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

In order to give us a more complete view of the strengths and weakness of the Free Worlds League, I have compiled a supplement on the League to detail its provinces manufacturing capability, and targets of military and strategic value. Glossed over in my Field Report, there is much more to go over than just the size of military formations that were detailed in my previous document.

The Word of Blake, who used the Free Worlds League as a home while in exile from Terra, made huge strides in upgrading the League's impressive manufacturing capability. The League's advancement was swift and their black space Naval power became second to none within the Inner-Sphere. Operation Guerrero was a demonstration of the League's power, with much credit due to the Word.

Many inside and outside the League considered it only a matter of time before the true cost of the Blakist's generosity would become clear. The Word of Blake had subverted, annexed, and outright conquered a fair amount of systems that were of high value. A few influential figures rose to fend off the tentacles of the Word, only to have industries loyal to them turned against them, raided or destroyed. Facing the Word of Blake within the Leagues borders seemed to be a losing proposition in the early years.

Even with these setbacks, the League as a whole remains a strong Industrial concern. The problem is that the League is no longer whole, with provinces declaring independence and directly challenging the current Captain-General for power. This is fortunate for us, as these internal struggles keep the League's potential power from focusing on us. Only the Marik Commonwealth has confronted us so far.

HOW TO USE THIS BOOK

Objectives: Free Worlds League is a *BattleTech* companion to the *Field Report* PDF-exclusive series that is designed to provide campaign players and gamemasters with information about the state of the former Free Worlds League's Military-Industrial complex immediately following the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *League Overview*—is a brief update on the history of the systems within the League. Split up into two groups, the first is *Industrial Update* and the second is *Strategic Integrity* detailing what happened to them as a whole during the Jihad. The next chapter, *Industrial State*, covers the state of all the military industrial companies still functioning and producing war material for its various provinces and what defending units are stationed within the system. Listing the systems by Province, the subsections are broken up into Industrial systems that have war material and components being produced in that system, and Strategic Systems that are Alliance capitals and other systems containing logistical targets such as refit centers, Academies, command centers and non-production dry docks.

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

Finally, *Rules Annex* provides an index for where to find advanced game rules referenced in the planetary statistic boxes, loose guidelines for creating corporate security and local militia, as well as several record sheets for generic fixed emplacements that may be surrounding the target sites.

CREDITS

Developer's Note: For more information about the former Free Worlds League Industry see *Handbook: House Marik, Field Manual: Free Worlds League, Field Manual: Updates,* any of the *Jihad* line of products, or *Technical Readout: 3085.*

MARIK

LEAGUE OVERVIEW

Much of the industrial capability of the central part of the Free World League (including the Terran Corridor) was quickly subverted and outright controlled by the Word of Blake during the onset of the Jihad. Those that attempted to control their destiny, or resist found their staff forcibly shipped off to concentration camps if they were lucky. Other systems were the sight of intense raids and invasion, resulting in damage and destruction.

INDUSTRIAL UPDATE

The major provinces of the League individually have the military and industrial might to give a Successor State pause. The Marik Commonwealth, Principality of Regulus, and the Duchy of Oriente each had sizable military industries. But the Blakist war machine would ravage one province after another. The fighting was particularly brutal around the naval yards capable of producing warships, eventually leading to the destruction of those yards, as no-one was willing to leave them in another power's hands.

Outside of the "Big Three", the Duchy of Andurien and Tamarind District probably face even greater challenges. Both only have a small number of factories within their borders. Both also have major Houses on their border (Liao for Andurien, and Steiner for Tamarind) and while Andurien seems to have negotiated a peaceful resolution on their end, the Brett-Mariks have failed to do so (due more to the Buena Archonette opportunistic attacks than through any fault of Tamarind) and are being forced to give up claims to their former industrial systems such as Thermopolis and Trellisane. Both are creating new refit centers (Tamarind has the distinction of setting up the very first refit center in League space during the Jihad) and are attempting to build "Retrotech" facilitates to bolster their overwhelmed garrisons.

Small and isolated, the Rimward Commonality military industry suffered the worst when their sole BattleMech factory was destroyed in 3069 by the Order of the Faithful. The factory on Tematagi was completely demolished and Nimakachi was forced to abandon it. Attempts to salvage what useful material they could from the ruins failed. On Lesnovo, the Commonality's stockpile of mothballed equipment was quickly exhausted. The Rimward Commonality will need over a year to create a "Retrotech" production facility.

A few independent systems with military industrial facilities have somehow eluded the grasp of the provincial or external powers. It is uncertain how much longer this state of independence will last as everyone with any military force is scrambling for a reliable source of war material to replenish and rebuild their depleted forces. This has left the independent systems to decide how they want to proceed, whether to hire additional defensive units to supplement their corporate security forces, to willingly join a provincial power or to form an alliance with neighboring systems and start a province of their own.

When invaded in 3077 by the Marian Hegemony, Kendall used nuclear weapons to crush the Hegemony invaders. They have since acquired the protection of elements from the Tenth Marik Milita. Though only a battalion of BattleMechs supplement the corporate and planetary militia, the Tenth's defensive performance has been much better than the previous Bad Dream mercenary unit. Umka likewise obtained the protection of elements of the Eighteenth Militia, though Umka's concerns are currently more presumed than actual. Other systems, such as Bernardo and Connaught, have been abandoned by those very same units and find themselves with scant defenses. They fortu-nately only have to worry from aggression from a possible Capellan raid or an attack by the nearby Marik Commonwealth. As Connaught and Bernardo are so close to our current border, it would behoove us to discuss an alliance with them.

Listing these companies line by line with their current operating capacity gives a misleading idea of the capacity that survived the Jihad. A more in-depth investigation shows many of these plants left untouched only have one or two lines producing war material and individually cannot produce enough to support even a small province's military without significant expansion.

STRATEGIC INTEGRITY

Unlike the League's industry and military, many of its training facilities and provincial command centers survived. While no longer supporting the Word of Blake, many have their infrastructure intact and for the most part have full enrollment.

Only the Academies on Atreus suffered damage, all of which has been repaired. Other provincial academies are expanding their programs to be able to train all branches of the military they may have lacked prior. No longer able to rely on outside groups to pick up the slack, academies such as Aitutaki have started a crash Aerospace program and the Humprey's Training Academy is beginning to train Armored Infantry. Lloyd Marik-Stanly Aerospace School is the sole exception to the ongoing expansion. They have given up plans on augmenting their WarShip program with a training vessel, and the school has cut its WarShip training programs budget significantly for the foreseeable future.

The private and often controversial Hero Training Institutes has expanded greatly, springing up on non-aligned systems often far from any of the established provinces. With their trademark high fees, outdated equipment, and "no questions asked" policy, they have flourished with many local governments looking to train a militia without setting up their own school.

A new addition to the former League's set of academies is the Jeremy Brett Memorial University. Using obsolete simulators housed in modular buildings, it has just opened its doors to any applicants willing to go through a background check (though not as intensive as some of the other provinces) and right now only offer BattleMech, armor, and aerospace programs, with infantry training done in a client star system's own militia boot camps. Its first class is currently on schedule for graduation in 3082, finally giving the Tamarind District a much-needed group of native soldiers to bolster their diminished ranks.

Even the Free Worlds' major command centers, outside the Terran corridor systems subverted by WoB, have escaped harm. The underground center on Regulus somehow was left unscathed during the Night of Fire, and the Knights on Atreus were unable to get close during their guerrilla war. The Dark Shadows base on the Wendigo moon was not so fortunate. A Shadow Division under the guise of "training maneuvers" wiped out the secret facility and its staff. Many of the surviving command centers are in the process of expanding as fast as they can, as they must now prepare for attacks from all sides of their borders rather than just those on another Successor State.

As of this writing, only the Rim Commonality's Command Center on Lesnovo has not seen an expansion or upgrade of its command facilities. With such a fluctuation of forces, and the governments current policy of non-offensive military operations the government has deemed the funds more important to creating a defense force that requires such installations rather than the other way around.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

DISPUTED SYSTEMS

System (Company)	Losses*	Current Operating Capacity
Kalidasa (KYAMIN)	20%	100%
Kalidasa (QuickSell)	0%	100%
Stewart (Corean)	0%	100%
Stewart (Magna)	0%	100%

DUCHY OF ANDURIEN

System (Company)	Losses*	Current Operating Capacity
Andurien (AAtech)	0%	100%
Andurien (Brooks)	0%	100%
Lopez (AAtech)	0%	100%
Lopez (LPF)	0%	100%
Lopez (Magna)	0%	100%
Shiro III (GrumAl)	0%	100%
Shiro III (IrTech)	0%	100%

DUCHY OF GRAHAM-MARIK

System (Company)	Losses*	Current Operating Capacity
Loyalty (Kallon)	0%	100%
Loyalty (SelaSys)	65%	80%
Paradise (Chydro)	0%	100%

DUCHY OF ORIENTE

System (Company)	Losses*	Current Operating Capacity
Calloway VI (EWFWL)	0%	100%
Dalton (GarSat)	0%	100%
Dalton (NikFus)	0%	100%
Fletcher (FusiFlam)	0%	15%
Oriente (Etna)	10%	100%
Oriente (OrWeps)	10%	100%

DUCHY OF ORLOFF

System (Company)	Losses*	Current Operating Capacity
Carbonis (IrTech)	0%	100%

NON-ALINGED SYSTEMS

System (Company)	Losses*	Current Operating Capacity
Bainsville (AARMS)	0%	100%
Bernardo (EWFWL)	0%	100%
Bernardo (Kallon)	0%	100%
Connaught (KongCorp)	25%	90%
Kendall (Brooks)	40%	70%
Kendall (KYAMIN)	40%	70%
MacKenzie (BrigCorp)	0%	100%
Umka (KerrMc)	0%	100%
Westover (AATech)	0%	100%

MARIK COMMONWEALTH

System (Company)	Losses*	Current Operating Capacity
Abadon (AARMS)	0%	100%
Angell II (IrTech)	0%	100%
Atreus (DBF)	50%	75%
Atreus (ImStar)	35%	55%
Atreus (ImpAuto)	40%	65%
Campbelton (FusiFlam)	40%	75%
Ionus (Illum)	0%	10%
Keystone (EWFWL)	80%	35%
Keystone (Exeter)	40%	65%
Marik (ImStar)	0%	100%
Washburn (IrTech)	0%	100%

PRINCIPALITY OF REGULUS

System (Company)	Losses*	Current Operating Capacity
Clipperton (IrTech)	0%	100%
Harmony (SelaSys)	0%	100%
Norfolk (Thyne)	0%	100%
Regulus (Magna)	30%	100%
Tiber (EWFWL)	20%	100%
Wallis (SelaSys)	0%	100%

PROTECTORATE

System (Company)	Losses*	Current Operating Capacity
Emris IV (StarCorp)	0%	100%
Emris IV (StarCorp)	0%	100%

SILVER HAWK S

System (Company)	Losses*	Current Operating Capacity
Amity (ImStar)	30%	80%

TAMARIND DISTRICT

System (Company)	Losses*	Current Operating Capacity
Tamarind (TecgEng)	0%	100%

TEMPORARY RETROTECH FACILITIES (SHUT DOWN BY END OF 3079)

System	Company Name	RetroTech Products
Harmony	Harmony MetalWorks	Mackie
Oriente	Oriente Weapon Works	Dervish
Oriente	Oriente Weapon Works	Icarus
Oriente	Oriente Weapon Works	Rifleman
Tamarind	Venkateswara BattleMech Refit Facility	Icarus
Tamarind	Venkateswara BattleMech Refit Facility	Rook
Tamarind	Venkateswara BattleMech Refit Facility	Trooper
Xanthe III	Freedom Foundries Inc.	Firebee
Xanthe III	Freedom Foundries Inc.	Gladiator
Xanthe III	Freedom Foundries Inc.	Kyudo

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

MARIK COMMONWEALTH

Being closely tied to the Word of Blake for so long proved to be a double edge sword for the main province of the League. They facilitated unprecedented growth at the manufacturing centers of Keystone and Irian, and a helped build a new shipyard on Ionus. The Word's influence outside and inside the League grew.

But when the Word of Blake made their war against the Inner Sphere, the same facilities the Commonwealth benefited from supported the Word's war machine. This also made these manufacturing centers prime targets for resistance fighters to attack and sabotage. Almost all of them bear the scars of the Jihad.

INDUSTRIAL SYSTEMS

ABADAN

Star Type (Recharge Time): F1V (172 hours)
Position in System: 5
Time to Jump Point: 20.26 days
Number of Satellites: None
Surface Gravity: 1.03
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 22° C (Cold-Temperate)
Surface Water: 63 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Mammal
Population: 185,000,000
Socio-Industrial Levels: C-C-D-C-C
Defending Forces: None
Land Masses (Capital City): Abadan Major (Abbasid), Abadan Minor, Kuran Major, Kuran Minor
Importance: Industrial

Intended to be a large complex to produce war material for the Word of Blake, the initial plans we have discovered expected the facility to come on line in 3083. All that stands in its place is miles of excavated land and upturned dirt, as construction was put on hold due to our coalition's actions in 3077 and 3078.

AUSTEN-ARMSTRONG INDUSTRIES

Main Products: Personal Arms
Location: Karun (Kuran Major)
Local Terrain: Hills
Local Climate: Snowy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Abbasid
Local Terrain: Plains
Local Climate: Mild

ATREUS

Star Type (Recharge Time): F4V (175 Hours)
Position in System: 3
Time to Jump Point: 16.10 Days
Number of Satellites: 1 (Wendigo)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45°C (Jungle)
Surface Water: 70 percent
Highest Native Life: Mammal
Recharging Station: Zenith and Nadir
HPG Class: A
Population: 8,371,000,000
Socio-Industrial Levels: A-A-B-A-D
Defending Forces: Atrean Hussars, Eleventh Atrean Dragoon
Land Masses (Capital City): Corin, Ionia, Lanan (Atreus City), Paltos
Importance: Command, Industrial, Logistical

The current capital of the Marik-Commonwealth and the former capital of the Free Worlds League, Atreus was considered to be safe from immediate danger when the Jihad broke out. The massive chemical attacks that took place were unexpected. The scattering of the massive Free Worlds League Navy likewise came as a surprise. Atreus was further damaged during the Knights' guerrilla campaign, but most of the reconstruction is completed.

DELLER, BINGHAM, & FOUTS

Main Products: *Gazelle, Hannibal* and *Mammoth*-class DropShips
Location: Atreus City (Lanan)
Local Terrain: Heavy Urban
Local Climate: Mild

RULES ANNEX

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

Players and gamemasters alike should realize that these rules are intended as a set of suggestions, and are not "hard and fast" rules for game campaigns. Those creating Tracks and scenarios are encouraged to accept, modify, or even completely ignore these rules if you prefer.

USING PLANETARY INFORMATION

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

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

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

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

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

NUMBER OF SATELLITES

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

SURFACE GRAVITY

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

ATMOSPHERIC PRESSURE

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

EQUATORIAL TEMPERATURE AND SURFACE WATER

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

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

USING TARGET SITE DATA

In addition to planetary data, each entry listed in this book also includes brief data on the various factories and facilities that make critical objectives for BattleTech campaigns. These objectives come in two broad classes: production sites and training sites. Production sites (factories and such) will be identified by listing what their main products are, while training sites are identified by listing what their main programs are. In both cases, an attacker may expect some of the site's "products" scrambled to defend the target sites. For example, a factory that produces Pegasus hovertanks will likely field a home defense force that includes Pegasus hovertanks, while a training academy that includes BattleMech programs will have a home defense force that includes cadets (and instructors) piloting BattleMechs.

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

LOCAL TERRAIN AND CLIMATE

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

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

LOCAL WEATHER TABLES

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

*Roll 1D6 Again; On 1-3 No Weather; On 4, Table 1 (–1); on 5, Table 2 (–1); on 6, table 3 (–1)
**Use Table 2 for Arid and Table 3 for Icy

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

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

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

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