



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

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

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

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

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

HOW TO USE THIS BOOK

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

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

The next chapter, *Industrial State*, covers the status of all the military industrial companies still functioning and producing war materiel for its various military districts, as well as what defending forces are stationed within the factory's planetary system. Listing the systems by military district, the subsections are broken up into Industrial Systems (where factories produce war materiel and components), and Strategic Systems (such as prefecture capitals and other systems containing logistical targets such as refit centers, academies, and non-production dry docks).

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

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

CREDITS

Project Development: Herbert A. Beas II
Development Assistance: Nicholas Marsala
BattleTech Line Developer: Herbert A. Beas II
Assistant Line Developer: Ben H. Rome
Writing: Geoff Swift
Production Staff
Cover Design and Layout: Ray Arrastia
Evolved Faction Logos Design: Jason Vargas
Map: Øystein Tvedten

Factchecking/Playtesting: Joel Bancroft-Connors, Roland "ColBosch" Boshnack, Joshua "NCKestrel" Franklin, William "Mad Capellan" Gauthier, Keith "Xot!" Hann, Johannes "Jymset" Heidler, Daniel "DarkISI" Isberner, Chris "Alexander Knight" Marti, Luke "Jellico" Robertson, Chris "Chunga" Smith, Peter Smith, Chris Wheeler, Patrick Wynne

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

OBJECTIVES



DRAGONIS COMBINE





COMBINE OVERVIEW

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

INDUSTRIAL UPDATE

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

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

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

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

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

STRATEGIC INTEGRITY

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

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

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

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



INDUSTRIAL STATE

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

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

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

The *Importance* category for each objective identifies all of these sites by three broad classifications: Industrial, Command, and Logistical. Industrial objectives produce war goods, either as components or finished units, from personal arms to vehicles or even WarShips. Command objectives note targets that often base high-ranking officers, provincial or even realm leadership, and have the permanent facilities to co-ordinate multi-planet campaigns. Logistical objectives are those that play a key role in maintaining materiel for the realm's defense, be they advanced training centers (beyond the basic boot camps all systems can boast), or dry-docks and refit stations used to repair or refit combat units (but which are unable to manufacture new products). It is common to see many important systems possess two, or even all three classifications, depending on the local facilities.

PESHT MILITARY DISTRICT

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

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

INDUSTRIAL WORLDS

ABIY ADI

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

Position in System: 3

Time to Jump Point: 9.12 days

Number of Satellites: 1 (Amarigna)

Surface Gravity: 1.20

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 45° C (Arid)

Surface Water: 18 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: None

Population: 350,000,000

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

Defending Forces: None

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

Importance: Industrial

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



LUTHIEN ARMOR WORKS

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

City (Landmass): Kola Tembien (Tsechi)

Local Terrain: Badlands

Local Weather: Mild

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

AVON

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

Position in System: 5

Time to Jump Point: 6.19 days

Number of Satellites: None

Surface Gravity: 1.07

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 37° C (Hot)

Surface Water: 47 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Birds

Population: 1,125,000,000

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

Defending Forces: None

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

Importance: Industrial

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

MATABUSHI, INC.

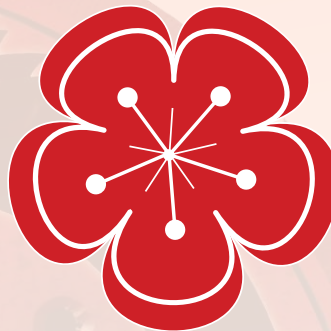
Main Products: *Overlord* and *Union* Class DropShips

City (Landmass): Fresno (Albion)

Local Terrain: Flatlands

Local Weather: Windy

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



CHATHAM

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

Position in System: 3

Time to Jump Point: 9.12 days

Number of Satellites: 2 (Barnstable and Medway)

Surface Gravity: 1.01

Atmospheric Pressure: Standard (Tainted)

Equatorial Temperature: 25° C (Temperate)

Surface Water: 39 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Reptile

Population: 1,760,000,000

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

Defending Forces: None

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

Importance: Industrial

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



RULES ANNEX

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

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

USING PLANETARY INFORMATION

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

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

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

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

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

NUMBER OF SATELLITES

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

SURFACE GRAVITY

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

ATMOSPHERIC PRESSURE

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

EQUATORIAL TEMPERATURE AND SURFACE WATER

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



military capabilities of the parent state. Logistical worlds are those that play a key role in raising or training military forces and/or supplying basic war materiel not covered by heavy industrial output. Command worlds are those with significant interstellar government functions, such as regional capitals and military command centers. Raiders tend to favor Industrial worlds for their resources and finished products, while invasion forces tend to favor targeting Command and Logistical centers to cripple the enemy's leadership and supply lines pending (if possible) the conquest of Industrial worlds.

USING TARGET SITE DATA

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

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

LOCAL TERRAIN AND CLIMATE

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

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

LOCAL WEATHER TABLES

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

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

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

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

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

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