, rendered these water sources useless to the early colonists, who were forced to import water from off-world, relying on ice ships and the like for their very survival. No doubt it was because of this that Ryde became home to a Water Pure facility. Water Pure Industries, based on Corridan IV, found the chemical industry already established on Ryde, as well as its water problem, an ideal reason to set up shop on this world, and so built a massive purification plant just outside the capital city of Heaven's Gate on the Kale continent. Though this facility has been damaged over the years since, due to heavy raiding by forces from House Kurita throughout the Succession Wars, the Water Pure facility remains in operation, continuously cleansing the Heaven's Gate reservoirs that are fed by annual snowmelts.

Throughout the Succession Wars, Ryde's chemical industry, which produces everything from pharmaceuticals to specialized fuels and industrial-grade explosives, has made this world the subject of heavy fighting by the neighboring Steiner and Kurita realms. Its industrial importance, as well as its strategic location, led the Lyran Commonwealth to seed the planet with several armed outposts near major cities. Even after the planet was ceded to The Republic following the Jihad, many of these outposts remain, though most have been stripped of their weapons and now only serve as monuments to the past.

Seginus

Star Type: A7V
Position in System: 3 (of 4)
Number of Moons: 2 (Minisc, and Ophra)
Days to Jump Point: 28
Surface Water: 72%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.02
Equatorial Temp: 52° C
Highest Native Life: Fish
Population: 1,089,000,000
Governor: Yago Kirkley
Planetary Legate: Gasha Hateya



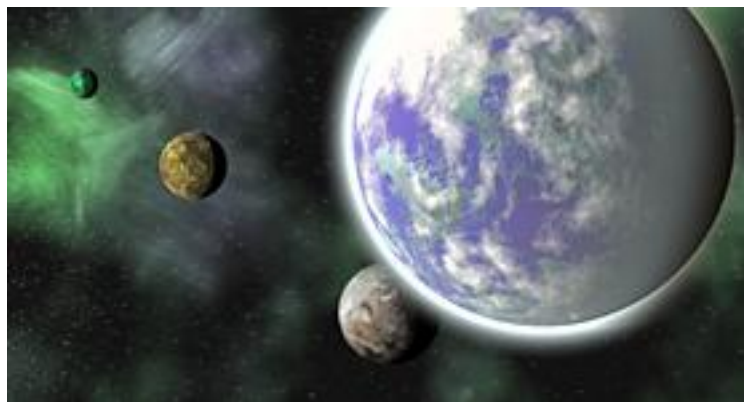
Seginus is a hot and steamy world with a single gigantic supercontinent, Teremun, that seems almost completely covered in rocky mountains, thick jungles, and swirling storms. Thunderstorms, hurricanes, and tornadoes constantly churn the water and pound the land on this world, varying in intensity between seasons, but seemingly never coming to an end. Settled in spite of its harsh climate and lack of mineral or metallurgical wealth, Seginus eventually came under the sway of the Federation of Skye, and later the Lyran Commonwealth, its people benefiting from the mercantile alliances that became the foundations of House Steiner.

For a short time the planet's greatest export, the Segine tempest swimmer, became a delicacy throughout the Federation, but like all fads, its fame and the economic boost to Seginus ran their course all too quickly. Nevertheless, the introduction to the interstellar community under House Steiner opened up this world to trade with its neighbors, though this was sorely hindered by the planet's sheer distance from a safe jump point. In addition, secondary stations were built in the system to serve as waypoints for incoming and outgoing traffic, breaking up the monotony of a month-long journey. Unfortunately, these marvels of spacecraft engineering, with sophisticated equipment to maintain their unusual synchronous orbits between the jump points and the planet, no longer exist. All four stations were lost to the centuries of declining technology brought on by the Succession Wars—an ironic twist of fate, considering that Seginus's lack of military value and long in-system transit times made it a poor target for actual raids or invasions. Despite this, Seginus maintains a subsistence-level trade in its limited common metals and the frozen, freeze-dried, and prepackaged products of its marine ranching industries.

The capital city, Gambootas, is home not only to the planet's sole interstellar spaceport, but also to the corporate headquarters of Segine AquaCulture, the planet's largest marine ranching and food processing industry.

Skondia

Star Type: F6V
Position in System: 2 (of 5)
Number of Moons: 3 (Tadzio, Urian, Wilmot)
Days to Jump Point: 14
Surface Water: 77%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.08
Equatorial Temp: 50° C
Highest Native Life: Bird
Population: 2,671,000,000
Governor: Hasani Saadiq
Planetary Legate: Yegor Welvel



An abundance of rare mineral deposits and industrial-grade metals made Skondia a prize to the European and African colonists who first settled this world during humanity's exodus into space. Within a decade of the first settlers' arrival, in fact, the planet's first cities had already become industrial centers with dozens of businesses involved in the mining and refining of steel, titanium, and nickel-alloy materials used in everything from kitchen utensils to spacecraft and fusion engine manufacturing. Not surprisingly, this wealth soon drew the interest of the Federation of Skye.

Unfortunately, Skondia had long since become part of the rising dragon, having been claimed by the Draconis Combine in one of its earliest conquests. Over the centuries following the Federation's transformation into the Lyran Commonwealth, Houses Kurita and Steiner warred over control of this valuable resource world, with Steiner claiming it during the Age of War and through the Star League era. After the fall of the League, the Combine moved to reclaim Skondia in 2786, with a brutal assault campaign directed first against the civilian populace, and then against the planet's industries when the slow-moving Lyrans tried to intercede. The results of an easy conquest convinced then-Coordinator Minoru Kurita that House Steiner was too weak to present a worthy challenge to his Draconis Combine, and ironically turned the might of the Dragon away more effectively than a spirited defense might have. Over the following centuries of the Succession Wars, Skondia would be assaulted and raided many more times, but the world remained in the hands of the Draconis Combine right up until the Word of Blake Jihad.

Targeted for its industrial and mineral wealth, Skondia suffered the onslaught of the Blakists in the form of several devastating raids by mercenaries who destroyed dozens of mining and manufacturing plants and ravaged the local defense forces, all of these actions designed to keep coalition forces off balance. Amazingly enough, despite their predilection for weapons of mass destruction earlier in the war, the Blakists balked at using nuclear, chemical, and biological weapons when they hit Skondia. This fact spared the planet the lasting effects of such devastation, though it would still be decades before the local industries and economy recovered from the war. In the wake of the Jihad, Coordinator Hohiro Kurita ceded Skondia to Devlin Stone's new Republic despite the protests of his generals and advisors. In a small concession to this "loyal opposition," however, he demanded and won exclusive trade rights for a portion of the planet's annual output.

The capital of Skondia, Platinum City, is located on the southeastern continent of Steen. While this city boasts an impressive spaceport less than five kilometers to its north, most shipping traffic is routed through Passageway, a sprawling megalopolis on the northern continent of Edel.

Skye

Star Type: G8V (primary), M0V (secondary)
Position in System: 4 (of 6)
Number of Moons: 1 (Luna)
Days to Jump Point: 4
Surface Water: 70%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.0
Equatorial Temp: 30° C
Highest Native Life: Mammal
Population: 3,012,000,000
Governor: Gregory Kelswa-Steiner
Planetary Legate: Stanford Eckard



A rare, habitable planet in a binary star system, Skye's single, pan-hemispheric supercontinent of New Scotland boasts cool climates in the northern and southern reaches, coupled with moody rain, fog-wreathed hills, and deep green valleys. These features, more than the vast mineral and metallurgical wealth buried beneath, drew the first settlers, most of whom hailed from Terra's British Isles, to this world. These first Scottish and Irish colonists flocked to Skye to recreate the splendors of their native lands, making a fresh start on a world unspoiled by mankind's rampant industrialization, and they enacted strict "zoning laws" to limit commercial development and heavy industry. Mining, refining, and manufacturing were restricted to less than fifty percent of the world's land area, but despite this severe limitation, which left vast resources untapped by default, these laws did not impede the growth of industry and trade on Skye. A side effect of this arrangement, however, was that exploitable lands were swiftly gobbled up by the wealthiest people and corporations, locking up these resources and giving rise to a nobility that became locked in a geopolitical stasis for centuries. Ian McQuiston, entrepreneur and founder of Skye Traders, was the most powerful of Skye's original ruling class, whose economic empire extended to encompass many of the surrounding worlds. Under his guidance and rule, Skye rose to prominence quickly on the galactic scene, ultimately forming the Federation of Skye.

The prosperity and influence of this Federation, which included some of the most heavily developed worlds in the region, fostered a sense of pride that remained strong even after joining with the Tamar Pact and Protectorate of Donegal to create the Lyran Commonwealth. That sense of pride, along with intense love of the world, made Skye the heart and soul of its Federation, and an example to the rest of the Commonwealth. By the time of the Star League, Skye was in its glory as a commercial and industrial hub for the Lyran state, a source for everything from raw materials and native produce to civilian and military aerospace craft and DropShips. Sanglamore Academy, one of the few Star League military schools built outside the Terran Hegemony's borders, was established on Skye, and the Shipil Company produced aerospace vehicles from fighters to WarShips for the armies of both the League and the Commonwealth.

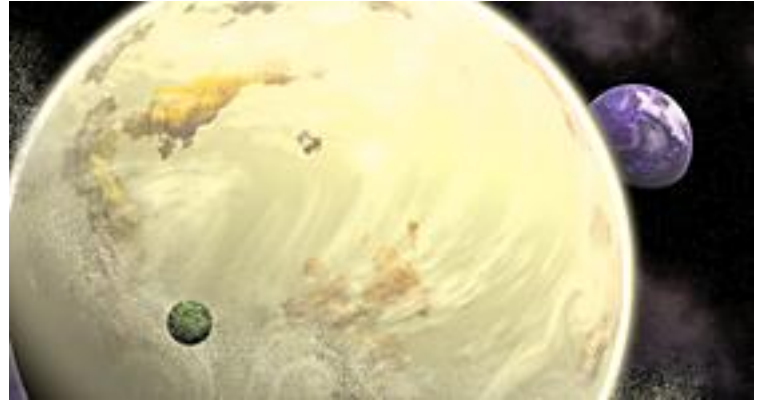
In the centuries after the Star League's collapse, Skye's fortunes gradually began to decline, though the pride of her people remained ever strong. A heavy assault from the Draconis Combine came in 2895, failing to capture the planet but inflicting heavy damage—including a nuclear strike near the eastern city of Inverness—before the invaders were routed after a defeat in the Bannockburn Bogs outside the capital city of New Glasgow. Raids and assaults on the Shipil shipyards over the centuries, and on the Cyclops, Incorporated, armored vehicle facilities, reduced the planet's greatest military industries to a fraction of their former glory. Perhaps the most damaging upheavals for Skye over the centuries were the waxing and waning calls for rebellion by her own people against the rule of House Steiner. Numerous attempts were made to break free of Lyran authority, especially after the formation of the short-lived Federated Commonwealth, with the last bid made amid the chaos of the FedCom Civil War.

During the Jihad, Skye suffered from orbital strikes by apparent Free Worlds League troops, prompting counterattacks all along the Federation/League border. When the Blakists themselves invaded Skye later in the war, and Clan Wolf arrived to assist the local defenders in beating them back, Skye's remaining military industries and many civilian ventures were leveled. The damage in the fighting devastated the planet's infrastructure, mauled much of her virgin landscape, and left countless dead. Though bloodied and battered, Skye recovered, but only through aid from the Lyran state and Devlin Stone's Republic of the Sphere. Today, Skye is a member of The Republic, having finally achieved her dream of independence from Lyran rule only to join another realm. Though many native to Skye chafe under this new banner, the old "Free Skye" fever has been muted by an influx of new inhabitants, resettled through Devlin Stone's directives to rebuild the wounded planet. Still, the traditional rebelliousness of the people of Skye shows through.

New Glasgow remains the planetary capital, but the Prefecture capital city is actually New London, three hundred kilometers south and overlooking the Thames Bay.

Unukalhai

Star Type: K2V
Position in System: 5 (of 12)
Number of Moons: 2 (Xela, Yordana)
Days to Jump Point: 5
Surface Water: 66%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.21
Equatorial Temp: 35° C
Highest Native Life: Mammals
Population: 4,145,000,000
Governor: Falco Seazar
Planetary Legate: Cossetta Geanna



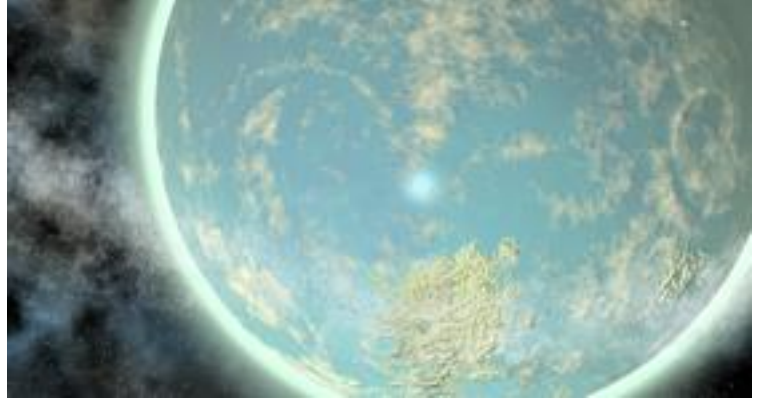
Colonists from Terra's turbulent Middle East region first attempted to settle Unukalhai during mankind's Exodus into space. Unfortunately, soon after they made planetfall these settlers detected a previously unidentified biological taint in the planet's air and water supplies, which rendered breathing impossible without respirators and contaminated the soil in a manner harmful to human consumption. Rather than proceed further with their colonization efforts, the original settlers moved on, eventually landing on Zebeneschamali, and relayed their findings on Unukalhai back home—or so they thought.

A second colonial expedition journeyed to this world only after all efforts to contact the original colonists had failed, but rather than deem the planet unfit, the second expedition, dominated by southeast Asian and Hawaiian pilgrims, decided to pour its efforts into terraforming their new home. Over the centuries—and with the help of a brisk trade with several surrounding systems—the Unukalhaians reclaimed an increasing region of arable land on the massive equatorial continent of Luahali. Living in enclosed settlements, and traveling across the land in environmentally sealed vehicles, the settlers eventually worked out a native antitoxin to the Unukalhaian Taint that allowed most humans to freely breathe the air, drink the water, and eat the native foods with a minimum of ill effects. In the Star League era, this antitoxin was further refined to negate all ill effects and allow visitors and natives alike complete freedom from the nauseating effects of the planet's environment. Thanks to that development, settlement of the planet's remaining landmasses—Awalia in the north and Lukahanna in the south—exploded, with enterprising colonists eager to establish new cities and towns all over their homeworld.

In the centuries of the Succession Wars, Unukalhai was largely overlooked by invaders, primarily due to its lack of significant resources, but its proximity to Skye often made it a favored jump-off world for strikes into the Lyran realm. Thus, the cities and towns of this world were largely undamaged by the wars that followed the fall of the Star League, and even the Jihad passed it by with little more than a raid or a brief influx of troops during a stopover period of R&R. Travelers coming to this planet are advised to stop first for the requisite antitoxins at the system's jump point station before making landfall at the capital city and spaceport of Wanalulu, located on the southern shores of Luahali.

Yed Posterior

Star Type: G8IV
Position in System: 3 (of 8)
Number of Moons: None (dust ring)
Days to Jump Point: 6
Surface Water: 92%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.04
Equatorial Temp: 40° C
Highest Native Life: Mammals
Population: 3,687,000,000
Governor: Wahid al-Qadim
Planetary Legate: Ofira Xylona

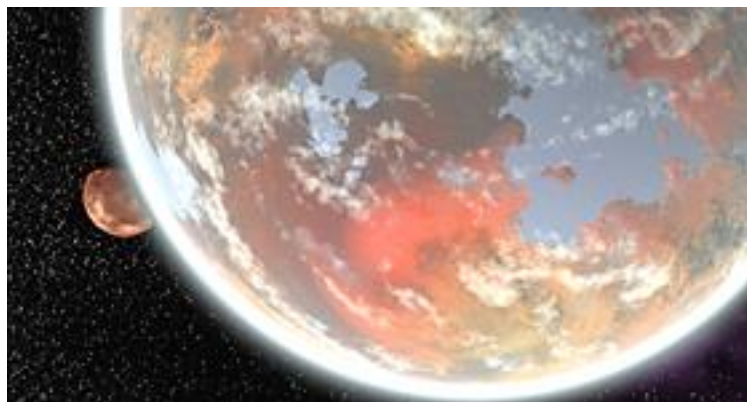


A warm world covered almost entirely in shallow, blue-green oceans, Yed Posterior would be a strikingly beautiful planet were it not for the chronic storms that ravage the northern Yeddi Island Chain, a series of twelve small landmasses that collectively account for all of the planet's inhabitable surface area. Because of these storms, the early colonists established several submerged outposts offshore, taking advantage of the shallow depth of the oceans in an effort to escape the worst of the driving winds and pounding rains that routinely lashed their surface settlements. However, several of these underwater habitats eventually succumbed to the same natural forces that also plagued the offshore mining rigs set up to exploit the planet's mineral wealth before refined construction methods developed during the Star League era led to sturdier habitat and rig designs.

As a border world, Yed Posterior saw its fair share of raids and invasions during the Succession Wars as Houses Steiner and Kurita clashed over control of the Skye and Tamarita regions. These raids inevitably decimated the mining interests on-planet, despite the efforts of the local marine militia and their fleet of submarines and hydrofoils. The worst battle to take place on this world, however, erupted in 3063, during the FedCom Civil War, when a Lyran intelligence failure led to a massive firefight between the Fifth Lyran Regulars and the combined might of the Fourth Davion Guards and the Seventh FedCom RCT. This action actually pushed the Davion units—previously neutral—into Victor Steiner-Davion's camp. The damage caused by this battle ravaged most of the cities on the largest of the Yeddi Islands, including the planetary capital of Epoch. Fortunately, however, the relatively low military value of this world spared it from further damage during the Word of Blake Jihad.

Zebebelgenubi

Star Type: A3IV
Position in System: 6 (of 6)
Number of Moons: 1 (Nachteufel)
Days to Jump Point: 40
Surface Water: 27%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.92
Equatorial Temp: 41° C
Highest Native Life: Plant
Population: 302,671,000
Governor: Raul Zapamos
Planetary Legate: Nigel Jacques-Marinot



Though it orbits farther out than any other body in its system, Zebebelgenubi is a warm planet dominated by mountains that often completely surround several orphaned seas and lakes. The interior lands of all five major continents are mostly rugged wastes of rock, broken only by the occasional river that has stubbornly cut its way through over eons of history. Many of these mountain ranges are covered by petrified woodlands, fossilized remains of a long-lost era when water flowed more freely across the planet's surface. Only in the coastal areas is there sufficient flatland on which to build, and it is in these regions that the bulk of the planetary population has lived since the planet was first settled in the twenty-third century. But, despite its rugged frontier appearance, Zebebelgenubi soon became home to a booming electronics and robotics industry, thanks to the discovery of precious gems and industrial-grade silicon in the mountains. These industries only grew more lucrative when Zebebelgenubi became part of the Terran Hegemony and Ulsop Robotics, headquartered in the planetary capital of Gray Valley City, became the prime developer for artificially intelligent space defense system networks.

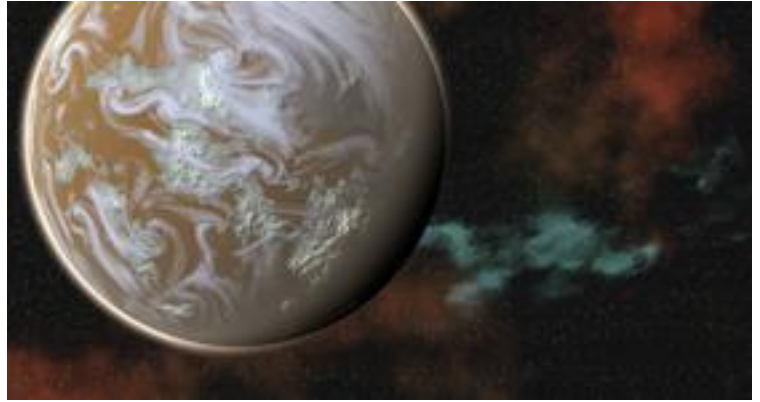
Ulsop's SDS networks became the Star League standard, protecting every valuable system in the Hegemony with a combination of fast, artificially intelligent drones, orbital defense satellites, and even surface-to-orbit weapon batteries. Unfortunately, this crowning achievement of Zebebelgenubian engineering also led to the world's downfall when Stefan Amaris, the Usurper, staged his coup and his troops swept down all over the Hegemony. After forcing the scientists to teach them the secrets of the SDS networks, Amaris's troops executed all of them and attempted to destroy all of Ulsop's facilities, ravaging many of the planet's major cities in the process. Centuries of Succession Wars did the rest, demolishing the remnants of Zebebelgenubi's once-mighty industrial and technological base. Though rumors persisted of caches of lostech left behind in hidden mountain facilities, none materialized that could save the planet from a long, slow decline. Fortunately, this decline spared the planet from the horrors of the Jihad, though scattered legends tell of Blakist raiding forces visiting the almost unreachable mountains in the planet's interior reaches during the darkest years of the war.

Upon becoming a part of The Republic, Zebebelgenubi received a sudden influx of new blood in the form of transplanted citizens from other Republic worlds. In the bargain, this world also gained the attention of ambitious executives from the Federated Suns-based Joint Equipment Systems. Ten years after joining The Republic, JES founded a satellite production facility just outside the sprawling suburbs of old Gray Valley City on Gastagne, the largest of the planet's three northern hemisphere continents. The facility, which produces state-of-the-art industrial and military support vehicles—including the JES missile transport line—both for The Republic and in limited trade with the Lyran, FedSuns, and Combine governments, has provided Zebebelgenubi with a long-overdue revitalization.

Today, Gray Valley City remains the largest and most industrialized of Zebebelgenubi's cities, but it is the city of Nantucket, on the nearby Wurscht continent, that boasts the planet's largest spaceport—half a kilometer longer than Gray Valley's, to accommodate more aerodyne DropShip traffic. All three of Zebebelgenubi's other continents—Hershaim in the north, Valius and Zeibleria in the south—are sparsely populated, with the majority of towns and smaller settlements located on the shorelines.

Zebeneschamali

Star Type: M2V
Position in System: 1 (of 7)
Number of Moons: None
Days to Jump Point: 3
Surface Water: 66%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.72
Equatorial Temp: 25° C
Highest Native Life: Plants
Population: 2,916,000,000
Governor: Wesisa Kisa
Planetary Legate: Iakobos Lysander



A cold world orbiting a dim red star, Zebeneschamali was initially settled by colonists from Terra's Middle Eastern region, who wanted nothing more than to establish a life far away from the corrupting influence of their homeworld. Though the climate of their new home was not the same as the warm, arid region from which they came, and though the planet lacked significant raw material resources beyond basic industrial metals and common chemicals, the new settlers took to their new home and established several small towns along the banks of the rivers on Kirikahmed, the planet's primary continent. Within a few decades, the colonial population swelled and new settlements rose across the plains and rugged landscape of Kirikahmed's northern reaches, and bolder adventurers turned eager eyes to the untapped expanse of the North and South Arragon continents. However, upon making survey flights over the western coast of North Arragon, the native Zebeneschamalis were shocked to discover the presence of other human settlements, apparently recently established. Originating from a failed expedition to Unukalhai, these new colonists had come to this promising world after failing to establish their own, believing Zebeneschamali to be uninhabited when they landed. The discovery and immediate reaction led to a string of violent clashes as each colonial group declared the other an invading force, but this fighting eventually died down when leaders on both sides reached an agreement on their mutual expansion.

Not long afterward, Zebeneschamali became a part of the Federation of Skye, and eventually the Lyran Commonwealth, and remained under the Lyran banner throughout the age of the Star League and the Succession Wars that followed. Never regarded as a significant military target, this world was overlooked even by the Blakists during their Jihad, though rumors persist to this day that some of the zealots actually ran to the hinterlands of the mostly unpopulated continent of South Arragon after the fall of Terra.

Today, a trace of Zebeneschamali's founding decades can still be seen in the slightly different cultural and religious mores of the North Arragon and Kirikahmed populations, as well as in the presence of two capital cities—one for each continent. The Kirikahmed capital and primary spaceport, which is also regarded as the primary planetary administrative center, is Ur-Kabal, while the North Arragon capital city, Jakrit, touts itself as the planet's second largest population center and spaceport city.

Altair

Star Type: F7III
Position in System: 5 (of 5)
Number of Moons: 1 (Olgar)
Days to Jump Point: 13
Surface Water: 6%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.0
Equatorial Temp: 57° C
Highest Native Life: Reptile
Population: 396,475,000
Governor: Tyrona Cooke
Planetary Legate: Oscar Martinez



Large, dry, and devastated, Altair is only now beginning to recover from the horrors of one of the worst atrocities committed during the Blakist Jihad. Already plagued by frequent communications blackouts, caused by the planet's inexplicably unstable sun, and with few free water sources to speak of, the planet became a living hell when Blakist forces targeted it as part of their effort to establish a buffer zone around Terra. Using nuclear and biochemical weapons, directed at the defending Combine forces and civilian populace respectively, the assault claimed the lives of nearly a billion inhabitants and poisoned the air and water table. Once a fairly prosperous, if desolate, mining world, and home to the famous Long Life medical company, Altair was brought perilously close to becoming an uninhabitable rock. Today, saved only by the grace of Devlin Stone's ambitious resettlement programs, Altair maintains a subsistence-level economy, and its inhabitants cluster around the planet's two largest surviving settlements, Hehiro City and Bonanza, both of which lie along the veins of Altair's two remaining unspoiled underground rivers. Bonanza, the home of the Long Life Company, is located along the northern Sargasso River Vein, while Hehiro City, the planetary capital since the deadly biochemical attacks on Smart Alice Springs and Basin Flat, is situated on the southern Jumanni Delta Vein. Travel between these cities is treacherous, as the few usable routes pass close to radioactive "hot zones." The New South Trading Company, Altair's single most successful mining, refining, and distribution company, is also based in Hehiro City, in the converted facilities of the Kurita Combine Munitions Corporation, a military aerospace firm that vacated Altair during the transition from Combine ownership to Stone's new Republic.

Alula Australis

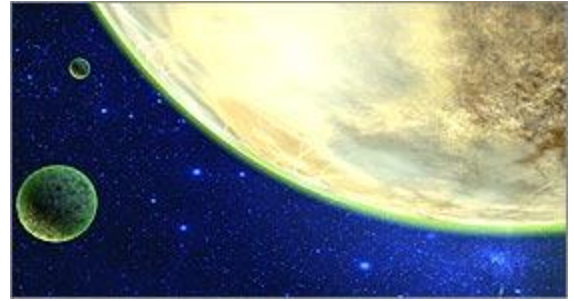
Star Type: A7III
Position in System: 8 (of 8)
Number of Moons: 1 (Caprice)
Days to Jump Point: 28
Surface Water: 87%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.09
Equatorial Temp: 26° C
Highest Native Life: Amphibian
Population: 1,547,000,000
Governor: Anna-Maurie Meggan
Planetary Legate: Merrill d'Astiogne



A warm and pleasant world colonized early in the first Terran exodus and claimed even before the Star League by House Marik's Free Worlds League, Alula Australis was a highly developed world even before it fell under the sway of the Terran Hegemony. Under the joint Free Worlds/Hegemony banner, Alula Australis benefited from the glories of the Star League era, and became a major industrial world that included among its exports industrial metals, power generation systems, electronics, and even BattleMechs. Assaulted during the Amaris Coup, this world fared better than most, and reverted to Marik control for much of the Succession Wars, though heavy raiding crippled its BattleMech-dominated industrial base by the close of the thirtieth century, sending the planet into a severe depression. The planet experienced a revival, however, when veins of rare earths and gemstones were discovered in the mountain ranges outside the planetary capital of New Horizon City in the late 2990s, and today these valuable exports form the basis for a mining and refining industry. Still in Marik hands at the time of the Blakist Jihad, Alula Australis was spared the worst of the fighting, and all three of its major landmasses—Auroria in the northern hemisphere, Hume and Locke in the southern—boast major industrial centers. New Horizon City is located on the southern peninsula of Auroria, while Sturgeon, home to the planet's largest chemical corporation, AA PolyChem Unlimited, dominates the central Hubbes River Valley on Hume.

Asta

Star Type: K2VI
Position in System: 2 (of 7)
Number of Moons: 2 (Arowhena, Eddelle)
Days to Jump Point: 5
Surface Water: 77%
Atm. Pressure: High (Breathable)
Surface Gravity: 0.74
Equatorial Temp: 32° C
Highest Native Life: Birds
Population: 1,619,000,000
Governor: Anfernee van Lark
Planetary Legate: Illyana Petchenko



Once a beautiful, temperate trading world for the Draconis Combine and Free Worlds League, and famed for the curious crystalline rock formations in the desert canyons of its main continent of Balerdo, Asta was mutilated by the guns of Blakist WarShips during the Jihad. Lacking much in the way of heavy industry, Asta had been primarily an agricultural world, with prime exports limited to foodstuffs, textiles, and civilian commercial vehicles. During the Jihad, however, the planet's position, just a single jump from Terra, and the presence of a small Combine unit, mandated that it be attacked by the Word of Blake in an effort to establish a buffer zone around Terra. A sustained barrage from the Blake WarShips all but destroyed the planetary capital of Excaliba, and the Blakists placed a number of their "reeducation camps" on the planet along with their occupation forces. The fight to eject the fanatics devastated more of the planetary surface and economy, but Devlin Stone's efforts to revitalize Asta have gradually begun to bear fruit. Today, Asta is once more a trading world, with vessels regularly entering and departing the new capital and port city of Logan, on the northwestern supercontinent, Balerdo. Charbyllis, the largest population center on the smaller southern continent of Moolai, still remains home to the majority of Asta's textile industries, with farmlands dominating the open plains north and east of the city proper. The Desert Ice Fields of Balerdo Grande, still a popular tourist site on Asta, now also include the planet's memorial to those killed in the Jihad, a solemn reminder of the dark days before The Republic.

Bryant

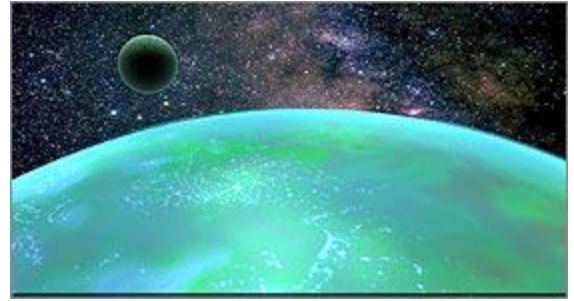
Star Type: F5IV
Position in System: 4 (of 5)
Number of Moons: 3 (Jarra, Sennu, Summersdale)
Days to Jump Point: 15
Surface Water: 64%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.98
Equatorial Temp: 37° C
Highest Native Life: Mammals
Population: 52,000
Governor: Trent Hawsel-Grange
Planetary Legate: Becca Jareque



A world of violent storms, first colonized in the twenty-second century by the Terran Hegemony to exploit its chemical and mechanical resources, fertile soils, and deep seas, Bryant's early colonists kept close to the polar regions, where the weather was calmer. In the days of the Star League, a series of storm inhibitors were used to negate much of the fury of severe weather systems by focusing solar radiation on the storms as they gathered over the planet's oceans. This innovation made possible the colonization of Bryant's lower latitudes, but during the Amaris crisis and the Succession Wars most of these storm inhibitors were destroyed. The populace was driven back to the calmer Polar Regions once more, leaving behind entire Star League-era cities, rumored to still contain the treasures of mankind's Golden Age, even today. The Capellan Confederation, which inherited Bryant after the League's fall, used it as a prison planet for a few decades before the Federated Suns took the world in the Fourth Succession War. During the Jihad, the Word of Blake used Bryant as a staging ground for strikes against nearby worlds, using some of the more marginal settlements on the edges of the stormy zones for their on-planet outposts. Today, Bryant's population remains confined to the polar continents of Altario in the north and Zephyrim in the south, which is also home to the planetary capital of Brein. The larger landmasses of Voltanasia and Tomainisia, which both cross the equatorial region of Bryant, are home now only to empty Star League-era cities, former Capellan maximum-security prisons, and the planet's hardier native flora and fauna.

Caph

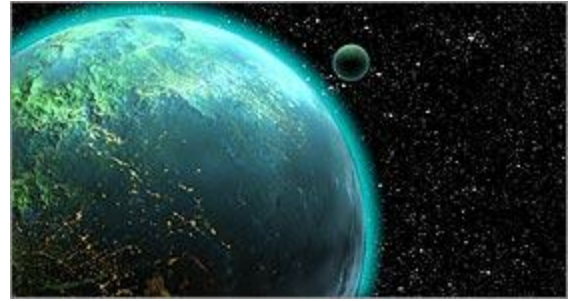
Star Type: G5V
Position in System: 3 (of 7)
Number of Moons: 2 (Lupus, Felis)
Days to Jump Point: 7
Surface Water: 42%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.01
Equatorial Temp: 41° C
Highest Native Life: Reptiles
Population: 62,085,000
Governor: Pavel Lyndon
Planetary Legate: Calvin Gustafson



Settlers first came to Caph during the early exodus from Terra, and found a world of primitive, tropical forests, fertile lands, and great mineral wealth potential. The only problem was the planet's deadly local wildlife, dominated by creatures very similar to the long-vanished dinosaurs of Terra. Efforts to overcome the indigenous species and spare entire settlements from destruction by giant, rampaging lizards are largely credited for the development of early BattleMech design theory. Once the threat was contained, during the age of the Terran Hegemony and the Star League, Caph became a center for advanced learning and chemical research, home to some of the Star League era's largest chemical and pharmaceutical corporations, as well as the Caph Institute of Technology. Unfortunately, when Stefan Amaris usurped the Camerons and took over the Hegemony, Caph suffered from the liberal use of nuclear and biological weapons that destroyed most of the large settlements and ultimately caused the virtual extinction of the Caph dinosaurs. The planet was gradually recovering by the 3030s, with some small cities managing to survive on the rim of the smaller, northern continent of Brunnel, including the present-day capital city of Aswan. New Derry, the planet's second-largest city, is located eighty kilometers east of Aswan, and is home to the planet's largest active spaceport. Additional trading centers on Brunnel include Rehope, Cimieron, and New Zevon, all separated from each other by vast expanses of baked-hard ground and barren rock, dotted by the ruins of Star League-era cities. Of Caph's remaining two continents, Caph Prime and Steam, only Steam can support life, but the discovery of surviving dinosaurs in the thick jungles there has transformed the continent into a large biological preserve. Nicknamed "The Cretaceous Zone" by the Caph locals, Steam's human population consists only of a few small outposts and research centers funded by the Caph government to maintain and study the native inhabitants.

Capolla

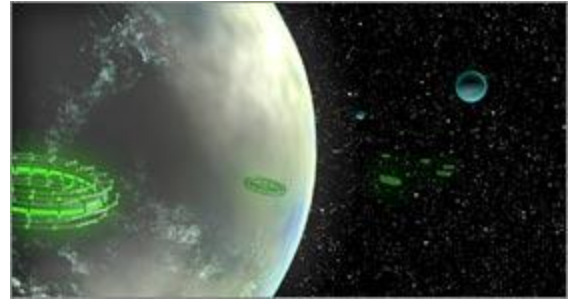
Star Type: F6VI
Position in System: 6 (of 9)
Number of Moons: 1 (Nobel)
Days to Jump Point: 14
Surface Water: 77%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.83
Equatorial Temp: 33° C
Highest Native Life: Birds
Population: 1,764,820,000
Governor: Ryan Dimaggio
Planetary Legate: Erin Hwang



A small world, with jungles covering much of its four main landmasses, Capolla's rich metal ore deposits and other raw materials drew many settlers when the planet was discovered in the twenty-second century. Even before the days of the Star League, this world had developed such a strong and diverse economic and social base—devoid of any major military industries—that the government of the Terran Hegemony allowed the planet a limited autonomy, along with its neighboring system, Terra Firma. The Capellan Confederation, which seized the world after the fall of the League, and even the Federated Commonwealth after that, continued this policy of laissez-faire, which contributed to the formation of the short-lived Terracap Confederation by the two worlds after the collapse of the Commonwealth. Even the Word of Blake, in exchange for the right to place military bases and "reeducation facilities" on-planet before the Jihad, continued the hands-off policy toward the tiny alliance's political and business affairs, and pledged their troops to the defense of these two worlds. In this latter case, however, the citizens of Capolla and its neighboring Terra Firma became unwitting accomplices in the Jihad, turning a blind eye to the Blakists' atrocities in exchange for their own worlds' relative safety. When allied forces came to drive off the Blakist defenders, the native militias were split along pro-Blakist and anti-Blakist lines, and Capolla's cities suffered grievous damage in the fighting. The majority of Capolla's population today lives in large cities, including the planetary capital of Stockdale, nestled in the planet's many mountain valleys on the equatorial continents of Konowalchuk and Dominus. Most of the on-world mining operations, today run by seven planet-wide conglomerates, are based in the mountains of these continents as well. The southern polar continent of Matlabor, by contrast, hosts several oil and natural gas processing stations, only recently restored to their peak performance of almost a century ago. The city of Parisia, on the northern island continent of New Australia, is home to the main offices of Thaddeus Enterprises, an interplanetary shipping corporation that aided the planetary government in the redevelopment of its spaceport network, which had been largely destroyed in the fighting following the Federated Commonwealth break-up.

Dieron

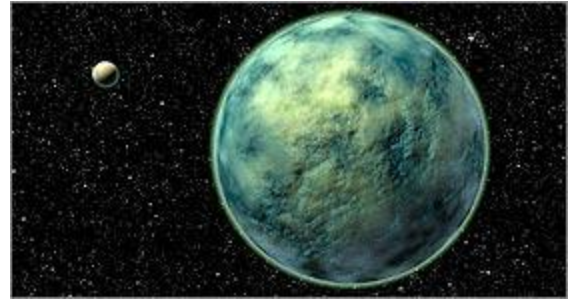
Star Type: G3V
Position in System: 4 (of 6)
Number of Moons: 2 (Bemer, Nebulos)
Days to Jump Point: 3
Surface Water: 54%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.02
Equatorial Temp: 27° C
Highest Native Life: Amphibians
Population: 1,630,000,000
Governor: Hohiro Newberry
Planetary Legate: Chiun Matawa



Once a major administrative center, electronics producer, and site of orbital shipyards for the Star League, Dieron survived Amaris' coup intact, only to be ravaged by returning SLDF troops in the war to liberate the Hegemony. The Castles Brian in the planet's numerous mountain ranges were obliterated by naval bombardments during the effort, but their memory remained strong in the minds of many Dieronese, who clung to that memory of their world's former glory. Their cities, cramped in the valleys formed by the steep, crisscrossing mountain ranges, often became hotbeds for resistance against the Combine's rule after House Kurita seized the planet following the fall of the League. The Combine leadership often used rumors of a Star League cache found in the mountains to keep the locals distracted, sending many of the population into the treacherous highlands, braving the elements and chronic earthquakes, in the hope of uncovering a relic of their past. When the Blakist Jihad was launched, Dieron, as a Combine district capital, was targeted by a massive attack that included nuclear weapons and orbital bombardment. The major industrial city of Aldinga, nestled at the heart of the northern Mataeo continent, ceased to exist when shelling from a Word of Blake WarShip actually struck a nearby fault line that literally caved in the entire valley. The smaller southern continent of Voltenna remains a scarred, radiation-scorched wasteland today, dotted with the ruins of several cities and towns. Only the north polar continent of Wennisaka was spared any damage from the Jihad onslaught, despite the presence of Fort Shiro, a former Combine military headquarters and site of a major spaceport. The planetary capital city, Tahlwynn, is located on Mataeo, in the Loretta-Argus mountain basin, and also serves as the planet's primary spaceport.

Epsilon Eridani

Star Type: K2IV
Position in System: 4 (of 10)
Number of Moons: 1 (Minori)
Days to Jump Point: 5
Surface Water: 83%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.06
Equatorial Temp: 34° C
Highest Native Life: Mammals
Population: 2,453,000,000
Governor: Lorelei Benton
Planetary Legate: Kaleed al-Dallarah



Epsilon Eridani is a pleasant world, if a bit damp. Frequent, but usually mild, rainstorms and fertile soils have transformed the southern continent of Gousha into a mix of swamplands and rainforest, yet much of the planet's industry, including Kressly Technologies (formerly Kressly Warworks), is based there. The northern continent of Parassus, by contrast, is drier and rockier, though hardly spared the effects of the planet's chronic showers. The major trading and port city of Dori sits by the large Lake Arous on Parassus, and is the center of the planet's commercial industry. Just 370 kilometers northwest of Dori is the planetary capital, Madison, rebuilt after the Amaris occupation, when the city—including a Star League mint that printed Capellan currencies—was virtually leveled by an orbital bombardment. Today, the largest of Epsilon Eridani's corporations is Kressly Technologies, whose facilities on the planet include an IndustrialMech manufacturing facility and an aerospace plant in the Goushan Highlands. The Kressly aerospace plant is actually a recent addition, built from the remains of a forgotten surface testing facility that once belonged to the long-destroyed Harvard Company. Harvard, which produced aerospace fighters in the days of the Star League, survived the League's destruction only to fall in the crossfire between Houses Liao and Davion during the First Succession War.

Epsilon Indi

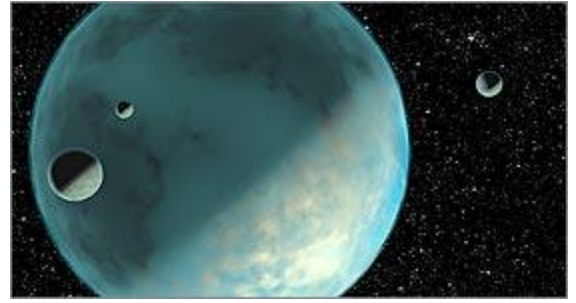
Star Type: F9V
Position in System: 1 (of 1)
Number of Moons: None
Days to Jump Point: 11
Surface Water: 31%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.74
Equatorial Temp: 44° C
Highest Native Life: Reptiles
Population: 95,430,000
Governor: Cecil Abraham
Planetary Legate: Pedro Robinson



Like most worlds close to Terra in the dark days leading to the Star League's fall, the once-thriving planet of Epsilon Indi suffered badly at the hands of Amaris forces during the crisis. Captured early in the coup through a liberal use of neutron weapons and lightning strikes against orbital defense sites, the population was decimated and the world became a gauntlet for SLDF forces to pass through. An entire SLDF fleet and its attached ground forces were obliterated while attempting to liberate the planet early in Kerensky's campaign, demonstrating the horrific costs of any frontal assault. The eventual assault that broke the hold of Amaris' troops, however, led the Usurper's men to resort to scorched-earth tactics, razing cities and factories with what remained in their nuclear arsenal. Today, even centuries later, Epsilon Indi is a wasteland of deserts, empty seabeds, and bombed-out cities, whose population now inhabits only the polar regions, which were spared most of the fallout. The rich mineral deposits across the planet's four main landmasses are now accessible to mining operations based in the polar continents of Boreria in the north, and Kantiles in the south. Kirst, Epsilon Indi's largest mining settlement, is located on the northern shore of Kantiles, a scant 400 kilometers from the southern edge of the uninhabitable wastes of the Surterra continent. The north-equatorial landmass of Ithicasia, just east of Surterra, suffered just as badly from the damage of the Amaris occupation and liberation, but is nonetheless home to the domed mining colony of Vogelton. During the Jihad, Word of Blake forces staged many of their operations from Boreria, particularly from the capital city of New Rhodes, but were driven off by a combination of local resistance and elements of the famous Northwind Highlanders mercenary unit. Today, Epsilon Indi is a world continuing to struggle for its recovery from the scars of war.

Fomalhaut

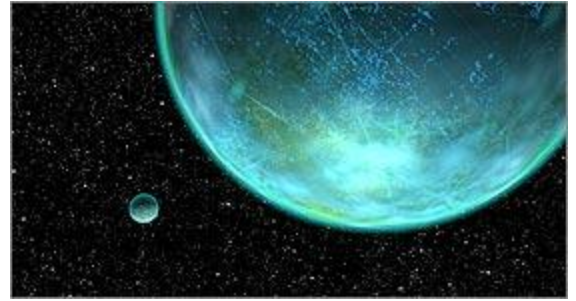
Star Type: A3V
Position in System: 3 (of 4)
Number of Moons: 3 (Cryos, Scarlet, and Iolius)
Days to Jump Point: 43
Surface Water: 92%
Atm. Pressure: High (Breathable)
Surface Gravity: 1.11
Equatorial Temp: 26° C
Highest Native Life: Amphibians
Population: 956,000,000
Governor: Rianna Lo-Weng
Planetary Legate: Kieron Farther



The first colonists to Fomalhaut saw a world blessed with an unlimited water supply and lush semitropical forestlands. Only a pair of small landmasses—Oanhu in the southern hemisphere, and Lyria in the equatorial zone—and a few dozen islands rise from the Endless Seas, Fomalhaut's planetwide ocean. Settlers, most descended from the Hawaiian and Filipino cultures of Terra, readily took to this planet, and established themselves on every landmass that could support life before too long. Exploiting the natural beauty, unique three-moon nightscape, and infinite emerald seas, these settlers made Fomalhaut into a resort world. Larger industries failed to take root on the planet, though an orbital ore-refining station was established to take advantage of the metals found on the volcanic inner moon of Scarlet. By the time of the Star League, very little had changed on Fomalhaut, and the planet was a favorite getaway for the Terran Hegemony's idle rich. The lack of heavy industry spared the world much of the damage inflicted by Amaris forces during the final days of the Star League, save for the destruction of the Scarlet refining station and the planetary spaceport of Otaku. Thus, when the Draconis Combine claimed the world after the League's fall, they too benefited from the tranquil beauty of this ocean world, though the centuries of near-constant warfare led to the planet being raided by hostile troops on more than one occasion. During the Jihad, however, Blakist forces were not as impressed with the eternal splendor of Fomalhaut. As a hostile border world, just one jump from Terra, the planet was assaulted and occupied in a lightning strike by mercenaries, in the Word of Blake's employ, who had to be rooted out of the planet's cities by Combine troops during the campaign to end the Jihad. Many of the world's most beautiful resort towns were reduced to rubble in the fighting, and the capital city, Lollanda, on Oanhu, had to be completely rebuilt after the Blakist mercenaries set it ablaze to distract the liberating forces.

Graham IV

Star Type: G2V
Position in System: 4 (of 9)
Number of Moons: 1 (Krakatau)
Days to Jump Point: 9
Surface Water: 61%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.83
Equatorial Temp: 33° C
Highest Native Life: Mammals
Population: 1,060,000
Governor: Davide Kowlin
Planetary Legate: Edwin Iner



A Terra-like world with vast metal deposits, mineral wealth, and fossil fuel resources, Graham IV attracted the attention of several Terran manufacturing corporations looking to expand their facilities off-world. By the time of the Terran Hegemony, no fewer than six major corporations and a host of smaller ones had transformed the untamed wilderness of Graham IV into a sprawling series of heavily industrialized cities and factory complexes. Two of these corporations, Dekirk Aerospace and Mitchell Vehicles, were primary contractors for the SLDF, their products included everything from conventional vehicles and aerospace fighters to BattleMechs and WarShips. The Star League even placed one of its rare orbital flight academies over Graham IV, to take advantage of prototype aerospace fighter designs coming out of the Dekirk Aerospace R&D facility in Dekirk City. For these reasons, unfortunately, Amaris' forces were particularly brutal in their efforts to seize the planet, resorting to widespread nuclear attacks to obliterate any of the factories and cities they could not capture. Today, the surface of Graham IV is a post-nuclear wasteland of radioactive craters and demolished cities. Only a few cities are left, either because they were too small and remote to be worth a nuclear strike, or because they were built after the devastation. These cities, located far from the ruins on the marginally habitable continents of Barvionne and Palothica, are largely maintained by mining interests and small manufacturing operations that continue to exploit the few remaining lodes of Graham IV's resources which can be safely harnessed. The city of Keystone, on the southern reaches of Palothica, features the planet's primary spaceport, a corporate trade center for the surviving planetary companies, and even the garrison command for the planetary militia. A pair of large space habitats, placed around the planet during the years of the Free Worlds League, support a healthy share of the planetary population now. One of these, dubbed New Dekirk City, serves as the planet's official capital in the sky.

Keid

Star Type: G6IV
Position in System: 5 (of 8)
Number of Moons: None
Days to Jump Point: 7
Surface Water: 73%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.94
Equatorial Temp: 27° C
Highest Native Life: Mammals
Population: 3,294,000,000
Governor: Jonathon Hunsen-Lane
Planetary Legate: Daria Skoglund



One of the first worlds colonized in the first Terran exodus, Keid's fertile lands and predictable climate led the first settlers to establish their home as a major agricultural and food-production world. The discovery of several major deposits of rare metals and chemicals during the Star League era further enhanced Keid's importance to the Terran Hegemony, and several major agribusinesses, food companies, mining operations, and heavy industries established offices and facilities on Keid. The SLDF posted two Castles Brian (Forts Grisson and Settlemyer) and a naval academy on Keid, as well as the planetwide Academy of Keid, a civilian college focused on the study of metallurgy, economics, and diplomacy. During the Amaris crisis, three of the four college campuses were destroyed, along with both Castles Brian and the naval academy. Several cities, all the null-gravity factory stations established by some of the planet's largest industrial concerns, and a spaceborne shipyard were also obliterated by the Usurper's troops. Fortunately for Keid, however, Amaris' forces did not resort to the same use of nuclear and biological weapons they used on other Hegemony worlds, and enough of the planet's economic and administrative infrastructure survived the fighting to allow Keid to recover from the scars of war. Today, after centuries under Capellan rule, and later Federated Commonwealth control, Keid is home to extensive commercial and ore-mining industries that continue to thrive on all three of the planet's mountainous, heavily wooded continents. Ballard-Dukempic Foods, the revitalized food conglomerate with roots going back to the Star League's heyday, maintains its home offices in New Leningrad, the largest city on the northern continent of Keid Prime. The planet's largest mining community, DuGatts, is located on the southwestern continent of Mirange, and is also home to Jugens Metals Enterprises, an ore-refining and metalworking corporation that provides finished raw metals to various businesses on and off the planet. The southern polar continent of Acitaratna is less developed than the other two landmasses, largely because the extreme cold and thick glaciers make for poor settlement options. Nevertheless, Acitaratna is home to the largest of Keid's natural gas mining operations, located off the continent's farthest north shore and connected via underwater tunnel to the subterranean city of Ramey's Point. The planetary capital and largest spaceport on Keid is Normandy, a large industrial city two hundred kilometers northwest of New Leningrad.

Liberty

Star Type: K0V
Position in System: 5 (of 8)
Number of Moons: 2 (Justice, Freedom)
Days to Jump Point: 4
Surface Water: 87%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.84
Equatorial Temp: 34° C
Highest Native Life: Reptile
Population: 95,000,000
Governor: Ingrid Doles
Planetary Legate: Michelle Grayson-Smith

Settled by self-styled pilgrims from the poorest nations in the African and South American continents on Terra, everything about Carver V seemed a divine blessing compared to the homes they left behind. Large, deep oceans, crystal-clear lakes, fertile lands and lush, mostly tropical forests, with few desert regions and rich veins of ore and mineral deposits all awaited the early settlers who didn't mind the occasional storm. The planetary capital city of Bellacqui was established on the planet's largest island, which the early settlers dubbed Quantico, in the northern Quantico island chain. Just a few short years later, two more large settlements were chartered and established on Carver V. Binsburg, a major mining colony, arose on the eastern edge of Esperanza, largest of the southern Drasken Chain, and New Cairo, based around the Crocales-hunting and ranching industries, appeared on the equatorial Kalimbawe Chain, just a few short years later. These new settlements sparked a renewed interest in the creation of a planetwide wet navy to keep the scattered communities connected, and by the time of the Star League, the seas of the planetary Infinto Ocean were busy with the traffic of thousands of merchant marine vessels. Less to protect the planet's modest mineral mines and Crocales-hide fashion industries than to defend against Capellan encroachment, the SLDF built the Quantico Marine Fortification—an elaborate alternative to the standard Castle Brian—around Quantico and its neighboring Parris Island. This massive fortification, surrounding the islands with a series of weapon towers and underground tunnels, protected Bellacqui, as well as the major spaceports of El Toro and Baku, and several fortified submarine and surface ship bases. In the darkest days of the Amaris coup, three SLDF marine regiments stationed on Carver V successfully held out against the Usurper's troops for six long years before Kerensky's liberating forces could rescue them. Their valiant defense, as well as Carver V's lack of significant resources, and the difficulty in waging large-scale warfare on the island-speckled planet spared the world much of the damage inflicted on its neighbors by the coup. During the centuries under Capellan rule Carver V became a vacation spot for wealthy Confederation citizens, the empty towers of the abandoned Quantico Marine Fortification recognized as a tourist attraction. Captured by the Federated Commonwealth after the Fourth Succession War, Carver V experienced a major upheaval when the Commonwealth fractured in 3057. Torn by fighting between the Capellan Confederation, Federated Suns, Lyran Alliance, Free Worlds League, and even the Word of Blake, only the spirit of the planet's citizens allowed the world to recover when the shooting finally stopped. Carver V was renamed Liberty by a popular movement to unify the world that rose during this terrible crucible, and the name was ratified formally after the Jihad, when the world was accepted into The Republic. Since then, Liberty has once more become a paradise to visitors and natives alike.

Muphrid

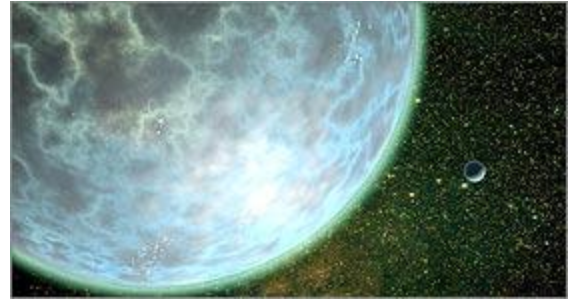
Star Type: G8V
Position in System: 2 (of 5)
Number of Moons: 2 (Argeni, Insada)
Days to Jump Point: 6
Surface Water: 80%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.90
Equatorial Temp: 37° C
Highest Native Life: Fish
Population: 1,137,000,000
Governor: Raymond Fritz
Planetary Legate: Gerhardt O'Malley



Muphrid, like many worlds immediately coreward and anti-spinward of Terra, such as Skye and Caledonia, was initially settled largely by Irish and Scottish colonists during the first wave of human expansion into space. A pleasant world of mild seasons, fertile soils, expansive seas, and thick vegetation on its three large temperate-zone continents, Muphrid was quickly established as an agricultural world. Settled only a few months after Thorin, the Muphrid colonial government looked to their neighbor world for a guide and adopted similar zoning laws to contain industrial expansion and maintain the natural beauty of their world. Declaring the northeasternmost continent, Shamrock, as the industrial "zone," and limiting its close western neighbor, Ridgeway, to a mix of mineral mining and agricultural concerns, the colonists defined the southern continent of MacArthur as a low-technology "zone" similar to Thorin's continent of Freda. These zoning laws and their immediate effects shaped the way Muphrid's population developed their world, and even today a distinct difference can be seen between the cities and towns on each of the three continents. Shamrock, the most populous and industrialized, is also home to the planetary capital of New Dublin, and the large primary spaceport of Calenaton. Ridgeway, by comparison, has smaller towns dominated by granite- and ore-mining operations or large agricultural communities and ranches. Meanwhile, the virtually untamed wilderness of MacArthur is home to a few small farming, logging, and fishing communities, but remains dominated by thick jungles untouched by humankind. The few Star League Castles Brian placed during the reign of the Terran Hegemony were destroyed during the Amaris crisis or soon after the fall of the League, but thankfully very little collateral damage was done, preserving much of Muphrid's native splendor and its people's way of life. However, rumors of a Star League research facility deep in the jungles of MacArthur still send prospectors into the unknown—many never to return. Under the banner of the Lyran state, Muphrid continued to prosper, upset only by the occasional raid by Combine or Free Worlds forces during the Succession Wars. During the Jihad, Blakist forces launched a heavy strike on Muphrid to cripple its infrastructure, partially destroying the capital and several major cities, as well as many surrounding townships, before allied forces beat them back. Though a few tactical nuclear weapons were used, the majority of the damage has since been repaired and memorials to those who fell defending the planet against the Word of Blake now stand in New Dublin, Calenaton, Port MacArthur, and Mechanicsburg.

New Earth

Star Type: G8V
Position in System: 4 (of 6)
Number of Moons: 1 (Lanna)
Days to Jump Point: 6
Surface Water: 74%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.00
Equatorial Temp: 31° C
Highest Native Life: Mammals
Population: 302,000,000
Governor: Lonni Johanna
Planetary Legate: Umberto Cabot



Originally known as Tau Ceti IV, the first inhabitable world seen by human eyes beyond the Terran solar system was so much like home, its discoverers on the TAS Pathfinder were quick to rename it New Earth when they arrived in orbit in December of 2108. Offering almost everything found on Terra herself, from abundant water supply to deep mineral, chemical, and metal ore deposits, eager colonists and corporate entities alike flocked to this new world. It comes as no surprise, then, that by the peak of the Star League era, New Earth was one of the most heavily industrialized and developed planets in the Terran Hegemony. Five major SLDF contractors set up their headquarters on New Earth, along with such successful enterprises as the New Earth Trading Company (NETC). All five continents—McKenna in the northwest, Lanhold to its east, the massive Neoasia in the south, the island continent of Kellargo, and even the north polar continent of Arctiqua—boasted major cities and heavy industry. Dozens of Castles Brian were set up on New Earth as well, and the Star League even built the famous Combat College of New Earth outside the capital city of Foundation Point, on McKenna. During the Amaris crisis, the college, most of the Castles Brian, all the major factories, and close to half the planet's largest population centers were destroyed by Amaris troops using every means available when it became clear they could not hold the planet. The world's gutted infrastructure and war-ravaged environment left the survivors shocked and demoralized, victims of widespread famine and disease—particularly the virulent New Earth Pox. The centuries of decline that followed, despite being under the banner of the wealthy Lyran state, did little to help pull the world out of the ruins, largely due to the continuous raiding and open warfare between the Lyrans and their neighbors. Only the NETC remained through it all, a last vestige of the once-mighty Star League and the only viable large corporation still active on New Earth. Headquartered in Meredith, on Neoasia, the NETC retained its status as a premier transport and trade facilitator until the Word of Blake Jihad erased Meredith from the map along with a host of other New Earth cities, including the capital, New Foundation. As the closest planet to Terra, New Earth's strategic value made it the focus of some of the Jihad's heaviest fighting, which leveled what industry remained and poisoned the land, air, and seas. Today, New Earth is populated only by the grace of Devlin Stone's Resettlement Act. Industry has only now begun to return to the blasted, scarred world, beginning what promises to be a long and slow recovery for a world that once stood so prominently beside the Cradle of Humanity. The capital of New Earth today is Wiedergeburt, located on Arctiqua's southernmost tip, where the effects of fallout from both of New Earth's horrible tragedies has been minimal.

New Home

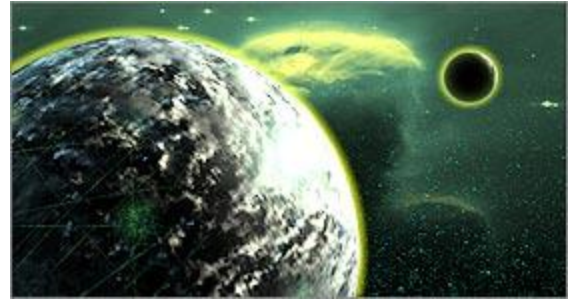
Star Type: G4IV
Position in System: 1 (of 5)
Number of Moons: 1 (Neville)
Days to Jump Point: 8
Surface Water: 66%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.99
Equatorial Temp: 34° C
Highest Native Life: Birds
Population: 1,065,000,000
Governor: Clarence Whitman
Planetary Legate: Ramier Burr



Another early Terran colony world, established during humanity's first tentative steps to the stars, the features that drew many to New Home were the planet's pleasant and temperate climate, mountainous, resource-rich highlands, and many freshwater lakes and rivers. Industries looking to exploit the planet's mineral, chemical, and metal wealth flocked to New Home and set up shop with scores of hopeful young settlers looking to eke out a living on a brave new world. The large, pole-to-pole supercontinent of Spina Planetia, dominated by a central mountain chain called the Great Spine Mountains, drew the majority of the new colonists, who established cities and mining operations along the coastal regions and mountain bases. Many more, however, found the two secondary continents of Goldwynn and Arbergeiht, both located in the southern hemisphere, equally suitable for habitation, and there they set up smaller towns and agricultural communities. Findler, the capital city, was built on the northeastern plains of Spina Planetia, facing the eastern Tomagasso Ocean. Mann, site of the planet's largest spaceport, was established 700 kilometers to the south. When the Terran Hegemony placed New Home under its aegis, the world's strategic location, so close to Terra, necessitated the placement of an elaborate space defense network on the planet and in orbit around it. Much to the SLDF's dismay, this network fell under the control of the Usurper's troops when the Amaris crisis began, and the entire marvel of Star League military engineering had to be destroyed in the campaign to liberate Terra. Ruled by the Capellans after the fall of the League, New Home was frequently raided by the Free Worlds League and the Federated Suns, and ultimately became part of the Federated Commonwealth after the Fourth Succession War. When the Commonwealth fractured in 3057, New Home was left without any direction, and fell into anarchy that only ended when the Word of Blake managed to seize control during their effort to establish a buffer zone around Terra. Unlike other worlds, New Home hardly resisted the change in leadership, preferring the rule of the fanatics to total chaos. This allowed the Blakists to stage several major operations from the planet in relative security. The fighting to liberate New Home and break the Jihad caused widespread damage, which The Republic of the Sphere has invested a great deal of time and resources to undo.

Outreach

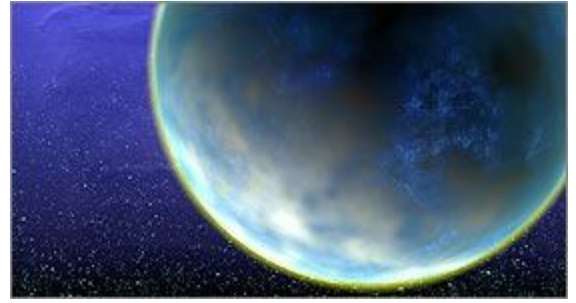
Star Type: K9V
Position in System: 2 (of 8)
Number of Moons: 1 (Cerberus)
Days to Jump Point: 3
Surface Water: 75%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 1.10
Equatorial Temp: 24° C
Highest Native Life: Fish
Population: 1,160,000
Governor: Emanuel Holings
Planetary Legate: Brianna Wolf



Outreach was known as the center for the mercenary trade in the mid-thirty-first century, a site of the last of the Star League's Martial Olympiads that later became home of the famous Clansmen-turned-mercenary Wolf's Dragoons and the giant 'Mech manufacturer GM-Blackwell. Today, however, this world is less than a shadow of its former self, reduced to a devastated, radioactive cinder that only a handful of stubborn souls still call home. Most historians claim the Word of Blake Jihad began with the assault on Outreach, in late 3067, when a surprise blitzkrieg by renegade mercenaries sacked the planetary capital of Harlech in an operation coordinated with and supported by the Blakists. A follow-up ambush from a pirate jump point by Word of Blake WarShips obliterated the planet's spaceborne defenses, including the entire Wolf's Dragoons fleet and both orbital battle stations. Even as the surviving elements of the most feared mercenaries in the galaxy tried desperately to regroup or withdraw, the Blakist fleet proceeded to bombard the planet with naval weapons and nuclear warheads. The continent of Remus, heart of the Dragoons' military industries and research, along with the Tetsuhara Proving Grounds and the main GM-Blackwell Industries factory, was completely sterilized by nuclear fire, while every major city on the opposite continent of Romulus was pummeled by the guns of both WarShips and BattleMechs. The surviving forces of the Dragoons and their allies withdrew from the holocaust, abandoning the world that had been their only real home since leaving their Clan brethren in the early 3000s. What remains of the planet now is a marginally habitable rock whose single large ocean, the Argosyan Sea, is saturated by fallout from Remus' devastation. Little vegetation grows on Romulus, and what farming and business still goes on to sustain the planet's decimated population now happens in domed or subterranean cities, where air and water purifiers imported from off-world struggle to remove the worst of the poisoned planet's harmful effects. The effective capital and primary spaceport on Outreach is New Kearny, a mostly subterranean city built from the ruins of Harlech, on the edge of what once was Lake Kearny, Outreach's largest freshwater body. Now overlooking a basin of baked-hard clay, New Kearny is home to nearly half the planetary population. The Jaime Wolf Memorial Interplanetary Spaceport, located on the city's outskirts, is dedicated to the founder and leader of the Wolf's Dragoons, who ushered in a new era for Outreach after the Fourth Succession War, and died in his fateful defense of the planet during the Jihad.

Procyon

Star Type: F5V
Position in System: 2 (of 7)
Number of Moons: None
Days to Jump Point: 15
Surface Water: 62%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.97
Equatorial Temp: 30° C
Highest Native Life: Reptile
Population: 1,980,061,000
Governor: Kai Joensuu
Planetary Legate: Michael Carrington



The rugged, resource-rich world of Procyon was first settled in 2134 and eventually became a stronghold of the old Terran Alliance. The world became a major naval base for the Star League as a Hegemony planet, but was infamous for being the staging world from which Oliver Marik and his supporters planned the start of the Marik Civil War. After the Star League's collapse, the Free Worlds League seized Procyon and held it for nearly 200 years before the Capellan Confederation captured it in 2370. The Federated Commonwealth became Procyon's next steward after the Fourth Succession War. In early 3059, after two hellish years under the control of a former Blakist renegade named Alisendar Gyn, the Free Worlds League recaptured Procyon. Despite this frequent changing of hands, however, the natives of Procyon have retained a fairly indifferent attitude toward conquerors, clinging to most of the customs handed down from the days of the long-vanished Terran Hegemony. The greatest sign of this planetwide sense of apathy was the long-abandoned Brigadeer Corporation 'Mech factory in the virtual ghost city of Cleveburg. Located on the pockmarked and rocky southern continent of Halbiero, this factory and its surrounding city experienced a small revival when Earthwerks finally decided to purchase and restore the decrepit complex in the 3050s. Today, Procyon is a largely agricultural world of sparsely populated farmlands and forests, though the new Earthwerks-Procyon Engineering Vehicles plant produces and exports enough industrial vehicles and 'Mechs to form a secondary planetary industry. The less mountainous supercontinent of Greene, home to the majority of Procyon's small cities and large agro-plexes, is located just north of Halbiero, and extends into the planet's polar regions. The capital city of Gilded Halls, located on Greene, along the Wantu River, also boasts Procyon's largest spaceport and the nearby ruins of a Star League-era Castle Brian that was destroyed during the Amaris crisis by an orbital bombardment. Aside from Greene and Halbiero, the bulk of Procyon's surface land takes the form of the Unspoiled Isles, a chain of miniature island-continent stretching along the southern hemisphere, east of Halbiero. The Unspoiled Isles are heavily wooded, but dotted with the remains of abandoned cities and destroyed Castles Brian, a nearly forgotten vestige of the days of the Star League.

Rigil Kentarus

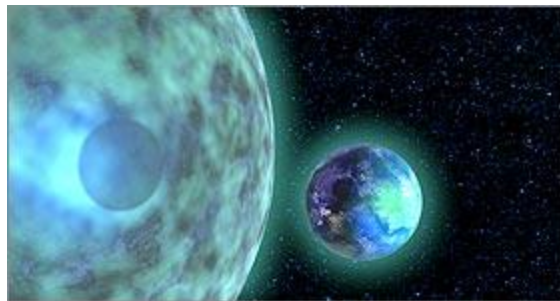
Star Type: G8V
Position in System: 2 (of 5)
Number of Moons: 1 (Riken Minor)
Days to Jump Point: 6
Surface Water: 66%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.85
Equatorial Temp: 28° C
Highest Native Life: Mammals
Population: 315,000,000
Governor: Adrianna Polaski
Planetary Legate: Kamala DeLaurel



Rigil Kentarus was a beautiful planet, blessed with a rare inhabitable moon, Riken Minor, when it was discovered in the first days of Terran exploration. One of the first worlds to be settled, both planet and moon were bustling centers of industry and commerce during the days of the Star League. Located near the heart of the Terran Hegemony, both the planet and moon were heavily fortified by the SLDF, with Castles Brian and surface-to-orbit defense stations on each. During the crisis that brought down the Star League, however, Amaris troops captured the Riken complexes in a well-coordinated blitzkrieg and used the orbital weapons to bombard the planet below, where remnants of the SLDF unit posted on the moon had gone to regroup. At such ranges, however, the aim was inaccurate, and missed shots from both the planetary and lunar bases delivered massive damage to the surface of both worlds. In the years after the League's fall, under the banner of the Lyran state, Rigil Kentarus and its moon began to recover from the devastation, despite numerous attacks launched by the Free Worlds League and the Draconis Combine. Unfortunately, this recovery was undone when the Word of Blake Jihad targeted Rigil Kentarus and its moon during their effort to secure a buffer zone around Terra. Nuclear and biochemical weapons laid waste nearly half the cities and installations on both worlds, costing countless lives and tainting the air and water of both. Today, only a few habitable cities remain on Rigil Kentarus, spared from the devastation only by the blind fortune of geography. Fewer still remain on Riken Minor. Of these, the twin capitals of West Romaine on the planet's large southern continent of Naskia, and Destina Station on Riken Minor's Lesser Plateau continent, maintain the bulk of each world's commercial and administrative infrastructure. The large spaceport city of Mesopita, located on Worrens, Rigil Kentarus' northern continent, is the planet's principal link to the moon and the stars beyond, and so is also home to a sizeable portion of the planetary militia.

Sirius

Star Type: A1V
Position in System: 6 (of 6)
Number of Moons: 1 (Sirius VI-a)
Days to Jump Point: 47
Surface Water: 16%
Atm. Pressure: Thin (Breathable)
Surface Gravity: 0.86
Equatorial Temp: 33° C
Highest Native Life: Plants
Population: 9,109,000
Governor: Richard Leybel
Planetary Legate: Beverly Liktenstein



A rarity in the galaxy, made more so by its ultrahot blue sun, the Sirius system actually features two inhabited worlds for the price of one, though this was not the case when the twin worlds of Sirius VI and its moon, Sirius VI-a, were discovered in the late twenty-second century. Colonization of the moon's surface began before any such efforts on the planet itself, as Sirius VI-a featured a breathable—if thin—atmosphere, and water covered almost half its surface. Meanwhile, the seismically unstable, oxygen-poor planet below, identified only as a resource for raw metals, minerals, and gemstones, waited almost fifty years before serious efforts to terraform it began. Oxygen factories and sulfur-hungry algae helped to transform Sirius VI into a more human-friendly environment in the space of a century, though it remained water-poor and cursed by chronic earthquakes and volcanic activity. In the course of this time, the mining colonists of the planet and the farmers who came to inhabit the moon developed a symbiotic relationship, and travel between the two worlds was many times more frequent than any contact with the rest of the galaxy. In addition, two orbital colonies, placed around Sirius VI by the mining corporations—colloquially dubbed “The Projects”—made an interesting waystation between the moon-dwellers and the planet-dwellers. Sirius became an important part of the Hegemony's industrial and economic base during the age of the Star League, but suffered badly during the Amaris coup. The orbital colonies were destroyed by Amaris aerofighters, and the planet was cut off from its moon by a blockade that led to widespread starvation. After the Capellans took the system in the wake of the League's fall, the situation on the planet only grew worse, as oxygen generators began to fail over time and the seismic activity tore open many of the planetary settlements. Fought over by the Capellans, the Free Worlds League, and the Federated Commonwealth, little was done to cure the planet's worsening condition, and by the time of the Commonwealth's demise, Sirius VI had become an almost totally deserted wasteland of broken, shifting land masses and rivers of volcanic lava. Today, Sirius VI's only remaining settlement is the domed city of Calgary, on the south bank of the Sulfur Sea, the planet's only large body of water. By contrast, the moon is broken into two main continents, Bounty and Hinterlands, covered with a patchwork of forests and grasslands, that support the bulk of the population, which lives in sparse farming communities. The capital city, Lost Hope, is located on Bounty's eastern peninsula.

Terra

Star Type: G2V
Position in System: 3 (of 9)
Number of Moons: 1 (Luna)
Days to Jump Point: 9
Surface Water: 75%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.00
Equatorial Temp: 30° C
Highest Native Life: Mammals
Population: 4,678,000,000
Governor: Richard Guliani
Planetary Legate: Helen Richter

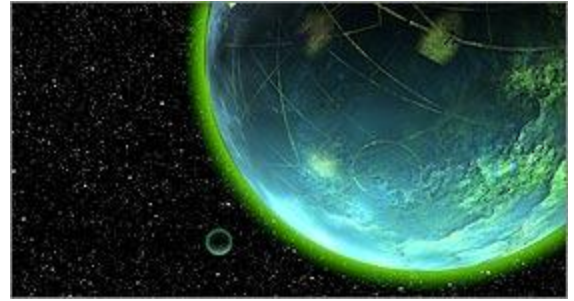


The homeworld of humanity, Terra was the crown jewel of the galaxy when the Star League was in full bloom. Plagued by overcrowding and pollution in the years before mankind went to the stars, the land, air, and seas were clean once again by the twenty-sixth century, while the greatest of the planet's many cities were restored and improved. At the time of the Star League, Terra had two capital cities: Geneva, on the European continent, for the planet, and Unity City, capital of the Star League, on the North American continent. During the Amaris crisis, however, much of Terra's splendor was marred by the Usurper's troops, who obliterated several Castles Brian, the Star League Court, and many of the planet's most important cities during the coup, occupation, and liberation of Terra. Even today, all seven of Terra's main landmasses—North America, Europe, and Asia in the north hemisphere; South America, Africa, Australia, and Antarctica in the southern—still bear the scars and memorials of the Star League's final days. However, the rise and fall of Amaris' short-lived empire was not the only event to lay waste to the Cradle of Humanity. As allied forces converged on Terra to end the Word of Blake's control of the world in the waning days of the Jihad, the surviving Blakist forces in the Terran system resorted to fanatical scorched-earth tactics and suicide assaults that caused even more widespread destruction. The ancient cities of Berlin, Paris, and Rome on the European continent, Moscow, Tokyo, and New Delhi in Asia, Cairo in Africa, and much of the Eastern Megalopolis in North America, all suffered extensive damage from tactical nuclear weapons and heavy urban warfare. Hilton Head, the former command center for ComStar and the Word of Blake when they held sway over Terra, was destroyed in the fighting, along with five of the planet's surviving Castles Brian. When Devlin Stone established The Republic of the Sphere, he commissioned the reconstruction of the historic and critically damaged planetary capital, Geneva, to serve again—not just as the capital of Terra, but of the entire Republic.

In addition to Terra herself, colonies exist on the Terran lunar surface, and the fourth planet in the system, Mars. At the peak of the Star League, settlements also existed on Venus, the second world, and a major shipyard was placed orbiting Titan, a moon of the gas giant Saturn, but both of these worlds are once more void of human habitation. Venus gradually reverted to its hellish environment after the fall of the League, becoming totally uninhabitable once again by the close of the thirty-first century, and the Titan shipyards were destroyed during the Jihad. The capital cities of Luna and Mars are Luna City and Koryo, respectively, though Koryo was heavily damaged in the final days of the Word of Blake's reign.

Terra Firma

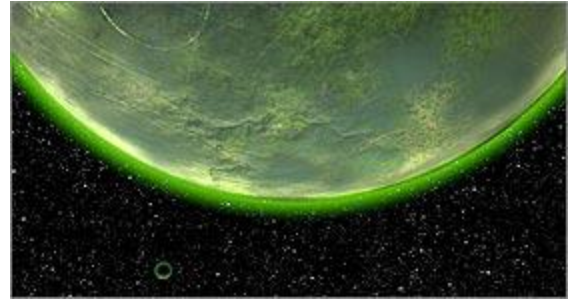
Star Type: G8V
Position in System: 2 (of 8)
Number of Moons: 1 (Tybalt)
Days to Jump Point: 6
Surface Water: 79%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.20
Equatorial Temp: 32° C
Highest Native Life: Mammals
Population: 834,134,000
Governor: Lydia Daschelde
Planetary Legate: Peter Chandler



Blessed with huge tracts of untamed forests, extensive mineral resources, and mountainous reaches, Terra Firma, in many ways, was considered a twin to the nearby Capolla. Colonized jointly with Capolla by a collection of small corporations and independent homesteaders, trade between both worlds led to a prosperous and semisymbiotic relationship even before the formation of the Terran Hegemony and the Star League. This relationship worked so well that both worlds supported a strong and diverse economic and social base without the need for major military industries. In a deal brokered at the twin system's entry into the Hegemony, Terra agreed to a limited autonomy for both worlds—a policy that every successive power after the Hegemony assumed as well. In the chaos that erupted following the collapse of the Federated Commonwealth, much of Terra Firma's landscape and many cities were damaged by heavy fighting. The formation of the Terracap Confederation with Capolla helped Terra Firma to recover, but aid from the Word of Blake, in exchange for the right to place military bases and "defensive forces" on the planet before the Jihad, truly brought the planet's ravaged infrastructure back from the brink. Pledging a continued hands-off policy in the tiny alliance's political and business affairs, and their troops to the defense of both worlds, the Blakists earned the support—and, in some cases, fear—of the Terra Firma population. Taking a more active role in the rebuilding of Terra Firma, the Blakists manage to insinuate their agents into the planetary government, undercutting the local authority and instilling in the people an attitude of xenophobia and paranoia. When the Jihad was launched, many of Terra Firma's citizens joined with the Word of Blake to defend their world, until they realized the true horrors of the Blakist terror war swirling around them. Aided by Devlin Stone's forces during the liberation, the Terra Firmans helped drive off the Jihad fanatics, but at terrible cost to the planet's remaining cities and industry. Today, only the Okeenog Woodlands on the primary continent of Rusalaiia are free from the scars of war. The capital city, Freinze, home also to the planet's single spaceport, is located on Rusalaiia's northern coast, a scant few kilometers from the ruins of Aserlitz, the planet's previous capital, reduced to rubble by the Jihad and now a city-scale memorial to the victims of war. On Reniki, the smaller, equatorial continent east of Rusalaiia, Ballard-Dukempic Foods of Keid maintains a branch office in the city of Nystoll. A recovering industry with a history dating back to the glory days of the Star League, the foodstuffs supercorporation now oversees most of the farming and ranching industries that are once more on the rise in Reniki's open plains.

Thorin

Star Type: G7V
Position in System: 5 (of 8)
Number of Moons: 1 (Thorin's Twin)
Days to Jump Point: 7
Surface Water: 74%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.02
Equatorial Temp: 36° C
Highest Native Life: Birds
Population: 160,000,000
Governor: Alfredo Sakuma
Planetary Legate: Theodore Igota



An early colony world when humanity first reached for the stars, almost a thousand years ago, Thorin was a beautiful, terrestrial planet, blessed by an abundance of resources including rich mineral deposits, immense woodlands, and diverse animal life. To preserve their world's natural beauty against possible contamination by corporate industrialization, the early settlers established planetary zoning laws that restricted heavy industries to the northern continent of Olympus. By contrast, the southern continent, Freda, was reserved for those seeking a more agrarian way of life. As a result of this charter, high-tech cities came to dot the Olympian shoreline and riverways by the time of the Star League, while large agricultural communes and logging industries formed the backbone of the Fredan economy. The Terran Hegemony established Thorin as a jewel of education and learning when they built the massive University of Thorin, a liberal arts school, in the Remington Valley. Located a short distance away from Ecol City, the planetary capital and site of the legendary Public Library of Thorin, the University of Thorin held to the highest academic standards of the day, but was destroyed along with the Library during the planet's occupation by Amaris troops. Today, only the ruins of the university in the heart of what is now Remington Forest, the Library Monument outside Ecol City, and the remains of the massive Fortress Laiacona, a partially destroyed Star League Castle Brian, testify to the lost treasures of the Star League. Ironically, though the University and the Library were destroyed during the Amaris occupation before the collapse of the Star League, the fortress did not meet its fate until the Word of Blake Jihad, when Blakist agents unleashed a tactical thermonuclear weapon against the command post of the planetary militia. The similar devastation wrought on many of Thorin's Olympus cities forced much of the surviving population to relocate off-world or to Freda, which survived unscathed through two of the worst military campaigns to darken human history. Today, even though the majority of Thorin's population now lives on the more habitable continent of Freda or in small mining habitats in the system's asteroid field, and though most business is now conducted in the Fredan city of Port Sumpter, Ecol City on Olympus remains the planetary capital.

Yorii

Star Type: F6V
Position in System: 1 (of 5)
Number of Moons: None
Days to Jump Point: 14
Surface Water: 81%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.12
Equatorial Temp: 40° C
Highest Native Life: Reptiles
Population: 1,538,000,000
Governor: Darius Leveraux
Planetary Legate: Ophelia Rossem



A large world of large oceans, diverse wildlife, and a few veins of mineral resources, the biggest obstacles to the colonization of Yorii were the planet's stronger-than-average gravity, its native, territorial wildlife, and the fact that its soils did not support the majority of Terran food crops. None of these factors proved insurmountable to the early colonists, however, who simply learned to adapt and established thriving industrial and mining communities on three of Yorii's four island-continents. Heavy-metal deposits, some very deep below the planetary surface, and most accessible to off-shore drilling platforms, provided the basis of the planetary economy, while the few hybrid food crops that could be grown became the staples of the planet's mostly Asian population. On the continent of Yokohama, where the dominant native life-form, the Yoriiian tiger-raptor, was most populous, the colonists built high walls around their settlements and farmlands, and began a hunting initiative that brought the bold reptilian predators under control within a decade. In the days of the Star League, Yorii's capital city, Neo-Tokyo, set on the shore of the planet's largest continent, Shokaku, was a haven for commercial trade between the Draconis Combine and the Terran Hegemony, and a healthy portion of the city's population claimed dual citizenship in both realms. During the Amaris crisis, the Usurper's troops used many of Yorii's larger cities and industrial complexes as battlefields when the SLDF came to liberate the planet, which ravaged the planet's economy and infrastructure, rendering millions homeless and millions more dead. Neo-Tokyo was left totally uninhabitable when the last of Amaris' holdouts deliberately sabotaged the fusion reactor that powered the city in an effort to distract the League troops while they made an escape attempt. The Draconis Combine easily assimilated Yorii after the fall of the League, establishing the planet as a forward base for raids against the Lyran Commonwealth, Capellan Confederation, and Federated Suns. Despite numerous punitive raids and the ravages of the Succession Wars, Yorii gradually managed to reclaim some of its former prosperity, only to lose it again when Word of Blake forces struck during the Jihad. Today, Yorii is a recovering world, its mining and manufacturing settlements only now reaching their pre-Jihad capacity, while farmlands poisoned by the Blakist troops still lie fallow. Each of the four populated continents—Shokaku in the south, Yokohama to its northeast, Khesan and Xu-Lai in the north—now support a handful of major cities, with the new capital city of Shenobi on Yokohama.

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