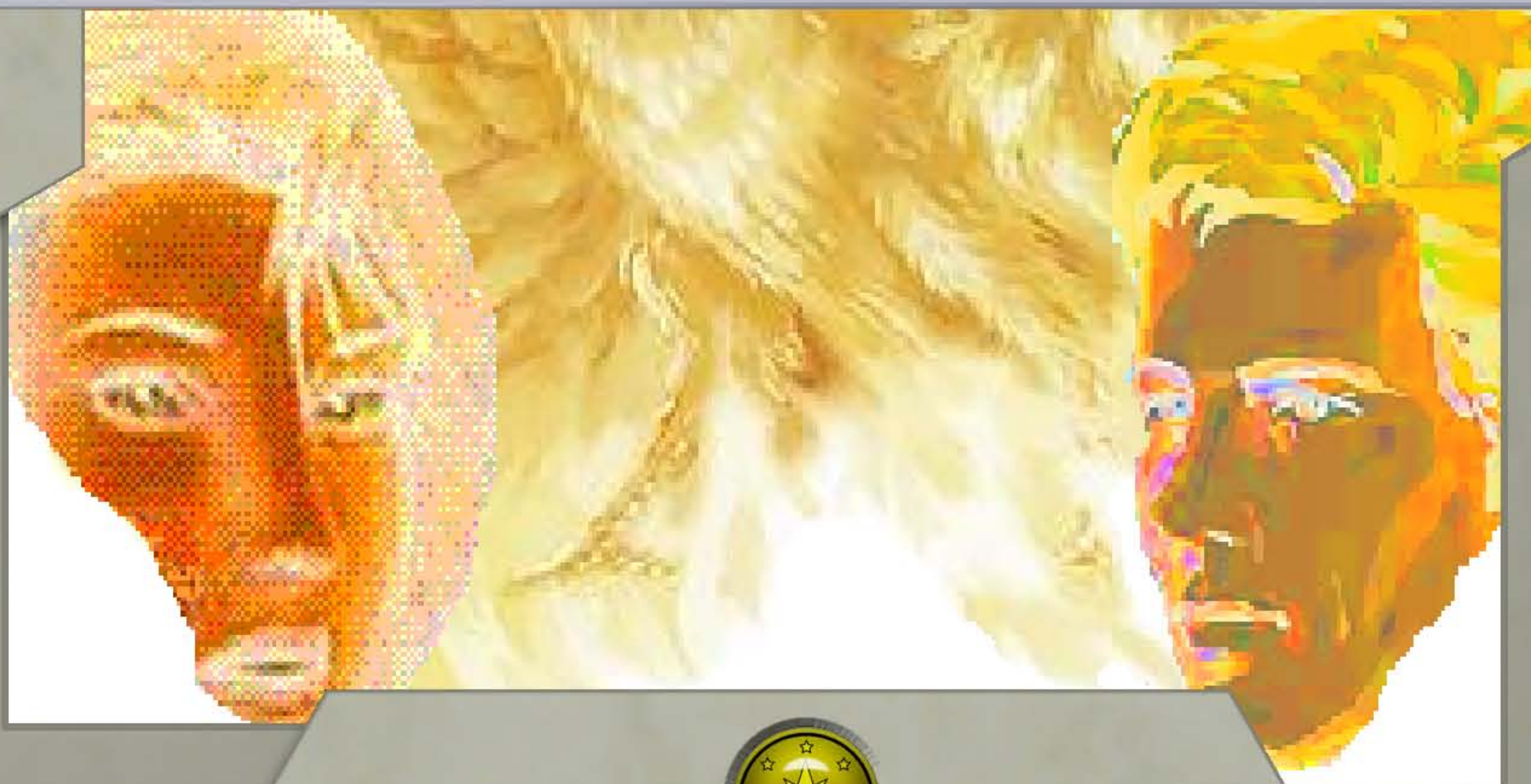


BATTLETECH

SHATTERED DAWN



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by
John Luther, Lee Rosenberg, & Jeffrey Nichols



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CONTENTS

Contents & Credits	2	Nanking Province	61
Acknowledgements & Special Thanks	4	Aldebaran	63
Scavenger	5	Capolla	63
State of the Republic	7	Fletcher	64
Background	9	Nanking	66
Birth of Treachery	9	Talithan Province	67
Falling into Twilight	10	Bordon	69
Changing Places	11	Castor	70
From the Ashes	11	Connaught	70
First Steps	12	Dieudonne	71
Collaborators	13	Outreach	72
Resurrection Pains	14	Oliver Province	73
Impoverished Futures	15	Alula Australis	75
New Star	16	Marcus	76
Timeline	17	Oliver	78
Organization	21	Wyatt	79
Purpose & Activities	21	Terran Province	80
Recruitment	22	Altair	82
Training	23	Bryant	82
Ranks	23	Caph	83
Directorate	25	Carver V	84
Authority	26	Epsilon Eridani	85
Zones	26	Keid	85
Bureaus	27	New Earth	86
National Overview	29	Northwind	88
The New Republic	29	Procyon	88
National Fact Summary	32	Sirius	90
Governmental Listings	33	Sol System	91
The Changing Border	34	Earth	93
Economic Summary	38	Mars	96
Exchanges and Mints	41	Titan	97
Fifth Grand Survey	41	Castle Brians	97
Terran Culture	43	Corporate Profiles	100
Fate of the Golden Ten	44	New Earth Trading Company (NETC)	100
Regional & Planetary Descriptions	47	Federated Defense Systems (FDS)	101
Astan Province	47	Mitchell Vehicles Interstellar	103
Asta	48	Mitsui Diversified	105
Lambrecht	49	StarCorp Industries	106
Summer	50	Earthwerks Limited	108
Dieron Province	51	Grumman Industries	110
Addicks	52	General Technologies	112
Al Na'ir	53	Ulsop Incorporated	113
Dieron	53	Krester's Ship Construction	115
Errai	54	Department of Communications	117
Murchison	55	Independence Weaponry	119
Quentin	55	Aerofighter Unlimited	120
Rhodesian Province	56	Brigadier Corporation	121
Achernar	57	Stormvanger Assemblies	122
New Rhodes	58	Orguss Industries	123
Ozawa	59	Bowie-Republic	124
Ruchbah	59	Blue Nose Clipperships	125
Schedar	60	Krupp Stellar Works	126
Tybalt	60	Skobel Mechworks	127



Kallon Industries	129	Maltex Corporation	140
Rhodesian Defense Industries	130	Hartford Company	140
Zaker Shipbuilding	130	Maxim Transport Industries	140
Lantern Corporation	131	Newhart Industries	141
Aldis Industries	131	Dassault-Shimmon Enterprises	141
Rolls Royce	131	Electric Boat Company	142
Jolassa Armored Vehicles	132	New Equipment	143
Michaelson Heavy Industries	132	CLNT-5R Clint	143
Tauken Weapon Systems	133	CHR-2A Challenger	146
Leopard Armor of Terra	133	PHX-1X Phoenix	151
Mathertechno Incorporated	134	Conventional Attack Fighters	153
Warner Incorporated	134	Light Attack Fighter	153
Crescent Arms	134	Medium Attack Fighter	154
Kong Interstellar	135	Heavy Attack Fighter	155
Holly Industries	135	Sea Wolf Fast Attack Submarine	158
Bergan Industries	136	Nautilus Ballistic Missile Submarine	160
Quickscell Company	136	Product Index	163
Saro Company	137	BattleMechs	163
Diplan Mechyards of Ozawa	137	Land-Air Mechs (LAMs)	168
Wunderland Enterprises	138	Aerospace Fighters	168
Corsara Weaponries	138	Dropships	170
Wangker Aerospace	138	Jumpships	171
Karon Naval Armaments	139	Vehicles	172
Yankee Weapon Systems	139	Components	175
Renault-Prime Industries	139	Record Sheets	177
Martinson Armaments	140		

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Special Thanks

This certainly has been a year of change. Many events have impacted my life since the release of the first book that has left a lingering sense of uncertainty. Moving into my apartment and out of my childhood home were the least of these worries. At least I can go back and visit after all. My wife cannot do the same however as her family had to sell their home in order to make ends meet. Losing this very special place has been a hard blow to deal with for both of us. These mere shallow complaints pale too much greater losses unfortunately. My wife lost an aunt and an uncle who both came to our wedding one year ago. I also saw my best Buddy dog wither and eventually succumb to cancer. Perhaps the most devastating was the passing of my grandmother after a long battle with scleroderma. Even though life continues to move along these places and people will be missed. To them I would like to dedicate this work in honor of their contributions to my life which they all enriched greatly.

Luckily there have been a few constants. Of course, BattleTech is one of these. FanPro continues to do a fantastic job developing the entire line of products for this my favorite scifi universe. In particular I have enjoyed the new Handbook and Historical series which add to the rich tapestry of CBT. Also I'd like to thank everybody on the Forums (CBT, BTSD, and SL Core) for your continued support. This alternate BattleTech universe wouldn't be possible without that. In particular I'm singling out Lee "Irose" Rosenberg for special thanks. Lee has been my right hand man, or if you prefer my partner in crime, for BattleTech: Shattered Dawn. His continued friendship and counsel have kept us going in the right direction. Finally my friends, Matt and Jeremy, continue to be bastions of support in these ever changing times.

Yet not all change is bad. From the first book we've gotten several new contributors who have only improved our growing universe. Master kitbasher extraordinaire Siden Pryde has helped bring BTSD to life with his great artwork. Be they something borrowed or something bashed his illustrations have made this project and all our future endeavors infinitely better. Another key addition has been our Webmaster Albatross who has gotten us up and running despite some early server difficulties. This was most important as this book was assembled entirely online from several different writers. Lastly but certainly not least is my marriage. While it has been a tough year things have never seemed better. Candi is truly my soul mate and I love our continued partnership in life so very much. Our little doggie addition, Wally, is something of hellion but I love him to. My new family is the best thing that has ever happened to me. I'm sure things will continue to change both at home and in the scifi realm but we'll keep on going until there ain't no further to go.



SCAVENGER

The sand was everywhere, on the streets, homes, businesses, vehicles, and even the unfortunates trapped on this world. Of course anyone could leave this distant colony of man, if they had the money to that is. Looking at the shopping crowds it was obvious just from the shape their dust covered cloaks were in that most did not. Of course the wares being hawked and haggled over in this marketplace wouldn't strain a wallet that much either. There were no off world imports displayed and no one could have afforded them anyway. Well actually one person among them could have. In fact hidden under his disheveled cloak was more money than most here would earn in a lifetime.

Helping to hide his wealth he bargained with this salesman or that, always making sure he drove the price to low for even the most desperate merchant to accept. Still he could not help but linger a little longer at any stall selling weaponry. Most were knock offs of more expensive armaments made as cheaply as its makers were paid in some back alley sweatshop. So heavily oiled to keep them from jamming that they quickly gained a layer of sand delivered by the constant hot breeze or curious potential customers. Rifles and pistols were common among the stalls, the merchants, and their customers. No one trusted the blatantly false claims of peace and prosperity reported nightly by the world government's propagandists.

Since the fall of the mighty Amaris, their worlds had suffered. First from the chaos of sudden freedom, and then from the order instilled by the barrel of a gun. Now even that ironic order was mostly lost and everything that relied on it was failing. Of course there were some exceptions but this distant outpost of man was far from the Rim Protectorate in wealth and stability as well as light-years. As the man sighted his goal near the edge of the marketplace he had to grin at the irony of it all.

This world had been one of the "Secret Prefectures," colonies listed only on the most secret of the Rim World's charts. They had been founded by the Amaris as hidden bases where the army built to avenge Tadeo's humiliation was created and trained. Records showed that this world had once had a population counted only in the thousands before the Amaris decided it would become one of the forges for their daggers. Within a decade or two its population swelled over a hundred thousand and new towns sprang up to feed the hungry factories and training camps.

When the reckoning came to this world its governor had been among the few who tried to stop the vengeful juggernaut. The local planetary maps splashed with radioactive markers declaring nearly a quarter of its surface "hazardous" showed, in hindsight, the futility of his fanaticism or ego. Those who survived those early years of disease and famine then had to contend with the scavengers who sought to plunder its former industrial wealth and prosperity. First the criminal scum who merely sought their next prize then the official scum who sought to fix the harm their worlds' master had inflicted on another nation.

While some would claim one to be no better than the other, the walking man had no sympathy for this place or its inhabitants. The universe was a harsh place and these people had done nothing to stop it from getting worse. Instead they had placed blind faith or submissive fear in the one they meekly served. Then they had the gall to try and blame others for their own folly and lash out against the very people who tried to help them.



PROJECT PHOENIX

"Bloody savages," the man murmured as he reached the door of an equally run down warehouse along the market's edge.

Of course, as with most treasures, some items held far greater value than others. Especially with the finicky nature of technology some machines just didn't work well without that "one" piece. Even a substitute just couldn't rival the performance of having the original. This man had spent months searching for this particular treasure, its value and fragility had kept the normal "smash and grab" from being an option.

Before he could even knock an eye slit in the door opened and a barrel pointed through it. "What do you want?" came from the figure on the other side. "I am expected let your boss know that the buyer has arrived." The slit closed and after a minute locks began turning before the door slowly opened inward. From the shadowy interior another voice purred, "I hope you brought a lot of money journeyman."

The man with the wealth underneath his dusty cloak nodded and walked through the doorway as he slid his tongue across the transmitter buried in his right molar. As the door slowly swung shut he felt the answering tingles from the rest of his heavily armed team hidden around the warehouse signaling they were ready. While he didn't like violence he agreed with his superiors that extortion should never be tolerated.





STATE OF THE REPUBLIC

DRIA 2785 Review

Royal Highness,

It has been my profound privilege to serve you and our nation during these troubled years. Without you we would all have had to choose between General Kerensky's self-imposed exile and learning to speak Japanese. Thankfully you chose to remain and take your rightful place as the great leader of our time your majesty. Though I share the grief of many I am sure that you had a good reason for not pressing your rightful claim as First Lord. This document, the first "State of the Republic" review, will go into greater detail than the previous "State of the Hegemony" reviews.

While I have been the Director of Reconstruction and Interim Administration (DRIA) for only a short time I spent the previous five years as its Deputy Director of the Terran Recovery Zone. While I could not possibly fill former Director Ian Sinclair's shoes, I do believe I have accomplished a great deal during my tenure. I also offer, if needed, my complete support for the Royal Consort Ian Sinclair's new posting and my dear friend, Arnold Collins, has helped me understand its importance to the future of the Republic.

We continue transitioning many personnel and departments from the DRIA to the appropriate governmental agency with great success. Official "Recognition of Authority" ceremonies continue and despite their less than widespread publicity they are significant occasions on the Terran Republic's road to recovery.

Project Phoenix remains under my control, and with the SLDF's departure, is now focused exclusively on rebuilding defense industries. The "Journeymen" continue their operations within the Rim Protectorate dismantling the Usurper's hidden factories and shipyards while searching for those that might still be undiscovered.

My greatest concern here is the influence the StarCorps CEO, Robert Marina, appears to be gaining among the journeymen. While you wisely chose to keep the remaining Rim World defense industries under StarCorps control I thoughtfully offer that allowing a civilian company authority over our impressionable periphery ally's industries might, possibly, open their citizens and local DRIA agents to abuses by, at least, well-intentioned corporate managers. So far Mister Marina's employees have done nothing obvious to warrant censure but it could be prudent to take action before it occurs.

We may finally be reaching the "breakeven" point, within the next couple of years, on expeditions within the Protectorate. By all means we shall continue to strive to find more of value but already we are encountering stronger resistance from local bandit forces that may even include Amaris holdouts. This requires stronger security detachments and, therefore, increases the cost. At the same time the loss of "loaned" SLDF personnel and vessels, especially the mighty Potemkin Transports, has dramatically reduced the annual transported tonnage (ATT) as well as having increased the shipping cost per ton.

Additionally, prior to the SLDF's Exodus, we were able to use their mobile HPG network to maintain contact with our Rim Protectorate offices. We now find ourselves with no choice but to pay for services through Jerome Blake's Department of Communications. I am concerned that Mister Blake may be forgetting that both our agencies are children of the Star League and not rival corporations. I feel duty bound to



PROJECT PHOENIX

again offer that my agency might be able to use some of the Department of Communication's funding more efficiently.

While I understand the need to shift more financial resources to more orthodox governmental agencies, I humbly advise that reducing our budget could endanger Project Phoenix. Naturally we shall endeavor to overcome and achieve your goals no matter the budget. Beyond this the deteriorating conditions within the Protectorate is making it harder for them to pay the reparations they originally negotiated with General Kerensky. I fear with dwindling donations from member states and greater difficulty collecting reparations that Congress may be squeezing the Directorate too hard. I profusely apologize for bearing such possible bad tidings your eminence, but feel it vital that you know what some in congress might be planning.

I shall open with some history on the DRIA and Project Phoenix itself before moving on to summaries of the of the nation, its regions, worlds, companies, and technologies that I have worked so hard to restore. As always, if you have any questions please do not hesitate to contact me at any time day or night.

Your humblest servant,
Director Jonathon Albert Winston III
Directorate of Restoration and Interim Administration

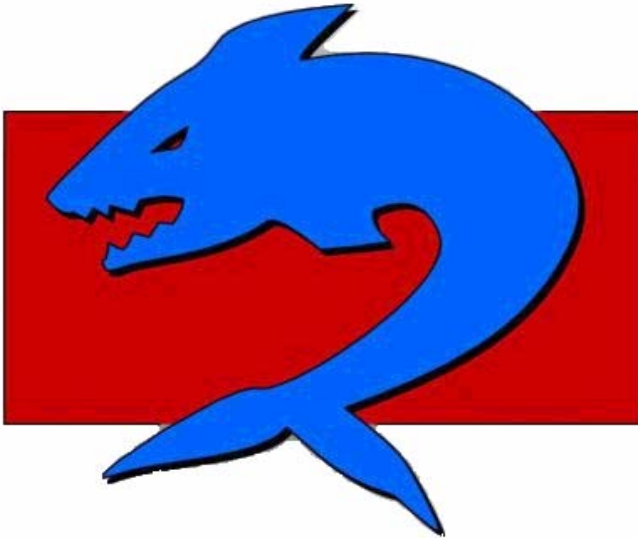




BACKGROUND

Birth of Treachery

Who could have imagined that our freedom might rely on the same realm that spawned our doom? That the same treasonous forge, which tempered the knife driven into the Hegemony's back, would now be used to rebuild Terra's shield is irony on a cosmic scale. Yet this irony was actually created by another, older, twist of fate and intentions.



After the Rim Provisional Government's surrender in 2596, during the Reunification War, the House of Amaris returned to power in the Rim Worlds Republic. The triumphant Star League, especially the Terran member-state, poured tremendous sums of financial, technical, and material aid into rebuilding the periphery nations, including the Rim Worlds Republic.

Vast amounts of this aid were turned, through various schemes, from helping the people of the Rim Worlds to expanding the military of House Amaris

instead. Half a century later the Rim Worlds' President, Tadeo Amaris, would use the results of this aid to begin an unprecedented military buildup. First Lord Michael Cameron's Edict of 2650, in response, placed strict limits on how large member-state and protectorate militaries could be.

With the SLDF massing on his borders President Tadeo Amaris was humiliatingly forced to accept the edict and publicly disband much of his formidable war machine. In reality, however, Tadeo deceived the Star League by actually dispersing or hiding his forces instead. Beyond this, he downsized his nation's defense contractors and began building new factories and shipyards in remote and lightly populated or even uninhabited solar systems.

This deception was so successful that Amaris not only managed to hide these programs from the SLDF but also from many of his own subjects as well. These subjects eventually included a significant percentage of citizens who themselves, or their parents/grandparents, were originally from the Terran Hegemony. The Amaris used their carefully cultivated reputation as "enlightened" rulers to attract many Terrans seeking to escape their heavily populated worlds.

Through tax break, low-rate loan, property purchasing preference, and dual citizenship offers the RWR government brought in surprising numbers of Hegemony "colonists" who carried their wealth and educations with them. Tragically it would later be found that some of these descendents of the Hegemony even became key parts of the Rim Worlds' covert preparations for war.



Falling into Twilight

By the time House Amaris was ready their secret military industrial complex rivaled the Terran Hegemony's in size if not sophistication. This treacherous forge had created an army and navy not only rivaling the largest member-states in size but also equipped over fifty BattleMech Divisions manned by anarchists from other periphery nations. Trained on worlds beyond the Rim's formal borders, the "secret Prefectures," these unwitting but willing pawns would draw the SLDF deep into the periphery and leave the Terran member-state weakly guarded.

Befriending the young First Lord, Richard Cameron, Rim World's President Stefan Amaris convinced the naive youth to sign a secret treaty. This pact allowed the Rim Worlds Republic to station forces within the Hegemony to help "defend" it if asked to by the First Lord. When the SLDF became mired in a new, and suspiciously well equipped, Periphery Uprising this fateful request came and large numbers of Rim Worlds troops moved into the Hegemony.

When the treacherous Stefan Amaris assassinated First Lord Richard Cameron on December 27th 2766, beginning the "Amaris Coup," his forces brutally suppressed any resistance they encountered. Violating the sacrosanct Ares Conventions this, so-called, "Amaris Empire" used nuclear, biological, and chemical weapons of mass destruction killing millions of innocent civilians and doing hundreds of trillions worth in damages.

Despite the Usurper's grandiose dreams his crime would not be forgiven or forgotten. Commanding General Aleksandr Kerensky led the entire SLDF from the periphery battlefields into the Rim Worlds Republic, beginning on July 4th 2767, in order to isolate the Usurper and create a base where they could prepare their vengeance. With the entire SLDF in its borders it became impossible to hide the shadow forges of the Amaris any longer. Many, of the small percentage of Rim World citizens who actually worked in these hidden factories and shipyards, even "turned themselves in" after their President's evil was revealed.

Those associated with these covert industries had been told they would be used to secure the Rim World's independence, not conquer a nation that had been a close ally. Most of the factories and shipyards willingly turned their efforts from building a shadow army and navy towards preparing the only force that could and should destroy it. However, spending so long under House Amaris rule had robbed its leaders of the initiative and skills needed to accomplish this.





Changing Places

As the year 2768 began Commanding General Aleksandr Kerensky found his SLDF in a unique and unenviable situation. A usurper had assassinated his liege lord and conquered his realm. In turn, the General had partially avenged this by conquering the Usurper's nation. Most of the once hidden factories and shipyards now eagerly swore their allegiance to the General but they were never intended to produce the quantity and quality of armaments and munitions required to support a multi-year campaign hundreds of light years away. Even worse, despite the workers eagerness, their products were simply not up to SLDF standards.

Beyond this basic difficulty of supply the lords of the Star League member-states, the Great Houses, had all adopted a "wait and see" policy. None would commit their forces to the General's cause for fear of giving their rivals an advantage. While some of the member-states' corporations would deal with the SLDF directly, the Rim Worlds Republic was not nearly wealthy enough to purchase the quantities needed.

Then there was the monumental task of trying to keep the Rim Worlds Republic intact. Besides the widespread, though relatively light, damage caused by the SLDF's invasion the realization that the dreaded Amaris regime was beaten ignited a backlash across the Rim Worlds. Nobility throughout the Rim were killed by vengeful mobs. The state secret police, already reeling from widespread SLDF arrests, now became victims of the same citizenry they used to terrify. Even governmental agencies were attacked on many worlds as an oppressed people were finally able to vent their rage.

The SLDF found itself forced to garrison every world lest they completely collapse into anarchy. The legislative branch of the Amaris regime, the Rim Parliament, was an inept body that since the Reunification War had existed to rubber-stamp Amaris edicts. Reconvened by General Kerensky a new Rim Parliament formed a Rim Provisional Government but only the widespread presence of the SLDF allowed this new administration to survive.

By July, 2768 the supply situation for the SLDF was becoming critical. Despite popular support the SLDF could barely maintain their forces let alone rebuild in preparation for liberating the Hegemony. While General Kerensky had a formal treaty with the new Rim Worlds' government, the "Truce of Apollo" signed on March 28th 2768, that included the promise to pay reparations the Rim's military industries were failing to live up to "their" promises of rebuilding the SLDF. The solution to this issue came from a humble artillery officer, Lieutenant Drake G. Fielder, who delivered a daring proposal.

From the Ashes

The Star League was an economic as well as political revolution for the Inner Sphere. Before its creation companies had severe restrictions on the assets they could have in other nations. Many of these restrictions disappeared soon after the Star League's founding and corporations began opening branches in other member-states. The Amaris Coup was disastrous to these "multi-nationals." It basically beheaded these corporate giants cutting them off from their leadership and vital assets in the Hegemony.

Lieutenant Fielder suggested using the relatively pacified Rim Worlds and the SLDF's assets to help these Terran member-state's companies survive and rebuild. A "Committee for Corporate Restoration" would offer safe haven and assistance to Terran



PROJECT PHOENIX

company employees who managed to escape the Usurper's clutches. This CCR would also offer special "contracts" to the Terran multi-nationals that had survived the coups and in exchange they would help rebuild the SLDF.

Given the green light by Kerensky, now Chairman, Fielder chose Illium as the new economic capital of the Rim Worlds and CCR headquarters. Remnants of dozens of Terran companies were given free transport by SLDF ships and setup their "Headquarters in Exile" on Illium. A number of Terran defense contractors even merged creating a new company "Federated Defense Systems."

On August 20th, 2768, the "Concord of Illium" was signed by SLDF Commanding General Aleksandr Kerensky, CCR Chairman Drake Fielder, Rim Provisional Government Speaker Kelvin Morris, and dozens of corporate CEO's. Two CCR members, StarCorps and the NETC, purchased a controlling interest in the Rim Worlds' shipping and manufacturing industries which the Rim Provisional Government had turned over to the SLDF as part of their reparations.

First Steps

Accompanied by SLDF troops, CCR auditors, engineers, and managers swept through the offices, factories, shipyards, and jumpships of the Rim Worlds formerly covert military complex. Massive corruption at all levels was exposed and quickly punished with many once powerful managers receiving lengthy prison sentences for their crimes. At the same time the industrial complexes themselves were upgraded and expanded.

The next great success of the CCR isolated the Usurper from most of his financial resources. The Amaris, over the centuries, had amassed substantial assets across known space. These properties, accounts, and investments had played a key role in hiding his, and his ancestors, plots and schemes to build up their forces and destabilize the Periphery. In a landmark victory the remnants of the Star League's Supreme Court upheld a lower court's ruling against House Amaris allowing the SLDF to seize all holdings and assets of Stefan Amaris.

Finally the CCR took a last step in liberating the Star League from the stranglehold the Usurper so desperately wanted. On June 22nd, 2769 the CCR, in conjunction with the BSLA (Bureau of Star League Affairs), opened the first mint to produce Star League currency outside of the Terran Hegemony. The mints within the Terran member-state now produced currency with the likeness of the Usurper but it had been universally rejected beyond the "Amaris Empire's" borders. All currency produced by mints under the Usurper's control had been popularly branded as "Traitor Paper."

The Star League's markets and exchanges had gone through their own massive upheaval due to the Usurper's coups. The treasury markets had crashed and inflation had skyrocketed out of control. The five member-states had begun printing their own currency for the first time in a century to stabilize things and after a "special dispensation" from General Kerensky, once the High Lords ratified the Concord or Illium, had begun producing Star League currency as well.

By mid-2769 the many factories, shipyards, and jumpships under StarCorps and NETC control had begun to pour massive amounts of material into the SLDF at a steadily growing pace. The literal armies of Inner Sphere volunteers, disgusted by their home



member-states' inaction, were swelling the ranks and under the watchful eye of the growing SLDF the Rim Worlds knew peace.

Collaborators

An unpleasant thought for many of us today is the occupation and those Terrans who actually aided the Usurper. These collaborators bought great shame to our nation by their actions and nearly destroyed the homeland. Almost unheard of outside the New Republic is the height of collaborationism with Stefan Amaris. Many today chose to forget about these scum or downplay their role in the Coup but the truth is far more disturbing. The level of cooperation that allowed Amaris to govern the Hegemony effectively for than a decade and allowed some of the worst crimes in human history to occur is scary in fact. Infamous deeds committed in the service of the Amaris Empire included complicity in such acts as religious persecutions, mass murders, forced labor, and outright plundering of the populace. Called Imperials by some or just plain Traitors by others these individuals had roots in last days of the Star League.

First Lord Simon Cameron led one the most moral and principled regimes in all of human history till his death in 2751. Following his demise the League was crippled by a profound lack of leadership. General Kerensky was the Regent, but he was kept busy dealing with countless rebellions in the Periphery thanks to the High Council. The Council Lords actually desired this as they were given a free hand in administering the Star League without interference. As a result some questionable individuals with the right connections made their way into the BSLA and the Hegemony government. This was especially apparent in the Hegemony which was even less watched by Kerensky again thanks to the Great Houses. As far as anyone can tell this neglect was a completely unintended side affect of other larger issues played out in the Human Sphere. This culture of corruption only grew as Richard Cameron took a more active role in government. Preferring personal loyalty and friendship to all other considerations the situation in the Terran government grew worse.

Of course Stefan Amaris had a lot to with the rise of collaborators in the Hegemony. His suggestions helped alienate many of good people in the Star League as well as the Hegemony. Many of these capable people were replaced by Richard Cameron who appointed his own cronies and toadies. These sycophants almost universally lacked any valuable skill aside from proper etiquette. Inept as they were these individuals lowered Terran awareness to the Usurper's schemes even further with their constant bungling. By the time of the Coup the table had been set for collaborationism with Stefan Amaris. Any truly loyal Terran administrators were either killed in the takeover or fled Rim World troops afterward.

Not everyone who went to work for Amaris was an incompetent lackey as some dissidents joined the Usurper's government in order to advance their own cause. Groups like Hegemony First sought to promote their ultra-nationalist ideals and conservative agendas. These blatant opportunists saw Amaris as a means to achieving their goals like the dissolution of the Star League and the establishment of a Terran Supremacy over the InnerSphere. The Usurper's greatest source of collaborators came from frightened citizens of the Hegemony. Indeed many good people worked for the Rim Worlds simply to feed their families or for fear of drawing attention to themselves. In spite of their reasons anyone who worked for Amaris was soon deemed a collaborator by the



PROJECT PHOENIX

Resistance who targeted them without mercy. It was in this way that most of the Hegemony government was left in place to take orders from "Emperor" Amaris. While this twisted bureaucracy did bleed manpower over time there was never a shortage of willing individuals ready to sell out their fellow people for better treatment.

After the war many of these collaborators were rounded up by the SLDF for war crime trials. As it turned out they were some of the lucky ones as the vengeful Resistance often tortured and summarily executed these traitors. A few collaborators were actually cleared of wrongdoing for their actions as they were captured and made to work for Amaris out of fear or were in fact double agents who tried to save lives and actively aided the Resistance. Today many of these Terrans live in seclusion and struggle to live with the deeds they witnessed or committed during the Coup. The worst offenders who many times acted out of pure greed and selfishness were sentenced to death or exile. Exile meant a trip to the desolate Spinward Arm of the Rim Worlds and almost certain death. Ultimately the Terran Hegemony was replaced by the New Republic because that once proud institution had become synonymous with collaboration. Even today collaborationism haunts many who live in self imposed isolation fearing discovery of their deeds. Many in the Resistance have refused to ever stop looking for any these traitors who might have temporarily escaped justice.

Resurrection Pains

After the liberation of Terra, the rescue of Amanda Cameron, and the execution of the Usurper rebuilding programs went into high gear. However it was by no means smooth sailing. The euphoria over Amanda Cameron's election as Director-General soon turned to disgust over the other member-states refusal to recognize her as the new First Lord and their constant bickering. The conflict that many in the SLDF feared would come appeared unavoidable.

Also with the SLDF's departure the "environment" in the Rim Worlds had become far more turbulent. The Rim Provisional Government lacked the popular support or military to overcome centuries of abuse at Amaris hands. Any edicts coming from Apollo were automatically tainted in the minds of most citizens. Hundreds of "anti-Apollo" groups, advocating the overthrow of the provisional government, appeared across the Rim Worlds. In fact, many planetary regimes began distancing themselves from the "out of touch" parliament on Apollo and began making their own decisions about their world's future.

Trying to maintain order the Rim Provisional Government accepted offers from the Steiners' to station Lyran Commonwealth troops on some worlds in late 2772. These Lyran "peacekeepers" immediately became a magnet for unrest and by early 2773 Commonwealth troops had abandoned their original mandate. Lyran forces began outright occupations on Rim planets and more units arrived to "proactively defend" other Rim Worlds in what was, in reality, an invasion.

Only urgent diplomacy by the BSLA and a veiled threat from General Kerensky stopped this "proactive defensive." However nearly a third of the Rim Worlds Republic was now in Commonwealth hands and talks aimed at their force's withdrawal soon stalled. While the Commonwealth did not interfere with CCR or Project Phoenix operations the mere presence of Lyran troops hampered their efforts.



While the Lyran occupied portion had a martial-law induced calm the other two thirds of the Rim Worlds Republic lacked any lid on the public's boiling sentiments. The region around Illium was able to maintain some order due to the pervasive presence of the BSLA, CCR, and then Project Phoenix. However the Rim planetary governments beyond the great SLDF bases on Circinus were struggling to maintain order.

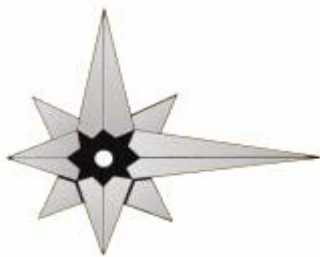
Though some order, and SLDF troops, returned after the liberation of Terra not nearly enough units were available to protect both the Terran Hegemony and Rim Worlds Republic. Of course this made efforts by Project Phoenix more and more dangerous as time went on. The personnel of Project Phoenix responsible for finding, analyzing, and disassembling Rim Worlds industries soon became known as "Journeymen" due to their frequent and hazardous travels.

These Journeymen were part soldier, part engineer, and many were "on loan" from the SLDF's Engineering Corps. They regularly faced Rim Worlds citizenry angered over crumbling economies, increasing incidents of piracy, and local officials who practiced corruption like a form of art.

Despite all the difficulties a steady stream of material flowed into the rebuilding Hegemony as its industries and infrastructure recovered. The ruins that were not too poisoned by radiation, biological, or chemical hazards were steadily being cleared away and rebuilt into new communities for the Hegemony's people.

Yet the psychological wreckage was not so easily repaired. The once boisterous and hopeful populations had become grimmer and resigned to hardships. A steady exodus of population, especially among the vital skilled professions, to other member-states continued as a significant percentage of the citizenry sought escape from worlds which were, to them, haunted by lost loved ones and cherished dreams.

Impoverished Futures



Many of the Hegemony saw their most cherished dreams dashed on August 12th 2781, when the spiteful High Council dissolved the Star League due to "irreconcilable differences." Soon rumors of the neighboring nations mobilizing their armies and even attempting to hire SLDF soldiers spread like wild fire across the Hegemony. Despite fears of a new war the people responded by redoubling their efforts.

The military industries which had been considered no more important than civilian facilities for reconstruction now became the highest priority. The beloved Director-General rallied her citizens to the cause of restoring the Hegemony and emigration dropped dramatically as most could see there would be no safe haven. Project Phoenix became like a Terran bee hive trying to rebuild everything they could before war cutoff the Hegemony from its resources in the Rim Worlds.

Activity among the SLDF itself caught the public's eye as they seemed to start hoarding supplies of all sorts and units which had been stationed outside of the Hegemony began moving back in. Public fears that the SLDF was going to restore the Star League by force were assuaged when Director-General Amanda Cameron and DRIA Director Ian Sinclair announced their engagement in June of 2784.



PROJECT PHOENIX

Only a month later the citizens on the Hegemony were shocked to discover the SLDF leaving in mass across their worlds. The largest armada since the Battle of Terra was carrying the majority of the SLDF soldiery and their dependents into the Draconis Combine. From June to November the shocked Inner Sphere watched their every move waiting to see if this would be the start of another terrible war.

Finally on November 5th, 2784 in orbit over New Samarkand, Commanding General Kerensky broadcasted his declaration that the SLDF was removing itself from the coming war to help reduce the destruction it would cause. The vast armada then started jumping towards the edges of known space and soon disappeared into the unknown.

New Star

The SLDF's "Exodus" left the entirety of the human race in shock. Its most vaunted defenders for two centuries were simply "gone." Its massive installations which stood as symbols of Star League vigilance on hundreds of worlds were empty abandoned shells. In this respect at least the Hegemony finally fared better than its neighbors. For among its worlds some of the heroic SLDF remained.

There presence, though few in numbers, swelled the hearts of the Hegemony's people. Even in the gathering clouds of conflict the people saw that they had kept true to the dream of the Star League despite its abandonment by their neighbors. Efforts by Project Phoenix now focused entirely on restoring the Hegemony's defenses and industries of war.

On January 1st, 2785, Amanda Cameron proclaimed the birth of a new nation unshackled from its recent traumatic past, the Terran Republic. The "Recovery Zones," which were originally temporary military regions established by Project Phoenix to channel reconstruction efforts were declared "Provinces" of this new nation. Additionally she benevolently accepted the position of "Regent" from her grateful people.



In the days that followed her announcement the worlds around Illium in the crumbling RWR were declared part of a "Rim Protectorate." Also the famed occasion of Regent Cameron and General Ian Sinclair's wedding took place. In its aftermath the new Regent further stunned her people by declaring that their descendants would bear the name "Sinclair" instead of Cameron bringing an official end to that both blessed and cursed house.

In the growing shadow of what might become the most destructive war in human history the people of the "Terran Republic" rebuild their lives and their shields with a new dream to light their way.



TIMELINE

2764

- Amanda Cameron is born in the month of March

2766

- Start of the Amaris Coup. On December 27th Stefan Amaris assassinates First Lord Richard Cameron. Captain Dawn McCormick manages to rescue the First Lord's two year old daughter and heir Amanda Cameron.

2767

- By January 1st troops loyal to Amaris consolidate their hold over 95 of the Terran Hegemony's 103 worlds.
- The SLDF led by Commanding General Aleksandr Kerensky retakes New Vandenberg in January.
- On February 4th Amanda Cameron and her rescuers escape capture by Rim Worlds troops fleeing over the Aleutian Intercontinental Bridge.
- On May 19th Emperor Stefan Amaris offers General Kerensky and the SLDF a chance to join his new "Empire".
- Three days later on the 22nd of May General Kerensky declares a truce with the Periphery and announces his intentions to seize the Rim Worlds Republic.
- By July 4th the SLDF invasion of the Rim Worlds Republic begins.
- SLDF has conquered the 248 worlds that make up the Rim Republic by December 31st

2768

- On March 28th the Rim Provisional government signs a peace treaty, the Truce of Apollo, with SLDF that formally ends hostilities.
- In June the Last Cameron (Amanda) meets Katyusha Kerensky in Moscow.
- The Committee for Corporate Restoration (CCR) is created by General Kerensky in July.
- On August 20th the Concord of Illium is signed by the SLDF, the CCR, the Rim Worlds Republic, and several major Terran companies.

2769

- On May 11th the five remaining members of Star League Supreme Court uphold lower court rulings that seize all assets of House Amaris. These detained funds are turned over to SLDF.
- The CCR opens the Star League Mint on Illium amid great fanfare on June 22nd. This is the first Star League Mint producing currency outside of the InnerSphere in the history of the Star League.

2770

- The SLDF is ejected from the Free Worlds League by Captain-General Kenyon Marik after Major Ian Sinclair leads an unauthorized raid to save hostages on Talitha.

2772



PROJECT PHOENIX

- On July 14th the Hegemony Campaign is begun when three separate SLDF taskforces attack the Amaris occupied Terran worlds.
- Sabik, Lambrecht, Kervil, Telos IV and Murchison are lightly defended and fall quickly to Star League troops
- The SLDF engages DCMS forces on Vega, Imbros III, Styx, and Altair instead of Amaris troops. Combine troops withdraw in the face of Star League forces.
- In October the Lyran Commonwealth is allowed to station troops on some Rim Worlds as peacekeepers by the Rim Provisional Government after a dramatic increase in bandit activity.
- The SLDF overwhelms the Usurper's forces on Mallory's World, Ozawa, Syrma, and Zebebelgenubi.

2773

- Jon Case and Dawn McCormick, the two people responsible for saving Amanda Cameron, are married on occupied Terra.
- The atrocities on Helen (massacre of artists) and Zebebelgenubi (massacre of scientists) occur.
- In February after a Lyran garrison is attacked by "bandits" Archon Robert Steiner II orders additional units into the Rim Worlds to "proactively defend" some ungarded Periphery planets.
- The long and costly campaign to recapture Nusakan, with its SDS and Castle Brians, finally ends as Star League troops eliminate all resistance.
- Oliver and Ozawa are captured nearly intact by the SLDF which is a major early success in the Hegemony Campaign.
- On Saffel the local Rim Worlds garrison defaces government buildings in a fit of ill humor.

2774

- The SLDF completely encircles the Amaris Empire in November 2774 when they take Slocum and Connaught.
- By the end of 2774 the SLDF had liberated 11 worlds and were contesting 10 more.

2775

- Bryant and Asta which had been abandoned by Rim Worlds forces between late 2774 and early 2775 are liberated by the SLDF. Both worlds are important because they lie within a single jump of Terra.
- Star League Marines fighting since the start of the Coup successfully defend Carver V when the Usurper's forces suddenly pull off world.
- Amaris pulls back from twelve worlds including the nuclear wasteland that is Graham IV to better defend the rest of his shrinking Empire.
- Nirasaki, which was also abandoned by Rim Worlds troops on orders from Amaris, leaves vital clues to vulnerabilities in the SDS system.
- New Home falls quickly to the SLDF thanks to a new ECM that defeats the planet's SDS in March.
- In April General Kerensky authorizes Project Phoenix to rebuild the Terran Hegemony.
- Procyon which saw difficult fighting thanks to the Castle Brians located on world is



finally liberated by the Star League.

- The SLDF clears Dieron after a brutal two year campaign which killed millions and left the planet devastated.
- Keid is recaptured by the SLDF relatively intact except for its military installations which were destroyed in the fighting.
- The Star League liberates Caph which was left in ruins by the Rim Worlds occupation.
- On August 20th Dawn McCormick gives birth to a daughter, Elise Case.
- In 2775 some mercenary units hired by Amaris begin to surrender.

2776

- The Hegemony Campaign is concluded in 2776 with the liberation of New Earth. With all the worlds surrounding Terra freed the SLDF prepares Operation Liberation.

2777

- The SLDF launches Operation Liberation on January 23rd to retake Terra.
- The Last Cameron and the Kerensky family are rescued in February when the SLDF takes Moscow.

2778

- The surviving members of the Hegemony government meet in Geneva on March 15th and agree to create the Directorate of Reconstruction and Interim Administration (DRIA) which absorbs the Committee of Corporate Restoration (CCR) and Project Phoenix.

2779

- General Kerensky captures Stefan Amaris on September 30th.
- On October 1st fighting ends on Terra after Amaris orders his troops to surrender.
- By early November the last of the Usurper's soldiers still fighting on other Terran worlds surrender finally ending the Amaris Coup.
- On December 1st Stefan Amaris, his family, and his top advisors are executed by firing squad for their parts in the murder of the entire Cameron family.

2780

- The first full session of the Hegemony Congress post Amaris Coup begins in January. They move quickly to nominate Amanda Cameron as the 21st Director-General of the Terran Hegemony with Ian Sinclair serving as Director Pro Tem.
- In March shortly after her sixteenth birthday Amanda Cameron is overwhelmingly confirmed by the people of Terra as the next Director-General of the Hegemony.
- The High Council of the Star League is once again convened in Unity City on October 10th. They agree that the Cameron dynasty over the Inner Sphere has ended. The House Lords then begin to argue among them about who will lead the Star League either temporarily or permanently. General Kerensky campaigns hard to see that Amanda is elected First Lord.
- Jerome Blake is appointed Minister of Communications by the High Council on October 12th.
- On October 18th the High Council strips General Kerensky of his title, Protector of the Star League.



2781

- The Star League is formally dissolved by the High Council on August 12th.

2782

- Amanda Cameron reaches her majority (18 years of age) in March and becomes the sole ruler of the Terran Hegemony.

2783

- By August the House Lords begin recruiting SLDF units for their own militaries.
- Kerensky begins planning Operation Exodus to safeguard the remnants of the Star League in September. The bulk of rebuilding efforts in and around Unity City are gradually suspended by Terran authorities.

2784

- On February 14th Kerensky calls together the commanders of the SLDF on New Earth and proposes the Exodus.
- On February 21st Amanda Cameron announces her decision to remain with her people on Terra.
- In June Amanda Cameron (20) and Ian Sinclair (43) announce their engagement.
- Operation Exodus is begun in the month of July.
- On November 5th the SLDF departs the InnerSphere from New Samarkand.

2785

- The birth of the new Terran Republic is proclaimed amid New Year's celebrations on January 1st.
- Amanda Cameron and Ian Sinclair are married on January 6th. Following the ceremony Amanda stuns many by announcing that her heir's would forever bear the name Sinclair.
- In May the Lyran Commonwealth seizes the planet of Bolan which according to some starts the 1st Succession War.



ORGANIZATION

The Directorate of Reconstruction and Interim Administration or DRIA has roots in two earlier recovery agencies. As a result DRIA has a very well developed structure based on its predecessors and utilizing its own innovations. The first agency created was the Committee of Corporate Restoration or CCR which focused on economic stabilization and recovery. The CCR which was led by a Chairman and governed by a Committee established a certain hierarchy that the next two recovery groups followed closely. This included a well-ordered bureaucracy made up of several divisions that each focused on a certain aspect of reconstruction. Project Phoenix came next and brought something new to the recovery effort, zone structure and positive image. The Project dispersed its assets into defined zones of recovery, which started at the local level and went all the way up, aided in the re-establishment of order. More importantly people easily identified the firebird emblazoned personnel of the restoration and appreciated their good deeds. Superior public relations bought out the best in people from Terra and all around the InnerSphere who pitched in to help. The organization's name recognition is still so omnipresent that many denizens as well as group members refuse to use our new official designation. Finally the Hegemony Congress bought both groups together in 2778 creating the DRIA. The Directorate merged these organizational styles into a single effective web that speed reconstruction. Since its creation DRIA has been the primary agency responsible for rebuilding the industries, infrastructure, and defenses of the nation.

Purpose & Activities

Like the mythical firebird it is named for Project Phoenix will one day return to the ashes from which it came. Established in April 2775 as a provisional agency of the Star League by order of Commanding General Aleksandr Kerensky the Project has had only one goal. This goal, as laid out by Kerensky to Sinclair, called for the complete restoration of the Terran state to its pre-Coup condition. While much has been done to rebuild the nation we are still moving towards completion of this objective. Some already seem to think that the organization has reached its zenith. Superficially a significant drop in manpower and monetary allotments appears to bear that impression out. The membership of Project Phoenix continues to dispute this idea strenuously. With the departure of the SLDF and the current state of the InnerSphere there is still plenty of public support for the organization on Terra. Those who would dissolve the DRIA are currently a vocal minority and this should remain the status quo for the time being. Never intended to be a permanent body the DRIA is purely an interim organization dedicated to rebuild Terra. More and more of its reconstruction projects are winding down as international tensions mount. Most of its former roles, especially Interim Administration, have been taken over by the New Republic completely. These duties actually passed to DRIA members who "transferred" to governmental positions leaving Project Phoenix. Civilian agencies who supplanted our interim control all across the Terran Republic often tried to grab recovery personnel for permanent jobs. As a result we have never made cuts to our skilled personnel roster. Former members of Project Phoenix are a highly sought commodity in the Terran public and private sectors.



PROJECT PHOENIX

A few members of the Project have recently begun to voice their belief that the mission won't be done until the leader of the Terran state is restored to her rightful place within the InnerSphere. These Restorians as they are called are small in number but vocal in their convictions that the Star League should be reunited under the leadership of Amanda Cameron and her heirs. They feel that only on that day will their mission, as laid out by Kerensky, be complete. The movement apparently began after the High Council first refused to support Amanda for the First Lordship and then moved to officially dissolve the Star League. The Directorate has so far ignored these unrealistic calls within the lower membership but their numbers appear to be growing as order throughout the InnerSphere collapses. This hasn't deterred the Restorians however as they continue to work not only on rebuilding the Terran standard of living but its political position as the capital of known space as well.

Currently the Project has dedicated itself to the reconstruction of Terran defenses in the face of at least two hostile House Lords. The militarization of our effort in the days following Kerensky's Exodus has now reached a fever pitch that will hopefully enable the New Republic to stave off any invasion. We also retain enough staff in the Terran state to quickly take charge of any disaster situation that requires our direct deployment by the Regent. These relief duties assigned to us by the Congress should help back up the fully capable Republican government already in place in the event of natural catastrophe or foreign invasion. Elsewhere, we remain active in rebuilding the Rim Protectorate which just began this year at the direction of Regent Cameron. Operations aimed at consolidating the stable part of the Rim Worlds and their remaining industries is preceding nicely. Quietly returning the Protectorate to viability as an autonomous Periphery state is a wise move given its proximity to the ever belligerent Draconis Combine.

Some ask how long will the Project to rebuild Terra continue. In mythology the Phoenix lives to at least five hundred years of age and can't be killed until its lifespan is complete. So shall it be with our organization.

Recruitment

Just like the rest of Project Phoenix's organization recruitment has continued to evolve over time. As part of his original directive Ian Sinclair was permitted to call upon any Star League citizen to assist him in rebuilding the Hegemony. After setting up a select command group Sinclair publicly posted job openings that nearly anyone could apply for similar to most civilian companies. During this time many members did Double Duty, where they served as part of Project Phoenix as well as some other agency. The Project became more selective after the successful conclusion of Operation Liberation. First off double duty was gradually eliminated in favor of those who were completely committed to reconstruction. Many of DRIA's core members are veterans of the SLDF and BSLA who officially retired after the war to help rebuild their homeworld. Next Terran citizenship became a requirement for new members of Project Phoenix. Today the recruitment process has been formalized, some say ritualized, into three steps. One, a prospective applicant must be sponsored by a Master Craftsman who vouches for his potential and fidelity. The second and newest step to recruitment is formal indoctrination at the Central Recovery Institute (CRI). If they graduate from the Institute successfully



these Apprentices must serve at least one tour with their sponsor till he is declared ready and officially declared a Journeyman.

Training

When Project Phoenix started out they had no formalized training methods what so ever. Knowledgeable individuals usually teamed with learning volunteers in the field for improvised schooling. Today many recruits for this era glibly remark they received their education at the school of hard knocks. Of course these true rookies were pretty at first as the initial membership was made up of highly skill personnel displaced by the Amaris Coup. Many were also members of the SLDF or BSLA who had more than adequate experience to begin their careers in the reconstruction effort. Now recruits are put through the rigors of formal training at the Central Recovery Institute (CRI) on New Earth. Learning along side other raw recruits from some of the most experienced and now partially retired Craftsman in Project Phoenix they are tested both mentally and physically. Standards are high and the teachers strict on a daily basis. If they successful endure two years at the Institute and graduate the recruits become Apprentices of Project Phoenix. Of course this apprenticeship entails more real world training and can last indefinitely. The Apprentice’s sponsor must qualify him for review by other Craftsman before he can be a full member of Project Phoenix.

Ranks

As with many different organizations Project Phoenix has ranks to distinguish different levels of authority. While some have accused the DRIA of having an overly structured organization most recognize that such an enormous undertaking requires a strict chain of command to keep recovery efforts running smoothly. There are three basic peer groups as they are called in the overall system. The highest peer group being Directors, the next being the Masters, and the lowest being the Craftsman. To advance in rank an individual must first apply for the next highest position and then be approved by the appropriate Peer Council. These Councils are made of three Peers randomly selected from among the membership. They may ask a candidate to perform almost any appropriate task before he or she meets with their unanimous approval or disapproval. In this way no member of Project Phoenix is promoted without due cause.

DRIA Rank	Bureaucracy Recovery Area		Republic Equivalent
<i>Directors</i>			
Director	Directorate	Directorate	Republic
Deputy Director	Bureau	Zone	Province
Assistant Director	Department	Sector	Duchy
<i>Masters</i>			
Administrator	Agency	District	Earldom
Manager	Office	Precinct	Barony
Supervisor	Section	Cooperative	Order
<i>Craftsman</i>			
Specialist			
Journeyman			
Apprentice			



PROJECT PHOENIX

Director

The Director of Project Phoenix is the chief executive and overall leader of the Terran reconstruction effort. Originally this position was called Chairman in the CCR and only became Director when Project Phoenix was created. This title has carried over to the DRIA. The rank of course is named in honor of the Hegemony's traditional leadership post. In fact after Operation Liberation this position became known as Director Pro Tem until Amanda reached her eighteenth birthday and assumed her rightful role as Director-General. This event in 2783 marked the official change in authority from Project Phoenix to the Hegemony government on the national level. In the agency's short history there have only been two Directors including Project Phoenix's founder Ian Sinclair. The current Director of the DRIA is Jonathon A Winston III. This "commander" of Project Phoenix technically answers only to the Regent of the Terran Republic and the Directorate itself.

Deputy Director

Just below the overall Director of Project Phoenix are his closet advisors and high officers often informally referred to as Deputies. Officially named Deputy Directors are further divided and also known by their particular job classifications. The second-in-command of Project Phoenix and the former Director of the Terran Recovery Zone is known as the First Deputy. With the change of authority complete for the Keystar Province this Director is now in charge of the organization's Provisional Zone. The Provisionals are emergency responders of Project Phoenix which can be deployed rapidly to any area in the Republic should the need arise. The First Deputy is also nominally the successor to the Director of the Project Phoenix as a principal requirement for that job is service here. Along with the First Deputy there are Zone Directors and Bureau Directors. Zone Directors run the largest recovery areas in Project Phoenix and are responsible for their restoration. Bureau Directors administer specific parts of the Project's overall assets to maximize their performance. Currently there is a total of ten Deputy Directors in Project Phoenix (a First Deputy, two Zone Directors & seven Bureau Directors).

Assistant Director

The lowest officers of the Directorate which effectively governs Project Phoenix are known as Assistant Directors. Only seventy two of these members remain with the reconstruction effort as it comes to an end within the New Republic. Since there are only three active zones a total of twenty one Departmental Directors who are part of the bureaucracy and fifty one Sector Directors who coordinate the recovery of inhabited star systems are still around today. Working mainly in the Rim Protectorate about a third remains with the Provisionals.

Administrator

The foremost title a master craftsman of Project Phoenix can acquire is that of Administrator. They are the field commanders of the reconstruction effort and are often directly involved in many rebuilding projects. An Administrator is responsible for the overseeing of a small agency in the bureaucracy or a regional district within a recovery sector.



Manager

The second rank master craftsman of the recovery effort receive is that of Manager. Managing several small sections at once can be a difficult assignment that some can not grasp. These Managers are placed in charge of a local office of Project Phoenix or a community precinct and must be up for the challenge.

Supervisor

The first title achieved by so-called master craftsman of Project Phoenix, which is the second of three tiers in their ranking system, is that of Supervisor. This is the first leadership position with the recovery effort. They either command a bureaucratic section or a tiny cooperative operating from their workshop within a much larger precinct.

Specialist

The most skilled craftsman of the Project are known as Specialists. Their workmanship has advanced to such a level that they are often asked to provide their opinion when beginning a job. They also provide a key instructional role in the continued development of apprentices.

Journeyman

This might be the most identifiable rank within all of Project Phoenix. Named for the first highly skilled techs that literally traveled all over the Rim Worlds Republic in search of valuable equipment that could eventually aid in SLDF operations and Terran reconstruction. The rank Journeyman also honors the craftsman of human history who they closely identified with. Today it is the first craftsman position held by those who have just completed their apprenticeship under the tutelage of a master.

Apprentice

During the Amaris Coup the rank of Apprentice was an informal rank given to outside personnel involved in recovery operations. This temporary rank was withdrawn as soon as the operation came to an end. Today the Apprentice is a new member of Project Phoenix who has successfully graduated from the Central Recovery Institute (CRI) and is continuing to learn from his sponsor. While technically considered a craftsman of the recovery this individual is still young and inexperienced as many Masters will often tell you.

Recruit

These new members are undergoing training at the Central Recovery Institute and do not have an official rank in Project Phoenix until they graduate. Failure at the Institute results in the recruits discharge from the organization.

Directorate

Within an agency as large and with so many different responsibilities as Project Phoenix there needs to be some sort of final authority that can decide on issues too important to be left in one person's hands. This chief governing body is known as the Directorate. This parliament-like association was preceded by a Committee in the CCR which helped prioritize that agency's agenda. Today it is composed of all the members of



PROJECT PHOENIX

the Directors peer group currently in the DRIA. Currently there are eighty three Directors who meet to discuss, and vote when necessary, on issues concerning Project Phoenix. The members of the Directorate have a vast wealth of experience to draw upon and naturally when any number of people vote everyone has, at least slightly, differing views on the best way handle an issue. This lends their meetings a very "political" air as every member tries to sway the others into supporting his views on an issue. A simple majority vote usually carries the day but in case of tie breakers the Director casts the deciding vote. The Directorate has regular Seasonal Meetings but a special session may be called for by request of the Director, or two Deputy Directors, or four Assistant Directors. Once in session it can not be disbanded except by its own initiative. Not only do they decide how to spend Project Phoenix's assets but the Directorate can if necessary remove a sitting Director by holding a simple vote of no confidence.

Authority

When Project Phoenix was created by General Kerensky it was empowered to make tough decisions that would be necessary to the efforts speedy success. So much needed to be done and billions of lives depended on these decisions. In order to keep reconstruction running smoothly Project Phoenix would have the final word over local civilian authorities. As their original mandate comes directly from the Protector of the Star League (General Kerensky) only the Protector or the First Lord can veto a decision by the Directorate. As Project Phoenix recognizes Amanda Cameron as the rightful First Lord of the Star League this power is devolves on her and her heirs.

When Project Phoenix and the Committee for Corporate Restoration (CCR) merged during the creation of the DRIA this level of authority remained unchanged. However, the Congress gained some power over the DRIA by wining an important financial concession, budgetary oversight. Any money that came from the Terran government would have to be approved by the Congress. Since revenues from the rebuilding Terran state were becoming the lifeblood of Project Phoenix this indirect check on their authority was enough for concern Congressmen.

As a result any territory or governmental office under DRIA authority is "completely" in under its control. However, once the area or organization has been deemed capable of self governance and administration a "Recognition of Authority" ceremony would be held. At this point the DRIA no longer has "any" authority over that area or bureaucracy. All of the worlds and agencies within Terran space have already had their Recognition of Authority ceremonies. Only occupied Terran and Rim Protectorate worlds are still subject to the Directorate's decisions. The Regent can also grant emergency powers to the Provisional Zone of Project Phoenix that would place designated areas under the complete control of the Directorate. Project Phoenix has rarely used this authority to its full legal extent since most understand the survival of the nation is at stake.

Zones

In order to ease the process of reconstruction Project Phoenix originally divided the Terran Hegemony and Rim Worlds Republic into "Recovery Zones." These zones remained after the DRIA merger and have been vital to focusing efforts. A number of zones in the former Rim Worlds Republic were soon shut down as security concerns



became too great to justify their continued operation. However, two zones within the newly organized Rim Protectorate remain.

- Astan Recovery Zone (returned authority in 2782)
- Dieron Recovery Zone (returned authority in 2782)
- Rhodesian Recovery Zone (returned authority in 2781)
- Nanking Recovery Zone (returned authority in 2782)
- Talithan Recovery Zone (returned authority in 2782)
- Oliver Recovery Zone (returned authority in 2782)
- Terran Recovery Zone (returned authority in 2783)
- Illium Recovery Zone (active in the Rim Protectorate)
- Yelmeke Recovery Zone (active in the Rim Protectorate)
- Provisional Recovery Zone (active in the Terran Republic)

Bureaus

The DRIA itself is divided into seven large "Bureaus." Each has an area of responsibility in restoring the Terran worlds. A multi-tiered structure is used to facilitate construction efforts. So each "zone" leader has seven smaller parts of the major bureaus under his direction.

Bureau of Interim Administration

The BuInAd is responsible for rebuilding the Terran governments at all levels. From the local town hall all the way up to the Terran Congress the BuInAd provides the expertise and equipment to get government working again. While a vital role the BuInAd receives the least public attention as its operations take place "behind the scenes."

Bureau of Exploration

The BuEx is, on the other hand, the most widely recognized part of the DRIA. One of the ways the Amaris hid their military buildup was by placing the factories, shipyards, and bases in the "Deep" Periphery. Most of these "Secret Prefectures" were discovered by the SLDF during or soon after its invasion of the Rim Worlds. However some remained hidden from the rest of humanity. The BuEx's small scout jumpships systematically map solar systems looking for clues that will lead them to any Amaris facilities still hidden nearby. Though some claim there are no more to be discovered a couple of incidents prior to the SLDF's Exodus required several regiments to subdue and has kept the BuEx looking.

Bureau of Security

The BuSe has expanded rapidly since the SLDF's Exodus. Originally little more than "bodyguards" or "police instructors" the Bureau of Security has grown into a potent paramilitary force. Prior to the Exodus, Project Phoenix operations were protected by SLDF detachments. With war imminent the new Terran military cannot spare units for this duty so the BuSe has been given this function. Armed civilian jumpships and dropships along with secondhand BattleMechs, aerospace fighters, and armored vehicles comprise the BuSe's arsenal. The BuSe also employs a number of small size, company or less, mercenary units for additional strength during contested missions.



Bureau of Restoration

The BuRes are the "wrenches" of DRIA. When a facility, or piece of it, is selected the BuRes handles the actual disassembly. In the same vein the BuRes also reassembles and or integrates the machinery once it arrives on its designated planet. Bureau of Restoration personnel are the most commonly seen journeymen of Project Phoenix in the Rim Worlds and have become an increasing target of attacks as anarchist groups seek to stop the "pillaging" of their worlds.

Bureau of Transportation

Before a facility can be rebuilt in Terran space it must be moved from the Rim Worlds. This is the responsibility of the BuTran. While many of its jumpships were "on loan" from the SLDF, now most of the transports are commercial vessels. The largest contractor for the BuTran remains the New Earth Trading Company, NETC, as it has the largest fleet of cargo jumpships and dropships in known space.

Bureau of Investigation

The Bureau of Investigation, BuInves, include the dreaded "auditors" of Project Phoenix. Whenever another bureau is having "problems" meeting goals the BuInves is sent to investigate. They are also empowered to make whatever "corrections" are needed to get missions back on schedule again. Most notably when called upon to determine issues with BuInAd missions the BuInves has been instrumental in uncovering and prosecuting governmental corruption. A lesser known but equally vital function of BuInves is archival research. The locations of three "Secret Prefectures" were discovered due to archival research conducted by the BuInves.

Bureau of Analysis

One of the BuAn's most important functions is analyzing and prioritizing the needs of the Recovery Zones and the worlds within them. Thru the BuAn Project Phoenix determines if rebuilding one world's BattleMech factory takes place now or waits until another world's aerospace fighter factory is repaired. They also study the massive volumes of data on Rim Worlds facilities to determine what will be moved to Terran space and what will remain or even be demolished.



NATIONAL OVERVIEW

The New Republic

As the Exodus got underway in 2784 it became clear to those who knew of the SLDFs planned departure from the InnerSphere that the Star League's restoration was beyond any hope. Many Terran officials with knowledge of the operation realized that a new administration was necessary to effectively govern the nation. Over the years the Hegemony had become completely obsolete and largely ineffectual. This was probably the fault of the Star League which completely overshadowed the Terran state over the course of its reign. During humanity's Golden Age the patron state of the League had become so intermingled with that grand organization it was hard to tell if the Hegemony had any real authority left. With the best personnel going to serve in the Star League appointments for the Hegemony went to less skilled individuals who usually got their positions through nepotism rather than merit. Under the last First Lord this problem grew to epic proportions and set the stage for the Hegemony's collaboration with the Usurper. After many Hegemony officials openly conspired with Amaris to operate his "Empire" it became apparent that the populace didn't trust its own government. This black mark was something the Hegemony just couldn't shake even during Project Phoenix which saw some missteps that Terran citizens quickly blamed on government mismanagement. Also the Terran Diaspora reordered the nation bringing to light a need for adequate representation for all Terrans.

Laying the foundation for the establishment of a new Terran government was Project Phoenix. This organization was charged with the restoration of every facet of national life in the wake of the Hegemony Campaign. As surviving nobles, war heroes, resistance leaders, and philanthropic individuals came forward to rebuild their native worlds the Bureau of Interim Administration worked behind the scenes to help. Acting as advisors to these rising public figures they carefully guided the reconstruction of Hegemony government at all levels. When necessary they used their broad authority to serve as watchdogs correcting any abuse of power or the citizenry. This system worked well and allowed the nation's new leaders to emerge without interference. During this effort many involved in Project Phoenix recognized the glaring flaws in the very structure of the Hegemony. While measures were undertaken to correct these shortcomings temporarily several wide ranging permanent reforms would be vital to the continued existence of the Terran nation. Some essential restructuring of the bureaucratic landscape might be impossible however if the Hegemony remained. The alternative was to form a brand new national government that was better suited to deal with current events. To facilitate this expected transition Project Phoenix used its own organization as a template to model the future Terran administration. Making adjustments and tweaking their system of governance within Terran space provided an excellent basis for the Hegemony's eventual successor state.

Finally on March 5, 2784 Director-General Cameron addressing a special closed session of the Hegemony Congress called for a constitutional convention that would in her words "create a New Republic". Despite highlighting in her speech the weakness of the current government many Conservatives disagreed with that radical assessment. Some even went so far as to suggest that this was the first move towards tyranny not reform. The fierce debate raged in Congress for most of that month but never once came



PROJECT PHOENIX

to public light thankfully. Discovery of the Hegemony's limitations would have only given aggressors more bad ideas. Luckily nearly everyone assumed that Congress remained in closed session debating what the SLDFs next move would be. Preparations for the Exodus had bought their activity to a fever pitch and no one knew why. These maneuvers occupied the publics' attention and served as the perfect cover for the growing political storm. The Congress refused to take quick action as initially called for by the Director-General despite several incidents like the Sidderta Plague on Van Diemen IV that continued to demonstrate the Hegemony's shortcomings. With the debate becoming a deadlock something had to be done to move the process along. On April 1, 2784 Project Phoenix personnel bought the Hegemony to a stand still going out on strike. This work stoppage created gaps in non-vital services at nearly all levels of government showing dramatically that the Hegemony was finished. A few days later Congress voted unanimously on a resolution calling for a Constitutional Convention that would create a more perfect government.

Fifty four delegates nominated by the Director-General and confirmed by the Congress met on New Earth in May of 2784. The Convention itself started on the 14th of that month and was held at Colonial Hall in the still rebuilding city of New Foundation. Again security was tight to avoid public disruption and foreign knowledge but thanks to the Exodus again no one was the wiser. Due to Amanda's absence while negotiating the Centuran Accords it was Ian Sinclair, the Director of Project Phoenix at the time, who served as the Convention's President. For months the delegates hammered out the specifics of a Constitution that would give birth to a new national government. First they decided on the preamble; "The people of Terra, desirous in the need for greater defense and unity in order to maintain our continued sovereignty and everlasting freedom, do hereby proclaim the birth of a New Republic founded on the principles of our forebearers as laid out in this Constitution. May it establish justice and security for our realm, the Terran Republic, on the behalf of our progeny for all of time." Next issues like the regional representation, the role of House Cameron, status of nobility, rights of the people, political organizations, and the supremacy of the Sol System all were debated. Finally six months after they had begun the delegates presented their draft to the Hegemony Congress. This first step in the ratification process took another month but by the end of December 2784 the Congress had agreed to present it to the Terran people for final popular approval.

There were several major differences in the Terran Constitution presented to the people by the Regent on January 1, 2785 from the original Hegemony Charter drafted by James McKenna nearly four hundred and seventy years ago. Perhaps the biggest change was the shift from the small Hegemony Province system to the creation of seven large Provinces. These territories based on Project Phoenix Recovery Zones gave other worlds outside the Terran core a louder voice in the new order. The Republican Congress was altered from the Hegemony version as well. No longer unicameral in nature the national legislature was split into two distinct bodies. The Terran Senate represented the new regional Provinces of the Republic and was composed of three Senators from each area. One Senator was to be appointed by the Provincial Executive, another was appointed by the Provincial Council, and the final Senator was elected by the people of the Province. Considered the upper house of legislature it was granted the power to declare war, confirm executive appointments, and endorse treaties. The Royal Assembly assured



popular representation through each inhabited star system. One system wide representative elected by the native people for a term of five years made up the lower house of Congress. They have two principal powers; one is determining the annual Terran Budget. The second is their election of the First Minister of the Republic who serves in a similar role to the old President of the Hegemony Congress.

The legislatures envisioned by the Terran Constitution were the direct representatives of the people. In the words of Ian Sinclair they “are the very heart of this New Republic”. In fact the only popularly elected Terran offices are within the legislative branches of the government. These offices can be found in every level of the Terran government from national to local and it is within these lawmaking bodies where most of the politics of Terra are played out. This leads to another major difference between the Hegemony and the Republic. For the purpose of adding diverse input into the new government it was agreed to allow political parties. This marked a stark contrast from the Hegemony Charter which expressly forbid the formation of any political units except strictly monitored “thought groups”. While this centralized system did work it relied solely on the Director-General for political leadership. As a result when the Cameron dynasty failed so did this system. While some opposed their creation Amanda Cameron insisted as she wanted to empower all the people of her realm. However, to prevent a fiasco like the demise of the Terran Alliance many regulations were placed upon the parties. Term limits were placed upon every elected office, political campaigns were financed exclusively by the government, and several Hegemony based election laws (i.e. brief campaigns and paper-ballot voting) were retained by the Republic.

While the delegates to the Tau Ceti Convention agreed to the branches of government so long ago expressed by John Locke they made their own conclusions on how they applied to this Republic in the neo-feudal age. This certainly can be seen in the executive branch of Terran Republic which vested authority in the Regent and the nobility. This was a natural progression since McKenna envisioned the Director-General of the Hegemony as “a single head of state chosen, but not ruled, by the people” who ruled “until his death or voluntary retirement”. Since January 1, 2351 when Michael Cameron announced the reintroduction of noble titles in the Hegemony’s Peers List these titled personages have been gaining powers throughout the InnerSphere. So as a result the Terran nobility was naturally rewarded for their undying loyalty and outstanding service during the Amaris Coup by granting them hereditary claim. However, in return for this great power came greater responsibility to the people as laid out in the Constitution which expected the nobles to provide peace, freedom, prosperity, and security for all those under their rule. If these conditions are not met the offending noble can be removed from power legally by his lord. As such the Regent may have become the new sovereign of the nation but as Amanda Cameron said “the Regent governs in the name of the people”. The Regent was a hereditary monarch unlike the Director-General but has more limitations placed on that constitutional granted office. This was mirrored throughout all levels of executive authority in the Republic from Premiers who rule the Provinces, to the System Lords who hold the title Duke, to Earls who oversee regional areas, to Barons who lead local communities. The remainder of the Terran government, the Judiciary and the Bureaucracy, was to be made up of civil servants. At their head is the Supreme Tribunal, which oversees the judicial branch, and the Council of Ministers, which administers the national bureaucracy, are both nominated by the Regent and confirmed by the Senate.



PROJECT PHOENIX

On March 10, 2785 the people of the nation voted overwhelmingly to approve the new Terran Constitution. Having been endorsed by the Hegemony Congress in December 2784 the Constitution was merely provisional until popular confirmation. So while the New Republic had been proclaimed by Amanda Cameron on January 1, 2875 this final step legitimized the new government and officially did away with the old. The final revision to the Constitution occurred on January 6, 2785 when Amanda Cameron wed Ian Sinclair and established a new ruling House. Some outside critics mainly from the Free Worlds League have discounted this mandate as pure rubber stamping of tyrannical authority. The election however has restored public trust in the Terran government at home damaged since the opening days of the Coup. After her proclamation Regent Cameron moved quickly to establish a new Terran capital in order to facilitate the transition as smoothly as possible. The actual seat of government has now been placed in New York City and is currently under construction at the site of the ancient United Nations which will temporarily hold Congress. The new Terran Royal Palace is also under construction and is located some thirty miles up the Hudson River on the Palisades which were former park lands. The Supreme Tribunal is currently seated in Washington at the site of the old Star League Supreme Court. Future plans may move them closer to New York but for the time being they will remain in Washington.

National Fact Summary

Founding Date: January 1, 2785

Capital (City, World): New York City, Terra

National Symbol: Stars of the Republic (Yellow Terran Star surrounded by six yellow provincial stars set against a golden background circular in form with black highlights)

Location (Terra relative): Central worlds of the InnerSphere

Total (Inhabited) Systems: 144

Estimated Population (2785): 515,520,000,000

Government: Constitutional Monarchy

Chief of State & Head of Government: Regent (Hereditary title among Sinclair family; term Life.)

Cabinet: Council of Ministers (chiefs of 7 different Ministries), appointed by the Regent and confirmed by the Senate.

Legislature: Republic Congress (bicameral legislature)

Terran Senate – 21 Senators (3 from each Province), appointment and term varies from province to province.

Royal Assembly – 144 Assemblymen (One for each star system), elected by the people for a 5 year term.

Judiciary: Supreme Tribunal (3 Justices selected by the Regent and confirmed by the Senate; term, 25 years. Other federal courts are Appellate Courts, Regional Courts, and Territorial Courts.)

Political Divisions: 7 Provinces (Terran, Astan, Dieron, Rhodesian, Nanking, Talithan, & Oliver)

Dominant Language(s): English (primary) with all other regional dialects secondary.

Dominant Religion(s): Christian (Catholic), Muslim, Hinduism, Judaism, & Buddhism

Unit of Currency: Phoenix



Governmental Listings

Council of Ministers

Ministry of Domestic Affairs (First Ministry)

Ministry of Foreign Relations

Ministry of Defense

Ministry of Revenue

Ministry of Commerce

Ministry of Justice

Ministry of Science

Ministry of Domestic Affairs

Department of Bureaucracy

Department of Education

Department of Housing

Department of Agriculture

Department of Labor

Department of Infrastructure

Department of Safety

Ministry of Foreign Relations

Political Emergency Response Teams (PERT)

Department of Diplomatic Operations

Department of International Organizations

Department of Protocol

Department of Legal Aid

Department of Humanitarian Programs

Department of Public Affairs

Ministry of Defense

Terran Republic Armed Services (TRAS)

Royal Command

Army Command

Navy Command

Reserve Command

Intelligence Command

Logistics Command

Support Command

Special Services Command

Administration Command

Central Intelligence Bureau (CIB)

Counter-Insurgency

Covert Operations

Diplomatic Security

Information Analysis



PROJECT PHOENIX

Intelligence Directorate
Military Investigations
Special Operations

Ministry of Revenue

Revenue Collection Agency (RCA)
Business Information Exchange (BIE)
Central Stock Exchange (CSE)
Department of the Treasury
Department of Monetary Circulation
Department of the Mint
Department of Foreign Currency Exchange

Ministry of Commerce

Terran Customs Authority (TCA)
Department of Ways and Means
Department of Imports
Department of Exports
Department of Domestic Trade
Department of Census
Department of Tourism

Ministry of Justice

Terran Security Services (TSS or TerraSec)
Republic Marshal Services (RMS)
National Frontier Services (NFS or the Frontiersmen)
Department of Prisons
Department of Appeals
Department of Criminal Courts
Department of Civil Courts

Ministry of Science

Office of Sensitive Technologies (OST or the Blackhand)
Department of Research & Development
Department of Medical Care
Department of Recycling
Department of Terraforming
Department of Energy
Department of Transportation

The Changing Border

Since the fall of the Star League there has been an almost inexplicable extension of the Terran national border. Of course this movement doesn't even come close to matching Lyran expansion into the disintegrating Rim Worlds Republic. Terra's current national growth is more deceiving however. In fact this has been a territorial



consolidation of the former Hegemony's far flung holdings achieved diplomatically by the New Republic.

The Hegemony had many far flung and isolated possessions because of its central position in the Human Sphere. The Camerons had to find other ways to continually increase their resources since they were cut off from traditional methods of expansion by the surrounding Great Houses. Unable to peacefully colonize nearby territories because they were already claimed and not strong enough to take what they needed by force from five neighboring realms left Terra in a unique predicament. This situation would force the Hegemony into an awkward but beneficial colonial policy.

Using its diplomatic prowess Terra would go onto negotiate joint control of hard to settle border planets with the nations of the InnerSphere. Unable to utilize these previously uninhabitable worlds and given a chance to profit from their development the Great Houses quickly agreed to this proposal. This program was expanded during the Star League era to include worlds all over the Human Sphere. More than 100 of these joint worlds dotted the InnerSphere by the end of the Star League. To further complicate matters the Hegemony administered nearly 50 disputed worlds along the borders of each Great House.

As 95 of the Hegemony's 103 core worlds fell to the Usurper these shared worlds were thrown into a legal limbo. The Houses usually attempted to move in and secure these planets but were thwarted many times by the SLDF. Kerensky used these worlds as bases to strike back at the Usurper as well as shelters for Terran refugees who had escaped the Coup. Unable to touch these systems because of popular support for the Star League the House Lords had to nix plans to annex them. Whatever became of these systems would have to wait until after the war was over.

As Operation Liberation reached its conclusion in 2779 the Star League was clearly in its twilight. A year later the High Council was reconvened by Kerensky but quickly refused to confirm Amanda Cameron as the next First Lord even though she had legally assumed the position of Director-General. Instead the House Lords began to negotiate among themselves for that title which they felt only they were now qualified to hold. Each offered to barter entire star systems from their realms in order to gain the throne of the Star League. Young Amanda watched and learned as the other Lords bickered unsuccessfully for the title that was her's alone by birthright.

With this knowledge at hand she set out to secure her nation's security and border in the wake of the Star League's collapse. Just after her twentieth birthday in 2784 Amanda began a whirlwind diplomatic effort that would ultimately result in the Centuran Accords. The Free Worlds League and the Draconis Combine refused to attend the summit which began on July 1st despite the best attempts of Terran ambassadors. During the talks held on Rigel Kentarus, also known as Alpha Centauri, Amanda showed her natural diplomatic talents. Skillfully playing on the Houses distrust for each other and the SLDFs mysterious maneuvers throughout the InnerSphere she quickly was able to hammer out an agreement.

On October 13, 2784 the Federated Suns, the Lyran Commonwealth, and the Capellan Confederation all represented by their respective leaders signed the Centuran Accords. Many common citizens throughout the InnerSphere, who had no idea of the meetings purpose, had hoped this conference attended by four House Lords might restore the Star League. They were stunned to learn that this treaty was in fact a non-aggression



PROJECT PHOENIX

pact which insured Terran neutrality in any conflict to come in exchange for Amanda Cameron's renunciation of any claim to the First Lordship of the Star League. She explained that it was a minor concession to achieve peace for her nation. After all Amanda said "the High Council had officially dissolved the Star League more than three years and two months ago".

What many missed in this shocking news was the fact that the Houses had also agreed to recognize new common borders based on the distribution of the Hegemony's shared worlds around the InnerSphere. Each signatory realm received all joint worlds within their borders as defined by the Accords while the Terrans got exclusive rights to most shared border systems. Additionally the Houses that signed on received legal claim and title to disputed border worlds with those nations who refused to participate in the talks. The exception to this was the contentious Liao-Davion border which was left unresolved by the treaty.

Of course each House Lord who signed the Accords had their own reasons for doing so. Amanda found that she had the best rapport with Archon Jennifer Steiner despite a forty year age difference. The two women became fast friends and built on the historically good relationship of their respective realms. As a result the Commonwealth was generously rewarded in the treaty receiving full rights to interior Lyran worlds like Blue Diamond and most importantly Hesperus in exchange for industrial output that went into rebuilding the New Republic. Additionally the Archon secured Skye's safety by obtaining Nusakan and Zebebelgenubi in exchange for Menkent and a pledge not to interfere in Project Phoenix. The Terrans received ownership over the nearby border worlds of Alchiba, Cor Caroli, Galatea, Mizar and Syrma in return for official recognition of Lyran gains out on the Rim.

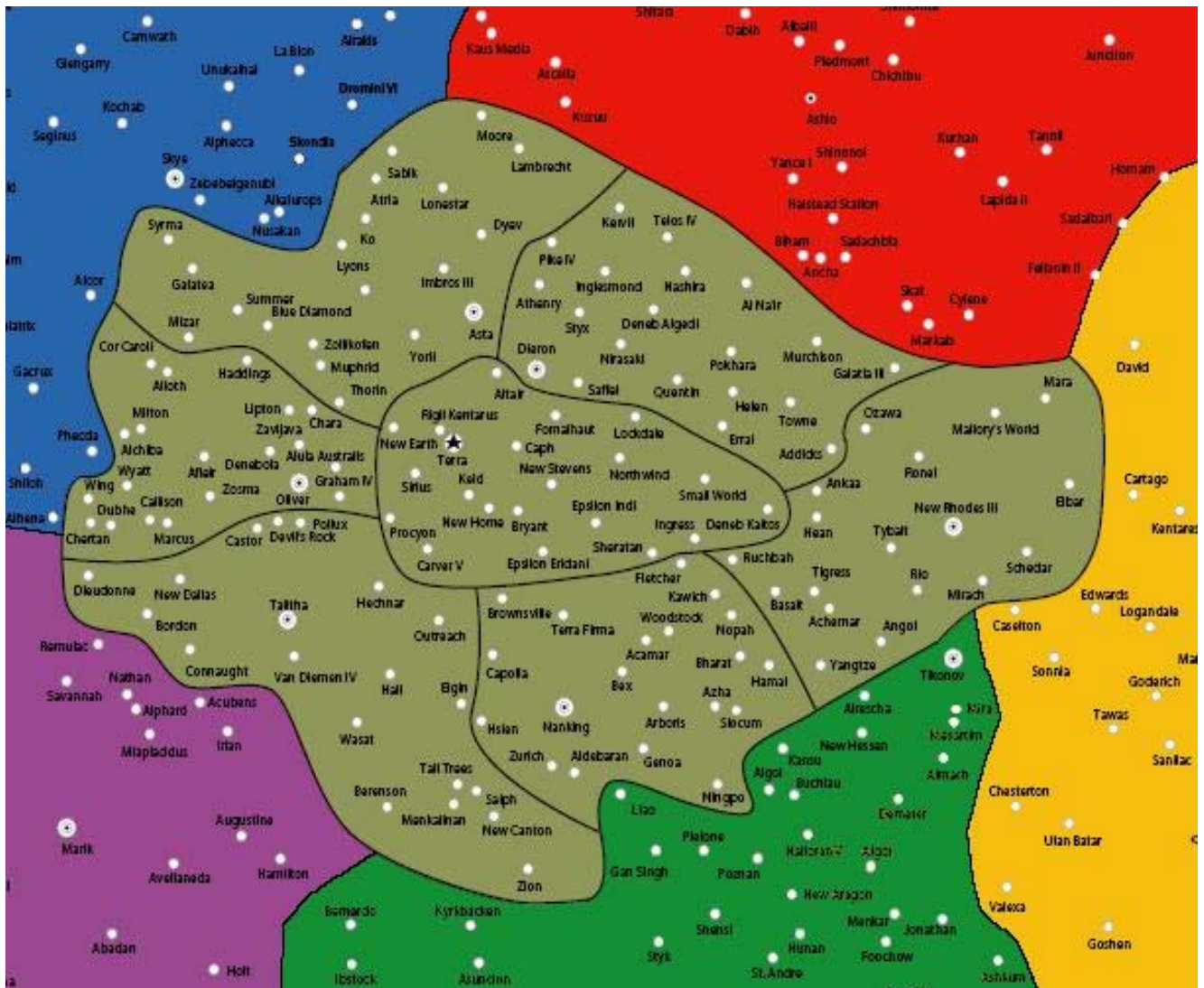
What First Prince John Davion coveted above all was the title First Lord of the Star League. To this end he generously gave back all Terran border worlds which included Elbar, Mallory's World, Mara, Schedar, and Mirach. Davion even went so far as to propose a full alliance between their realms in which he pledged his nation's military to defend the Hegemony for as long as necessary. Wishing to remain completely independent Amanda turned down this kind proposition but was sure to secure the Federated Suns friendship. In return for the border worlds Amanda acknowledged that John well could have been her father's choice to be the Regent of the Star League and more importantly gave up her claim to the Star Throne. Many Federated Suns citizens wondered aloud what had been gained by signing the Accords as it appeared there had been little gained by their nation. Apparently the Prince was more than happy to gain valuable interior shared worlds like Talon/Wernke without hurting his public image around the InnerSphere and this was more than enough for him.

Chancellor Barbara Liao on the other hand was seeking more tangible returns on her agreement. Unable to resolve border issues with House Davion, despite some excellent progress made by Amanda, Chancellor Liao demanded Tikonov be returned to the Confederation Ever since the formation of the Capellan nation in 2366 the border situation between the House Liao and Cameron was unsteady to say the least. In the political chaos of those years many Tikonov worlds elected to join Terra rather than Capella. The Star League had resolved the issue during its formation by agreeing to share many border worlds but with that organizations collapse it left these worlds in limbo. In the end the Chancellor got what she wanted and was remarkably benevolent to the New



Republic. Mirach as a world once shared by Davion-Liao-Cameron became a Terran possession as well as Ningpo, Slocum, and Yangtze. The Confederation received Tikonov and interior shared worlds as well as what some thought be a cultural foothold in what became the Nanking Province.

In the final analysis the Centuran Accords showcased the previously unknown diplomatic talents of young Amanda Cameron and eliminated several threats to the still recovering Terran nation-state. The treaty also allowed the military to focus on two potential adversaries rather than five for the rapidly approaching war of succession over the Star League crown. More significantly it added dozens of worlds to the New Republic which now contains over 140 inhabited star systems. However this number reflects the total amount of claimed territory recognized by a majority of the Great Houses and doesn't reflect occupied Terran space. The ultimate fate of these planets remains unknown as they remain under the de facto control of the Free Worlds League and the Draconis Combine. Hopefully the Accords will one day cement Terra's neutrality in the InnerSphere and restore her ancient role as mediator for the Great Houses.





Economic Summary

The seizure of the Hegemony threw the economy of the Star League into a complete state of disarray. As it turned out the Amaris Coup was the beginning of the end for a unified InnerSphere wide economy. With half the Exchanges and Mints in his hands, including the Central Exchange on Earth, Amaris seized the initiative and began to coin new money. Imperial scrip or Traitor paper as it was called never made it into widespread circulation thanks to the efforts of General Kerensky. Gathering what was left of the BSLA, the new Committee for Corporate Restoration (CCR), and the Great Houses they successfully reached an agreement known as the Concord of Illium. The Houses were permitted to print their own Star Dollars to supplement the remaining Star League mints. Additionally a temporary Exchange and Mint were set up on Illium which served as the Star League's provisional economic capital until the liberation of Terra. This ad hoc system stabilized the InnerSphere economy but gave the House Lords their first taste of creating fiscal policy for their own nations. It wasn't long until the Houses began to play with the idea of creating their own money.

Of course the Terran Hegemony was the big loser in the Amaris Coup economically. Only the outstanding efforts of Project Phoenix could have revitalized the Terran economy so aptly. Despite their unrivaled performance the national financial system is only slowly regaining strength mainly due to several unforeseen events that continued uncertainty all throughout the InnerSphere. Unemployment continues to drop as industry recovers from damage inflicted by the Usurper. Average income, down from its height during the Star League, is starting to rise once again. Despite a lack of raw materials, which will no doubt haunt us into the future, a huge stockpile of already mined resources gleaned from the Periphery during the Star League still remains. War time production, in place since the middle of 2784, has fueled further growth at the expense of consumer goods which are only in extremely limited production as many of the factories have been converted to the production of military equipment. Our major advantage is the advanced level of technology that the Terran Republic possesses compared to that of the other Great Houses. It is true that the Houses have closed the gap but we remain well ahead of them in overall scientific development.

All the former members of the Star League have recently moved towards the creation of their own currency. The Great Houses have offered relatively bad exchange rates for their new money taking a 25% to 50% fee to fund their candidacy for the First Lordship. The New Republic has taken a different stance thanks in large part to Drake G. Fielder, their Minister of Revenue and former Chairman of the CCR. Offering a much friendlier exchange rate, a 10% fee, the Phoenix has shot to the forefront of the new currency market. The Republic has also played up its central location and neutral stance in the war to come which has attracted a horde of investors. Finally the nation has inherited much of the Star League's massive germanium reserve which further strengthened the new Terran Bill. The only drawback seems to be lingering doubts in some circles about the capability of the New Republic to defend itself. If it survives the great war to come Terra will be well placed to become the economic heart of the InnerSphere with her currency becoming the preferred medium for international transactions. Some stubborn people in the known universe have actually refused to exchange their Star League Dollars which are rapidly going out of circulation. These



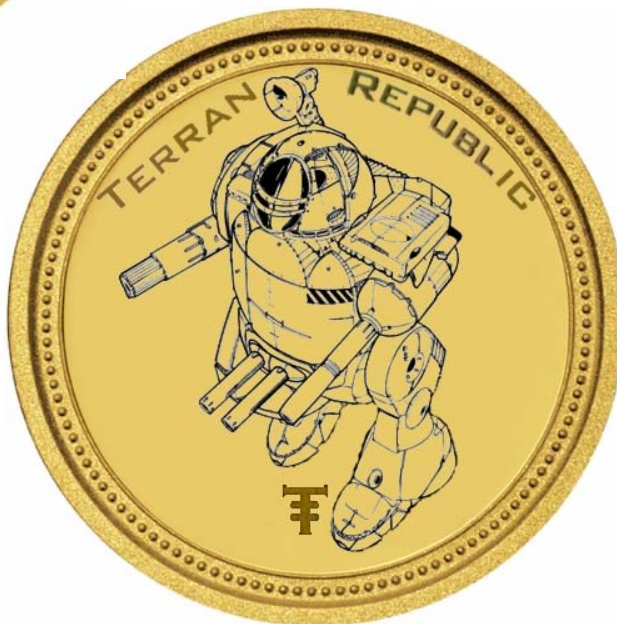
investors apparently think that someone will restore the Star League quickly after a short war and they will be able to make a large profit on their old currency.

The New Republic has rebuilt the old Star League Exchanges and Mints as its own. A total of eight economic hubs are in place to serve domestic and foreign investors who wish to do business in the Terran Republic. However commerce between the nations of the InnerSphere continues to drop. Trade with the Lyran Commonwealth had remained steady but low as it historically has. However, our cordial relations and common enemies have given us unrestricted and safe access to the Rim Protectorate through their space.



This has been a boon for our nation allowing us to obtain raw materials for war production without hindrance. Unfortunately the rest of the Periphery is cutoff from us to do the distances involved and the territories we'd have to cross. Only criminals seem to be profiting from trade with the Draconis Combine as both governments are on poor terms. House Kurita has voiced their desire to take what they wish by force from the New Republic a policy which will only led to war. The Federated Suns on the other hand wants expanded commerce with the

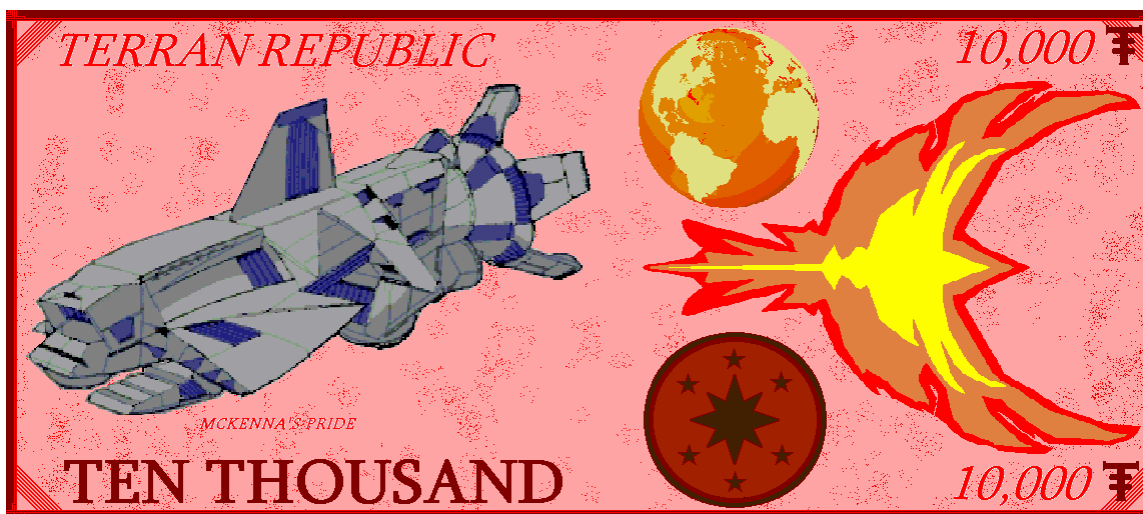
Terran state with which has always enjoyed good relations. Restrictions imposed on the Republic by the Centuran Accords and neutrality pledges therein have prohibited the exchange of material, namely military supplies, that House Davion so desperately desires. The Capellan Confederation seems content with the current trade agreements and has not increased traffic which it certainly could. House Liao's motives for this our entirely unknown at this time. Tensions with the Free Worlds League have led to a huge loss in trade on both sides of the border which has really upset the merchants of each realm. House Marik's belligerent stance makes any change unlikely at this time but perhaps that will change one day.



PROJECT PHOENIX

Units of Currency and Exchange Rates

Unit Value	Coin Metal (Image/Reverse)	Paper (Image/Reverse)
10,000	None	(Aleksandr Kerensky/McKenna's Pride)
1,000	None	(Simon Cameron/St. Cameron emblem)
500	None	(Nicholas Cameron/HPG)
100	None	(Ian Cameron/Court of the Star League)
50	None	(Deborah Cameron/Ares Convention)
20	None	(Maragret Cameron/University of Terra)
10	None	(Judith Cameron/Castle Brian)
5	None	(James McKenna/Terran Capital Geneva)
1	Platinum (Michael Cameron/Cameron Crest)	(Michael Cameron/Cameron Castle)
.50	Gold (Shandra Noruff/Mackie BattleMech)	None
.25	Silver (Ian Cameron/Star League Symbol)	None
.10	Silver-Nickel (Sonya DuKirl/Geneva)	None
.05	Nickel (Deborah Cameron/Ancient Scottish Crest)	None
.01	Copper (James McKenna/Earth)	None





Exchanges and Mints

- London, Earth (Central Stock Exchange)
- Commerce City, Epsilon Eridani (Terran Province)
- Trader's City, Zollikofen (Astan Province)
- Commodity, Saffel (Dieron Province)
- Prosperity, Ozawa (Rhodesian Province)
- New Providence, Genoa (Nanking Province)
- Monetary Gain, Talitha (Talithan Province)
- Market Place, Milton (Oliver Province)

Fifth Grand Survey

What began as a census of the Hegemony after the SLDFs liberation of Terra has grown into the 5th Grand Survey of the InnerSphere. General Kerensky ordered a full accounting of the nation by Project Phoenix soon after the conclusion of the Amaris Coup in 2780. Shortly before the High Council met on Earth, for what turned out to be the final time, the scope of this undertaking grew to encompass the entire InnerSphere by Director Ian Sinclair. Nominally done to show the damage that had been done to the Star League by the Amaris Coup, this expansion was actually a move done to support the candidacy of Amanda Cameron for the First Lordship. Director Sinclair soon dubbed the massive effort the Fifth Grand Survey. Despite the House Lords flagging cooperation Kerensky didn't approve of this effort to gather "hard evidence on the viability of the League" and generate a public outcry for Cameron's leadership. His removal as Protector of the Star League and the Council's refusal to back Amanda Cameron as the new First Lord ended this informal opposition. Even the Taurian Concordat and Magistracy of Canopus chose to participate in this Grand Survey, despite the fact that neither state was willing to join a reborn Star League. Rather the leaders of those nations, seeking to improve the lives of their citizens, used the Grand Survey to further their own agendas. The data gathered from the survey was vital in the Periphery states reconstruction efforts. However the data on the Concordat and Magistracy is also the most inaccurate of all the data collected, largely due to the fact that neither nation was willing to grant the Terrans full access to their most sensitive areas. Despite the collapse of the Star League and negative historical connections made by some denizens with the Terran Alliance's old tyrannical practices the monumental endeavor continued till its recent completion. Much credit goes to Project Phoenix personnel who would not be deterred by events beyond their control.

The main focus of the 5th Grand Survey was the Terran Census conducted by Project Phoenix. This thorough examination of the populace tracked some dramatic shifts from 2765 to 2785. Surprisingly enough Terra's population continued to grow, albeit at a great reduced rate, despite all the horrors wrought by the Rim World occupation. Final causality figures placed the death toll from the Amaris Coup at approximately one hundred million people. Four times that number were wounded during this period and ten times that were left homeless by the conflict. Typically this damage was concentrated near Terra where the Usurper exerted the most control and unleashed the worst violence on the populace. In fact the capital world would account for half of the casualties incurred during the conflict. Some fifty million people died on Terra alone during the Coup. Nearly ten million died on Graham IV which has been left a nuclear wasteland by the conflict. These two planets suffered the worst damage of all Terran possessions. In



PROJECT PHOENIX

the minds of many people the great atrocities on Zebebelgenubi and Helen, which saw the massacres of scientists and artist respectively, are among the worst suffering worlds, but the death tolls on those worlds don't come close to the losses suffered on other planets. Millions lay dead on Caph (which was left in ruins by Amaris), Dieron (brutalized for two years during liberation), and Marcus (over three million killed in forced labor camps). About a million people died on New Earth and Procyon during the war both of which were significantly damaged in the fighting. There were roughly 30 million killed on the remaining worlds of the hegemony, many of which survived the conflict in relatively good shape.

Far more significant to this huge study of human populations was the so-called Terran Diaspora. With the outbreak of hostilities in 2766 a great migration of citizens began from the Hegemony. This movement literally exploded from thousands to billions of people following Operation Liberation. Many Terrans, who could afford it, left their devastated homeworlds and sought a new beginning on other planets in the InnerSphere. After the SLDFs Exodus this massive resettlement finally began to come to an end. Actually Kerensky's departure was only a tiny part of this massive human transfer. The two million soldiers and four million dependants were only a tiny fraction of the people who left their homes for a new beginning. In total about two percent of the entire Terran populace, some ten billion people, relocated to new worlds. Four billion of these migrants came directly from Earth. About a third of all these refugees resettled in the Outer Provinces of the New Republic but many left the nation altogether. Needless to say this was the largest movement of people since man's original Exodus to the stars. Shipping capacity while stretched a bit during this time was able to handle the flood of Terrans with little difficulty. However, not everyone was leaving Terra during this time. Rim Worlders fleeing the breakdown of authority in their own nation and the Periphery at large have settled along the Lyons Rim. As a result, the worlds in the Astan Province have actually added to their overall populace.

In the final analysis the Terran Republic still retained the highest per capita population in the InnerSphere along with its most populated world, Earth. The nation's capital planet and humanity's homeworld still has 8 billion inhabitants. With a system population average of 3.58 billion the nation has a total populace of just over 500 billion. While Terra's growth diminished the InnerSphere's has swelled thanks to immigrants from the Hegemony and the Periphery. The Draconis Combine and the Free Worlds League may have benefited the most from their consolidation policy during the Star League era which terraformed previously uninhabitable worlds within their empires rather than expand into new territories. They however possess the fewest number of inhabited star systems but have higher per system populations (approximately 2.5 billion) than the other Great Houses. This gives the House Kurita some 875 billion people and the House Marik more than 859 billion citizens living under their banners. The Capellan Confederation struck a balance with its colonial policy developing worlds in its interior as well as carefully expanding outward. Currently the House Liao has an average system population of 2.25 billion with a total populace of 967 billion. The Federated Suns and the Lyran Commonwealth have the lowest per capita populations in the InnerSphere at about 2 billion denizens per inhabited system. The reason for these low numbers per capita was because both realms chose to expand outward during humanity's Golden Age. That being said Davion's rural Outback region and the Lyrans new acquisition the Rim



Worlds, both of which are sparsely populated, brought their overall average down. House Steiner has a little over 900 billion people currently under its aegis while the House Davion is home to over one trillion inhabitants. This massive population is the InnerSphere's largest giving the Federated Suns the most people and inhabited worlds at the moment.

The Periphery has always been the least settled region of space and the fall of the Star League will not likely change this fact. Certainly the Periphery Uprising and the collapse of authority in this region have caused uncounted deaths of which we may never truly know. Project Phoenix did its best to determine the populace of the Periphery with the help of its governments. Despite spotty communications and half hearted cooperation the survey was able to discover the disposition of the major Periphery realms. The Taurian Concordat was the largest Periphery nation by estimated population figures which gave them 50 billion inhabitants. Next is the Magistracy of Canopus with 40 billion people followed by the Rim Protectorate with 10 billion denizens. Of all the major Periphery realms the rural Outworlds Alliance has the lowest national population of about one billion people. For the rest of the Periphery, the so-called lesser states that are rarely visited and hardly known of, Project Phoenix estimates an additional 100 million people. In the end the Fifth Grand Survey found that there are 5,254 billion people living on 2700 inhabited worlds within 750 light years of Terra.

Terran Culture

One of the many effects of the Amaris Coup was the reinforcement of traditional values on Terran culture and society. During the occupation the people clung tightly to what they knew and were inspired by examples of past human endurance in the face of great suffering. The widespread mindset became everyday Terrans made it through was another closer to liberation and history showed them to be correct. This seemed to spur something of a cultural revival throughout the nation following Operation Liberation. Many different ethnic groups have discovered their lost heritage and found a new place in Terran society. This "Terranization" spread further as many citizens left rather than face any more hardships. Those who remained are actually proud of their suffering wearing it almost as a badge when they tell you about being a real Terran. Indeed many talk of great challenges that lie ahead and the character it will only continue to build in this indomitable society.

The great faith shown in the face of absolute terror is on display for all to see in the Churches, Temples, and Mosques of Terra. Attendance in these places of worship exceeds even their previous height during the Star League era. All the ancient religions continue to have large and devoted followings in the New Republic. Even some newer faiths started after mankind's Exodus have been welcomed by Terrans were previously they had been scorned. The people with the help of Project Phoenix have lovingly restored their desecrated holy sites which seem to be even more important today. Conflicts between the faiths is at an all time low as the great religions continue cooperate in the wake of the Coup. What is concerning to most religious people is the sharp rise of intolerance towards "unbelievers". Atheists, agnostics, and other non-worshippers have been persecuted for their similarities to Stefan Amaris who went of his way to destroy religion. Most religious leaders and their followers have gone out of their way to combat this intolerance but it still remains to this day despite their best efforts.



PROJECT PHOENIX

Just like every other aspect of Terran culture the art community suffered as well. The artist massacre on Helen was perhaps the greatest single example of this. This great pain is reflected in the artwork of today which is often dark and relatively simple yet profound in its message. Often the art is tinged with great optimism but this isn't always the case. This contrasts greatly with the art of the Star League which was bright and often complex relying on high tech devices. Probably the best example of this was laser sculpture a medium which has now completely disappeared. Despite "Emperor" Amaris' obsession with defacing all things Terran the Museum of Ancient Art on Caph, the Library of Star League Peace on Earth, and the Institute of the Arts on Northwind survived relatively intact to showcase examples of Star League art today. Current Terran artists, who are still few in number, use more reliable and perfected mediums such as brush stroke painting or glass blowing. Another great art trend has been the use of recycled material in new or compellation pieces. Probably inspired by the Terran drive to rebuild after the Coup this Neocycled art is all the rage on Terran art circles currently. The Great Houses drive to war may claim this Terran restoration effort as well in spite of our best efforts.

One of the Usurper's most diabolical schemes was to twist the Terran educational system for his own purposes namely future recruitment. Amaris wanted to warp the minds of our youth by installing his own personal curriculum at all levels of education. Luckily the effort was so blunt and combated so skillfully by teachers that nearly all students learned to distrust their Emperor. Tragically a few young minds were corrupted beyond the point of return by this madman and his underlings. Any who survived the war usually chose exile in the Rim Worlds with other Terran collaborators or sadly tried to commit suicide while attempting to kill others in this final act of violence. Project Phoenix immediately reinstalled the Star League's Universal Curriculum whenever they started reconstruction in a certain area. Today the high level of education seen prior to the Coup has returned for the most part. There remains certain areas usually in the highest levels of education where reconstruction continues.

Fate of the Golden Ten

These shinning jewels of the Star League's educational system have all been laid waste by the Usurper. Some have been completely destroyed, others left desolate, while a few have been rebuilt by Project Phoenix. The New Republic has built up other schools that survived the Coup like the Athenry Institute of Medicine and the Saffel Medical Institute. However, these schools and even the restored Golden Ten facilities can't compete with their Star League predecessors.

University of Thorin

This premier school of economics was badly damaged during the initial phases of the Amaris Coup. Initial surveys by Project Phoenix found the grounds abandoned and overgrown by the surrounding forest but repairable. Reopened in 2780 the University has already graduated several classes that have helped restore the Terran financial sector to some degree of normalcy. Their impact of course can be felt most keenly in the wealthy Astan Province where the school sits.



Caph Institute of Technology (CIT)

Gradually shifting from high tech research to natural sciences during the Star League era this school might have been at the pinnacle of human learning. Despite being burned to the ground by Amaris troops early on in the conflict Project Phoenix Director Ian Sinclair ordered it rebuilt. Intended to be a cornerstone of Terran technological preeminence for years to come CIT resumed its old specialization shortly after it reopened late in 2784. However several incidents at the University, most likely caused by foreign espionage have forced the Institute to close its doors recently. Officials hope to reopen the school as soon as possible.

Universities of the Puget Sound States

Founded during the dawn of the Star League this institution was actually composed of a group of five older universities. Surrounding Unity City they were the leaders of the InnerSphere's educational system. The Amaris Coup saw the destruction of three campuses while the remaining two served as information depots for the Usurper. The Pacific Lutheran campus was destroyed during Operation Liberation but has recently been restored as the Pacific Commune by Ulsop Incorporated. The company plans to use this Nirasaki style commune as their research and development center. Only the University of Washington survived the war completely intact and its considerable assets stockpiled by Amaris (and copied by Kerensky) continue to serve the New Republic well. Renamed the Cameron Conservatory of Science (CCS) in 2785 it is perhaps the greatest repository of knowledge currently within the InnerSphere.

Academies of Keid

Three separate universities on the world of Keid were among mankind's finest learning institutions. The Usurper's followers destroyed all three of the main campuses but missed several annexes because of their distant location. These remote facilities helped Project Phoenix rebuild the Academy after the Hegemony Campaign. In 2782 the reorganized school named the Keid Star Academy (KSA) was officially opened.

University of Mars

This was the premier school of journalism within the Star League. The Usurper slaughtered the faculty and students of the University for refusing to publish propaganda. Structurally intact the facility remained abandoned until recently because Project Phoenix focused its reconstruction efforts on other more vital universities. However several private donors have stepped forward to fill the gap left by official restoration. The media conglomerates of General Technologies, the Terran Free Press, and InterStellar Broadcasting (ISB) all contributed large sums to get the University up and running in late 2784. The school's newspaper, the Martian Times, was among the first to announce the birth of the New Republic.

New Earth University

With two campuses, one on planet and one in orbit, this university dedicated itself to the teaching of commercial spacecraft design. Both facilities were completely destroyed by Amaris early in the occupation. What instructional material was recovered from the sites was forwarded to Keid Star Academy which now focuses on astral



PROJECT PHOENIX

sciences. After the world's liberation in 2779 Project Phoenix established its headquarters on New Earth. Now named the Central Recovery Institute (CRI) this facility served for a time as the Hegemony's temporary capital. The CRI which concentrates on engineering disciplines has effectively replaced the defunct New Earth University.

James McKenna University

Devoted to the study of international relations this university was located in the city of Glasgow on Terra. This institution was vandalized by Amaris troops shortly after the Coup and completely destroyed during efforts to liberate Earth. Obliterated by heavy fighting there was little recovered from the rubble that was useful. Too difficult to rebuild the university might be resurrected someday but certainly not in the near future.

College of Talitha

This college was concerned with the design of all things big and small. Close ties to Hegemony military researchers made it a high priority target of Amaris who rifled through every asset of the school. His henchmen left little behind but the facility itself was structurally intact. Reopened in 2780 this was one of the first institutions of higher learning restored in the Hegemony following the Coup. The faculty and students of this College have had been slowed by still unrecovered research that is critical for their most cutting edge designs. While they have made good progress so far they lag far behind their Star League predecessors.

University of Lambrecht

Specializing in the hard sciences the University of Lambrecht was taken intact by the forces of the Usurper. Unfortunately this high tech school could not be saved and was ultimately destroyed during the planet's liberation by the SLDF. Project Phoenix has proved unwilling to rebuild such a prize so to close to the border of the aggressive Draconis Combine. They were able to recover much in the way of useful material from what was left of the University which was immediately moved to more secure sites in the Terran interior.

Addicks University

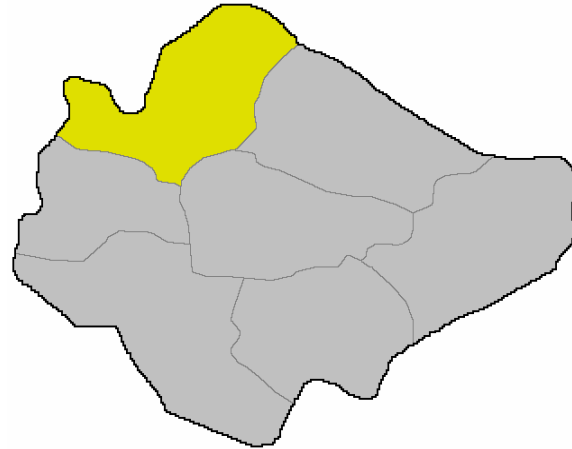
Unfortunately nothing remains of this institution that trained teachers and professors for the Star League. Destroyed during the Coup it maybe too difficult to ever rebuild this once proud university. Again Project Phoenix has diverted any recovered material to the Terran interior where it is safe from enemy attack.



REGIONAL & PLANETARY DESCRIPTIONS

Astan Province (*the Majestic Province*)

Most of the twenty one inhabited star systems that make up the new Astan Province have been part of the Terran state since McKenna's Third Campaign of Persuasion in 2338. This region has always prospered thanks to its position among the stars. Trade flourished on these worlds located between the industrial giants of Terra and Skye. Until recently the region as a whole remained largely peaceful with only a few planets seeing the horrors of war during the Age of War.



By the dawn of the Star League it had become one of the richest areas in known space. Home to the idle rich of the Terran Hegemony, the Lyran Commonwealth, and even the Draconis Combine its lands were full of opulent splendor. Lavish manors, immense spas, vast mansions, great halls, extravagant theaters, and grand palaces from this era can still be found throughout this province. It was these majestic settings that apparently helped spare this region widespread devastation during the Amaris Coup. General Cheng Yu Wong of the Rim Worlds Republic refused to use Weapons of Mass Destruction (WMD) or resort to scorched earth tactics despite the express wishes of his sovereign. Before he could be removed by the Usurper, this highly skilled and honorable military commander died while leading the only counterattack versus Star League forces during the Hegemony Campaign. As a result of his actions many of his nation's citizens have been allowed to move here. Of course only the wealthiest Rim Worlders have been able to flee their disintegrating homeland.

As the wealthiest region of the Hegemony this province had a high technological base before the war. This has changed thanks to the Amaris Coup which devastated Asta's scientific community. The Usurper destroyed centers of learning and murdered many native scientists while many others left the InnerSphere with Kerensky. This may have permanently lowered this region's once formidable technology base. The Republic's decision to move any surviving projects and scientists into the Terran Province and away from its belligerent neighbors has not improved the situation. Commerce between Terra and the Lyran state still dominates the economy of this area. In fact Lyran aid and investment following the liberation of the Province helped speed its recovery. With this assistance and little damage to its infrastructure this was the first Province of the New Republic to rebuild from the Usurper's reign. Perhaps the region's greatest asset is its agricultural bounty as many Astan worlds are abundant food producers. The farming industry was the original basis for trade in the region and remains strong to this day. Over time as the area's affluence increased, agricultural production shifted from basic foodstuffs to more exotic delicacies. The region again benefited from its location as most of Project Phoenix's transportation network from the Rim Worlds Republic passed through the province. This influx of manufacturing equipment has enabled the provincial capital of Asta to build up its industry far more than other worlds in the province. Today



PROJECT PHOENIX

this new production capacity on the provincial capital dwarfs what little heavy industry had existed in the province before the war. This sudden manufacturing increase has outpaced available resources resulting in a production shortfall. Unable to purchase raw materials already in high demand by Terra and Skye an ambitious program to explore every star system for new resources within the Astan Province has begun.

Politically, the new Province has taken a liberal stance on several pressing issues of the day. The cornerstone of its beliefs is the desire to see closer ties with neighboring powers especially the Lyran Commonwealth. Relations with House Steiner have nearly always been friendly and continue to be a constant source of economic prosperity. In stark contrast is the current state of affairs with the Draconis Combine. House Kurita's current aggression has ruined what both sides previously enjoyed, a highly beneficial commercial relationship. While the Province misses their business, it steadfastly supports the New Republic especially when it comes to reclaiming Asta's two occupied worlds. The Centuran Accords altered the borders of the region somewhat. Three worlds were granted to the Lyran state in exchange for four other star systems. This transaction along with the immigration of peoples from the Rim has caused some internal dissent. New dissident groups have appeared on some affected planets to give voice to their concerns.

Traditionally the cultural make up of this region has mainly been Western European (German, Irish, Scottish, French) and Oriental (Japanese). This is due in large part to the Province's proximity to the Lyran Commonwealth and the Draconis Combine. As a result the area's secondary languages are German and Japanese, respectively. Yet influences remain from the original settlers of this region as well. These peoples who came during humanity's first Exodus to the stars included Native Americans, Amish, Africans, and Slavs. Additionally this has been the only Terran province to add people following the Amaris Coup. An influx of peoples from the diverse Rim Worlds Republic has added to the mix. Settling along the Lyons Rim (Lyons, Ko, Atria, Syrma) these denizens have largely been welcomed by many Astans thanks in part to the actions of General Wong. There are some, mainly outside the Province, who despise these Rimmers mere presence. Regent Cameron and Premier Moyers have gone to great lengths to ensure domestic tranquility while the nation is on the brink of war. Predominantly Christian the Astan Province is split evenly between Catholic and Protestant dominations. Other religions of Asta include Buddhism, Judaism, Islam, and a host of other faiths which make up only a small fraction of the populace.

Asta

Star Type: K2VI

Position in System: 2 (of 7)

Number of Moons: 2 (Arowhena, Eddelle)

Days to Jump Point: 5

Surface Water: 77%

Atmospheric Pressure: High (Breathable)

Surface Gravity: 0.74

Equatorial Temp: 32° C

Highest Native Life: Birds

Planetary Ruler: Premier Darrell Moyers



Overview: Prior to the Amaris Coup the world of Asta was best described as “an agricultural world lacking much in the way of heavy industry.” Its primary exports were limited to foodstuffs, textiles, and civilian commercial vehicles. Today this situation has radically changed thanks to many different factors. The chief among these was Project Phoenix which used industries taken from the Rim Worlds to rebuild shattered Terran factories. Asta with little comparative damage was an ideal choice for a large factory complex built on the continent of Balerdo. This massive project began before Operation Liberation thanks to the Duke (later Premier) of Asta, Darrell Moyers. Using his connections within the Lyran Commonwealth and Defiance Industries the Duke was able to secure financing for the new project. Federated Defense Systems, a conglomerate of



damaged military contractors that banded together in order to thrive in the after of the Amaris Coup, bought the rights to the Balerdo Complex and set to work producing already proven designs. In accordance with the Defiance Legal Settlement, that granted exclusive ownership rights of all facilities on Hesperus to the Lyran Commonwealth, the new Balerdo Complex was allowed to manufacture the Banshee and Chameleon class BattleMechs. Federated Defense Systems went further obtaining licenses from Hollis Industries to produce the formidable Battlemaster and Catapult class BattleMechs. Almost as impressive as their BattleMech production are their aerospace lines that manufacture three Star League fighter designs whose manufacturers are now defunct. So far its proximity to Terra and Skye has made up for Asta’s lack of supporting industry which could hamper future production. However, this situation might change rapidly in the event of war drastically undercutting assembly.

Chameleon class BattleMech
Catapult class BattleMech
Battlemaster class BattleMech
Banshee class BattleMech
Spad class AeroFighter
Gotha class AeroFighter
Zero class AeroFighter

Federated Defense Systems
Federated Defense Systems
Federated Defense Systems
Federated Defense Systems
Federated Defense Systems
Federated Defense Systems
Federated Defense Systems



PROJECT PHOENIX

Lambrecht

Star Type: G6IV

Position in System: 1 (of 9)

Number of Moons: None (asteroid ring)

Days to Jump Point: 7

Surface Water: 82%

Atmospheric Pressure: Standard (Tainted)

Surface Gravity: 1.03

Equatorial Temperature: 33° C

Highest Native Life: Reptiles

Planetary Ruler: Duke Lucas Kyle

Overview: Explorers found that this planet could be a perfect colony for humanity thanks to its inviting atmosphere and abundant resources. The only drawbacks to this idyllic environment were frequent and severe earthquakes. This obstacle was overcome in time by human determination and ingenuity. The planet eventually became home to the renowned University of Lambrecht, Success Mint, and six Star League Castle Brians. These facilities were annihilated in the resulting conflict that marked the beginning of the Coup. Also devastated by Amaris was this planet's once thriving high-boron armor industry. Damage caused by the extensive use of biochemical weapons by the Usurper's minions left the atmosphere tainted by harmful toxins. Despite this the armor industry on world was rebuilt thanks to substantial government aid and a group of new Terran investors who returned home after the war. Their new company, Armortechnik, has already developed a reputation for excellence in its field and is currently trying to keep up with the high demand for its product. It remains to be seen if Lambrecht's other notable sites will ever be restored.

Armor

Armortechnik

Summer

Star Type: M4V

Position in System: 1 (of 5)

Number of Moons: 1 (Niflheim)

Days to Jump Point: 3

Surface Water: 77%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.03

Equatorial Temp: 44° C

Highest Native Life: Plant

Planetary Ruler: Duchess Shannon Sanders

Overview: 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. Unfortunately, most of these facilities were destroyed during the Amaris Coup, but enough survived to allow rebuilding thanks to Project Phoenix. This recovering planetary industry named Summer InterStellar Components has resumed production of JumpShip parts less than a year ago.

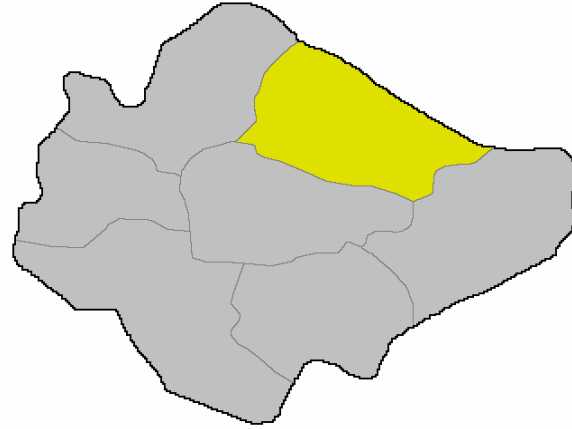
JumpShip Parts

Summer InterStellar Component



Dieron Province (*the Holdfast Province*)

This entire region's history has been heavily influenced by Terra's conflicts with the Draconis Combine. Many of the worlds that now compose this Province chose to join the Terran Hegemony after the fall of the Ozawa Mercantile Association and the diplomatic bombshell that exposed Shiro Kurita's double cross of Dieron and Altair. Dieron has never forgotten and will probably never forgive the Combine for its now legendary betrayal centuries ago. Fighting here during the Age of War further cemented the area's militant philosophy. Evidence of military build ups that continued even during the relatively peaceful Star League era can be seen today in the sheer number of fortifications, or their remnants, within the Province. Despite, or perhaps because of, their constant state of alertness against the Draconis Combine this region was taken completely by surprise when Amaris struck. Despite the Usurper's brutal and horrific takeover of their homeworlds the people never stopped fighting until the Terran nation was liberated. Since that time the Dieron Province has rushed to rebuild its defenses in order to blunt any aggression by its ancient enemy. Thanks to the New Republic's most patriotic citizens the nation is now better prepared to repel House Kurita's looming invasion.



All aspects of Dieron's socio-industrial development have been shaded by the Province's militaristic behavior. The region's scientific community is a good example of this military commitment. While significantly damaged in the Amaris Coup the technological base of the Province is still relatively high. However, the focus of all scientific research into defense projects has prevented Dieron from realizing its full potential. Prioritizing the reconstruction of military assets immediately after the Coup hasn't helped matters any. Commerce is another sector that suffers in this Province as well. The drive to be self-reliant is powerful in this proud region as is the devotion to national security which have both contributed to low merchant traffic. Of course, having a mortal enemy as your only international trading partner doesn't spur on business. As a result this Province ranks last when it comes to generating commerce. Also Dieron's resources haven't yet been fully explored or exploited thanks to its high risk location. Constant raids by the Dragon and border clashes have hampered proper investment in such enterprises by private industry. The national and regional governments realized this pattern long ago and stepped up to fund such projects leaving the Province in pretty good shape despite corporate neglect. To support its ongoing defense efforts the region has always devoted ample resources to developing industry. Today the Province has an excellent industrial base especially when it comes to the military sector. This defense industry has greatly benefited the Province's security and is widely recognized as vital to Dieron's survival. Consequently most of the region's continued economic investment tends to go there rather than new areas of possible development. Agriculturally the Province is self-sufficient but once again further growth has been passed up thanks to Dieron's myopic defense policy.



PROJECT PHOENIX

“There is no more patriotic Terran than a citizen of the Dieron Province.” This recent statement by Premier Isu accurately describes the staunch loyalty of the Dieronese to the New Republic. Generally conservative in the arena of politics the people have vocally backed the government’s current isolationist stance and its strict neutrality in any foreign conflict to come. The region’s historic enmity with the Draconis Combine has fueled these beliefs somewhat but not entirely it appears. Many pundits responding to an apparent rumor were stunned by Dieron’s opposition to an alliance with Kurita’s powerful neighbors. While the Province may one day enjoy seeing the Dragon slayed it recognizes the fact that the other Houses would just fight on, possibly attacking Terra in hopes of becoming the next First Lord of the Star League. The outer borders of the Province remained unchanged as a result of the Centuran Accords. This was largely caused by the Combine’s utter lack of participation at these interstellar talks. Kurita still retains two worlds claimed by the Dieron Province through blatant military occupation. These belligerent actions have only cemented the region’s hatred of the Draconis Combine.

While the largest culture of this Province remains Western (European and North American) it is not the majority of peoples who make up the native populace. Asian (predominately Japanese) and Greek peoples account for a big slice of Dieron’s cultural composition. Many individuals (mainly Asian) who came to this region during the Star League era returned to the Draconis Combine rather than face tremendous adversity. While House Kurita has played up this fact, many have remained with Dieron and are solidly behind the New Republic. This demographic shift in the Province has been tremendous reducing the total population especially the native Oriental populace. Where the Japanese language once rivaled English, it has fallen off markedly. Even so Japanese remains the second tongue of Dieron followed by Greek. Christianity, split between Catholic and Orthodox dominations, is the largest religion in the area by far with Buddhism placing a distant second followed by Islam.

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%

Atmospheric Pressure: High (Standard)

Surface Gravity: 1.07

Equatorial Temp: 34° C

Highest Native Life: Mammals

Planetary Ruler: Duke David Paterson

Overview: Discovered during mankind’s initial rush to the stars this world with excellent soil, plentiful freshwater, and abundant natural resources was settled quickly by European colonists. Sponsored by corporate interests the new colony focused primarily on industrial development rather than agricultural production. This proved profitable but dangerous when the Terran Alliance fell and interstellar trade collapsed. This treatment did not endear the people of Addicks to anything Terran and as such they fought furiously to maintain their independence in the face of a massive Hegemony invasion.

PROJECT PHOENIX



Defeated the people of Addicks were surprised to find a firm but fair leadership now in charge of Terra. In time all was forgiven and Addicks became a model Hegemony planet whose steadfast support of the Cameron family never wavered. It was during the Star League era that Addicks was finally permitted to construct a defense industry. Tauken Weapons Systems setup operations on world producing conventional military vehicles of all sorts and personal weapons. The planet sustained moderate damage during the Amaris Coup losing the Tauken facility to severe battle damage during the liberation. Bailed out by Project Phoenix, Tauken Weapons Systems continues to develop armored vehicles, personnel weapons, and conventional fighters for the Terran Republic. The latest vehicle from Tauken is the innovative but simple Goblin Medium Tank which was also licensed to Johnston Industries on New Syrtis for use by the AFFS.

Goblin Medium Tank	Tauken Weapons Systems
LRM Carrier	Tauken Weapons Systems
SRM Carrier	Tauken Weapons Systems
Light Attack (Conventional) Fighter	Tauken Weapons Systems
Medium Attack (Cnvntnl) Fighter	Tauken Weapons Systems
Heavy Attack (Cnvntnl) Fighter	Tauken Weapons Systems

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%

Atmospheric Pressure: Low (Tainted)

Surface Gravity: 0.60

Equatorial Temp: 35° C

Highest Native Life: None

Planetary Ruler: Duke Rashid Tormark

Overview: The large 'Mech factories that once were located on world are now just mere memories of a time before the Amaris Coup. However, thanks to Project Phoenix, Premier Isu, Mitsui Technologies and Independence Weaponry a new BattleMech facility has been constructed on a large asteroid in system. Yori Mech Works named for the asteroid it occupies produces the fierce Atlas for the Terran military. Disputes with the Free Worlds League led the Republic to grant rights over the remaining Vehicle factories to Maxim Transport Industries rather than its pre-war owner Scarborough. Judged to be a foreign corporation after some questionable actions by Scarborough executives during the Amaris Coup this dispute has only fueled tensions on both sides of the border.

Atlas class BattleMech	Yori 'Mech Works
Hover APC (Vehicle)	Maxim Transport Industries
Heavy Hover APC (Vehicle)	Maxim Transport Industries
Maxim Hover Transport (Vehicle)	Maxim Transport Industries

Dieron

Star Type: G3V

Position in System: 4 (of 6)



PROJECT PHOENIX

Number of Moons: 2 (Bemer, Nebulos)

Days to Jump Point: 3

Surface Water: 54%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.02

Equatorial Temp: 27° C

Highest Native Life: Amphibians

Planetary Ruler: Premier Kuno Isu

Overview: The capital world of the Province has a renewed sense of pride despite seeing its industry wrecked by the Amaris Coup. Many of the planet's industries and defenses were annihilated from orbit by concentrated naval bombardments. To make matters worse, the SLDF stripped more vital machine parts from this world as it prepared to leave on its long journey. Project Phoenix was able to restore much of Dieron's military industry completely repairing the Whitworth factory as well as restoring the orbiting Terada Shipyards. These space facilities have in fact seen their capabilities upgraded thanks to salvaged parts from other docks and a healthy investment by their new owner, Mitsui Diversified.

Whitworth class BattleMech

Scout class Jumpship

Merchant class Jumpship

Union class Dropship

Intruder class Dropship

Achilles class Dropship

Titan class Dropship

Whitworth Company

Mitsui Diversified

Mitsui Diversified

Mitsui Diversified

Mitsui Diversified

Mitsui Diversified

Mitsui Diversified

Errai

Star Type: M6IV

Position in System: 2 (of 7)

Number of Moons: None

Days to Jump Point: 2

Surface Water: 54%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.02

Equatorial Temp: 35° C

Highest Native Life: Amphibians

Planetary Ruler: Duke Yoshi Naganishi

Overview: A major industrial planet for most of its history Errai saw its heavy factories damaged severely by the Usurper. Project Phoenix made the restoration of Maltex Industries a priority, as it considered the company's products vital to the defense of the Republic. This effort has been largely successful even seeing the production of two upgraded BattleMechs with highly advanced systems. The Maltex factory is largely self sufficient relying on parts produced on the planet.

Assassin class BattleMech

Wyvern class BattleMech

Thug class BattleMech

Maltex Corporation

Maltex Corporation

Maltex Corporation



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%

Atmospheric Pressure: High (Breathable)

Surface Gravity: 1.18

Equatorial Temp: 47° C

Highest Native Life: Mammals

Planetary Ruler: Duke Johann Goettlieb

Overview: Ulsop Incorporated in conjunction with Dukempic Foods has managed to help restore the symbiotic balance of Murchison and its habitable satellite, Oasis. Both corporations recognized early on that they could help each other rebuild by concentrating their initial reconstruction efforts on this star system. While Dukempic focused on restoring the agricultural industry to full capacity, Ulsop rebuilt its damaged facilities on the world helping to bring back the devastated electronics industry. Both corporations now wield tremendous influence over the inhabitants of Murchison and Oasis who of course are very grateful for their aid.

Electronics

Ulsop Incorporated

Quentin

Star Type: K9IV

Position in System: 7 (of 7)

Number of Moons: None

Days to Jump Point: 3

Surface Water: 53%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 0.74

Equatorial Temp: 26° C

Highest Native Life: Amphibians

Planetary Ruler: Duke Walter Ivanick

Overview: The planet of Quentin was another priority for Project Phoenix since it had a number of key industries for the New Republic. Independence Weaponry controls a vast Mech factory located in the mineral rich Steel Valley that produces scores of machines for the Terran military. Independence's newest design, the Bombardier, was gifted to them by the Terran nation just after the Exodus. Confiscated from Wakazashi Enterprises, a Draconis corporation, by order of Amanda Cameron this BattleMech is equipped with cutting edge Star League technology. Despite any ill-will garnered from this unilateral action, which stands in violation of





PROJECT PHOENIX

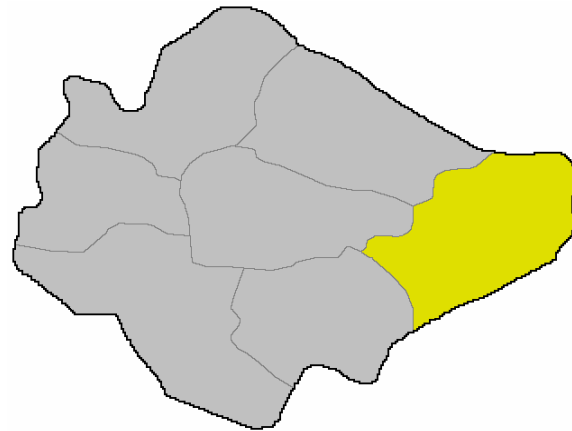
international law, the New Republic could not afford to do without this excellent design. Also benefiting from Project Phoenix is the venerable Warner Incorporated which still produces the Sparrowhawk in limited numbers for the Royal Navy. Many pilots who fly this craft yearn for an upgrade which Warner will probably have to undertake soon just to stay in business.

Bombardier class BattleMech
Marauder class BattleMech
Victor class BattleMech
Atlas class BattleMech
Sparrowhawk class AeroFighter

Independence Weaponry
Independence Weaponry
Independence Weaponry
Independence Weaponry
Warner Incorporated

Rhodesian Province (*the Far Province*)

The Rhodesian Province is referred to as the Far Province not only because of its physical distance from Terra but its independent attitude. Many of the region's worlds were settled during the break up of the Terran Alliance and chose to go their own way, joining the Tikonov Grand Union and Ozawa Mercantile Association rather the Terran Hegemony. However, after years of chaotic struggle those early regimes did not survive the test of time.



Consequently these worlds were forced to join the Terran nation in order to escape the clutches of the Great Houses. Many other systems in the region were colonized later by the Hegemony, which desperately needed new worlds for the natural resources. The Star League era did bring prosperity to the region but left its original colonial growth plan somewhat stunted. The Hegemony utilized cheaper resources imported from the Great Houses which stalled economic investment in what one day would become Rhodesia. This lack of development, the region's distance from Terra, and a stubborn populace all kept the Usurper's minions at arms length during the Coup. Despite being a hotbed of resistance until its liberation this area sustained the lightest damage during the Coup. Thanks to Terran resource needs the new Rhodesian Province has once again begun to develop at an accelerated pace. With the storm clouds of war gathering on the horizon it remains to be seen if this Province will ever reach its true potential.

Rhodesia still has an excellent source of untouched mineral wealth thanks in part to the Province's delayed settlement and relatively poor world habitability which made colonization costly. Currently it is the primary source of Terra's raw materials, a situation that is likely to continue for some time to come. The New Republic's voracious industry could devour these raw materials in as little as twenty years. Some estimates put this resource exhaustion at fifty years but it is clear that something has to be done in order to conserve. Unfortunately, the nation's war footing prevents reduction in the rate of exploitation in the near future. Industrially, the Far Province is growing but on the whole remains under-developed. This native industry is adequate to maintain the regions self reliance which is a highly prized trait of the local populace. With the Province's resources finally being developed, the industrial sector has great potential for expansion.



In spite of hosting some of the New Republic's harshest environments the Far Province is agriculturally self-sufficient thanks to its hard working denizens. Again Rhodesians are very proud of this fact and strive to maintain it. Ironically commerce and science continue to suffer thanks to Rhodesian self-sufficiency. Importing products from other areas, even Terran but especially foreign nations, is frowned upon in general as purchasing unnecessary luxuries. Despite exporting a vast amount of resources this attitude has hampered trade in the region. Even new technology is looked down on as unreliable or risky and worst of all dependent on advanced systems for maintenance. As a result Rhodesia has the lowest technological rating in the New Republic as determined by the Ministry of Science.

The Province's differences extend into the political arena as well. Provincial laws and policies tend to favor society over the individual. With an almost socialist attitude towards governing that many other Terrans, especially Talithans, consider Rhodesia the least democratic Province of the New Republic. Of course the leftist leaning Rhodesians don't agree with this assessment and frequently boast about their rights or entitlements as they call them. This isn't the only area where the people of this Province disagree with their fellow Terrans. For starters they strongly disapprove of Terran blanket neutrality towards the Great Houses. They urge intervention and closer ties with friendly InnerSphere realms including House Davion with whom they share a close relationship. Their goal is the restoration of the Star League with Amanda Cameron as its rightful First Lord. Many Rhodesians don't even recognize the Centuran Accords in which Amanda herself renounced any claim to the Star Throne. Many also blame the Draconis Combine for the Star League's dissolution and helping the Usurper during the Coup. It goes without saying that many Rhodesians would like to pay the Dragon back for all its "help" during the last two decades.

The single largest factor for Rhodesia's unique provincial psychology is its original colonists' ethnic background whose descendants now make up the majority of the populace. Many Asiatic peoples chose to settle in this region during mankind's Exodus to the stars. As a result the people of Rhodesia have a distinctive "Eastern" view on many issues. Strangely enough they view themselves as "true Terrans" rather than outsiders. Even other Terrans think of Rhodesians as especially stubborn, which is saying a lot. They also like to argue apparently for the fun of it and are generally negative in their opinions. Indeed dealings with these grumpy people can be chaotic but worth it as they are extremely loyal friends. The Russian, Japanese, Arabic, and Chinese languages are very popular here while English remains the universal language of the Rhodesia. Eastern religions like Orthodox Christianity, Buddhism, and Islam hold sway here. Muslim influence in the Province is fast growing in the region as new immigrants continue to travel here from interior Terran space.

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%

Atmospheric Pressure: Standard (Breathable)



PROJECT PHOENIX

Surface Gravity: 0.9

Equatorial Temp: 28° C

Highest Native Life: Plants

Planetary Ruler: Duke Abraham Sadik

Overview: Close ties to House Davion saved the namesake and ruling family of Achernar. The Federated Suns acted quickly dispatching a special ops team to rescue the Achernars as the Amaris Coup exploded all across the Hegemony. Their heroic mission has been publicized extensively by the Federated Suns following its successful conclusion which laid the groundwork for the family's relocation to New Avalon. Prince John Davion granted them noble titles in exchange for the eventual relocation of Achernar BattleMechs, maker of the Dervish class BattleMech, to the Federation's capital. This agreement complicated an otherwise orderly return of the planet to Terran control. Arnold Collins managed to negotiate a compromise after Operation Liberation was completed. The Achernars agreed to abandon their Terran factory in exchange for two already disassembled BattleMech factories from the Periphery (part of Project Phoenix). Both sides were satisfied with the bargain as the rebuilding Terrans continued to produce the Dervish without interruption and Davion got two ready to be assembled complexes for New Avalon. The Sadik family has taken control of the planet, as well as the factory located there. The newly renamed Crescent Arms continues to produce the Dervish for the TRAS and may expand its lines soon in order to produce another 'Mech.

Dervish class BattleMech

Crescent Arms

New Rhodes

Star Type: M9V

Position in System: 1 (of 5)

Number of Moons: 2 (Filerimo & Dodecanisa)

Days to Jump Point: 2

Surface Water: 60%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 0.7

Equatorial Temp: 28 degrees C

Highest Native Life: Amphibians

Planetary Ruler: Premier Arnold Collins

Overview: It should come as no surprise that this star system which has always been strategically valuable for its quick turn around time was used by the Usurper's minions as a fast resupply area. Using the desert terrain of this small planet to their advantage the Terran Resistance did what it could to make Amaris troops uncomfortable during the occupation. General Kerensky had Taskforce Suns target this world early on during the Hegemony Campaign for liberation thanks to its strategic importance. Premier Arnold Collins has transformed his homeworld into a central hub of the new Rhodesian Province. Collins was able to found Rhodesian Defense Industries on planet using his influence within the military and investments from several rich friends. This new Terran defense contractor focuses on manufacturing support equipment for the New Republic's growing military.

MASH Truck

Mobile Headquarters (HQ)

Rhodesian Defense Industries

Rhodesian Defense Industries

**Ozawa***Star Type:* F8V*Position in System:* 2 (of 4)*Number of Moons:* 1 (Hokaido)*Days to Jump Point:* 3*Surface Water:* 30%*Atmospheric Pressure:* Standard (Breathable)*Surface Gravity:* 0.9*Equatorial Temp:* 25° C*Highest Native Life:* Mammal*Planetary Ruler:* Duke Yoshiro Ozawa

Overview: While many Terran planets have been renewed in spirit they have dropped in citizenry. Many have been leaving the nation ever since the Amaris Coup in 2766 which caused horrific damage. Ozawa on the other hand has seen a complete rebirth. Many dissidents from the Draconis Combine who continue to support the Star League and Amanda Cameron have sought refuge on planet. Their leader, Yoshiro Ozawa, claims to be a descendant of the ancient family who first settled this world and established a young interstellar empire. A blood enemy of House Kurita long thought destroyed their reemergence has galvanized forces on both sides of the border. In another blow to the Dragon's pride Yoshikuni Shun, a high level executive from Luthien Armor Works, successfully managed to escape the ISF and buy out Diplan Mechyards. The newly independent company may have expansion plans as it was only lightly damaged in the Amaris Coup. Ulsop's experimental facility on planet that focused on the research and development of the Space Defense Systems (SDS) was leveled during the Coup. Luckily the company with the help of the SLDF prior to the Exodus managed to repair this vital complex which could play a key role in the conflict to come. The Republic has prioritized security at this facility since it will rely heavily on these systems to compensate for its weak Navy. Finally the new established Wunderland Enterprises produces communications, targeting, and tracking systems for proven military vehicles of the New Republic. This company was founded thanks to the efforts of Preimer Arnold Collins who has invested heavily in building up Terran defense electronics within his Province.

Mongoose class BattleMech

SDS Components

Electronics

Diplan Mechyards

Ulsop Incorporated

Wunderland Enterprises

Ruchbah*Star Type:* F0VI*Position in System:* 1 (of 2)*Number of Moons:* None*Days to Jump Point:* 22*Surface Water:* 40%*Atmospheric Pressure:* Standard (Breathable)*Surface Gravity:* 1.1*Equatorial Temp:* 25° C



PROJECT PHOENIX

Highest Native Life: Mammals

Planetary Ruler: Duchess Naomi Slayton

Overview: Michaelson Heavy Industries was established during the Star League as a civilian industry manufacturing helicopters and other VTOLs for commercial, industrial and private use. The company managed to do a brisk business in the Hegemony until the Amaris Coup forced a halt to production. As its facilities were civilian and abandoned at the start of the occupation they were not heavily damaged during the conflict. This put the surviving company in an ideal position to resume production after liberation. Its civilian VTOLs were instrumental in helping humanitarian relief teams reach many newly liberated planets. When the new Terran regime looked at alternatives to the outright rebuilding of its military VTOL factories it approached Michaelson. The company acted quickly acquiring low interest loans from the government with which to buy up defunct VTOL companies like Yelm Weaponry and Paulina Weapons. This has allowed the New Republic to conserve resources for more vital military facilities.

Nightshade Combat Scout VTOL

Michaelson Heavy Industries

CyranoHelicopter Gunship

Michaelson Heavy Industries

Schedar

Star Type: G2III

Position in System: 2 (of 7)

Number of Moons: 1 (Mali)

Days to Jump Point: 9

Surface Water: 20%

Atmospheric Pressure: Standard (Tainted)

Surface Gravity: 1.1

Equatorial Temp: 27° C

Highest Native Life: Reptile

Planetary Ruler: Duchess Janice Rander

Overview: Rander Communications Equipment Incorporated managed to survive largely intact due to its underground location. The company's facilities continue to produce comtech for the New Republic with some exports to the Federated Suns. The planetary rulers and corporate leaders, the Rander family, have remained staunch supporters of Regent Amanda Cameron and Premier Arnold Collins. However, it remains to be seen if the Rander family will respect Terra's strict neutrality when war breaks out. Their healthy business profits could be hurt dramatically in such an event.

Communications Gear

Rander Communications Equipment Inc.

Tybalt

Star Type: G3V

Position in System: 3 (of 6)

Number of Moons: None

Days to Jump Point: 9

Surface Water: 60%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.0

Equatorial Temp: 28° C



Highest Native Life: Birds

Planetary Ruler: Duke Thomas Irvin

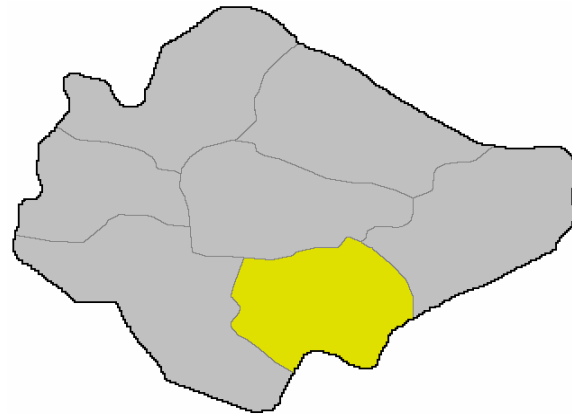
Overview: Jolassa Armored Vehicles suffered a good amount of collateral damage during the Amaris Coup but managed to survive thanks to aid from the SLDF who liberated Tybalt early in the Hegemony Campaign. As such it continued to produce the Fury Tank for the SLDF throughout Operation Liberation. The lines main vulnerability proved to be the Fury's sophisticated command computer built by Nirasaki. With Nirasaki's complete destruction the New Republic has been forced to produce "dumb" models which previously went only to the Great Houses. As the computer no longer exists any problems with existing tanks has forced Terran techs to cannibalize parts in order to keep some up and running. While still formidable the design's prestige has been somewhat affected by this refit process.

Fury Heavy Tank

Jolassa Armored Vehicles

Nanking Province (*the Gateway Province*)

This territory's history begins in the mid to late 22nd century with substantial human colonization during the Exodus. Excellent planetary conditions and vast deposits of mineral wealth assured that the region was completely settled by the late 23rd century, making it one of the oldest inhabited areas of space. When the Terran Alliance began to crumble this already prosperous region went into business for itself. Several small regimes like the Nanking Collective, the Liao Republic, and the Tikonov Union sprung to life. Their existence was cut short however thanks to the rise of the Great Houses. Eventually the Terran Hegemony seized the lion share of what one day would become the Nanking Province during its Second Campaign of Persuasion which began in 2320. The Capellan Confederation retains some influence here to this day because of the proximity of the Liao homeworld and Tikonov's ultimate decision to join that nation rather than Terra. The worlds that were incorporated by Terra took a very different path from those that joined Capella. While the Liao economy stifled planetary economies for the good of the whole, the Nanking region continued to grow and expand under Terran rule to become the commercial giant it is today. Of course this has made the region a tempting target for the Confederation which still seeks to win it over. The Amaris Coup provided House Liao a chance to step up their claims and prove their goodwill. The Chancellor generously provided aid and support to these worlds both during and after the occupation. This assistance combined with the very reasonable terms of the Centuran Accords sped recovery and endeared the Capellans in the hearts of many Nanking citizens. We suspect the Confederation is playing the "long game" in order to annex the Province when the Republic has been sufficiently weakened by conflicts with its other neighbors.



The largest region for commercial traffic in the New Republic remains the Nanking Province. Officially this is how the area received its nickname as the Gateway



Province. Others claim that it points indirectly to the Province's dual business nature as a hub of criminal as well as legal enterprises. Whatever the case maybe Nanking is responsible for a large portion of the Terran economy. This historical strength has allowed Nanking to develop its industry and natural resources. Nanking's industry is perhaps the most diverse in the Republic thanks to its consumer goods factories, which were not damaged in the Amaris Coup. Efforts to restore the Province's military industry has created a well balanced manufacturing base for Nanking. The regions mineral wealth only adds to its economic strengths as it is currently the largest resource provider in the New Republic. While Nanking will certainly be eclipsed here soon by the Rhodesian Province it will no doubt remain a top supplier of raw materials for the Terran nation for years to come. Also benefiting from Nanking's prosperity and high level of overall habitability is the agricultural sector. Damage done by the Usurper during his mad reign has lowered farming output for generations on some worlds making total recovery here difficult at best. Scientific consolidation by the New Republic has also done a number on Nanking's technological base. While it remains high, it is likely that Nanking Province will see little improvement in the foreseeable future.

The gateway seems to swing both ways when it comes to the political arena on Nanking. The province's leadership tends to back the conservative policies of the Terran national government which includes strict neutrality and isolationism. However, in practice Nanking officials have quietly forwarded liberal agendas such as closer ties to friendly InnerSphere realms and intervention in foreign affairs. This confusing split demonstrates the regions dual nature and mercantile tendencies. To further muddle politics here certain worlds buck Provincial authority and set their own agendas making any analysis chaotic at best. However, this system (if you can call it that) seems to work fine for the people of Nanking who enjoy its subtleties. Calling this behavior "Capellan" is a great insult to citizens of this Province who consider the Liaoist philosophy inferior. This doesn't mean that Nanking natives dislike the Confederation despite their constant complaining about past purchases or backwards economic practices. In fact, Nanking seeks an expansion of relations with the Capellans who have potential in their view. They argue that closer ties will bring great wealth to both nations and signal the downfall of the corrupt House Liao even starting the birth of a renewed Star League. In spite of this openly arrogant stance the Chancellor still agreed to turn over planets in exchange for exclusive ownership of Tikonov apparently hoping to sway public opinion. Only time will tell which side eventually triumphs in this high stakes public relations battle.

No one ethnic group composes a majority of Nanking's citizenry. A great deal of the Province's native populace is of Chinese descent. While they are the largest group of people represented therein, there are significant numbers of people whose ancestors were Russian, Latin American, North American, Italian, and Indian. All these ethnic groups put together make up over three quarters of Nanking's denizens. As a result their ancestors' languages remain spoken here even though English is the Province's universal dialect. Unlike other Provinces of the New Republic the people of Nanking don't hold a grudge against any of the Great Houses. At worst they view Marik as a competitor and rival, not a bitter enemy. Capellan influence while strong does not overshadow the Province's own identity as a distinctly Terran region. Christianity (Catholic, Orthodox, and Protestant) and Buddhism are the two largest faiths here followed by Hinduism.



Actually this is the strongest presence of this traditional Indian religion outside of Terra in the New Republic.

Aldebaran

Star Type: K5III

Position in System: 5

Number of Moons: None

Days to Jump Point: 4

Surface Water: 60%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.0

Equatorial Temp: 28° C

Highest Native Life: Mammals

Planetary Ruler: Duke Chun Li

Overview: Aldebaran is home to one Locust factories that are operated by Bergan Industries in the Inner Sphere. While at one time the mechs manufactured here were split between the Capellan Confederation and Terran Hegemony, in recent times, the New Republic has been purchasing the entire output of the factory. This has caused some tension between the House Liao and Regent Cameron who has tried to reassure the Capellans that this situation will not be permanent.

Locust class BattleMech



Bergan Industries

Capolla

Star Type: F6VI

Position in System: 6 (of 9)

Number of Moons: 1 (Nobel)

Days to Jump Point: 14

Surface Water: 77%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 0.83

Equatorial Temp: 33° C

Highest Native Life: Birds

Planetary Ruler: Duchess Caroline Dimaggio

Overview: The orbiting Iona Light Shipyards only produce dropships and aerospace fighters for the Terran nation. While damaged during the Amaris Coup they were neglected by the Usurper who concentrated on defending many of the Hegemony's larger



PROJECT PHOENIX

dockyards. Now part of the Federated Defense Systems these highly specialized yards have been expanded to produce several different kinds of small interplanetary craft for the New Republic. This includes small craft as well.

Rogue class AeroFighter	Federated Defense Systems
Sabre class AeroFighter	Federated Defense Systems
Centurion class AeroFighter	Federated Defense Systems
Hammerhead class AeroFighter	Federated Defense Systems
ST-46 Shuttle	Federated Defense Systems
S-7A Bus	Federated Defense Systems
KR-61 Long-Range Shuttlecraft	Federated Defense Systems
K1 Dropshuttle	Federated Defense Systems
Confederate class Dropship	Federated Defense Systems
Anchorage class Dropship	Federated Defense Systems
Union class Dropship	Federated Defense Systems
Elephant class Dropship	Federated Defense Systems
Buccaneer class Dropship	Federated Defense Systems
Intruder class Dropship	Federated Defense Systems

Fletcher

Star Type: G4V

Position in System: 7 (of 10)

Number of Moons: None

Days to Jump Point: 8

Surface Water: 90%

Atmospheric Pressure: High (Breathable)

Surface Gravity: 1.3

Equatorial Temp: 30° C

Highest Native Life: Amphibian

Planetary Ruler: Duchess Michelle Fouche

Overview: StarCorp Industries was rebuilt as part of Project Phoenix because of its loyalty to Terra and outright favoritism by General Ian Sinclair. His personal Mech a Warhammer named Stormbringer was produced there and Sinclair had a soft spot for StarCorp. The corporation's foreign assets that survived the war intact were unable to help in the reconstruction efforts thanks to the interference of the Great Houses. Despite being divested of its multinational holdings generous Terran aid allowed the company to reconstruct its obliterated factories on Fletcher. FlameTech called StarCorp's little brother because of its close relationship managed to survive the Coup nearly unscathed. Their facilities around the InnerSphere supplied StarCorp Industries with energy weapons for their BattleMechs. FlameTech executives took a distinctly pro-Marik position during the war that gradually alienated them from rebuilding Terran authorities. This led to their facilities within the Republic being nationalized by Regent Cameron shortly after her nation's official rebirth. The facilities were then turned over to a new very loyal Terran corporation, Infernis Unlimited. Of course this has angered the Free Worlds League even further. Aid from Project Phoenix even extended to Holly Industries, a StarCorps subsidiary, which rebuilt its factory producing missile systems. Perhaps the luckiest of all Fletcher's companies is Caletra Fighters who managed to avoid catastrophic damage

PROJECT PHOENIX



during the Amaris years. Consequently there has been little interruption in their annual production for the Terran nation. Yelm Weapons was not as lucky. Damaged badly in the Coup and its corporate hierarchy wiped out Yelm was consolidated into the Republic's new VTOL factories on Ruchbach.

Warhammer class BattleMech

Long Bow class BattleMech

Emperor class BattleMech

Highlander class BattleMech

Swift class AeroFighter

Energy Weapons

Missile Systems

StarCorp Industries

StarCorp Industries

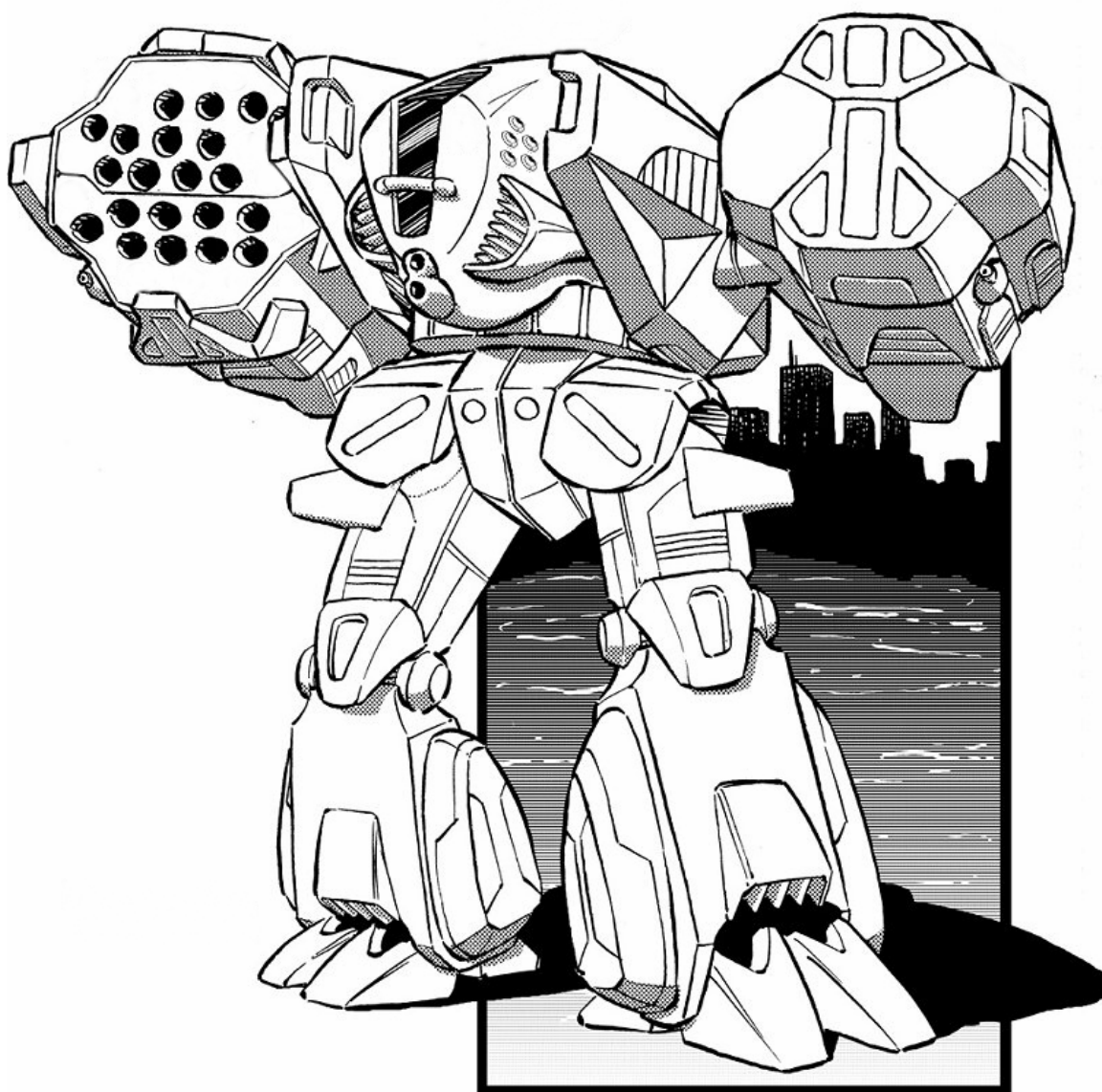
StarCorp Industries

StarCorp Industries

Caletra Fighters

Infernus Unlimited

Holly Industries





PROJECT PHOENIX

Nanking

Star Type: G1V

Position in System: 4

Number of Moons: 2

Days to Jump Point: 8

Surface Water: 70%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.0

Equatorial Temp: 28° C

Highest Native Life: Plants

Planetary Ruler: Premier Wai Gada Sinzu

Overview: This world was discovered fairly early on by some of the first interstellar explorers and colonized shortly thereafter. Deposits of platinum and copper soon attracted the attention of many prospectors and merchants. Ultimately these minerals proved to be in short supply but the vast commerce created in that initial rush never stopped. The first Exodus of mankind from Terra cemented Nanking's position among the stars as a premier trading post. After the fall of the Alliance the planet briefly joined the Tikonov Union until the Second Campaign of Persuasion convinced Nanking to rejoin Terra as part of the



Hegemony. As long as trade continued uninterrupted the people of Nanking remained relatively happy. Accounting for a sizable portion of the Hegemony's Rimward border trade Nanking became the nexus of Terran-Capellan commerce until the Amaris Coup. The Usurper devastated the planet by halting all legitimate trade pending his recognition by the other House Lords as the rightful ruler of the Star League. This of course never happened and except for a few daring smugglers all commerce ceased during the occupation. Following their liberation by the SLDF the people of Nanking picked up right where they left off. It has been an uphill struggle to renew business activity here as many are weary of the New Republic's precarious position among the Successor States. Nanking's bitter Capellan rival Styx has benefited the most from this drop in interstellar transactions cornering the market for now. The largest industry on the planet is Kallon Industries, which has their headquarters here. The



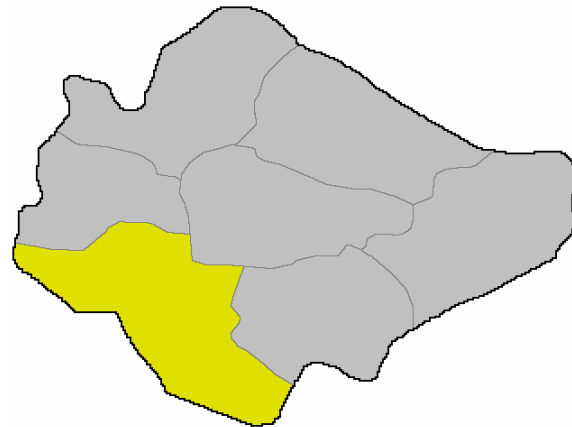
company has managed to rebuild its factory following the coup and is now a major supplier for the New Republic. The company is currently considering expansion into conventional vehicle construction that would further enhance its operations. The planetary capital of Nanjing City has been nicknamed Kallontown in light of that industry's new importance to the economy.

Wolverine class BattleMech
JagerMech class BattleMech
Rifleman class BattleMech

Kallon Industries
Kallon Industries
Kallon Industries

Talithan Province (*the Freedom Province*)

This area of space, now known as the Talithan Province, has had a long history of outspoken liberties and freedoms held sacred by its native populace. These proud democratic traditions date back to the time of the Terran Alliance and the Exodus. Many of this region's original settlers were extremely critical of their government and its oppressive colonial policies. However, theirs was a "loyal opposition" that stressed reform rather than rebellion. As a result they steadfastly refused to aid the



Expansionists during the Outer Reaches Rebellion but were equally dissatisfied at the Liberals "solution" to the problem. As Terra severed ties from all worlds further than a single jump away, including these young Talithan colonies, they were forced to fend for themselves. The locals dealt with independence as best they could and managed to start a healthy commercial industry that survives till this day. In 2316 the Treaty of Terra, between McKenna's new Hegemony and the Free Worlds League, helped bring these worlds willingly back into the Terran sphere of control. Peacefully electing to rejoin Terra after years of difficult struggle proved extremely beneficial for this territory. For the next four hundred and fifty years this area prospered as part of the Hegemony and then the Star League. The Amaris Coup bought all this affluence to a screeching halt and for the first time in centuries threatened its very survival. The Talithan people did the only thing they knew how during these dark times. They fought the Usurper's tyranny with every mean possible but in the process suffered a great deal. Their valiant struggle, which never ceased during the occupation, inspired many to throw off the yoke of Amaris in spite of their hardships. Eventually with the help of the SLDF they successfully won back their freedom. The Province, however, still shows the scars of its denizens stiff resistance to Stefan Amaris during his now infamous Coup. Many who remain in this devastated war zone speak proudly of what once was and their determination to rise again from the ashes.

Despite our best efforts several challenges stand in the way of Talitha's revival including its ravaged infrastructure. Of course increased tensions throughout the InnerSphere haven't aided in the recovery of what once was a commercial powerhouse. This Province's vast market places now stand virtually abandoned due to the huge fall off



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in foreign trade. Most notably absent from Talithan bazaars are Free Worlds League merchants who prior to the Coup made up a majority of these foreign trade delegations. With relations between Terra and Atreus growing worse by the day it is highly doubtful that this situation will change for the better any time soon. Even more worrisome is the fact that the bulk of the Province's surviving industry is located near the Free Worlds League border. In the event of war with Marik these important facilities would likely be targeted first ensuring their "loss" to an already badly battered region. Never blessed with material abundance to begin with, further industrial reconstruction might be rendered pointless. Another consequence of Terra's looming conflict with the Free Worlds League is a general decline in scientific investment. This staple of Talitha's economy has been relocated to the New Republic's interior to safeguard Terra's slim technological edge. One area of significant growth seen in the Talithan Province has been the booming agricultural sector. Efforts to feed the liberated denizens of the Terran nation during the Hegemony Campaign have really seemed to take root here as farm output continues to increase annually.

The people of Talitha recognize and respect as a whole their Regent's conservative stance on many policies despite being the most liberal Terran Province. While some may disagree with Amanda Cameron's decisions their adoration of her has not diminished in the least. Many Talithans laud her pivotal role in creating a new interstellar republic rather than simply establishing another typical InnerSphere Great House styled government. For the Talithans, direct participation in the government is the proper role for every citizen. Of course there is no shortage of public opinion when it comes to the impending war with the Free Worlds League. While everyone would like a return to normalcy along the Republic-League border, most realize that this is impossible. The rejection of the Centuran Accords by Captain-General Kenyon Marik doomed all hope of a peaceful solution to the crisis. The recent defection of the prominent Hughes family to Irian has only seemed to sharpen ill-will between the two nations now girding for the outbreak of hostilities. However, the Talithans do not hate the Free Worlds League in spite of everything that has happened in recent years. Their feelings are quite the opposite in fact. They view the League as the finest InnerSphere nation because of its commonly held democratic traditions. What they do despise is the House Marik, who has consistently worked to destroy these traditions in order to gain power.

The Talithan Province is closely related to the Terran Province of the New Republic thanks to its similar cultural make up. The original colonist hailed from Western societies, mainly European countries, almost exclusively. The Spanish, the French, and the Dutch were just some of the many Western European ethnic groups that settled this region of space. A large minority also came from the Americas firmly establishing a Western tradition that exists here today. The only exception is a small body of Chinese society that continues to thrive near the Nanking Province. Besides English, which is the universal Talithan language, Spanish and French are also widely spoken. Small pockets in this Province still retain their Dutch and Chinese fluency as well. The societal influence of the nearby Free Worlds League has strangely enough been limited due to its own diversity. This makes Talitha very different from other Terran border provinces which usually display some cultural seepage from their InnerSphere neighbors. This is deceiving however as the Free Worlds League does seem to share its economic and political views with Talitha. Religiously speaking, two faiths hold immense sway within



this Province. Christianity is the predominant religion of Talitha, with Catholics holding a clear majority. A host of Protestant faiths together with a small group of Orthodox Christians compose the rest of the Church in the religion. Judaism is the other major religion of Talitha. While the Jews are a small minority within this Province they are the largest community outside of Terra within the New Republic. Rounding out the Talitha's faiths is a very tiny sect of Buddhists near Nanking.

Bordon

Star Type: G2III

Position in System: 4

Number of Moons: 0

Days to Jump Point: 9

Surface Water: 50%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.0

Equatorial Temp: 25° C

Highest Native Life: Birds

Planetary Ruler: Duchess Sarah Ludlow

Overview: The people of Bordon have always retained their democratic values since the days of the first planetary colonist. The colonial founders chose to establish a participatory form of government to avoid the bureaucratic corruption of the Terran Alliance. In spite of Alliance interference their experiment in government was fairly successful although somewhat slow to function. For example, when the Outer Reaches Rebellion began it took the people of Bordon years of debate to determine a suitable course of action. By the time they had finally decided to formally secede from the Alliance it had already withdrawn to a 30 light year diameter leaving Bordon completely independent. Ultimately Bordon would chose to join the Terran Hegemony rather than the Free Worlds League but its proximity and free traditions made it an ideal border crossing. The planet's industry began growing as commerce fueled its rapid expansion. This eventually led to Allied Aerospace Incorporated's construction of a Land-Air Mech factory on Bordon financed by the Star League. The Amaris Coup destroyed the factory but not a major supply depot that allowed rebuilding. Allied Aerospace Incorporated was recently able to restore its LAM facility on world by merging with Federated Defense Systems. Fierce resistance to the Usurper's rule, aided by Marik sympathizers, that lasted until Kerensky's liberation has taken its toll. Grateful for Marik aid during the occupation the people of Bordon once again were asked to choose as the Star League disintegrated. The planet was forced to decide whether to join the Free Worlds League or stay with a rebuilding Terran nation. While debate raged on planet Amanda Cameron could have used her powers to step in and force Bordon's decision. She however chose to let the Bordon Plebiscite go forward. The vote taken in late 2785 reaffirmed the planet's affiliation to the Terran nation by a wide margin despite a concerted effort by Kenyon Marik to influence its outcome. This election process on Bordon has had a lasting impact on the Talithan Province as a whole, reinforcing its widely held democratic beliefs. Captain-General Marik was not pleased with the results however. Cutting all trade with Bordon he has vowed to add the planet to his own Marik Commonwealth.

Phoenix Hawk class LAM

Federated Defense Systems

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Castor

Star Type: M0II (A9V, A5V)

Position in System: 2

Number of Moons: 3 (Polydeuces, Leda, Jason)

Days to Jump Point: 8

Surface Water: 40%

Atmospheric Pressure: Standard (Tainted)

Surface Gravity: 1.2

Equatorial Temp: 25° C

Highest Native Life: Plants

Planetary Ruler: Duke Nathan Guttmann

Overview: Castor was one of the few Hegemony planets that manage to remain free of the Usurper, largely thanks to the efforts of Commodore Alan Burke and Hugo Zaker. Their combined efforts wiped out the Amaris troops on planet and prevented damage to the Zaker Dockyards in orbit. The shipyards shifted their operations from construction to maintenance in an effort to aid the SLDF operations against the Usurper. However the facility was so focused on the restoration of damaged SLDF warships that the shipyards began to suffer from the lack of maintenance. It was only after the SLDF managed to regain contact with the system that the facility was able to receive much needed repairs. It was at this point that Commodore Burke was promoted to the rank of Admiral in recognition of his key role in defending the system. When General Kerensky announced his plans to leave the Inner Sphere, Admiral Burke, now in charge of a Strike Fleet, chose to follow the General into exile. Zaker refused to leave his home and is one of the New Republic's greatest patriots even if some still find him a little eccentric. His company has returned to ship construction and repair helping the Royal Navy field what warships it can before war comes again to Terra.

Salvaging Star League Warships

Zaker Shipbuilding

Connaught

Star Type: G3IV

Position in System: 3

Number of Moons: 0

Days to Jump Point: 8

Surface Water: 70%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.0

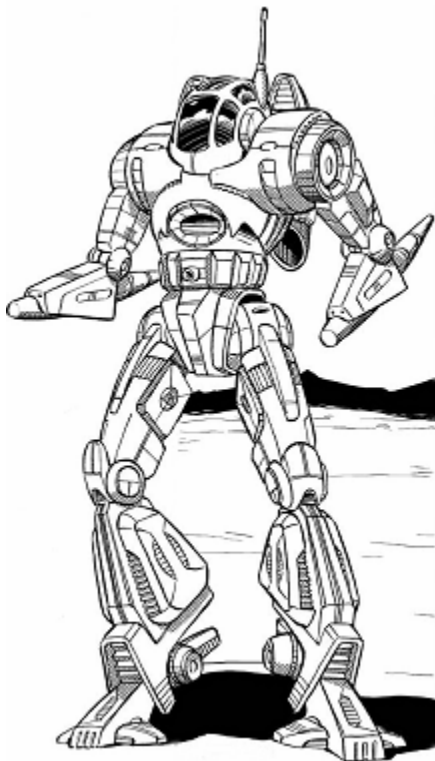
Equatorial Temp: 30° C

Highest Native Life: Birds

Planetary Ruler: Duke Sean Gibbons

Overview: This world is home to the Kong Interstellar Corporation which was once considered a rising star among Star League defense contractors. Founded during the League's infancy this Terran company with Marik investors fielded its first design, the





Black Knight class BattleMech, in 2578. This highly successful 'Mech was followed by the introduction of the Confederate class Dropship in 2602 which was destined to become the standard Mech transport of the entire SLDF. Capitalizing on its success Kong acquired a license to build the Ostsol and Ostscout class BattleMechs from the Terran Hegemony in the mid-2600s. The Hegemony granted a license to Kong for the two Ostmann Industries designs due to concern about the small size of Ostmann's factories. A lengthy legal battle ensued as both companies argued their case in the Hegemony courts financially draining Ostmann until it was forced to declare bankruptcy. In one final act of spite Ostmann executives destroyed the blueprints to their flagship product, the Ostroc, dooming Kong's plans to produce the design. After this bitter fight Kong's growth cooled as the Star League gradually began its decline. The Amaris Coup was not kind to Kong Interstellar as fighting heavily damaged its facilities. Ironically it was forced to sell the licensing rights to

its Confederate class Dropship to Federated Defense Systems in order to rebuild. This difficult but necessary move left the company in good financial condition enabling it to fully restore its BattleMech production lines. Executives are cautiously considering expansion plans but are wary of impending Marik aggression.

Black Knight class BattleMech	Kong Interstellar Corporation
Ostscout class BattleMech	Kong Interstellar Corporation
Ostsol class BattleMech	Kong Interstellar Corporation

Dieudonne

Star Type: F3V

Position in System: 2

Number of Moons: 5 (Runes, San Palo, Mary, École and Marie Theresa)

Days to Jump Point: 17

Surface Water: 67%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.0

Equatorial Temp: 40° C

Highest Native Life: Mammals

Planetary Ruler: Duke Philip d'Arrene

Overview: This planet's status as a shared possession of the Terran Hegemony and the Free Worlds League saved it from conquest by Amaris troops in 2766. Captain-General Kenyon Marik ordered soldiers from the League to safeguard Dieudonne from the conflict. However, this action may have only forestalled an inevitable battle over ultimate control of this world. Marik refuses to acknowledge Terran authority on world stating that the Hegemony was destroyed by Amaris and as such Dieudonne belongs solely to the



PROJECT PHOENIX

Free Worlds League now. The New Republic continues to dispute this claim and demands the immediate return of all Terran occupied worlds by House Marik. Dieudonne is different from the other four Terran systems currently held by the Free Worlds League as it is home to a BattleMech factory. Renault-Prime Industries manufacturer of the Flashman class BattleMech resides on world. Marik carefully avoided a dispute with General Kerensky routing all BattleMech shipments to the SLDF until the High Council officially dissolved the Star League in 2781. Since then the Flashman has been produced solely for the Free Worlds League Military.

Flashman class BattleMech

Renault-Prime Industries

Outreach

Star Type: K9V

Position in System: 2 (of 8)

Number of Moons: 1 (Cerberus)

Days to Jump Point: 3

Surface Water: 75%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.10

Equatorial Temp: 24° C

Highest Native Life: Fish

Planetary Ruler: Duke Simon Reynard

Overview: Outreach is known as the site of the last of the Star League's Martial Olympiads. This former glory is now forever gone with the breakdown of the League and the subsequent departure of the SLDF. This blow is especially hard felt by the denizens of this planet who revere their proud past. This damage far outstrips what Amaris did during the occupation. While Outreach suffered just like every other Terran world it wasn't a primary target of the Usurper who merely added it to his little Empire. Following the planet's liberation, General Technologies setup a profitable BattleMech salvage operation which has become the planet's primary industry.

[NOTE: The most covert military production site within the entire Terran nation is located on this planet's remote Remus continent. With the birth of the Martial Olympiad on Mars the SLDF was concerned that it's covert General Systems (a division of General Motors) facility located on Mars could be discovered by the Great Houses. It was of the utmost importance that a new site be chosen for the covert production of high tech weapon systems. Remus a sparsely populated continent on the non-descript world of Outreach was perfect for Norse Technologies, the successor to General Systems. Their first project, which was completed in 2640, was the ultra stealthy Spector. Ironically the environment that made this planet so attractive for secret production facilities also made it the perfect site for an expanded Martial Olympiad. Despite the relocation of several high tech facilities from Outreach to the Periphery, limited production of the Spector continued on the planet. New manufacturing facilities, which focused on supplying replacement parts for the BattleMechs competing in the Olympiad, sprang up on the planet's other, more habitable, continent of Romulus. The large quantities of parts required to support the games required continual enlargement of the parts factories and surrounding repair yards until 2736 when General Kerensky ordered a halt to the games. The economic downturn that resulted after the end of the Martial Olympiad and the



Amaris Coup wrought untold devastation on the planet. Following the liberation of Outreach, Star League engineers, working as part of Project Phoenix, determined that the damaged component factories and repair yards could be salvaged. Combining these facilities with Norse Technologies BattleMech complex on Remus (which was never discovered by Amaris) allowed for the creation of a massive new expansive factory producing many types of different 'Mechs. In order to maintain absolute secrecy it became necessary to convince both parent companies that their defunct subsidiaries were completely destroyed. The importance of this decision quickly became evident to everyone after both companies based in the Federated Suns declared their loyalty to House Davion. The deception was easily carried out through a little slight of hand. A new Terran holding company closely associated with the Central Intelligence Bureau (CIB), General Technologies, was created to handle operations at this covert factory complex. Work on expanding the existing subterranean complex started quickly but was only recently finished by Terran engineers. This small factory turned into a manufacturing giant that claimed all the top secret designs from its defunct predecessors and seizing under special legal pretext rights to produce the Pillager from HildCo Interplanetary Incorporated. Despite its hidden location deep underground many Terran intelligence experts fear that a manufacturing complex of this size will inevitably be found by the Terran Republic's enemies.

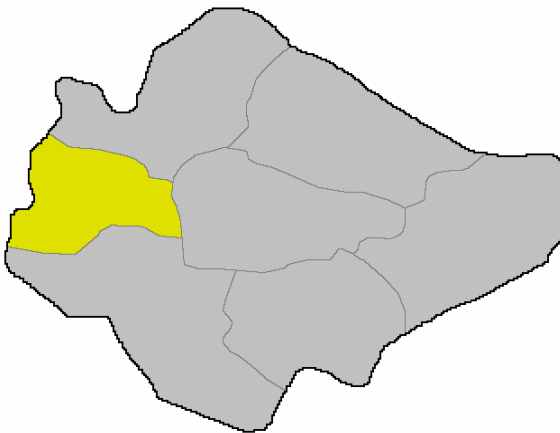
Spector class BattleMech
Exterminator class BattleMech
Devastator class BattleMech
Pillager class BattleMech
Thunder Hawk class BattleMech
Salvaged BattleMechs

General Technologies
General Technologies
General Technologies
General Technologies
General Technologies]
General Technologies

Oliver Province (the Outback Province)

The industrious citizens of the Oliver Province have worked long and hard to get what they have. The first settlers on these worlds labored to simply survive under some pretty difficult conditions. Their situation was made worse by cruel colonial governments which did not care about the welfare of the people. In 2334 the situation exploded as several worlds in this region forcibly threw off their oppressors and began what

was the Outer Reaches Rebellion. Eventually they succeeded in driving out the hated Alliance but found that existence without Terran support was even more challenging. For a hundred years these systems remained proudly independent but could do little to improve their situation. When a renewed Terran nation launched its Third Campaign of Persuasion in 2335 to regain this area of space resistance was fierce. Ultimately the superior forces of McKenna's Hegemony triumphed and with their tremendous resources soon won the hearts of the people. During the Cameron era these planets grew into industrial powerhouses with their ample raw materials and productive citizenry but no





PROJECT PHOENIX

good thing could last forever. The rise of Stefan Amaris brought a return of the cruelty of ancient Terran governments. The Usurper enslaved the populace and pressed them to work against all that they held dear. Again they did their best to survive and thanks to the SLDF were finally liberated during the Hegemony Campaign. Still devastated from the Coup the inhabitants of this Province continue to rebuild their ravaged homeworlds. Efforts to secure our defenses will not be in vain thanks to their diligent spirit that contributes daily to our national strength.

The Oliver Province has quite possibly dealt the best with its transition into the New Republic from the Star League era. The people have hardly noticed the lack of foreign trade or scientific investment concentrating instead on the more tangible assets of recovery. This attitude has paid off recently seeing the vast influx of new commerce into the Province. Oliver's relative stability has drawn merchants from Lyran and Marik space to do business here rather than along their hostile borders. Ambitious plans to further boost this growing traffic have been delayed for security purposes but current efforts have already helped in our industrial restoration. Oliver remains the largest manufacturing base in the Outer Provinces in spite of tremendous damage caused by the Amaris Coup. While its vast natural resources were also hurt by that conflict they remain a strength of this region as well. Already extensively exploited prior to the fall of the Star League these materials are steadily diminishing. Agricultural production remains spotty as always because of the regions variable degree habitability. Some worlds in this Province are filled with arable lands and lush conditions making them veritable breadbaskets. Others are arid sun baked wastelands incapable of feeding their own meager populations. Traditionally a balance was kept between the systems providing enough food for all. Now thanks to some lasting environmental damage sowed by Amaris the people of Oliver must work harder than ever to maintain this balance.

Generally conservative when it comes to politics this Province strongly backs Amanda Cameron and Ian Sinclair. With the Star League gone many think it was just good sense to renounce a title that no longer existed for peace. Oliver is also wary of the Great Houses' ambitions and supports limited interaction with each to avoid war with all. Their commitment to Sinclair separates this border Province from the others politically. Here they believe the last Cameron and Sinclair are on equal footings with each responsible for the creation of the New Republic. Perhaps this deeply held respect comes from the blue collar roots that many citizens of this Province believe that Sinclair possesses. Another reason could be their shared enmity for Captain-General Kenyon Marik, whom they both despise so very much. While their feelings for the so-called "Eagle" are well known, the people of Oliver have mixed feelings on the Free Worlds League as a whole. This Province feels betrayed by their recent actions, especially given the good friendships that had been established in the past. Continued occupation of previously shared border worlds and support for terrorist acts within the Province have sundered any historical goodwill for now. The people of Oliver are resolute in their vows to stem any further League aggression.

The original colonists of the Oliver Province were primarily from parts of the old British Empire. While some were English, Irish, Welch, Scottish, American, Canadian, or African the largest segment hailed from down under. Over time this Australian heritage spread throughout the region till it became a natural part of the culture. Today this once quirky behavior continues to spread throughout the Province and is proudly embraced by



many of its denizens. Naturally English is the language of Oliver even though some outsiders don't recognize the native slang. Much of the populace doesn't speak a second language which is a rarity for Terrans. Various tribal dialects (which are very uncommon) from Australia, North America, and Africa compose the bulk of these second languages. Another spoken tongue is German, which has been picked up from Oliver's Lyran neighbors. Oliver and Skye have traditionally shared a close relationship that dates back to the time of the Outer Reaches Rebellion. This link to the Lyran nation has endured ever since and remains strong till this day. Christianity is the principal faith of this Province with Protestants holding a clear majority over Catholics. Shamanism and other tribal religions, thought primitive by some, run a distant second. Interestingly enough this Province is the only Terran region to widely accept New Age faiths which started out among the stars.

Alula Australis

Star Type: A7III

Position in System: 8 (of 8)

Number of Moons: 1 (Caprice)

Days to Jump Point: 28

Surface Water: 87%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.09

Equatorial Temp: 26° C

Highest Native Life: Amphibian

Planetary Ruler: Duchess Laurel d'Astigne

Overview: This planet is home to a large military factory that still resides at the heart of a major legal battle between the Terran Republic and the Free Worlds League. The factory was originally owned by Technicron Manufacturing. This Free Worlds League business suffered greatly during the Age of War and eventually their factory was badly damaged. The Terran Hegemony offered help rebuilding this complex during negotiations that would lead to the birth of the Star League. One of the stipulations of this aid was that the new factory, which was built using salvaged materials from the original Technicron facility, had to be constructed on Terran soil, namely Alula Australis. Both nations jointly controlled the factory complex and shared its output. When the Amaris Coup destroyed the Hegemony, the Free Worlds League technically became the sole owner of the factory. However, the League's failure to ensure the factory's safety violated the original joint ownership agreement between the Hegemony and the Free Worlds League. Adding to the confusion was the fact that a slowly rebuilding Terran Hegemony claimed defacto ownership of the facility by their occupation of the planet. After the liberation of Alula Australis, Technicron restored the facility and even expanded it to produce a new BattleMech, the Quickdraw. Following the end of the Amaris Conflict, the Terrans tried to retain exclusive control of the factory. As the dispute increased both parties went to Court to resolve the conflict. After Operation Liberation the Star League's Supreme Court agreed to hear the case. The Court had been in recess when the Coup broke out and saw two of its seven members killed during the conflict by the Usurper. These two Justices were the Terran members of the Court. The five remaining Justices that sat in judgment of this case represented each of the Great Houses. While Director-General



PROJECT PHOENIX

Amanda Cameron had tried to appoint two new Justices, who would represent the Terran Hegemony, the High Council refused to ratify their appointment. By a ruling of three to two the Court upheld Technicron's claim of ownership to the Australis facility and ordered the Hegemony to relinquish control of the facility to the Free Worlds League. Director Cameron boldly refused to recognize the Court's authority without the Terran Justices and with the backing of the nation chose to ignore the ruling and turned control of the factory over to Mitchell Vehicles. Not long afterwards the High Council dissolved the League but animosity between the Free Worlds League and the Terran nation remains as a result of this incident. Tensions remain high on both sides of the border ever since the Star League's demise.

Manticore Heavy Tank

Mitchell Vehicles

Quickdraw class BattleMech

Mitchell Vehicles

Awesome class BattleMech

Mitchell Vehicles

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%

Atmospheric Pressure: High (Breathable)

Surface Gravity: 1.12

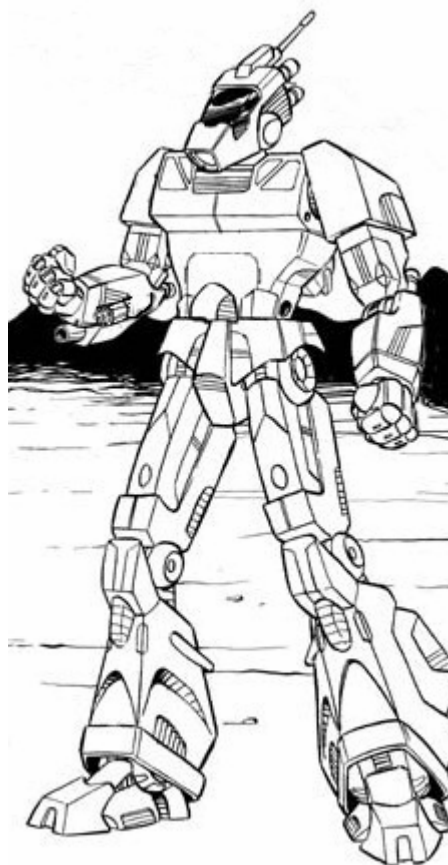
Equatorial Temp: 48° C

Highest Native Life: Mammals

Planetary Ruler: Duke Victor Gillis

Overview: Marcus was a site of great suffering during the Amaris Coup as over three million inhabitants perished in the Usurper's forced labor camps. The harsh Rim World taskmasters forced the labors to increase their productivity, more than tripling the production output of Marcus's factories during the five years of the occupation. Since the liberation many have left this world in search of a new beginning. Those who remain behind are too poor or sick to be able to leave their homeworld behind them for a fresh start elsewhere. The New Republic's struggle for existence in the face of impending foreign invasions has been met on Marcus with almost complete apathy. Survivors still walk the streets in shock and stunned disbelief as Regent Cameron has asked the nation to endure further hardships. Despite the need for increased

production from Orguss Industries and the uranium mines located on the southern continent of Wahryn the new government has not forced the issue. They acknowledge that the natives of Marcus have seen too much war and so have bought in off-world



PROJECT PHOENIX



Terrans to carry out these tasks. Many wonder aloud if this once vibrant world will ever regain its former spirit.

Stinger class BattleMech

Orguss Industries

Wasp class BattleMech

Orguss Industries

UrbanMech class BattleMech

Orguss Industries

Phoenix Hawk class BattleMech

Orguss Industries





PROJECT PHOENIX

Oliver

Star Type: M5V

Position in System: 1 (of 2)

Number of Moons: 2 (Nasya, Shilo)

Days to Jump Point: 2

Surface Water: 59%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.07

Equatorial Temp: 39° C

Highest Native Life: Mammals

Planetary Ruler: Premier Daniel MacKenzie

Overview: While damaged in the Amaris Coup both Brigadier Corporation and AeroFighter Unlimited were able to repair their factories with the help of the SLDF after Oliver's liberation during the Hegemony Campaign. This provided General Kerensky's forces with vital war material which immeasurably aided their advance against the Usurper. Problems for some of Oliver's industries started following the war. Brigadier's CEO Simon Harrison came out as a staunch supporter of Amanda Cameron during the Star League's final meetings earning him and his company the unyielding hatred of Council Lord Kenyon Marik. As a result the Captain-General nationalized Brigadier's substantial holdings in the Free World's League. The new Federal Weaponry Limited, which is a League owned corporation, now runs these facilities. Soon after the Draconis Combine followed suit eliminating the last of the company's foreign assets. Foresighted moves such as redistribution of fiscal assets and personnel allowed the company to take

both hits in stride. Their Warez plant on Oliver is now operating at full strength for the New Republic. AeroFighter Unlimited on the other hand was able to make the transition more smoothly capitalizing on the Terran-Marik dispute to gain exclusive rights over the Ironsides class Aerospace Fighter. Previously this craft was constructed for the Star League by the pro-Marik Brooks Manufacturing. Adding to Oliver's military industrial strength was the ever profit seeking Quicksell Corporation. Previously turned away by other Terran regimes for questionable business practices the New Republic has allowed Quicksell permission to build a new factory on planet. This just finished





complex will produce the Burke PPC Carrier as well as other well-established military vehicle designs. Quicksell acquired the rights to the Burke from the financially troubled Foretechno. Following the Coup, Foretechno was unable to rebuild and was quickly snapped up by Quicksell. With the Burke considered vital to the defense of the Republic the Terran government had little choice but to let the company begin operating in the Republic. The company is under close scrutiny by the Terran military's Logistics Command for loose quality control standards which plague its other products around the InnerSphere.

Griffin class BattleMech
Scorpion class BattleMech
Crusader class BattleMech
Goliath class BattleMech
Lightning class AeroFighter
Ironsides class AeroFighter
Eagle class AeroFighter
Thunderbird class AeroFighter
Burke PPC Carrier
SRM Carrier
LRM Carrier

Brigadier Corporation
Brigadier Corporation
Brigadier Corporation
Brigadier Corporation
AeroFighter Unlimited
AeroFighter Unlimited
AeroFighter Unlimited
AeroFighter Unlimited
Quicksell Corporation
Quicksell Corporation
Quicksell Corporation

Wyatt

Star Type: G4III

Position in System: 4

Number of Moons: 1 (Holiday)

Days to Jump Point: 8

Surface Water: 40%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.0

Equatorial Temp: 25° C

Highest Native Life: Birds

Planetary Ruler: Duke Peter Roark

Overview: This world has become the new center of corporate operations for Bowie-Republic. As with many other many multinational companies Bowie Industries was forced to split up following the collapse of the Star League. The breakup, unlike most others, was completely amicable thanks in large part to good cross border relations with House Steiner, where Bowie's factories were reorganized into Bowie-Commonwealth. Both parts of this corporation still share data with each other, but strictly observe any legal restrictions imposed by their home nation. Bowie-Republic was forced to consolidate its facilities in the Terran Republic thanks to destruction caused during the Amaris Coup. Its former Wasat facilities were laid waste and what little could be salvaged was relocated to Wyatt. It appears that the company may try to begin





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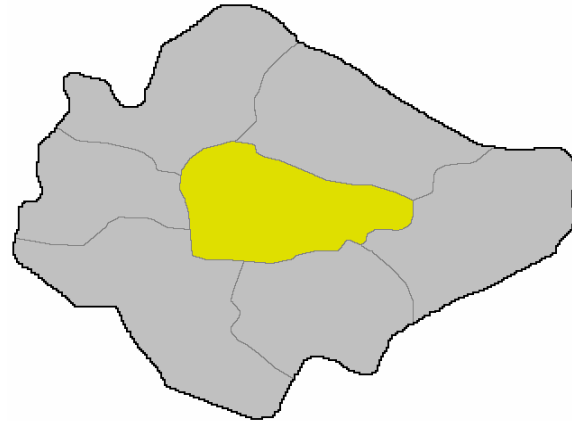
production of the Sylvester class Civilian Dropship, or another other craft of similar size, at its newly expanded facilities on Wyatt.

Archer class BattleMech
Chippewa class AeroFighter
Gabriel Recon Hovercraft

Bowie-Republic
Bowie-Republic
Bowie-Republic

Terran Province *(the Keystar Province)*

The first extra-solar colonies of mankind make up this central Province of the New Republic (NOTE: This political region also contains the Sol System which has been listed separately in this work to provide a closer inspection of that critical area). Most of these worlds remained Terran even through the Outer Reaches Rebellion and the subsequent disintegration of the Alliance. They later became the core of the Hegemony and continued their development in a relatively stable environment. Untouched by any major conflict these star systems approached the sophistication of Earth. During the Star League this region became the very heart of the InnerSphere witnessing all types of human endeavor. The Amaris Coup shattered this region's long held safety and for the first time exposed it to the horrors of war. Before this incident the region's proximity to Terra had been a boon, now it was a bane. The Usurper caused untold suffering to these worlds closest to Earth and the Cameron dynasty. As they formed the core worlds of the evil one's Empire this region endured the longest under his mad reign of terror. The area began the long road to recovery following the SLDF's liberation and has made significant progress. However, the scars still linger despite the Terran's best efforts and it remains to be seen if this Province will ever fully heal.



Home to some of the earliest interstellar settlements, this province has achieved great heights in social and economic development. This is especially true of the level of planetary industrialization achieved in the Terran Province. Despite the tremendous damage caused by the Amaris Coup this area is still one of the most productive in the known universe. As a result reconstruction efforts are progressing very rapidly, far exceeding the reconstruction efforts in the other provinces. In fact the Terran Province has relied more on native manufacturing than foreign salvage to rebuild due to its own industrial strength. The only impediment to this colossal industry is a lack of natural resources. Once rich with raw materials many Terran worlds have seen their native mineral supplies dwindle to almost nothing. The Outer Provinces are stretched to their limits now trying to fill the void left by foreign imports used extensively during the Star League era and are unable to meet the needs of the Terran Province. In spite of recycling efforts if new deposits aren't located within a generation untold problems could face the nation. One benefit to its location at the center of the Human Sphere is that trade has always been strong in this region. Recent circumstances have changed this former strength to a weakness. Security concerns, political isolation, and rising hostilities have all conspired to strip this region's interstellar trade. Unlike the resource crisis this stance



could one day change, but this remains doubtful judging by the current atmosphere. Science and agriculture both remain strong, again primarily due to the areas vast industrial might. Despite the loss of personnel this Province has rebuilt its places of learning and scientific infrastructure at a greatly accelerated pace enabling a strong revival in this sector. The restoration of the agricultural capabilities of the province received high priority in the early days after the liberation of Terra. These efforts were vital to ensure sufficient food supplies to feed the large Terran population. Recently the agricultural output of the province has approached its pre-war levels, which opens the possibility of exporting surplus food supplies to other provinces or nations.

The Terran Province is also known as the Central or Home Province but many people have taken to calling this region the Keystar Province because of its shape on the map. The area is considered the heart of the New Republic as shown by the constitutional requirement that the heir to the Regency must serve as Premier of the Terran Province for five years before they can assume the position of Regent. The Keystar Province is considerably less static than the Outer Provinces of the nation when it comes to politics. It's citizens can best be described as pragmatists often making the best of a bad situation. Currently they solidly support a conservative agenda that promotes isolationism and strict neutrality. Given the current state of affairs with the Great Houses this seems to be a wise decision. Many Terrans are baffled by the House Lords greedy moves to secure the throne of an officially defunct organization. While some sympathize with certain nations of the InnerSphere there seems to be no love lost for the Draconis Combine. Their actions during and after the Coup have earned House Kurita almost universal contempt within the Province. Many believe that any negotiations with that realm are now and forever doomed to failure. In stark contrast is the people's view of the Free Worlds League, which they believe is just going through a temporary lapse in competent leadership.

Due to the early colonization practices of the Terran Alliance the worlds in this region of space are inhabited overwhelmingly by peoples of Western cultures. These North American and European roots have come to embody what the InnerSphere views as a traditional Terran. Many Spheroids still believe Terrans are an arrogant bunch despite being an opened society which proudly proclaims its diversity. Unlike the Outer Provinces of the New Republic there is virtually no cultural influence from any of the Great Houses. Not even on Earth, which has a far more diverse populace, is the Terran culture so prevalent. While the Province does include some minorities, mainly Pacific islanders as well as some Asian cultures, their numbers remain small and isolated. English is the common tongue of the area with only traces of Romance languages (Spanish, French, and Italian) to be found. Christianity, led by the Catholic and Protestant faiths, dominates the religious landscape of the Province with Judaism a distant second. The influence of the Roman Catholic Church cannot be discounted as their followers make up the religious majority of the area. In light of the New Avalon Schism people throughout the InnerSphere have informally dubbed the faith, the Terran Catholic Church. To avoid any further possible fracturing the Pope has issued new operating guidelines to his clergy throughout the InnerSphere. As result of greater discretion given to them by this recent act the Cardinals of the capital worlds of the Great Houses have become more powerful. In spite of these reforms reconciliation between the Terran and New Avalon Churches seems unlikely at the moment. That suits many Terrans fine as these new age religions seem to come and go but mankind's original faiths endure.



PROJECT PHOENIX

Altair

Star Type: F7III

Position in System: 5 (of 5)

Number of Moons: 1 (Olgar)

Days to Jump Point: 13

Surface Water: 6%

Atmospheric Pressure: Standard (Tainted)

Surface Gravity: 1.0

Equatorial Temp: 57° C

Highest Native Life: Reptile

Planetary Ruler: Duke Jose Martinez

Overview: This hotly contested world was once an important part of the Draconis Combine as well as the Terran nation. However, its prominence among the stars was eclipsed by other planets during the Star League era as new industrial development was concentrated further away from Terra and the core worlds of the Hegemony. As a result while some of Altair's major mining operations persevered, only one large manufacturing facility remained by the time of the Amaris Coup. Izumi Shipyards produced many different kinds of spacecraft during the Star League focusing on the construction of commercial jumpships. Badly damaged by the Usurper, the factories were liberated by the troops of the SLDF. Unable to be quickly rebuilt the SLDF troops moved on to other targets, allowing the Draconis Combine to move in and occupy the planet. The troops of the dragon moved slowly, trying to avoid outright conflict with the SLDF soldiers, this provided pro-Terran forces of the planet enough time to establish a large presence with which to contest the Combine occupation. The situation has degenerated into small scale battles preventing any kind of rebuilding by either side. Draconis forces currently occupy Izumi Shipyards and seem content just using the facilities as a repair station. Many Terran officials fear that House Kurita will use Izumi as a staging area for strikes deep into the New Republic. A recent operation launched by the Special Armed Services (SAS) successfully sabotaged much of the space installation, damage which will require a significant amount of resources to repair. With an eye towards the future Mitsui Diversified has obtained ownership rights from the Terran government. This purely speculative venture may eventually pay dividends if the company can acquire control of the facility from the Combine. Mitsui engineers who have studied the complex believe that the yard could be converted to produce heavy aerospace fighter with only a minimal investment of capital.

Commercial Jumpships (inactive) Mitsui Diversified

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%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 0.98



Equatorial Temp: 37° C

Highest Native Life: Mammals

Planetary Ruler: Duchess Rebecca Hawsel

Overview: The harsh climate that once grasped this planet has returned with a vengeance thanks to the tremendous damage inflicted by Stefan Amaris. The destruction of the majority of Bryant's Storm Inhibitors is responsible for the current climate problems being experienced by the planet, which threaten to render the world uninhabitable. Hartford Company, a small but venerable defense contractor, was very nearly annihilated during the Coup. Luckily an errant shipment from Project Phoenix enabled the company to rebuild its small Cicada BattleMech line along with its larger Von Luckner Heavy Tank factory. Originally slated to close Hartford is struggling to survive not only fiscally, but also physically due to the climate problems occurring on the planet. At the other end of the spectrum is the brand new Lantern Corporation which was founded after Bryant's liberation by the SLDF. This new factory was built in the southern polar zone from the remains of Hartford's original complex and what was a Star League Mobile BattleMech Repair Facility. The company's founder, Ryan Fitzpatrick, is a former Chief Tech with the SLDFs CAAN regiments. This retired Marine designed the Grasshopper class BattleMech for the SLDF during the final days of the Amaris Coup. Following Kerensky's Exodus the New Republic rapidly moved to purchase every production run of this highly reliable design from Lantern further improving the company's good fortune.

Cicada class BattleMech	Hartford Company
Von Luckner Heavy Tank	Hartford Company
Grasshopper class BattleMech	Lantern Corporation

Caph

Star Type: G5V

Position in System: 3 (of 7)

Number of Moons: 2 (Lupus, Felis)

Days to Jump Point: 7

Surface Water: 42%

Atmospheric Pressure: Standard (Tainted)

Surface Gravity: 1.01

Equatorial Temp: 41° C

Highest Native Life: Reptiles

Planetary Ruler: Duchess Laura Gustafson

Overview: Devastated during the Amaris Coup, Caph has become a focal point for the reconstruction under Project Phoenix. Caph was the center of Terran innovation and research for many years until it fell victim to some the Usurper's most horrible crimes. Restoration of this planet's key installations, like the Caph Institute of Technology as well as Stormvanger Assemblies, became a priority for reconstruction as part of the attempt to help Terran retain her scientific edge. The Stormvanger facilities, which were wiped out in the fighting, had to be replaced with factories shipped to Caph from the Periphery. Despite the complexity of the reconstruction project everything has been going smoothly. Unfortunately things have not run as smoothly at the newly rebuilt Caph Institute of Technology. Despite heavy government investments in the school it still lacks sufficient manpower to operate efficiently. There has been significant disruptions to the



PROJECT PHOENIX

research projects at the Institute, which have resulted in a number of accidents. Currently CIT is closed while investigations into these incidents are carried out. It is suspected that foreign agents are responsible for the current problems facing the school.

Falcon class BattleMech	Stormvanger Assemblies
Javelin class BattleMech	Stormvanger Assemblies
Striker class BattleMech	Stormvanger Assemblies
Cyclops class BattleMech	Stormvanger Assemblies
Electronics	New Earth Trading Company

Carver V

Star Type: K0V

Position in System: 5 (of 8)

Number of Moons: 2 (Justice, Freedom)

Days to Jump Point: 4

Surface Water: 87%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 0.84

Equatorial Temp: 34° C

Highest Native Life: Reptile

Planetary Ruler: Duke Michael Westoff

Overview: Carver V was one of the few Terran worlds which managed to avoid being completely conquered by the Usurper. This was thanks in large part to the planet's island terrain and her amply skilled guardians. This system was home to the Star League Marine Corps who maintained a high level of readiness at all times. Several CAAN (Cavalry, Armored, Aerospace, and Naval) regiments which were stationed on world when Amaris struck managed to turn back the initial attack with the help of Carver's landscape. The Usurper's forces decided to settle in for a full scale planetary siege hoping to starve the defenders of vital military supplies. It was expected that establishing a naval blockade and constantly probing the Marines position would eventually wear down the Terran defenses and force the Marines to surrender. However, this ploy was foiled by the Star League's 3rd RCT (Eridani Light Horse) which successfully managed to resupply the Marines during a daring raid in system. While the planet held off the invaders it suffered significant combat damage. Thankfully the enemy never used Weapons of Mass Destruction (WMD) during the fighting because of Carver's limited landmass. Despite this fact the conventional damage to the planetary habitat was extreme. Following the SLDFs liberation of Carver V the Marine's Central Repair Facility was converted to manufacture BattleMechs. The Victor and Atlas BattleMechs built at the factory were used to replenish the SLDF's combat losses prior to Operation Liberation. This remained unchanged until the Exodus forced Terran officials to reevaluate all defense manufacturing throughout the realm. Originally the facility was destined for reversion to repair duties in the service of the Royal Marines but problems with the introduction of their premier BattleMech changed those plans. In order to meet the production requirements the Royal Marines set for the new Challenger BattleMech, the facility was turned over to Earthwerks Limited. In exchange for control of the facility, Earthwerks has agreed to finance the construction of a new repair yard for the Marines on Carver. Having finally begun full production of the Challenger, Earthwerks is currently looking to expand the



factory to produce the Stinger LAM for the Marines. Future plans call for further expansion of the plant, enabling it to produce a wide variety of 'Mechs for the Royal Marines.

Challenger class BattleMech

Earthwerks Limited

Epsilon Eridani

Star Type: K2IV

Position in System: 4 (of 10)

Number of Moons: 1 (Minori)

Days to Jump Point: 5

Surface Water: 83%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.06

Equatorial Temp: 34° C

Highest Native Life: Mammals

Planetary Ruler: Duchess Sarah Andrews

Overview: This world is home to one of Terra's finest defense contractors, Harvard Company Incorporated. Specializing in aerospace design this corporation was founded during the height of the Star League by several enterprising graduates from one of Earth's most heralded learning institutions. Putting their education to work soon paid off handsomely as the SLDF awarded them two big contracts. Even as its reputation grew the young executives never forgot their roots generously gifting scholarships and funding while recruiting alumni annually. As with many other worlds in the Terran Province the Amaris Coup brought tremendous damage to Epsilon E and Harvard's facilities on planet. Luckily many of Harvard's business leaders were traveling at the time and survived. Using everything at their disposal, and working non-stop, they were well positioned to rebuild by the start of the Hegemony Campaign. Their efforts restored the Eridani facility just prior to the conclusion of Operation Liberation. A corporate alliance with Terra's other Land-Air Mech (LAM) manufacturers made reconstruction much easier and continues to help profits.

Ahab class AeroFighter

Harvard Company Inc.

Wasp class Land-Air Mech

Harvard Company Inc.

Keid

Star Type: G6IV

Position in System: 5 (of 8)

Number of Moons: None

Days to Jump Point: 7

Surface Water: 73%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 0.94

Equatorial Temp: 27° C

Highest Native Life: Mammals

Planetary Ruler: Duke Brandon Hunsen

Overview: With ample resources and a well developed industry, Keid is one of Terra's most important worlds. While the Amaris Coup did a great deal of damage to the planet

PROJECT PHOENIX

and its industry, it did not destroy her vital infrastructure. Fortunately the Usurper's troops decided against using WMDs during the war, which spared Keid many of the lasting scars seen on neighboring worlds. In a stroke of luck for the Republic, a large portion of the Academy of Keid survived completely undisturbed by the Coup, enabling the New Republic to quickly reopen this premier educational facility. In addition, most of Dukempic Foods' workforce, equipment, and facilities were not damaged during the fighting allowing that agricultural collective to make a quick recovery after the end of the Coup. With most of the corporate hierarchy killed during the war, Dukempic reorganized itself and is now run by the farmers of Keid. So far this new business model has thrived, allowing the absorption of its former rivals, Ballard-Edibles and Agr-Corp of New Earth. Even Keid's major mining corporation, Jugens Metals Enterprises, was able to restore its damaged facilities fairly easily, speeding Terran recovery. The planet recovered so quickly that Project Phoenix was able to redirect some supplies to other, needier Terran worlds. While proud of their accomplishments the planet's denizens often remark that their world is just a mere shell of its former self. This fact is easily recognizable if one just looks at Keid's rebuilt shipyards and naval academy. Both installations, while running smoothly, are much smaller and less advanced than their predecessors. Despite the limitations of the orbiting naval installations and the loss of both Castle Brians on planet the new Terran Royal Navy has chosen to establish its headquarters here in recognition of Keid's continued importance.

Tramp class Jumpship	Federated Defense Systems
Merchant class Jumpship	Federated Defense Systems
Invader class Jumpship	Federated Defense Systems
Fortress class Dropship	Federated Defense Systems
Leopard CV class Dropship	Federated Defense Systems
Interplanetary Drives	Saro Company

New Earth

Star Type: G8V

Position in System: 4 (of 6)

Number of Moons: 1 (Lanna)

Days to Jump Point: 6

Surface Water: 74%

Atmospheric Pressure: Standard (Breathable)

Surface Gravity: 1.00

Equatorial Temp: 31° C

Highest Native Life: Mammals

Planetary Ruler: Duke Samuel Brandenburg

Overview: Humanity's first extra-solar colony has always remained close to Terra. This bond stretches back to the fall of the Terran Alliance, which was actually welcomed by the native populace. Unlike some of the outer colonies, the people of New Earth overwhelmingly supported James McKenna in his efforts to found the Hegemony. By that time the planet was home to a strong industrial base that took advantage of the planet's lush natural resources. Throughout the reign of the Cameron dynasty this world flourished, becoming one of the Star League's brightest jewels. It was because of this special relationship that New Earth suffered greatly when the Usurper struck. Amaris



took cruel pleasure in causing its citizens great harm and misery while under his boot. When his henchmen defended New Earth from a vengeful SLDF they never hesitated to use any method available, no matter the depravity, to prevent its liberation. With no regard for collateral damage the planet was utterly devastated over the two year long battle. Nearly half of its cities lay in ruins, its industry shattered, and most of its defenses obliterated. However, thanks to the careful labor of several individuals and organizations this world is now well on its way to complete recovery. Chief amongst these people was Michael York, who was appointed Governor of New Earth by General Kerensky in 2776. York's tireless efforts renewed the spirit of the populace, helped restore the planet's battered infrastructure, and brought home the Tau Ceti Rangers. His success was hailed nationwide and York himself was recently elected the New Republic's very first civilian leader or First Minister. In 2779, Ian Sinclair focused the main efforts of Project Phoenix on rebuilding New Earth and made the planet the temporary seat of the reforming Terran government. This provided more aid in the form of vital equipment needed to reconstruct the planet's broken industries. Aleksandr Kerensky, following Operation Liberation, established the SLDF's final military headquarters on the planet, enabling New Earth to rebuild many of its defenses. This activity was bolstered by the return of an economic giant, New Earth Trading Company, to its homeworld. Having greatly diversified during the Star League era, the company became a model for interstellar business. The Coup deprived NETC of its headquarters but enabled the corporation to concentrate on facilitating commerce all over the InnerSphere. As a result NETC was still thriving by the time New Earth was liberated. The Trading Company quickly moved to restore its tattered industrial complex and orbiting shipyards. The company also bought a controlling interest in Newhart Industries and Dassault-Shimmon Enterprises. These new subsidiaries of NETC have been rebuilt with the assistance of Project Phoenix and their parent corporation. The once mighty Grumman Industries which originally helped colonize New Earth also returned to rebuild its destroyed factories. Its situation, while less stellar than NETC, enabled Grumman to buy up what was left of the competition. Absorbing Numall Armored Vehicles and Ulston Armor permitted Grumman to slightly expand its facilities on planet while cornering the Terran market for artillery vehicles. Nearly forgotten in all the reconstruction activity occurring across New Earth, Bergan Industries has experienced the most difficulty in returning home. Project Phoenix originally saw no benefit in rebuilding its devastated facilities at first and recommended they be scrapped. Bergan executives fought tenaciously to hang on to what was left eventually forcing the government to relent. Their newly rebuilt complex has only recently come on line.

Vedette Medium Tank	New Earth Trading Company
Manticore Tank	New Earth Trading Company
Alacorn Mk IV Heavy Tank	New Earth Trading Company
Jumpship Parts	New Earth Trading Company
Hussar class BattleMech	Newhart Industries
Spider class BattleMech	Newhart Industries
Guillotine class BattleMech	Newhart Industries
Trident class AeroFighter	Newhart Industries
Merchant class Jumpship	Dassault-Shimmon Enterprises
Star Lord class Jumpship	Dassault-Shimmon Enterprises



PROJECT PHOENIX

Buccaneer class Dropship	Dassault-Shimmon Enterprises
Mule class Dropship	Dassault-Shimmon Enterprises
Mammoth class Dropship	Dassault-Shimmon Enterprises
Monarch class Dropship	Dassault-Shimmon Enterprises
Zephyr Hover Tank	Grumman Industries
Beagle Hovercraft	Grumman Industries
Chaparral Missile Artillery Tank	Grumman Industries
Marksman Tracked SP Artillery	Grumman Industries
Thor Wheeled SP Artillery	Grumman Industries
Locust class BattleMech	Bergan Industries
Champion class BattleMech	Bergan Industries

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%

Atmospheric Pressure: Thin (Breathable)

Surface Gravity: 1.01

Equatorial Temp: 32° C

Highest Native Life: Reptiles

Planetary Ruler: Duke William Montgomery

Overview: Northwind is probably the most fortunate world lying within the Terran Province, thanks in large part to its band of legendary mercenaries. Amaris refused to attack the homeworld of the Northwind Highlanders for fear of involving their long time employer, the Capellan Confederation, in the war. As such Northwind was spared many of the ill effects of the Amaris Coup. Following the region's liberation by the SLDF, the Council of Elders granted permission for the construction of a new BattleMech factory, Mathertechno Incorporated, on the planet. The company began producing the new Vulcan BattleMech to aid Kerensky's liberation campaign. With resources being scarce in the region, the company received vital aid from the Capellan Confederation, enabling them to complete their factory in record time. Of course, Corsara Weaponries continued to produce its two formidable Crab designs for Star League use as well until the Exodus. The BattleMech factories and the planet itself are working overtime to arm the New Republic's defenses before the outbreak of hostilities. This effort does not include the Northwind Highlanders or Chancellor Liao who have both objected to the restrictions placed on the export of these BattleMechs. Sadly this appears to be widening a rift between the planet and their fortune seeking troops.

Crab class BattleMech	Corsara Weaponries
King Crab class BattleMech	Corsara Weaponries
Vulcan class BattleMech	MatherTechno Incorporated

Procyon

Star Type: F5V

Position in System: 2 (of 7)



Number of Moons: None

Days to Jump Point: 15

Surface Water: 62%

Atmospheric Pressure: Standard (Breathable)

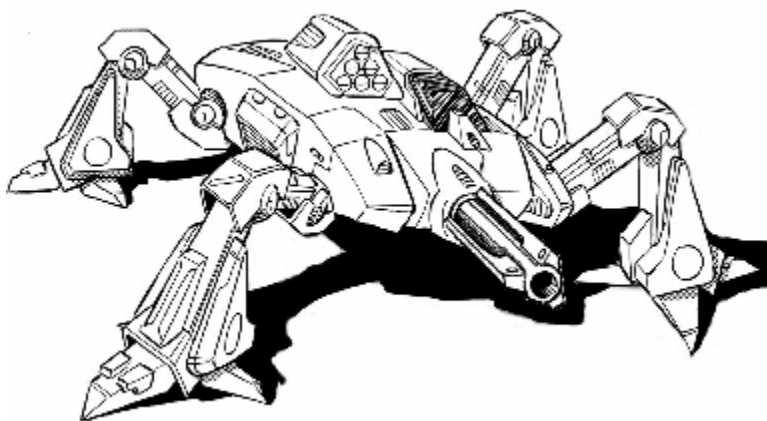
Surface Gravity: 0.97

Equatorial Temp: 30° C

Highest Native Life: Reptile

Planetary Ruler: Duchess Melissa Carrington

Overview: This rugged planet founded in 2134 was soon discovered to contain vast natural resources. This huge find quickly spurred the development of this small colony into a core world of the Terran nation. Major industry developed, not only on planet, but in orbit as Procyon became a key naval base for the Star League. It was also during the Star League era that this world earned a special infamy within the Free Worlds League. Fleeing from the Free Worlds League authorities, Oliver Marik and his rebellious faction planned their attempt to overthrow the tyrannical Captain-General on Procyon. This resulted in one of the Star League era's most violent conflicts, the Marik Civil War. Later, during the Coup, the importance of this world to the Cameron dynasty earned it the wrath of the Usurper. While the planet sustained significant damage, including the complete destruction of the naval base, the SLDF managed to recapture the Brigadier facility at Cleveburg relatively intact. Fully repaired by the start of Operation Liberation, the factory helped resupply Kerensky's drive to free Terra. Even more importantly, the people of the world were very supportive of Sinclair and his efforts. The people of Procyon, in spite of the horrible suffering caused by Stefan Amaris, were resoundingly pro-Terran. They enthusiastically embraced Project Phoenix and other efforts to restore the Terran nation. Unfortunately much of the planet's industry, other then the Brigadier complex, had been wiped out. As a result, the people of Procyon responded by shifting their planetary economy to more of an agricultural base. Terran authorities helped expand the Cleveburg factory in an effort to reward Brigadier Corporation for their loyalty and compensate them for the loss of their installations within in the Free Worlds League. For this new production line Brigadier moved quickly to secure exclusive rights to the venerable Stalker class BattleMech. All of this activity hasn't gone unnoticed by Captain-General Kenyon Marik who has vowed to take this world and make an example of Procyon to anyone who would oppose his dynasty.



Scorpion class BattleMech

Stalker class BattleMech

Brigadier Corporation

Brigadier Corporation



PROJECT PHOENIX

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 % / 47 %

Atmospheric Pressure: Low (Tainted, V), Low (Tainted, VI), Low (Breathable, VI-a)

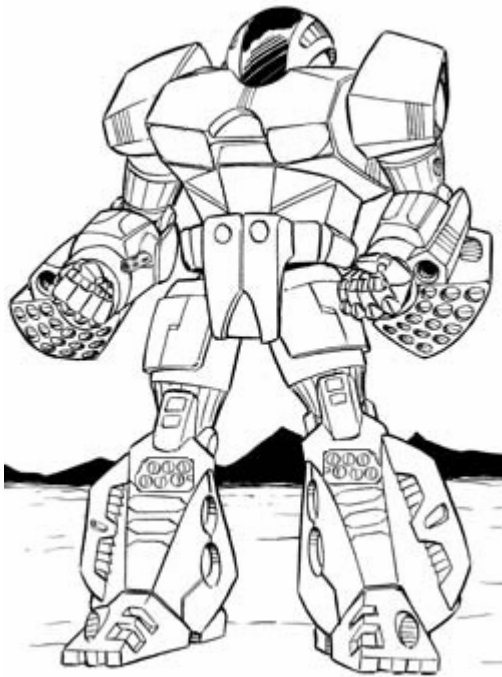
Surface Gravity: 0.95 (V)/1.1 (VI)/0.86(VI-a)

Equatorial Temp: 65° C /33° C

Highest Native Life: Plants

Planetary Ruler: Duke Victor Ricardo

Overview: This unique star system was home to five very different human settlements throughout much of its history right up until the Amaris Coup. Early interstellar explorers were shocked to find that this system, with its ultra-hot blue star, contained three habitable worlds. The moon of the farthest planet, known as Sirius VI-a, was by far the most inviting to mankind and was the first to be colonized soon after its initial discovery. Mining companies and the Terran government saw there was also the potential of immense mineral wealth to be found on the barely livable planet, Sirius VI. Eventually the planet was terraformed and industry began to develop there. Finally the bleak world of Sirius V with its methane atmosphere was colonized for its vast mineral deposits. The



hostile environment here continues to make life marginal at best with the only safe place for humans remaining under dome cities. These settlements assisted each other and grew together into a thriving Terran core system. Two orbital stations sprang to life thanks to the ever increasing volume of travel between the rapidly industrializing planets and their agricultural satellite creating two more distinct Sirian colonies. With voyages outside the system being rare, thanks to long jump point distances, many non-Terrans especially were downright confused on what exactly was in the Sirius star system. The Hegemony played upon this foreign ignorance for its own strategic advantage investing huge sums in further development. By the Star League era this system had a vibrant economy because of its vital industrial capability which featured large shipyards and many ground

based factories which produced conventional vehicles as well as BattleMechs. As such Stefan Amaris ruthlessly targeted Sirius for conquest during his well planned takeover of the Terran Hegemony. Utilizing the most brutal methods at hand, Sirius was eventually subjugated, despite the best efforts of its defenders to hold off the forces of the Usurper. It was during this conflict that the Sirian orbital habitats, along with the shipyards, were completely destroyed by Rim World aerospace fighters. The remaining human settlements on the planets and on the moon, suffered horribly during the occupation, as



their long time relationship was cut by an Amaris blockade. Following the SLDFs liberation only Kallon returned to the system to repair its badly damaged BattleMech factory on planet. Project Phoenix has so far provided only minuscule aid to Sirius in comparison to the aid given to other worlds in the new Terran Province.

Rifleman class BattleMech

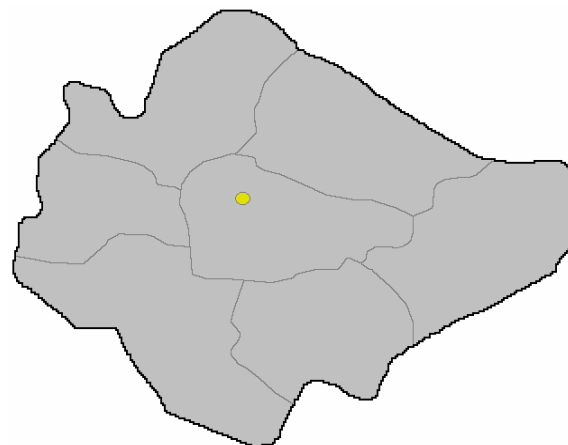
Kallon Industries

Crusader class BattleMech

Kallon Industries

Sol System (*Cradle of Humanity*)

Since human civilization sprang up almost seven millennia ago on Earth this star system has been the center of the known universe. Not surprisingly the birthplace of mankind has failed to diminish in stature during recent times. In fact the Sol system's importance only grew with time. From the mid twentieth to the early twenty second century man explored his own backyard, venturing throughout the solar system establishing a lasting presence. Colonization and exploitation of Sol was ultimately limited



by the harsh environment of space during mankind's brief interplanetary era. This age came to a quick end thanks to the development of the KF drive which revolutionized human society. Even after man left Earth for the stars his heart and soul remained bound to his world of origin. Sol remained at the core of human endeavors despite the Outer Reaches Rebellion and the disintegration of the Terran Alliance. The Hegemony's role as galactic mediator was possible because of Terra's central location in the stars and in the minds of all. Reaching its pinnacle under the aegis of the Star League the Sol system once again became the capital of a unified species. While the Earth and her neighbors experienced some turmoil when the Terran Alliance collapsed (2314-2315) it paled in comparison to the suffering experienced during the Amaris Coup. The Usurper brutalized the populace for more than a decade, committing atrocities so numerous and so horrific they can not be detailed here. This occupation touched off a migration of people from Sol not seen since the time of the original Exodus. A full third of the native population left Terra to begin their lives anew elsewhere. Many pundits throughout the Human Sphere now predict that Sol will finally be eclipsed by another star system in terms of importance to the species. That day has yet to come and never will for the citizens of the New Republic.

As it holds the eldest worlds of humanity the Sol system has developed levels of sophistication that go well beyond any other inhabited star system. Its value in terms of historical and religious significance makes Terra a sacred site to all mankind. This distinction and central location amid the InnerSphere made Sol a vast commercial hub. Trade and tourism flourished under the banner of the Star League but these activities have recently ground to a halt thanks to rising security concerns. Terra remains the leading scientific star in the universe in spite of the horrendous damage done by the Usurper. Repairs to the infrastructure and scientists bought in from the Outer Provinces



PROJECT PHOENIX

have restored Sol's tech base for the most part. However its research output is still greatly diminished from its peak days under the benevolent Star League. Some fear that Sol will never again see such scientific heights but so much work remains to be done no one can be certain. Agriculturally Sol continues to be a breadbasket for the New Republic despite lingering damage from the Amaris Coup. As it was the final Terran system liberated and farming efforts from other worlds were sufficient to feed the populace total restoration of this sector has lagged behind others. The agricultural output of Terra has started to increase in recent years but the current crisis has seen many resources diverted to other areas, slowing the recovery process. Industrially this star system knew no equals during the Star League era. The final liberation cost this sector more dearly than any other as the Usurper's troops destroyed what they could not hold during this bitter campaign. Many of Terra's vast industrial complexes were leveled during the fighting. While a few facilities were salvageable many more will need to be completely rebuilt. The early industrial reconstruction efforts involved relocating factories from the Rim Worlds to replace those that were destroyed. These first factories were then able to supply the machinery necessary for the construction of new factories, which enable Terra to become more self-sufficient. The only major problem facing Sol's industry is a lack of available resources. Recently the government has authorized a crash program to alleviate these pressing supply constraints.

Much of the Sol system remains staunchly conservative in the aftermath of the Amaris Coup. This political attitude is in stark contrast to how it used to be during the Star League era. Once Sol was a proud partner of the Great Houses of the InnerSphere, now it regards them with mistrust and suspicion. The House Lords greedy actions that failed to save the Star League during and after the Amaris Coup are considered unforgivable by many. As a result the people of Sol strongly favor non-intervention in the foolish wars to come unless they are directly attacked. Aggression by the Draconis Combine and the Free Worlds League against the Terran Republic has earned them the scorn of Sol. Their anger and determination to drive these invaders from the homeland is unmatched by any Province. Its denizens even distrust the Federated Suns and the Capellan Confederation despite their endorsement of the Centuran Accords. Only the Lyran Commonwealth's image has recovered slightly thanks to its new Archon and its free travel allowance for Terran ships involved with Project Phoenix.

No worlds in the Human Sphere are as ethnically diverse as those of the Sol system. Even after the recent Terran Diaspora every group of people is represented within its vast populace. One thing that has disappeared from Sol is any hint of InnerSphere nationalities. Many who had connections or sympathized with the Great Houses left after Operation Liberation was completed. That suited the people of Sol, who renewed their age old cultural heritage, just fine. For that reason many tongues from humanity's past have reemerged with a new force. While English remains the universal vernacular of the star system most inhabitants speak at least one other language as well. Mirroring the cultures of Sol are the religions of the star system. Again the system has a diverse faith base made up of mankind's original religions. This includes all five major religions (Christianity, Judaism, Islam, Buddhism, and Hinduism) as well as numerous others. New age faiths are looked down on as cults by the people of Sol and as such are very rare.



Earth

Star Type: G2V

Position in System: 3 (of 9)

Number of Moons: 1 (Luna)

Days to Jump Point: 9

Surface Water: 75%

Atmospheric Pressure: Standard (Breathable)

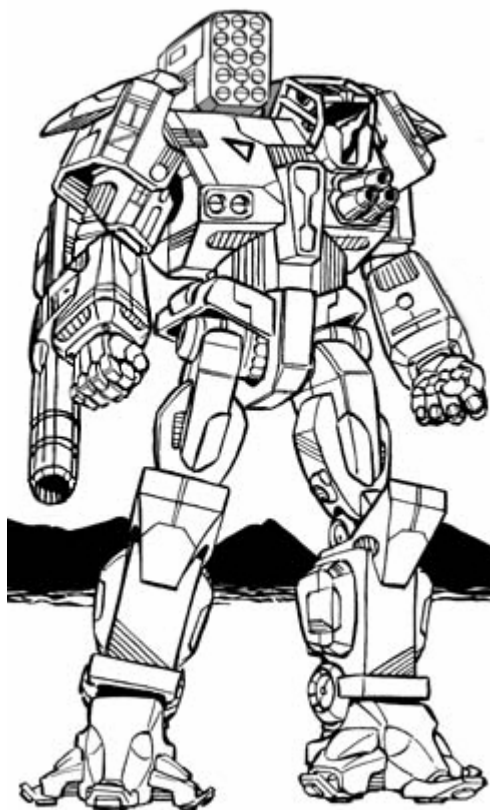
Surface Gravity: 1.00

Equatorial Temp: 30° C

Highest Native Life: Mammals

Planetary Ruler: Regent Amanda Cameron

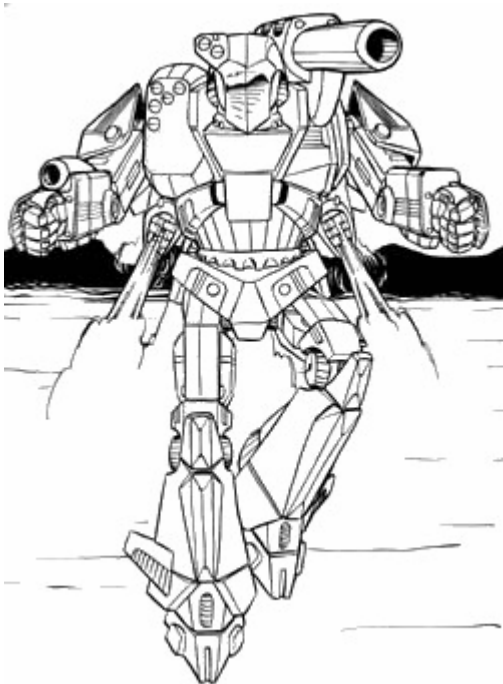
Overview: Not since mankind's Exodus to the stars has humanity's birth world experienced such turmoil. The Amaris Coup did its share of damage to Earth shattering much of its industry and scarring its people for years to come. Surprisingly damage to non-industrial sites was limited compared to other Terran worlds. Both Rim Worlds and Star League troops seemed to realize the significance of any collateral damage to the planet. However, the Usurper took great pleasure in terrorizing Earth's populace while desecrating humanity's most sacred sites. This combined with the fact that the Star League capital of Unity City along with the rest of North America sustained some of the worst damage seen during the war somewhat inflated the devastation. As bad as the occupation was we are lucky that it wasn't any worse. In the final analysis about half of all Hegemony casualties suffered during the occupation occurred on Earth. Almost fifty million people died here at the hands of Amaris. Despite the horrors they have witnessed the people of Earth have been



surprisingly resilient responding to Project Phoenix with renewed vigor. Rebuilding commenced immediately after liberation in 2780 but since it was the last world freed from the Usurper's cruel grip progress has been limited. The American Northwest around Unity City remains a hideous scar on the surface of the planet largely abandoned by all. It was the one place on Terra that people refused to return to after the Coup. As a result most rebuilding efforts in this region were suspended in 2783. A year later, following the Exodus, Amanda Cameron declared that "Until a new First Lord is chosen the Court of the Star League shall be sealed." This ended all work in the city as Terran authorities quickly moved in and cordoned off the area. Access is restricted to all persons unless authorized by the Regent. Focus on reconstruction was shifted from civilian to military sectors following the SLDF's Exodus. The new focus on the military industrial complex now dominates the reconstruction efforts. This enabled Mitchell Vehicles and Ulsop



PROJECT PHOENIX



Incorporated to rebuild their heavily damaged installations across the North American continent. Grumman Industries and Yankee Weapons Systems both located in the American Northeast avoided damage in the fighting. This mirrored the condition of many other industrial sites around the globe. These factories were able to be restored quickly but their output is still below their pre-war standards. There are several other facilities on world, mainly component factories, which were destroyed or remain damaged. Recently Earthwerks Limited restored some of their operations at a new facility built from salvaged parts near Moscow. The three shipyards in orbit of the planet were heavily damaged in the initial phases of the Coup as well as during Operation Liberation. What could be salvaged from the old yards were consolidated into one with the help of the Star League Navy. The New Republic granted rights

to the new facility to Krester's Ship Construction who shares the shipyards with Karon Naval Armaments and Rolls-Royce Corporation. Both of these companies manufacture components, weapons and engines respectively, for the growing Royal Navy. Hardest hit by the Amaris Coup were the planet's military bases and vital research centers. Fortunately the massive presence of the SLDF helped repair many of Earth's Castle Brians and five hundred other military installations. Unfortunately it will take much longer to restore all the damage done to the research centers of Terra. The twenty Research and Development (RAD) facilities and ten Military Science Labs (MSL) were ransacked by the Usurper destroying vital information. To make matters worse many top scientists who survived the Coup left in Kerensky's Exodus. While functioning today, these facilities are operating far below their normal efficiency. It may take an entire generation before research here returns to pre-war levels.

Shadow Hawk class BattleMech	Aldis Industries
Clint class BattleMech	Aldis Industries
LRM Carrier	Aldis Industries
SRM Carrier	Aldis Industries
Cobra Transport VTOL	Aldis Industries
Ripper VTOL	Aldis Industries
Crockett class BattleMech	Blankenburg Technologies
Stinger class BattleMech	Earthwerks Limited
Griffin class BattleMech	Earthwerks Limited
Thunderbolt class BattleMech	Earthwerks Limited
Archer class BattleMech	Earthwerks Limited
Firefly class BattleMech	Earthwerks Limited
Light Attack (Conventional) Fighter	Federated Defense Systems
Medium Attack (Cnvntnl) Fighter	Federated Defense Systems



Heavy Attack (Cnvntnl) Fighter	Federated Defense Systems
Coblitz Main Battle Tank	Grumman Industries
Ontos Heavy Tank	Grumman Industries
Maultier Hover APC	Grumman Industries
Chaparral Missile Artillery Tank	Grumman Industries
Marksman Tracked SP Artillery	Grumman Industries
Mobile Long Tom Artillery	Grumman Industries
Lancelot class BattleMech	Krupp Stellar Works
Maelstrom class BattleMech	Krupp Stellar Works
Bulwark class BattleMech	Krupp Stellar Works
Padilla Heavy Artillery Tank	Leopard Armor
Demon Wheeled Tank	Leopard Armor
Rhino Tracked Assault Tank	Leopard Armor
Spartan class BattleMech	Martinson Armaments
Chevalier Light Tank	Millennium Industries
Shootist class BattleMech	Mitchell Vehicles
Mercury class BattleMech	Mitchell Vehicles
Shogun class BattleMech	Mitchell Vehicles
Hellcat II class AeroFighter	Mitchell Vehicles
Marauder class BattleMech	Mitchell Vehicles
Dragon Fire class BattleMech	Mitchell Vehicles
Thorn class BattleMech	Mitchell Vehicles
Hover APC	Mitchell Vehicles
Wheeled APC	Mitchell Vehicles
Tracked APC	Mitchell Vehicles
Heavy Hover APC	Mitchell Vehicles
Heavy Wheeled APC	Mitchell Vehicles
Heavy Tracked APC	Mitchell Vehicles
Hellcat class AeroFighter	Mitsui Technologies
Rapier class AeroFighter	Mitsui Technologies
Nightstar class BattleMech	Skobel 'Mechworks
Prowler class BattleMech	Skobel 'Mechworks
Excalibur class BattleMech	Yankee Weapons Systems
Various Components	Ulsop Incorporated
Monolith class Jumpship	Krester's Ship Construction
Invader class Jumpship	Krester's Ship Construction
Union class Dropship	Krester's Ship Construction
Overlord class Dropship	Krester's Ship Construction
Triumph class Dropship	Krester's Ship Construction
Colossus class Dropship	Krester's Ship Construction
Mule class Dropship	Krester's Ship Construction
Mammoth class Dropship	Krester's Ship Construction
Behemoth class Dropship	Krester's Ship Construction
Capital Naval Weaponry	Karon Naval Armaments
Interplanetary Drives	Rolls-Royce Corporation



PROJECT PHOENIX

Mars

Star Type: G2V

Position in System: 4 (of 9)

Number of Moons: 2 (Phobos, Deimos)

Days to Jump Point: 9

Surface Water: 10%

Atmospheric Pressure: Standard (Breathable)

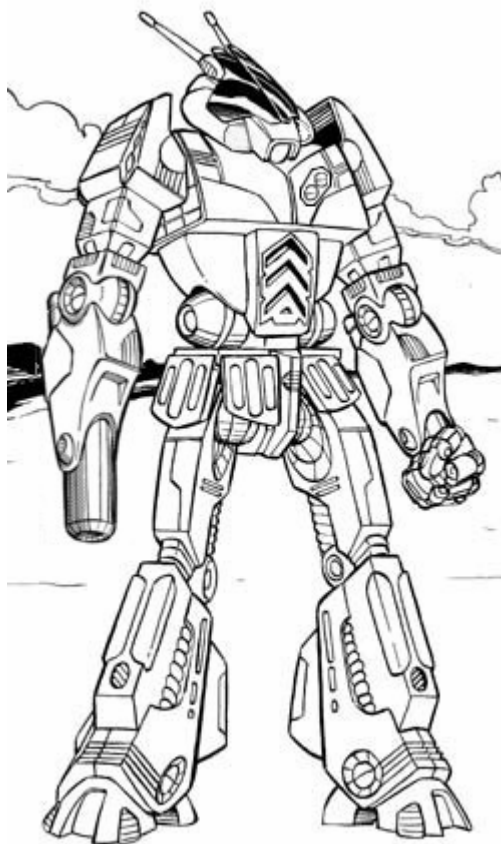
Surface Gravity: 0.38

Equatorial Temp: 10° C

Highest Native Life: None

Planetary Ruler: Earl Peter Armstrong

Overview: The initial phases of the Amaris Coup wrought the greatest devastation on Mars. This heavily armed and highly industrialized neighbor of Terra was a direct threat to the Usurper's plans. With the SLDF headquarters and the War College on world the decision was made to simply obliterate any Terran opposition via nuclear strikes or orbital bombardment. Since Amaris valued the planet's manufacturing strength these attacks avoided much of the Mars' vital industries. Following his brutal conquest the Usurper's attention focused on Earth and so the red planet was spared further depavation from Amaris. Despite being overlooked by the Emperor himself the people of Mars still suffered horribly during the occupation. Republican troops oversaw numerous forced labor camps and massive planet wide starvation. This in turn led to a fierce resistance that caused significant trouble for Republican troops till the liberation. In the end Mars lost eleven of its twenty cities and was badly damaged. Despite the destruction caused to Mars' domed cities, the planet's industry managed to survive. Grumman Industries and Wangker Aerospace returned first and repaired their facilities in short order. Mitchell Vehicles eventually bought up the defunct General Mechanics and restored its Martian facility to full operation. The Mars orbital yards were crippled by Star League warships at the beginning of the Coup. These derelict facilities were left deserted until after Amaris was vanquished by the SLDF. Following the liberation of Sol these yards were restored using equipment salvaged from other facilities. Blue Nose Clipperships claimed rights to these facilities after Exodus with the Regent's blessings. Lasting damage to the War Academy of Mars (WAM) still lingers thanks to the fashion in which it was subjugated by Amaris troops.



Flat Bed Truck

Engineering Vehicle

Construction Equipment

Wasp class BattleMech

Kintaro class BattleMech

Corsair class AeroFighter

Tomahawk class AeroFighter

Grumman Industries

Grumman Industries

Grumman Industries

Mitchell Vehicles

Mitchell Vehicles

Wangker Aerospace

Wangker Aerospace



Monolith class Jumpship
Achilles class Dropship
Titan class Dropship

Blue Nose Clipperships
Blue Nose Clipperships
Blue Nose Clipperships

Titan

Star Type: G2V

Position in System: 6 (of 9)

Number of Moons: N/A

Days to Jump Point: 9

Surface Water: N/A

Atmospheric Pressure: High (Toxic)

Surface Gravity: 0.14

Equatorial Temp: N/A

Highest Native Life: None

Planetary Ruler: N/A

Overview: Titan was planned to become the site of the most advanced shipyard in the Inner Sphere. This high tech marvel was being built with its own living habitats which would house its crew and their families. The new facility would help the Star League Navy retain its technological advantage over the navies of the Great Houses. The first drydocks had already been completed and started producing warships for the SLDF when the coup occurred. Work on the remainder of the shipyard came to a halt during the initial phases of the Amaris Coup. As the battle for Terra raged Star League engineers arrived to finish construction of the Titan shipyard. Mitchell Vehicles obtained rights to these state of the art space docks after the Exodus.

Scout class Jumpship

Mitchell Vehicles

Invader class Jumpship

Mitchell Vehicles

Monarch class Dropship

Mitchell Vehicles

Pentagon class Dropship

Mitchell Vehicles

Triumph class Dropship

Mitchell Vehicles

Castle Brians

A staple of Terran planetary defense since their initial construction in 2391 Castle Brians continue to be a key part of our military today. Named for their original benefactor, Director-General Brian Cameron, these vast complexes have always been very expensive to build. Constructed inside mountains, underground, or below large bodies of water these facilities were designed to hinder an enemy assault indefinitely. Made of high boron alloy these subterranean bases were virtually indestructible. Only a nuclear blast or direct orbital bombardment could break through the fortress's hardened armor. Besides its armed contingent, which depended on available forces, each facility had nearly two hundred concealable turrets that provided an awesome integral arsenal. With numerous secret tunnels that stretched out in every conceivable direction leading to at least twenty well hidden gates the defenders could ambush any aggressor at will. This meant an enemy would have to commit a larger force than normal to completely subdue a planet with one or more of these fortifications. Completely self-sustained with a sealable environment and massive food and ammunition supplies, the Castle Brian can continue to fight for as long as the defenders are able to hold out. Some continue to have



PROJECT PHOENIX

misconceptions of these facilities true purpose insisting that Castle Brians prevent the invasion and conquest of Terran worlds. Given their cost and size one can almost understand these clearly romantic and unrealistic notions.

Initially built along the hostile Draconis border by order of Brian Cameron these fortifications came to be seen on almost every Terran planet. Their expansion to the Free Worlds and Capellan border regions in 2403 at the direction of Judith Cameron was in response to the 1st Andurien War which of course began the Age of War. About fifty years later Director Jacob Cameron expanded and enhanced these facilities for the use of BattleMechs which had recently been developed by the Hegemony. Since this time the basic outline of a Castle Brian has remained relatively unchanged. It wasn't until the Star League era that a number of these complexes began appearing in the Terran interior as well as the Lyran and Davion border. Both of those states had been traditional friends of the Hegemony and as such their borders were only lightly defended. The Star League under Ian Cameron called for a Home Circle that fortified the entire Hegemony border as a Defensive Ring. Still bases along the Lyran and Davion front were always lightly defended with fewer static defenses than their counterparts elsewhere. It wasn't until the reign of Jonathon Cameron that Castle Brians were built in bulk on the Terran core worlds. Paranoid that his homeland would be overrun by unknown invaders he authorized their construction near every strategic location. Unfortunately his visions ultimately betrayed him and aided the Usurper providing his troops with these able tools of defense.

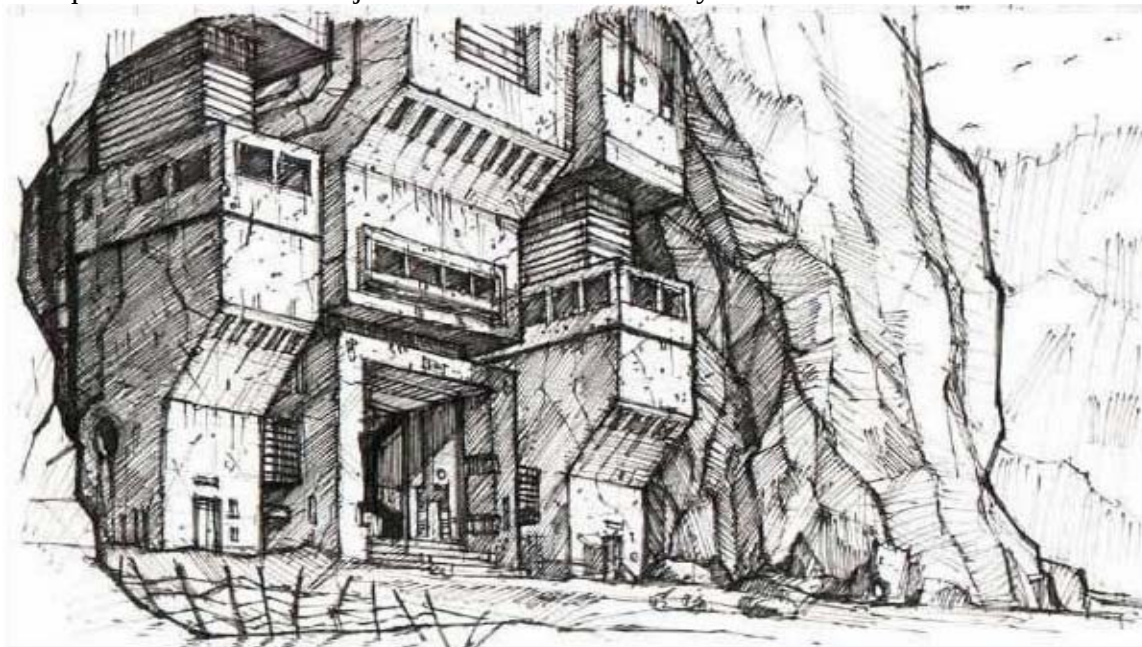
The presence of so many Castle Brians in the Hegemony made the liberation campaign far more difficult for the SLDF. Rim Worlds troops had familiarized themselves with Castle Brians prior to the Coup by studying Outpost Castles abandoned by the Star League on the orders of Richard Cameron. They knew how to use them and were willing to attack from the Castles' hidden doors not only military forces but civilian areas to halt the SLDFs advance. This left Kerensky and his men little choice but to overrun the facilities and eliminate any resistance. Star League soldiers took devastating casualties while assaulting these formidable positions despite having access to highly accurate planetary maps and detailed schematics of the Castle Brians. Engineers had hidden emplacements and access points so well that even the Regular Army didn't know they were standing right on top of one. Often the first indication of enemy presence was dying Star League troopers who drew fire in order to pinpoint these locations. Rather than continuing to put up with high numbers of casualties the SLDF resorted to orbital bombardment, and even in rare cases nuclear blasts, to "crack the Castle" so it could be secured. All this heavy fighting wrought terrific damage on the Castle Brians and left very little for the New Republic to salvage for its defense.

More than eighty percent of all Castle Brians in Terran space were completely destroyed during the Amaris Coup. With other priorities, like civilian reconstruction taking greater precedence, these facilities sat largely abandoned after Operation Liberation. It wasn't until the Exodus began that repairs got underway on the remaining Castle Brians. Currently about one hundred Castle Brians are ready for operation or nearly complete within the New Republic. This low number doesn't seem to bother many Generals who realize that they may not have enough troops to garrison more complexes. In fact many argue that excess Castle Brians in the Hegemony facilitated the Usurper's conquest by giving his troops instant safe havens. Of greater concern is the fact that these facilities are scattered all about the nation leaving wide gaps in our border's ground



defense network. Given their past performance in the Amaris Coup the enemy may chose to bypass worlds with Castle Brians. In any case these formidable military bases will give of us an edge in the war to come so we must use them to the best of our ability if we are to survive.

Along with the traditional types of Castle Brians two new versions have been created by the New Republic. Omega Castles are more intelligence facilities rather than dedicated military bases. They are the smallest Castles built by Terran military engineers and are typically the cheapest. Eventually these facilities will be built on every Terran world but current efforts are focused on constructing bases along the Draconis Combine and Free Worlds League border areas. Intended to be the last Castle so to speak they engage in passive intelligence gathering using advanced monitoring equipment to observe enemy forces operating in the system. In the event that this world is conquered by an enemy these listening posts would continue to function, tracking troop movements and resistance efforts to aid in liberation efforts. Staffed by observers from Military Intelligence they are trained to not make contact with the outside world until a relief or liberation force broadcasts a specific request for information. Typically they are located in the most remote place in a system (i.e. underwater or on a desolate moon) with many different broadcast sites to throw off enemy detection. The second type of Terran Castle is the largest ever conceived and is easily the most expensive. Mega Castles aren't anything new per say but they integrate all types of Castle Brians into one massive facility creating a major military headquarters for a massive operations. At their core is a central Castle Brian that has been linked to several surrounding Mini Castles. Able to house a full division with support staff they are primarily massive HQ facilities with a HPG for communications. Hidden aerospace launch facilities like those seen in Port Castles and SDS ground emplacements complete a Mega Castle. They are not meant to stop an invasion single handily but rather enable their commanders to do so by protecting them as much as possible. Only a handful of these facilities are planned for construction and just one is currently known to be operating. This of course is Terra's military headquarters at West Point just north of the Terran Royal Palace.





CORPORATE PROFILES

New Earth Trading Company (NETC)

Headquarters: Meredith, New Earth

CEO: Jeremy Newcombe

Main Products: Components (Jumpship Parts & Electronics), Vendette, Manticore, & Alacorn Tanks

Currently the largest Terran business concern is New Earth Trading Company (NETC). In fact it may be the biggest corporation in the known universe with assets spread through each of the Great Houses and even the Periphery. The history of this financial giant began in the chaos of the twenty second century which saw mankind's migration to the stars. The young company became a principal player in this first age of colonization by quickly developing the skills of interstellar trade. Perfecting these methods made NETC the first commercial venture to take advantage of the newly settled Human Sphere and led to vast economic success for its founders, the Newcombe family.



As time passed NETC diversified its corporate strategy from pure trade to include robotics and other research interests. This was a wise move as the Exodus from Terra began to lose steam. Commerce gradually became a secondary concern for executives as their new projects bore fruit. Using its immense wealth to jump start its new investments gave the company a huge advantage over rivals. Soon NETC research centers became the sites of major technological breakthroughs that made the Hegemony the undisputed scientific leader of the InnerSphere.

Due to its international beginnings NETC soon found itself at odds with the government over laws prohibiting the exporting of its high tech innovations. Continual disputes over what was restricted material lasted well into the Star League era. While frequently accused of violating the Cameron Blacklist, NETC always seemed to come out on top. Firing "rogue" personnel and boosting their own outlaw image only increased their standing outside of Terra. Despite their risky behavior NETC was never out of favor with the Cameron dynasty for long as both sides always reconciled for the common good.

The company's fierce competition with Ulsop Robotics, which had been a bitter business rival, and questions about its loyalty to Terra evaporated almost overnight as Amaris launched his Coup. In a stunning act of heroism, NETC's fleet of commercial transport began evacuating large numbers of refugees during the opening acts of the



Usurper's assault. The company's CEO, Jeremy Newcombe, led these survivors out of the Hegemony to an eventual rendezvous with the SLDF in the Rim Worlds Republic. Hailed as a virtual savior by the escapees NETC was rapidly accepted into the Committee for Corporate Restoration (CCR) in spite of some who criticized the company's past record. Newcombe didn't deny these accusations for his part and said rather "that times change and we all need to pledge ourselves to something greater, for me and my company that is the freedom of Terra from the Usurper, anything else is foolish."

While its high tech centers fell under the control of Amaris, NETC still had enormous resources available including its massive trading fleet. Using its international capital the company expanded its shipping capacity even further when it bought up other displaced jumpship lines. During Kerensky's build up NETC ships descended across the Inner Sphere, acquiring vitally needed supplies to help support the campaign to liberate the Hegemony. They also picked up volunteers who wanted to join the fight against Amaris. When the SLDF left their cantonments in the Rim Worlds it was NETC transports that supplied them during the Hegemony Campaign. Later, these ships bought vital materials for Project Phoenix and the reconstruction of battered Terran worlds. As Operation Liberation began NETC returned home and started the long reconstruction process of its ancient headquarters.

Not devastated by the war like most Terran companies NETC has been able to invest heavily in restoring its homeworld. Using profits made during the Coup years the company bought up Newhart Industries and Dassault-Shimmon Enterprises. These major defense contractors have helped replace some of the factories that NETC lost during the fighting. While its research centers, particularly in Sydney on Earth and on Altair, have been slow to recover the Coup did earn NETC one key thing, the trust of the Terran government. The New Republic agreed to grant the company greater freedom as long as it promised not to violate the Mother Doctrine again. Even the other Great Houses respect NETC's commercial autonomy and haven't tried to seize any of the company's large international assets, a rarity in these polarizing times. A close relationship with the Department of Communications, which has similar international reach, has further cemented NETC excellent business standing.

Federated Defense Systems (FDS)

Headquarters: Sao Paulo, Terra

CEO: Peter Kimball

Main Products: Chameleon, Catapult, Battlemaster, Banshee BattleMechs (Asta), Phoenix Hawk LAM (Bordon), Sabre, Centurion, Rogue, Hammerhead Aerospace Fighters (Capolla), Spad, Zero, Gotha Aerospace Fighters (Asta), Phoenix Aerospace Fighter (Earth), Conventional Light, Medium, Heavy Attack Fighters (Earth), Confederate, Intruder, Buccaneer, Union, Anchorage, Elephant Dropships (Capolla), Leopard, Fortress Dropships, Merchant, Invader, Tramp Jumpships (Keid)



The history of this massive Terran defense contractor began during the tumultuous Amaris Coup. The initial years of this great upheaval saw the deaths of many



PROJECT PHOENIX

business magnates leaving their corporations in a state of limbo. This began to change when the Committee for Corporate Restoration (CCR) gathered all free employees and assets of Terran companies out on the Rim. From the Star League's economic capital in exile on Illium these conglomerates began to rebuild. Director Drake G. Fielder of the CCR used his broad economic authority to declare a trusteeship over those corporations which found themselves without any surviving senior management. Many critics of the CCR and its policies made outrageous allegations that Fielder was using his position as the head of this Terran Corporate Trust to somehow enrich himself. These accusations, primarily from the Free Worlds League, proved baseless as Fielder went on to appoint sound leadership that would establish an industrial giant.

The full potential of the new company was not readily apparent as most of the Trust's new leadership group lacked some degree of business acumen at first. Just as FDS was created from an amalgamation of many companies, the new corporate leadership was drawn from those few corporate heirs and managers which had managed to escape the Hegemony. Peter Kimball was the wealthiest of these future tycoons but was also the youngest. This thirteen year old was co-owner of Ceres Metals and heir to an immense fortune. Ralph Thompson was a distant heir to Thompson's Shipyards who had barely managed to escape the Coup. As the closest living heir Ralph was granted rights to his distant relative's business by the CCR. Colonel Samantha Dekirk never expected to inherit any of her family's holdings and so she chose to join the SLDF at a young age. Sam was a decorated aerospace pilot fighting in the Periphery when the Hegemony fell. Unfortunately her prominent family did not survive the initial conquest of the realm and as a result became the sole owner of Dekirk Aerospace. Adam Britton was an executive without a company. When the Usurper struck Adam was on Christmas vacation with his family in the Free Worlds League. His company, Allied Aerospace Incorporated, was not so lucky. Allied's facilities and personnel were seized by Amaris at the outset of the Coup. The only member of the Terran Corporate Trust that broke the mold was Darrel Moyers, the Vice President of Defiance Industries. Darrel was an accomplished company man with Defiance and provided the others a mentor besides Fielder who frequently oversaw the Trust's operations.

These leaders had gained invaluable experience after five years and their corporations had recovered sufficient strength for CCR to dissolve the Trust. The end of the trusteeship bought with it uncertainty amongst its members who quickly realized that they worked better together than separately. In 2772 the five Presidents of the former Terran Corporate Trust signed a business alliance that effectively unified their holdings. This partnership named Federated Defense Systems (FDS) would function as a corporate federation with five separate divisions representing the original associates. The young colossus sprang to life winning several new defense contracts for the SLDF primarily in the aerospace field. FDS also teamed with StarCorps to manage the naval facilities within the Rim Worlds, which had become a problem for the Mech oriented manufacturer. Using everything at its disposal FDS painstakingly rebuilt its battered Terran facilities. The corporation's close relationship with Project Phoenix and the vital role in supplying the SLDF helped speed the company's reconstruction, far exceeding their schedule. Legal settlements concluded after the war with some of FDS' former partners, namely Ceres Metals and Defiance Industries, gave the company its current lofty standing in Terra's new economy.



Federated Defense Systems is the second largest company in the New Republic behind New Earth Trading Company. However, FDS is the largest defense contractor for the Terran nation easily overshadowing all others. Even the traditional giant Mitchell Vehicles Interstellar has been eclipsed by this new mega-merger. This company which is focused entirely on military production has only grown after the SLDFs Exodus and Project Phoenix's subsequent militarization. Specializing in aerospace engineering the company is responsible for an incredible one third of Terra's fighter production. FDS also manufactures many dropships for Terra as well as a number of BattleMechs and Vehicles. The company's specialization in the aerospace industry has allowed it to gain great influence and many contacts within the TRAS Aerospace Subcommand. Some opponents within the Royal Navy are concerned that these connections might lead to an independent Aerospace Command one day.

Obviously the New Republic and Federated Defense Systems share a close relationship that dates back to the earliest days of Project Phoenix. Besides having ties to the military at all levels FDS has many connections in the government as well. Typically the company doesn't court the Terran lower nobility which can do little to affect its massive operations. Thanks to several incidents during its formation FDS has poor relations with the Free Worlds League and Captain-General Kenyon Marik. Outside of the Republic the company has large holdings in the former Rim Worlds Republic along with StarCorps. This administration of Star's End and Camelot Command in the Dark Nebula is a highly protected company secret.

Mitchell Vehicles Interstellar

Headquarters: Detroit, Terra

CEO: Graham Mitchell

Main Products: Mercury, Thorn, Shootist,

Dragon Fire, Marauder, Shogun BattleMechs,

Hellcat II Aerospace Fighter, Hover APC, Tracked APC, Wheeled APC, Heavy Hover

APC, Heavy Tracked APC, Heavy Wheeled APC (Earth), Wasp, Kintaro BattleMechs

(Mars), Quickdraw, Awesome BattleMechs, Manticore Heavy Tank (Alula Australis),

Pentagon, Monarch, Triumph Dropships (Titan), Scout, Invader Jumpships (Titan)



Mitchell was founded in 2108 by the massive merger of three North American automobile giants. From the outset this corporate juggernaut held immense financial, political, and even social clout. "As Mitchell Vehicles goes, so goes Terra" was the old saying born then which is still true today. As patriotic as it was powerful, Mitchell has always strongly backed the Terran nation even through its most difficult times. As the Alliance faltered following the Outer Reaches Rebellion the company chose to expand its operations on Graham IV and sought ways to stabilize Terra. Increasing disorder on Terra forced Mitchell to relocate its headquarters to GreenVale City on Graham in 2308. Unable to stem the partisan politics of the time corporate executives were pleased when James McKenna assumed the mantle of Terran leadership.

As the Hegemony grew, Mitchell became more involved in the military sector. By the dawn of the Star League the company was manufacturing all types of equipment for the InnerSphere's new defense force. The conglomerate's fierce loyalty to House Cameron was rewarded by unrestricted access to the League's most advanced technology. As a result, Mitchell was known through the Human sphere for its cutting



PROJECT PHOENIX

edge products, both military and civilian. The company's near fanatical adherence to the Official List of Sensitive and Secret Technologies resulted in an unmatched record of zero government accusations. In fact Mitchell never once violated this sacred trust and went so far as to never build a factory outside of Terran space.

This bond would be tested as the young First Lord Richard Cameron fell increasingly under the sway of the Rim Worlds President. Scott Mitchell, CEO of Mitchell Vehicles Interstellar, didn't trust Lord Stefan Amaris in the least but at the same time would not question his liege's decision. Instead he took precautions to insure his company's "financial well-being". At his direction the company opened several new civilian factories producing WorkMechs and automobiles on Hegemony controlled border worlds between the Great Houses. This was a stunning expansion to many who questioned Mitchell's actions. He explained that Mitchell was not leaving the Hegemony but extending its operations to include these Terran outer worlds. In reality Mitchell was planning a worst case scenario in which his company would survive.

As the First Lord signed an alliance with the Rim Worlds Republic to garrison the Hegemony during the Periphery Uprising, Mitchell took steps to safeguard its Terran holding. Scott established his own Corporate Military Force named the Blue Lions or Mitchell's Pride. This highly professional unit was assembled from ex-SLDF soldiers and select mercenaries. While foresighted, Mitchell's plan to strengthen his Terran defenses was ultimately futile because of the Usurper's ruthless conquest. Despite the Blue Lions efforts the company's facilities were overrun and CEO Scott Mitchell who led them was killed. A small detachment of the Lions who survived the battle managed to successfully evacuate some of the Mitchell family. With the help of the Committee for Corporate Restoration (CCR) they made it to Illium in the SLDF occupied Rim Republic.

Scott Mitchell's son, Graham, became the new leader of Mitchell Vehicles as the company reorganized out on the Rim. Mitchell remained solely focused on returning to Terra while other companies stepped up efforts to expand their reach to the Periphery. The company was able to boost its revenue by using products built on their border world factories to directly feed the liberation effort. "Made for Terra" was their slogan that urged citizens throughout the InnerSphere to help the SLDF free the Hegemony. The response was tremendous and eventually enabled Mitchell's rebirth as well as helping to fund Kerensky's Hegemony Campaign.

Rebuilding was a slow process done very deliberately by the returning Mitchell Vehicles. During its time on Illium the corporation filled out its personnel in preparation for a return to its true home. Hiring only Terrans during its years of exile and carefully training them in the arts of business paid dividends for Mitchell. Extremely reliable and devoted to the company these employees have worked tirelessly to restore Mitchell to its former place in Terra's economic hierarchy. With many of its holdings laid waste and its headquarters on Graham utterly annihilated executives played a waiting game finally deciding to return only on the eve of Operation Liberation. It was one of the last Terran companies to leave the Rim and return to the Hegemony.

Mitchell facilities on border worlds were dismantled and bought inward to aid in the industrial restoration. The company's birthplace, Detroit on Terra, once again became its headquarters after the Coup. Much of Mitchell's rebuilding is concentrated here and across the North American continent. Most of the company's facilities lie within the Sol System either on Earth, Mars, or Titan. In addition Mitchell has become embroiled in the



Alula Australis dispute and currently runs the former Technicron Manufacturing for the New Republic. As their holdings are rebuilt so is Mitchell's famed security force, the Blue Lions, who continue to fiercely protect the company's assets. The company has fostered excellent relations with the Terran Army rather than the Royal Navy and is considered the premier arms manufacturer for the Republic's ground forces. Mitchell has already received several new contracts from the Army including one to replace the venerable Kanga Hover/Jump Tank.

Mitsui Diversified

Headquarters: Kyoto, Terra

CEO: Sadato Mitsui

Main Products: Hellcat and Rapier Aerospace Fighters (Earth), Intruder, Union, Achilles, and Titan Dropships (Dieron), Scout and Merchant Jumpships (Dieron)



One of the original 20 companies that founded Di Tron was the venerable Mitsui Corporation. The Mitsui family is an old and respected family tracing their roots to Imperial Japan. Their family had long been in the upper echelon of the Di Tron corporation. During the Amaris Coup, many members of the Toshimoto family, leaders of Di Tron, were killed. Despite rumors that the Mitsui family was responsible for these deaths, the Mitsui's managed to acquire control of Di Tron. Since taking over the company, the company has been revitalized, quickly becoming one of the most important companies in the Terran Republic.

By 2767 Sadato Mitsui the new CEO of Di Tron began his transformation of the company. His first step was to sell off all of the company's foreign assets, the thought being that hard currency and resource rights were the safest commodities during the crisis. He felt what wasn't constructed couldn't be destroyed. With the new cash reserves, he began buying out the other major stockholders, eventually gaining control of 75% of the company's stock. During this process, he changed the company's name to Mitsui Diversified. Continuing for the next ten years he successfully moved the company's funds thru the interstellar stock markets buying and selling stocks of other corporations and resources until he owned stock interest in nearly all of the top corporations of the Inner Sphere. It is rumored that Mitsui retains large stock holdings, although the company refuses to comment on its holdings.

Finally with the liberation of Terra and the return of their holdings on planet Mitsui sold off many of these holdings for a significant profit. Getting rid of most of their defense industries has been a surprisingly good move for the corporation. They have recently gained major interests in several electronics corporations and mining/prospecting corporations. With the rebuilding of the Terran Republic the company has slowly begun getting back into the defense field reopening its Aerospace facilities on Terra. Experts don't expect the company to expand their operations in the near future, unless they are able to do so with little exposure to risk.

Currently the company has been behind the scenes of Project Phoenix issuing loans to the corporations which are building facilities in the new Republic. The repayment terms for these loans are rumored to include future stock considerations or resource rights. Their purchasing of the rights to the shipyard around Altair is seen by



PROJECT PHOENIX

some experts as a risky and uncharacteristic move by the corporation. Considering the hostilities taking place between TRAS and DCMS in and around the Altair star system, some have wondered why the company was willing to take on such a risk, especially considering the damage the facility suffered during a recent Terran raid.

Mitsui is in a unique position within the Terran Republic loved by many for their financial contributions in the rebuilding of the realm. The corporation has recently come under the watch of the CIB for their known underworld contacts and suspected connections to House Kurita. With holdings in corporations outside of the Terran Republic the company has surprisingly stayed under the radar since many of their investments are through dummy corporations and ghost accounts. It is unknown at this time what their total assets are or what companies they actually have holdings in.

StarCorp Industries

Headquarters: Royce, Fletcher

CEO: Robert Marina

Main Products: Warhammer, Long Bow, Emperor, and Highlander BattleMechs

This corporate giant is perhaps the largest multinational 'Mech producer currently within the InnerSphere. It is a common misconception however that StarCorp was the Star League's official manufacturer of BattleMechs. The company's history actually predates the founding of the League by more than seventy years. Despite this fact popular opinion remains unchanged much to StarCorp liking. It is clear that both organizations shared a close relationship right up till the SLDF Exodus.



StarCorp's early history began in 2501 when a group of former Hegemony officials privatized parts of the government's military industry. The company was born as Terra transitioned from an age of decadence to the enlightened leadership of Deborah Cameron. The company's first 'Mech, the Emperor, produced one year later was nothing less than revolutionary. With many innovative systems the new BattleMech was an instant success earning StarCorp rapid fame. The company's economic support of the Director-General's diplomatic initiatives cemented StarCorp's friendship with House Cameron.

This new found influence threatened some old guard Terran companies, like Earthwerks Incorporated, who were envious of this young upstart's success. Tensions boiled over during the bidding process for what would eventually become the Warhammer. Earthwerks bitterly fought StarCorp for this military contract with its own unique design, the Battleax. Despite Earthwerks' attempts to beat out StarCorp superior Warhammer design, which included a large public relations campaign, their Battleax eventually lost out.

The dawn of the Star League era saw the ultimate success of StarCorp economic policies. Unlike many other companies, StarCorp was able to operate in every InnerSphere realm without interference. Careful growth in foreign nations during Terran peace initiatives, primarily in civilian sectors, led to the foundations of a 'Mech production empire. As a result when the Star League was established the company



witnessed almost unparalleled expansion. Most of this international production was focused on commercial products, such as WorkMechs. During the Reunification War the company expanded its foreign plants to include arms manufacturing, mainly components, to supply the Star League's offensives. During the Golden Age of Mankind the company's nearly universal operation spanning the entire Human Sphere was unmatched by any private concern.

Even the great Amaris Coup could not completely halt StarCorp operations. While its Terran division was laid waste by the Usurper, the division represented only one-sixth of StarCorp's total strength. The company's widespread holdings also made possible the escape of StarCorp executive hierarchy including CEO Robert Marina. He quickly secured his company's standing throughout the InnerSphere by announcing plans to convert many of its factories in the Great Houses to weapons production. This move, which was backed by General Kerensky and the Great Houses, would provide vital support to the SLDF during its war against the Usurper. With influence in every realm none would challenge StarCorp properties for fear of alienating this powerful corporation or negatively effecting popular opinion.

As a result StarCorp, along with New Earth Trading Company (NETC), was in a unique position to directly aid the SLDF. Under the terms of the Concord of Illium StarCorp became the sole administrator of the Rim Worlds military industry. This act, which was passed in order improve the operation of the Rim World's military-industrial complex, further increased the company's strength. These facilities were staffed by StarCorp personnel from all over the InnerSphere and in some cases completely reorganized. The company even bought in the newly forming Federated Defense Systems (FDS) to run the aerospace manufacturing operations, using FDS' expertise to help compensate for StarCorp's lack of experience in the aerospace industry. Thanks to StarCorp's efforts efficiency skyrocketed in the Rim Worlds Republic allowing for ample replenishment of the SLDF. With factories all over known space supplying the Star League forces during this time it truly looked as though StarCorp was their official defense contractor.

After the liberation of their headquarters on Fletcher, the company quickly began rebuilding its Terran division. While its factories were laid waste early on during the Coup restoration was relatively simple. Using assets acquired from the Rim Worlds eased reconstruction efforts for the company. The Fletcher complex was up and running by the end of Operation Liberation helping the SLDF achieve their objectives. Building on their success and excellent record the company was able to stave off attempts by the Houses to seize their foreign operations. In fact StarCorp facilities outside of Terra were further expanded to manufacture equipment for the InnerSphere. Only StarCorp's Earth factories near Kuala Lumpur have not been rebuilt.

With seven principal divisions, thanks to its new Rim Protectorate facilities, StarCorp is one of the few businesses large enough to avoid dissolution after the fall of the Star League. Each division operates autonomously but all focus on BattleMech production. In addition to BattleMechs, many StarCorps facilities also produce a variety of vehicles and many different models of WorkMechs. While executives continue to press for a return to stability throughout the InnerSphere all StarCorp personnel are bracing for war. Some Terrans have been angered by the company's diplomatic stance towards their belligerent neighbors. Indeed some of the company's foreign factories are now fueling



PROJECT PHOENIX

the war machines of the New Republic's enemies. Even some StarCorp executives' lament the arms build up that freed the Hegemony and which may now destroy the InnerSphere. Both Regent Amanda Cameron and Ian Sinclair support the company's efforts in spite of this opposition.

Earthwerks Limited

Headquarters: Moscow, Terra

CEO: Gregori Mendel

Main Products: Stinger, Firefly, Griffin, Thunderbolt, Archer (Terra), and Challenger BattleMech (Carver V)

The history of this company begins long ago on Terra with the development of the first commercial mining robot. Shortly there after Miroslav Mendel bought out his



partner Ivan Lecir to become the sole owner of this young company named Earthwerks Incorporated. Their revolutionary innovation established Earthwerks as a premier engineering concern and eventually made Mendel one of the richest people ever. The corporation soon expanded to swallow up several older heavy industries in their specialized arena of construction. This expansion was not limited to civilian industry by any means, as Earthwerks moved into the defense industry quickly becoming a major supplier of military equipment for the Terran nation. With this massive new growth came great wealth and influence which corporate executives used as they pleased. For example, about twenty three years after Earthwerks founding Mendel made a deal with the Carinus family of Tikonov to establish a second branch of his massive conglomerate. This business known as Earthwerks Limited was created without the consent of Terran authorities and soon became the primary arms supplier to the Tikonov Union.

Both Earthwerks and their latter day subsidiary, Kallon Industries, became economic powerhouses affecting not only the Terran state but the entire InnerSphere. Focusing on construction robots, heavy industry, and defense contracting this colossal firm jumped at the chance to manufacture 'Mechs when the technology came along. Earthwerks secured what it needed by using their prominence to open access to this and other scientific innovations with the help of several corrupt members of House Cameron. So as BattleMechs were introduced the company invested heavily in their development. The result was the introduction of four new BattleMech designs between 2474 and 2492. This level of manufacturing continues to be unmatched till this day and shows the strength of Earthwerks at this time. Many contemporaries took notice of this and decided Earthwerks needed adequate competition especially in light of the company's increasingly independent attitude.

During the early 2500s Earthwerks dominance in many fields was challenged by a host of new comers emerging from several Terran reforms. Chief among these new rivals was StarCorp Industries who competed first with Earthwerks to design a new Heavy Mech for the Hegemony Armed Forces. The competition between StarCorp's Warhammer and Earthwerks' Battleax was fierce. It soon degenerated into an all out



corporate war complete with public relations campaigns and secretive backroom deals. In the end Earthwerks came up short and StarCorp went onto win the contest. The fight left the company embittered and executives vowed never to forget this outrage. Since that time Earthwerks has carried a lingering hatred towards StarCorp and to a lesser extent Terra itself. Earthwerks always considered the Hegemony's restrictive Blacklist banning the export of technology and Cameron's friendly diplomacy towards other realms the height of hypocrisy. The company consistently made efforts to challenge the Blacklist but managed to get out of danger by scapegoating employees or just using its sheer size to avoid any major trouble.

The founding of the Star League bought Earthwerks further power across the Human Sphere. While the company had been operating outside the borders of the Terran nation for sometime it could not make inroads in several areas. Rapidly exploiting this new political alliance Earthwerks spread to every InnerSphere realm offering a wide variety of services. Many Houses soon found that these services came with hidden costs. Earthwerks ruthlessly implemented its corporate strategy of maximizing profits at every turn. Skillfully playing each House against the others, corporate executives always managed to meet their earning goals while at the same time staving off any punitive action.

Unfortunately for Earthwerks the Amaris Coup would prove even more devastating to them than other multinationals because of their aggressive economic policies. This affect was not immediately apparent to anyone as the company survived the initial seizure relatively intact. Earthwerks corporate leadership and vast fiscal wealth remained unscathed even while its Terran operations had been conquered (and eventually destroyed) by the Usurper. It seemed as though the company would take its rightful place in the Committee for Corporate Restoration (CCR) and play a key role in the Star League's economic revival. However, Commanding General Kerensky of the SLDF refused to include Earthwerks in key areas, which effectively relegated the company to a peripheral role in Project Phoenix. While this decision was never addressed publicly many have theorized that Earthwerks might have been collaborating with the Usurper or planning to sell Star League secrets to the Great Houses. Some even went so far as to accuse Kerensky of plotting revenge against the company for some perceived slight. Whatever the reason behind Kerensky's decision the company was kept at arms length by the SLDF for the duration of the conflict with Amaris.

These actions had a corrosive affect on Earthwerks Incorporated touching off what some have termed a corporate civil war strangely mirroring the current political situation. Chief Executives from each business division, representing the company's operations in each Great House, jockeyed for control of Earthwerks almost from the outset of the Hegemony Campaign. As the Houses met to decide the fate of the Star League this war became even more intense and violent. Without the support of the SLDF or the protection afforded by participation in Project Phoenix, the Great Houses moved in to take control of the company's assets located in their borders. Today only three pieces of this once vast interstellar giant remain. Earthwerks Incorporated under the control of Adrian Harrington was sheltered by friendly elements within the Free Worlds League who helped the company avoid nationalization by Captain-General Kenyon Marik. Earthwerks-FWL Incorporated, as it is now called, has been reduced drastically in size to those facilities inside Marik held space. Kallon Industries, an Earthwerks subsidiary, is



PROJECT PHOENIX

having great difficulty keeping its properties together around the InnerSphere and has already been forced to sell or spin off several of its factories.

Earthwerks Limited was reorganized by a joint Terran and Capellan effort after the Exodus of the SLDF. Headed by Gregori Mendel, a direct descendant of Earthwerks original founder, this part of Earthwerks controls all its facilities in the New Republic and the Confederation. The company's internal conflict and battles with Project Phoenix prevented Earthwerks from rebuilding many of its devastated Terran factories. Recently this situation has changed thanks to the Mendel reorganization as it is called. The company has rebuilt its facilities on Terra near Moscow, Russia which serves as one of Earthwerks Limited dual headquarters. The other corporate headquarters on Tikonov is run by the Ling family who are Mendel's junior partners. Both Mendel and Harrington claim ownership over the entire Earthwerks "empire" but this fact is obviously in dispute. This includes orphaned Kallon Industries which appears to be charting its own course at least for now. Only time will tell if this conflict is ever resolved and Earthwerks reunification appears to be a far fetched proposition given the current situation.

Grumman Industries

Headquarters: Bethpage, Terra

CEO: Lee Richardson

Main Products: Flat Bed Truck, Engineering Vehicle (Mars), Beagle Hovercraft, Zephyr Hover Tank, Chaparral Missile Artillery Tank, Thor Wheeled SP Artillery Vehicle, Marksman Tracked Self Propelled Artillery Vehicle (New Earth), Maultier Hover APC, Chaparral Missile Artillery Tank, Coblitz Main Battle Tank, Marksman Tracked SP Artillery Vehicle, Ontos Heavy Tank, Mobile Long Tom Artillery (Earth)



Grumman Industries is a company with a history going back to the 20th Century. Originally a major manufacturer of fighter planes, Grumman was purchased by another manufacturer, Northrop, towards the end of the 20th Century and became part of a new company, Northrop Grumman. For many years Northrop Grumman was a leading manufacturer of fighters, wet naval vessels, combat vehicles and electronics for the Western Alliance and later the Terran Alliance. However in the late 2000s the company found itself facing serious problems. The corporation's executives had made several poor decisions, which left the company lagging behind its competitors in the rapidly growing aerospace fighter and spacecraft fields. In an attempt to recover and regain a leadership role in these fields, the company decided in 2092 to spin off the poorly performing combat vehicle division into a separate company. The new company, which took the Grumman name, quickly began turning a profit, contrary to the expectations of the Northrop executives. [Editor's note: On the other hand, Northrop continued its descent and in 2204 the company was purchased by Lockheed.]

Since 2092, Grumman Industries has grown to become a leading manufacturer of combat vehicles, first for the Terran Alliance, then the Terran Hegemony, the Star League and most recently the Terran Republic. Originally located in Bethpage Long Island on Terra, the company later built additional factories on Mars and New Earth during the years of the Terran Alliance. The Grumman factory on New Earth was one of the first extra-solar factories built and the products it manufactured were vital to the early



success of the colony. Recognizing that the future was out among the stars, the company decided to relocate its corporate headquarters from Terra to New Earth. A staunch supporter of the Terran Hegemony, the company refused to expand outside of the Terran borders during the Age of War. Instead the company chose to grow and expand its existing plants inside the Hegemony.

Following the formation of the Star League, the company found new markets for its products. One of the most promising was the Free Worlds League, which was very interested in Grumman's Ontos heavy tank. In 2652, the company decided to open a new facility on Oriente in the Free Worlds League. In the years that followed, the company opened factories on Shiro III in Capellan Confederation and Kessel in the Lyran Commonwealth.

During the Star League era, the company became a major supplier of armored vehicles to the SLDF. The Grumman Chaparral and Marksman artillery tanks were very common in SLDF artillery regiments, while the venerable Ontos was a mainstay in armored assault regiments. The Zephyr Scout Tank was highly popular in SLDF hover regiments and the Maultier APC was in wide use in SLDF mechanized infantry units.

Then the Amaris Coup struck. The company's facilities on Terra, Mars and New Earth were taken over by the Usurper and forced to build weapons for his army. At the same time, the few executives of Grumman who were outside of the Hegemony when Coup occurred quickly took control of the company's facilities in the Free Worlds League, Lyran Commonwealth and Capellan Confederation. These factories went into full scale production manufacturing new vehicles to resupply the SLDF armored regiments.

Following the end of the fighting, Grumman began to rebuild its factories in the Hegemony. Fortunately for the company, their factory at Bethpage suffered little damage during the fighting, mainly due to its out of the way location on Long Island. The Mars facility, which produced civilian vehicles, also survived with only minor damage. However, the New Earth factory was not so lucky. Badly damaged in the fighting for New Earth, it took the company several years to fully restore it. In an effort to speed recovery of their premier facility, the company decided to relocate their Kessel facility to New Earth, using the Kessel plant's machinery as the core of the new factory.

Despite the damage to their headquarters and factory on New Earth, the company was in good shape. The company's headquarters was relocated back to the Terra, where the lack of damage made it easier to oversee operations. Using its cash reserves, the company began rebuilding its factory on New Earth. At the same time, the Terran and Mars facilities resumed production, providing the company with a steady stream of income.

Grumman also took advantage of its cash reserves to purchase a number of other vehicle manufacturers who had been badly damaged or destroyed in the fighting. Among the companies purchased by Grumman were Numall Armored Vehicles, Ulston Armor, Killosh Industries and Rebel Industrial Technologies Inc. The Numall and Ulston factories on New Earth were incorporated into the Grumman facility, which quickly began producing Beagle Scout Tanks and Thor Artillery tanks. The Killosh factory on Bharat was a total loss, although Grumman was able to salvage a back up data core, which contained complete plans for all of the company's designs. The Rebel Industrial



PROJECT PHOENIX

Technologies factory in Atlanta on Terra was only moderately damaged and quickly resumed production operation under Grumman's direction.

With the acquisition of Ulston Armor and Rebel Industrial Technologies, Grumman has managed to corner most of the market for artillery vehicles in the Republic. Their only competition is from Leopard Armor and their Padilla Artillery Tank, but the sheer quantity and variety of equipment manufactured by Grumman ensures they will maintain control of the Artillery vehicle market for years to come. The company is currently rumored to be developing several new heavy artillery vehicles for the Republic to supplement, and possibly replace, the older Padilla and Marksman tanks.

While the company is best known for its artillery vehicles, Grumman's product portfolio includes a wide variety of vehicles from scout tanks to heavy assault units. Recently the company introduced the Coblitz Main Battle Tank. The Coblitz is a fast tank capable of serving in a variety of defensive and assault roles. Having been accepted for service by the Republic, the Coblitz has quickly become very popular with the crews assigned to it.

Grumman currently operates four major factories. The corporate headquarters is located at Bethpage Long Island, which is also the site of Grumman's large factory. The company has also recently acquired Rebel Industrial Technologies of Atlanta which produces the massive Mobile Long Tom Artillery unit. The Grumman Mars factory is used for the production of a variety of civilian transports and construction vehicles. The New Earth factory has only recently been restored to full operation and resumed production of vehicles for the Terran military.

During the Star League era the company operated several factories outside of the Terran Hegemony borders. Following the end of the Amaris Coup, the company relocated the Kessel factory to New Earth and used the machinery as the basis for the rebuilt facility. Efforts to relocate the Oriente and Shiro III plants were defeated by the Free Worlds League and Capellan Confederation. Unwilling to lose a valuable factory and to spite the Terran people, Kenyon Marik nationalized the plant on Oriente, turning it over to the newly founded Federal Weaponry Limited. Grumman has filed a grievance against the FWL for their illegal seizure of the factory, but to date the Mariks have chosen to ignore the complaint. The situation with the Capellans is more complicated. Unwilling to allow the factory to be relocated to the Terran Republic, the Capellans have insisted the Republic split the output of the factory as required by the Centuran Accords. To that end, the factory has been incorporated as a Capellan Corporation, Grumman Amalgamated. While neither Grumman nor the Republic is satisfied with this arrangement, they have had no other choice but to accept it.

General Technologies

Headquarters: Koryo, Mars

CEO: Edward Lyle

Main Products: Salvaged BattleMechs [NOTE: Covertly produces Spector, Exterminator, Devastator, Pillager, and Thunder Hawk BattleMechs]

Formed only within the last five years General Technologies or GenTech has quickly moved to the forefront in the interstellar market. With a rising reputation





for a company that has connections in all walks of Terran affairs it was established in 2781 by Sir Edward Lyle an established Technical consultant. Sir Lyle had fled Terra during the Amaris occupation and had been thought dead until his discovery in a hospital on the border world of Galatea, it was later discovered he was attempting to smuggle out sensitive information on Amaris' defenses to the SLDF and was caught in a car bomb assassination attempt. Through this ordeal he suffered serious wounds requiring extensive cybernetic replacements and plastic surgeries. He was later honored by Congress for his heroism with the Medal of Honor.

Sir Lyle entered the corporate world by purchasing the rights to the then thought to be unsalvageable facilities owned by Norse Technologies and General Systems. Surprisingly when representatives from the company went to do a full audit of these facilities it was discovered that a large portion of them had survived undamaged. The report that was given to the two companies and the Terran government had been in error letting the new GenTech company start off in a much better starting position then expected. Selling some of the equipment back to Norse Technologies and General Systems for bargain prices, Sir Lyle felt that it helped the companies out that had gotten robbed in the sale and stopped bad blood from forming between the two corporations.

Sir Lyle then began to diversify the company into other markets. He began by purchasing of controlling interests in major communications and entertainment companies which had fallen on hard times during the war. Within the last few years it is hard to find a major city within the Terran Republic that doesn't have a GT channel on their TV, Radio or even newspaper. He then returned to his roots bringing in as many of the brightest and leading members of their fields so that he could form a consulting agency for companies looking to maintain their technological edge over their rivals. Realizing that the damaged and destroyed BattleMechs that fought in the Amaris Coup represented a potential gold mine, he created a salvage and repair division headquartered on Outreach's northern continent. [NOTE: These salvage operations have covered our covert 'Mech production on Outreach nicely even exceeding our initial expectations. They have produced valuable arms for our national arsenal in this time of dire need.] Some of these BattleMechs are repaired to full functionality and then sold to either the Terran Republic or certain mercenaries, while other BattleMechs are assigned to the company's corporate defense force on Outreach.

The company seems to have placed it's faith in the survival of the new Terran nation. Sir Lyle's loyalty is unquestioned by CIB which goes a long way towards helping secure government contracts. Experts say that the company is already looking to expand into other fields like interstellar trade, biochemicals, and R&D. Only time will tell if these rumors are true.

Ulsop Incorporated

Headquarters: Seattle, Terra

CEO: Xavier Rodriguez

Main Products: Electronics
(Murchison), SDS

Components (Ozawa), Various
Components (Earth)

Ulsop Incorporated is a





PROJECT PHOENIX

company that can trace its history back through the many different incarnations of the Terran state. From its humble roots as a minor subdivision of IBM in the 23rd century, the company grew into the massive Ulsop Robotics, a major manufacturer of advanced robotic devices for the Star League. Like the Terran Nation Ulsop has now entered the third stage of life as Ulsop Incorporated through its merger with Nirasaki Computers. Mainly known for its assembly-line robots and advanced computer programs, they are a key supplier to many manufacturers throughout the Terran Sphere. Ulsop's products have the reputation of being the costliest but most dependable and durable products on the market.

During the heyday of the Star League, Ulsop was at the forefront of technological development, conducting a wide variety of research programs. Some of these were fantastic in their possibilities like the famed Bright Star project which would have created the first automated scout jumpship. Unfortunately for Ulsop and the Terran Hegemony this project was a bust, but luckily they have had more successes than failures. Two of these successes were the highly lucrative Guardian series robotic guards and the development of the AI and robotic controls for the Space Defense System. Ulsop's work on the Star League's SDS was the pinnacle of the companies work.

Ulsop's reputation nearly proved to be their undoing though with the coming of Amaris. Amaris realized the SDS was essential to holding his ill gotten gains and the key to these was Ulsop. Moving quickly after seizing control Amaris sent his Republican Guards to take Ulsop's Headquarters on Zebebelgenubi and all of the scientists there. For over a year the scientists that were captured taught Amaris' soldiers how to operate the SDS. The fear for their lives, and their loved ones being killed or tortured, drove them to this act of treason and the eventual death of so many SLDF personnel. Some of the scientists finally decided that enough was enough and attempted to sabotage the training by burning the classrooms where they taught. Unfortunately for the scientists it was too late as enough of Amaris' soldiers had already been trained in the system's operation. The furious commander that oversaw the captives realized this and ordered all the scientists executed even those that had nothing to do with the sabotage.

The company would have vanished as so many other companies did during this time if not for the creation of the Committee for Corporate Restoration (CCR). Personnel from the company's other locations and even some fortunate ones that were able to escape capture on Zebebelgenubi managed to gather with the CCR. It was at this point that the absorption of the Nirasaki Collective began. Kerensky himself spoke to these gathered scientists and staff calling for volunteers to assist the SLDF with neutralizing or evading the very SDS these two companies had helped once create. In many instances these Ulsop and Nirasaki volunteers saved countless soldiers lives from being vaporized by the SDS as they burned towards planet.

After the war the two companies came to realize that neither could survive on their own but that by pooling their assets they could create a viable company. The merger was formalized with the election of CEO Xavier Rodriguez, head of the Terran branch of Ulsop and one of the first to volunteer to assist the SLDF. Rodriguez was instrumental in orchestrating the merger, having had extensive dealings with the Nirasaki representatives. CEO Rodriguez has moved quickly to meld the two distinct company philosophies and organizational methods. With the creation of a new corporate headquarters in the city of Seattle on Terra Ulsop has helped rebuild the city and surrounding area gaining the love



of many of the citizens. They have also cleared out the rubble from the Puget Sound University campus at Pacific Lutheran; CEO Rodriguez has plans to use this facility to train future employees. He also plans to convert part of the facility in a new commune style R&D center. (NOTE: During this rebuilding sensitive information was discovered similar to what was found at the University of Washington campus, Intelligence was quick to take most of the sensitive information but the work on robotics and computer science was left in the hands of the company. Some rumors would have us believe that some of this information was what was sent in the last minute HPG to Kerensky as he left the Inner Sphere.)

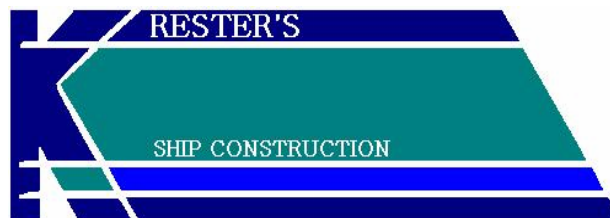
The future is looking strong for Ulsop with the combination of their robotics knowledge and Nirasaki's computer knowledge the company is quickly returning to their former heights and beyond. Centralizing all of their facilities into their new corporate HQ has streamlined their administration and the Nirasaki commune method is working wonders with their R&D personnel. Rumors are already claiming that the company is working on new models in their Guardian series, full sized aerospace drones and advanced robotic vehicle controls that would allow a single person to control a combat vehicle. SDS work has already advanced with the development of updates to the security systems and control features. Also in the final stages of development is a new automated mining robot with a sophisticated AI. This project should be able to help the Terran Republic, by making it easier to access the raw materials the nation so desperately needs. All these reasons explain why this company is considered one the New Republic's top industries and one of the essential blocks to future Terran success.

Krester's Ship Construction

Headquarters: O'Neill Shipyards, Earth Orbit

CEO: Natalie Krester

Main Products: Salvaged Star League Warships (Prometheus Project), Invader & Monolith Jumpships, Union, Overlord, Triumph, Colossus, Mule, Mammoth & Behemoth Dropships.



Krester's Ship Construction was one of the Star League's largest ship manufacturers. The company operated over 30 shipyards, including 6 located outside of the Terran Hegemony and produced everything from small craft to the largest warships. The company was a leader in the manufacturing of both civilian and military designs. The pride of Krester's, the Texas Class Battleship, was the centerpiece of Star League battlegroups. The company's commercial products, including the massive Mammoth and Behemoth cargo ships, formed the backbone of many merchant fleets. The success of the company made it one of the 10 largest businesses in the Star League.

The company's history during the Star League era was relatively unremarkable for such a large company. The only notable incident occurred in 2659 when the prototypes of the Mammoth & Behemoth were stolen from the company's shipyard at Keid. Somehow an unmarked jumpship managed to pierce the shipyards security and capture the prototypes, taking them to the Lyran Commonwealth. Once inside the Commonwealth's borders, the dropships were auctioned off and disappeared into the



PROJECT PHOENIX

unknown. There has been much speculation that this incident was actually carried out by operatives working for Krester's as a protest against the decision to place the ships on the advanced technology blacklist, preventing sales of them to anyone outside of the Hegemony. The decision to place the ships on the black list was opposed by Krester's which had been counting on foreign sales to recoup their development costs. With the prototypes having been stolen and expectations that a foreign ship builder would soon begin manufacturing copies of the designs, the government relented and removed the ships from the blacklist. Despite the suspicions of many in the Hegemony that the company was behind the theft of the prototypes, Krester's continued to be a key supplier of the Star League.

During 2765 the company saw significant growth, as the Periphery uprisings created an increased need for warships and transports by the SLDF. Krester's increased production at all of its shipyards in an effort to meet these needs and as a result saw its profits dramatically increase. However the situation quickly changed once the Coup broke out. Many of the company's shipyards were severely damaged or destroyed in the opening attack, by 2767 the company's massive shipyards at Terra, Thorin, Yori, Terra Firma, and Keid were reduced to scrap. All that was left of the company was the six shipyards spread across the Lyran Commonwealth, Free Worlds League and Federated Suns. Fortunately Natalie Krester daughter of the company's CEO and heir to the Krester family fortune had been in the Federated Suns reviewing operations at their Kestrel Shipyard when the Coup occurred. Taking charge of the company, Natalie Krester immediately pledged the company's support to General Kerensky.

In what was a very controversial decision at the time, Natalie Krester sold off the company's shipyards in the Free Worlds League. The Atreus dropship yard was sold to Deller Bingham & Fouts and their Oriente commercial jumpship yard to SelaSys Inc. The capital that was raised from the sales of these facilities funded operations at the company's other facilities. In hindsight this move proved to be very fortuitous due to the problems that have occurred between the League and the Terran Republic, as a result Krester's did not suffer like many other companies when Kenyon Marik nationalized their facilities. In addition to building ships for the SLDF during the Coup, the company was responsible for providing maintenance and support to the SLDF's fleet. The company established secret repair facilities in the Ross 248 and Luyten 68-28 systems to repair and resupply SLDF ships fighting against the Usurper.

Following the end of the Coup, the company returned to the Hegemony to try and rebuild. Having suffered such devastation during the fighting this proved far harder than expected. The main focus of the reconstruction effort was the massive Station Alpha in Earth Orbit. Krester's, along with Boeing Interstellar, salvaged components from their facilities, and the large Ian Cameron Shipyards, to build a new facility that was jointly operated by the two companies. The new shipyard, named the O'Neill Station, was also home to Karon Naval Armaments and Rolls-Royce Corporation, providing easy access to the components needed in warship manufacturing. While Boeing and Krester's shared the facility for several years, in 2785 Krester's acquired sole control of the shipyard. This was due to the fact that Boeing, never particularly loyal to the new Terran state refused to halt construction on their new facility at Galax in the Federated Suns. Having discovered that Boeing was providing the Federated Suns with advanced Terran technology, the Counter Intelligence Bureau (CIB) took action. The CIB immediately nationalized the



Boeing facilities in the Terran Republic and attempted to arrest the board of directors, who with aid from the Federated Suns, managed to flee the Republic. CIB then divided up Boeing's assets and turned them over to loyal Terran companies, as part of this Krester's received sole control of the O'Neill Shipyards.

In addition to the O'Neill Shipyards and the repair facilities in the Ross 248 system and Luyten 68-28, Krester's operates two other facilities in the Hegemony. The company operates major fleet repair bases in the Carver and Graham systems. While both these shipyards, previously major manufacturing sites for Krester's, are incapable of manufacturing new vessels, they are still capable of overhauling and repairing ships. Due to the heavy damage suffered by the Graham system during the Coup, the Graham facility is currently being relocated to the Fomalhaut system where it will be in position to support fleet operations against the Draconis Combine should the need arise.

The company also currently has a Jumpship yard and a dropship facility in the Lyran Commonwealth and 2 Jumpship yards in the Federated Suns. Neither state has been willing to allow the company to relocate, and a lack of the resources need to move the yards has made any discussion of moving the factories moot. However as a show of loyalty to the new Republic, the company has only been willing to sell its products to the Republic, much to the dismay of both the Lyran Commonwealth and Federated Suns.

Currently, Krester's Ship Construction is the lead shipyard for the Prometheus Project. With more building slips than any other ship manufacturing, the company has received the lion's share of the contracts. No less than 45 ships are in various states of reconstruction or undergoing shakedown cruises at any given time. The company has also resumed production of dropships and jumpships at the facility. The company has recently resumed production of the Invader and Monolith class jumpships. Most of these vessels have been purchased by the Terran Republic Navy, although a number have been made available to commercial shipping concerns. Krester's has also begun manufacturing of a wide variety of dropships for both the military and civilian concerns. The company recently became the only manufacturer of the Colossus class dropship when it signed a licensing agreement with Mitchell Vehicles to manufacture the design, as the Mitchell facility at Titan could not handle such a large ship. The company also produces Union, Overlord and Triumph dropships for the Terran Navy. The construction of these vessels is only a temporary measure until the Republic's project Quicksilver can develop new dropships specifically designed to meet the needs of the Terran Republic Armed Services.

Krester's has also resumed its place as a leader in the construction of commercial shipping vessels. The company has resumed production of its flagship Mammoth and Behemoth class dropships while also adding the smaller Mule class dropship for those customers who do not need the massive cargo capacity of the company's larger vessels.

Department of Communications

The lone remaining element of the once might Star League is the Department of Communications headed by Minister Jerome Blake. The Department was founded in 2614 by order of First Lord Nicholas Cameron to research an efficient Faster Than Light (FTL) transceiver that would finally





PROJECT PHOENIX

make interstellar communication a reality. Using the same physics applied by Kearny and Fuchida to FTL travel researchers discovered it might be possible to send transmissions through hyperspace just like spacecraft. Building a giant “gun” that could send a compressed pulse through the K-F barrier was a challenge but eventually the first HyperPulse Generator or HPG was constructed. These HPGs required massive amounts of power, just like a jumpship, to send their messages. Nearly sixteen years later on January 1, 2630 the first HPG message was sent from Terra to Tharkad. It was possibly the most remarkable achievement of mankind during this Golden Age of Science.

Twenty years later the InnerSphere had been effectively connected by the Star League Communications Network or SLCOMNET. At its core within the Terran Hegemony SLCOMNET was made up of a Prime Circuit of Class A HPG stations that functioned as giant switchboard linking the Outer Circuit. The Outer Circuit was made of smaller Class B HPG stations that enabled their home star systems to interface with SLCOMNET effectively. The communication load became so great that the Department of Communications had to bring in two private companies to help shoulder the burden. Starlight Broadcasting Limited supplied well trained personnel to help staff SLCOMNET while Communications Enterprises Incorporated became the sole manufacturer of parts for the advanced HPG grid. This organization worked well for the next century allowing the Human Sphere to reach levels of peace and prosperity never thought possible.

The Amaris Coup nearly undid all this progress made by mankind in well fell swoop. Among the treasures seized by the Usurper was the Prime Circuit of SLCOMNET which gave him control of the League’s communications. Luckily the capable Jerome Blake escaped capture along with many other ComTechs and would be instrumental in overcoming the evil Stefan Amaris. General Kerensky placed Blake, who was the most senior member of SLCOMNET, in charge to rebuilding the network so that it could work without the vital Prime Circuit. Using what they had available Blake’s team assembled a makeshift First Circuit, that while, slow linked the InnerSphere together aiding the SLDF immeasurably. This wasn’t the only help that the ComTechs provided Kerensky however. While Amaris forces knew the basics of operating the HPG network, they lacked detailed knowledge of the system and its security protocols. This enabled Blake and his cohorts to monitor their transmissions gleaned valuable intelligence for the SLDF.

While Kerensky and his troops fought to liberate the Hegemony from the Usurper, Blake and his techs worked to restore the Terran HPGs which were usually damaged in the fighting. Blake himself was injured during one of these heroic missions to keep the lines of communication opened on Dieron. While some continue to play down his efforts and those of his techs they would ultimately help win the war. After recovering from his injuries Blake continued to guide efforts to rebuild the damaged HPG network. When the High Council met to hash out the fate of the Star League in 2780 Blake was immediately nominated Minister of Communications by Protector Nicoletta Calderon who wish to reconstruct SLCOMNET. In one of its last joint acts the High Council agreed and unanimously endorsed Jerome Blake as the leader of this vital Department.

Since that time Blake has worked tirelessly to restore SLCOMNET with rare administrative and organizational skill while managing to stay politically impartial. While Blake did appeal for unity with General Kerensky many times and even tacitly supported the candidacy of Amanda Cameron for the First Lordship he has remained neutral. In these polarizing times this objectivity is refreshing to many throughout the



InnerSphere who look to Blake as a hero. The disbandment of the Star League by the High Council in 2781 left him and many others puzzled. Only three agencies of the League have arguably outlived it. Of course the SLDF under the command of General Kerensky left the InnerSphere in 2784 rather than slowly breakdown. Project Phoenix while only a provisional organization dedicated to the reconstruction of the Terran state also remains. Both Project Phoenix and the Department of Communications have worked hand in hand to facilitate the restoration of the nation at all levels. Some tension has begun to surface between them as they gradually go their different ways.

For his part Blake continues to operate under the original mandate given to him by the High Council in 2780 and hopes one day to see the League reunited. He continues to guide the Department of Communications, which has actually grown with new recruits, from their new headquarters on Hilton Head Island on Earth. The interstellar communications network is still a patchwork of overworked stations compensating for those still off line. Some successes like the completion of the new Class A HPG on Terra's Hilton Head Island in 2783 and the restoration of the Prime Circuit in 2784 have certainly improved SLCOMNET's capabilities but they still have more hard work ahead of them. Nearly fifty percent of all worlds once linked by HPG are currently in the dark and the Periphery remains completely off line. The future of the Department of Communications isn't clear beyond the eventual restoration of SLCOMNET to its original strength. While Blake and the Department sympathize with Terra or more accurately Amanda Cameron they realize that they serve the Houses as well. This is where the organization has had trouble with Project Phoenix which is much more pro-Terran. There are indications that the Department, in an effort to remain neutral may change itself from a government agency to a private corporation but that is mere speculation.

Independence Weaponry

Headquarters: Quentin

Products: Bombardier, Marauder, Victor, Atlas BattleMechs

Independence Weaponry was formed during the Coup from a number of small BattleMech component manufacturers located in Quentin's Steel Valley. Quentin was one of the first worlds that General Kerensky liberated from the Usurper. The General realized very early in the campaign that he could not depend on the Great Houses for aid during the campaign to liberate the Terran Hegemony. While his base in the Rim Worlds Republic did provide some support to his troops it was not enough to meet the entire needs of the SLDF. The factories on Quentin promised to provide additional supplies and was much closer to the front lines, reducing shipping times. Once the planet was liberated, General Kerensky assigned General Walter Ivanick of the Quartermaster Command to assume control of the factories. General Ivanick reorganized all of the independent companies into a single one, Independence Weaponry. [NOTE: It is believed that the name was chosen to signify the SLDF's independence from the Great Houses.] The new company quickly began supplying the SLDF troops with a variety of heavy and assault 'Mechs.

Following the liberation of the Hegemony, General Ivanick retired from the SLDF. Taking advantage of the chaos in the Terran Hegemony, he managed to





PROJECT PHOENIX

manipulate the situation so that he retained control of Independence Weaponry. With the aid of Arnold Collins, Ivanick was able to fend off efforts of the previous owners to reclaim their companies. The company quickly began supplying the 'Mechs to the SLDF and the Terran state. After the Exodus, the company continued supplying 'Mechs to the Terran Republic. In return for his support of the Republic and Regent Cameron, Walter Ivanick was named the Duke of Quentin. The company was also rewarded when it was granted the license to produce Wakazashi Enterprise's Bombardier BattleMech. This has earned the company the hatred of the Draconis Combine which has protested the blatant violation of international law. Despite this the company has begun to turn out the Bombardier in large numbers for the TRAS.

Aerofighter Unlimited

Headquarters: Oliver

Products: Lightning, Ironsides, Eagle and Thunderbird

Aerospace Fighters

Aerofighter Unlimited is a major supplier of Aerospace Fighters to the Republic (and previously the Star League), yet at the same time is one of the least known weapons manufacturers in the Republic. The company lacked the rebel image of companies like New Earth Trading Company and the cutting edge designs of Bowie or New Age Systems, making it little known to the public. However in military circles Aerofighter Unlimited was known for their excellent products which were not only highly reliable but were also produced at a lower cost than their competitors. As a result, the company's flagship products, the Lightning and Thunderbird Aerospace fighters were acquired in large numbers by the Star League, even though they lacked the high tech features of many other fighters. The low tech designs would eventually prove to be very beneficial to the company. Lacking advanced Star League technology, the sale of the company's products was not restricted by the Mother Doctrine. As a result the company sold its designs to all of the Great Houses and even several of the Periphery realms.

During the Coup, the company was damaged during the fighting on Oliver. Recognizing the importance of the company, General Kerensky ordered the facility repaired. Within a few months the company was once again supplying aerospace fighters to the SLDF. Following the end of the Coup, the company continued producing weapons for the SLDF and later the Terran Republic. The company was rewarded for its loyalty when the TRAS granted it a license to manufacture the Ironsides Aerospace Fighter. Previously built for the SLDF by the Pro-FWL Brooks Manufacturing, the Ironsides was too valuable to the nascent TRAS to allow it to go out of production. Working from SLDF technical files, the company has recently managed to get the Ironsides production line operational. The success of this project has motivated the company to begin the development of a new heavy aerospace fighter for the TRAS. Despite these efforts, the company still finds itself lagging against Aerospace giants Mitsui Technologies and Federated Defense Systems.





Brigadier Corporation

Headquarters: Oliver

Products: Griffin, Scorpion, Crusader and Goliath BattleMechs (Oliver), Scorpion and Stalker BattleMechs (Procyon)

Brigadier Corporation is an old corporation that predates the Star League. Founded in the early 2500s, the company began on Oliver as a manufacturer of Battlemechs for the Terran Hegemony. The company originally lacked a BattleMech design team and instead focused on building 'Mechs under license from other companies. After the formation of the Star League

Brigadier expanded its operations into the Free Worlds League and Draconis Combine, setting up major factories on MacKenzie and Oriente in the Free Worlds League as well as Karachi and Hun Ho in the Draconis Combine and a dropship repair facility on Gibson in the Free Worlds League. The company also began to diversify its products line by entering the field of dropship manufacturing with its factory in the MacKenzie system. The Star League years were very profitable for the company, it's BattleMechs were acquired in large numbers by the SLDF and it's member states, which provided the company with enough resources to put together a top notch design team. Led by the brilliant, but unconventional, Dr. David Harrison, the company began developing 4 legged Battlemechs. The unconventional designs were slowly finding favor with the SLDF when the Coup broke out. The Coup put a stop to the company's development efforts. Both the Oliver and Procyon facilities were damaged during the fighting and the company was forced use it's resources to repair the factories. Through great efforts by it's workers, Brigadier was able to resume production of equipment for the SLDF by the time of Operation Liberation.

Following the end of the Coup the company began to encounter several problems. These resulted largely due to the actions of its CEO Simon Harrison. Harrison quickly announced his support of the Terran Republic and Amanda Cameron. This action greatly angered Kenyon Marik, who nursed a grudge against the Terrans. He quickly nationalized all of the company's assets in the League, creating a new company, Federal Weaponry Limited. Shortly after this, the Draconis Combine nationalized the Hun Ho plant. However, these actions did not hurt the company that badly. Due to a good bit of foresight and intuition, Simon Harrison had relocated financial assets, valuable equipment and vital personnel from the League and Combine factories to the Oliver and Procyon plants. As a result the company was able to avoid suffering too badly from these losses. Since that time the company has managed to expand it's Procyon factory with the aid of the Terran Republic. Having purchased the rights to the Stalker





PROJECT PHOENIX

BattleMech from the defunct Triad Technologies, Brigadier was recently able to begin production of the Stalker at Procyon.

Stormvanger Assemblies

Headquarters: Caph

Products: Falcon, Javelin, Striker and Cyclops BattleMechs

Stormvanger Assemblies traces its history back to the middle of the 26th Century. Founded by several graduates of the Caph Institute of Technology, the company introduced one of the earliest assault 'Mechs, the Striker. The success of the Striker turned the company into an important supplier for the THAF and later the Star League. The company later expanded its product line when it opened its Light Division, which produced the highly successful Falcon BattleMech.

Despite the company's success they were slow to expand their operations. This was largely due to the fact that the company operated on razor thin profits in order to secure contracts. As a result there was little left over for expansion of the company's facilities and R&D. In 2710 the company managed to develop a new design, the Cyclops. An advanced design intended for use by senior commanders, the unique features of the design put it in high demand and allowed the company to increase their profit margins. As a result the company was finally able to devote resources towards upgrading their factories and expanding their R&D department. One of the results of this increased spending was the Javelin light 'Mech, a design which was quickly becoming popular in SLDF recon units. The future seemed to be very bright for the company.

Then the Coup occurred. Stormvanger was hit very hard during the fighting and their factories were nearly wiped out. Following the liberation of the Terran Hegemony the SLDF surveyed Caph as part of the recovery efforts that were being conducted. The Stormvanger facility was written off as a complete loss and probably would have remained abandoned if not for a lucky find. Prospectors, searching the ruins of the company located a back up memory core with all of the company's manufacturing data. Once the CCR learned of the memory core they decided to rebuild the factory using equipment recovered from the Rim Worlds Republic. The new factories have been assembled on the site of the original Stormvanger Ultimate Division factory. Despite being smaller than the old Stormvanger factory, the company has managed to resume production of all of their designs. The reconstruction of the Stormvanger has proven to be a boon to the planet's economy, provided vitally needed employment. The company has been reinvesting its profits into expanding its factory, with the goal of rebuilding the company to their previous size.





Orguss Industries

Headquarters: Marcus

Products: Stinger, Wasp, UrbanMech, and Phoenix Hawk BattleMechs



Orguss Industries got its start during the arms buildup that preceded the Reunification War in the early days of the Star League. The company embodied the ideals of the League, created by a group of investors that hailed from every InnerSphere realm. Establishing their home on the mineral rich world of Marcus within the industrialized Terran Hegemony helped jump start operations. Obtaining licenses to produce the venerable Stinger and Wasp class BattleMechs they quickly began manufacturing equipment for the young SLDF. Orguss achieved a level of prominence as their tried and true products were highly thought of by the troops.

As the Reunification War dragged on the management of Orguss wanted to promote peace within the InnerSphere and the Periphery. Their solution was to create an entertainment phenomenon known as the Super Dimensional Series. This children's programming complete with Orguss toys focused on winning the hearts and minds of young people throughout the universe. The SDS, as it was popularly known, featured living robots that personified all the different regions of the Human sphere. Every week they stressed team work would overcome all obstacles and that the price of ignorance was too high. Orguss executives were pleased to see their creation was an instant hit in the InnerSphere.

However, the show appeared to be a complete bust in the Periphery crushing the hopes of its creators. Many years later the SDS was "pirated" by certain Periphery companies to advance their own goals. With a different storyline adapted for the region it promoted independence and determination conquering all. Orguss executives were furious at this illegal bastardization and took action to halt its spread. While it was forced underground the Periphery SDS was a huge hit in part because of the League's efforts to halt its distribution. Ultimately many who eventually participated in the Periphery Uprising were inspired by this show to resist the tyranny of the Star League.

The company's fame continued to rise as its fledgling Phoenix Hawk design bested rival Defiance Industries Sentinel in the first 'Mech battle on Solaris in 2695. Orguss also engineered the UrbanMech during the Star League which drew more attention to the company. Some loved the Urbie as it became the preferred city fighter of many armies while others hated this overspecialized 'Mech. Finally, forty years after the introduction of the Phoenix Hawk, Orguss licensed the design to Allied Aerospace in order to produce a heavy LAM. Unfortunately all this notoriety drew the attention of Stefan Amaris who captured Orguss in the opening days of Coup. He would ruthlessly use slave labor to triple their facility's productivity killing many in process.

Following the liberation of Marcus by the SLDF, the company continued production of its products for the SLDF. While the Orguss factories had been only lightly damaged during the Coup and subsequent fighting, natives of Marcus refused to work there. Of course this is understandable because of the atrocities that occurred there during the occupation. Many of the planet's denizens would like to see the facility destroyed and a memorial erected to all the fallen. However, given the need to produce new BattleMechs to defend the rebuilding Terran Republic these requests have gone



PROJECT PHOENIX

unfulfilled. Off world Terrans now work at the Orguss facility manufacturing BattleMechs for the TRAS. The company itself has concentrated efforts on creating a third version of the Super Dimensional Series (SDS). So far the new show has been a hit bolstering the Terran spirit amongst the young people of the New Republic.

Bowie-Republic

Headquarters: Wyatt

Products: Archer BattleMech, Chippewa

Aerospace Fighter, Gabriel Hoverscout



Bowie-Republic is the successor to Bowie Industries. Bowie Industries, with factories in the Terran Hegemony and Lyran Commonwealth, was a major supplier of both the SLDF and the LCAF. The company had a wide range of products from scout vehicles and BattleMechs to Dropships and warships which it produced at its factories on Dell, Wasat and Wyatt. During the Coup, the Bowie factory on Dell continued to supply the SLDF with vitally needed Aerospace fighters and Dropships. Following the liberation of Terra the company sent engineers to examine their facilities on Wasat and Wyatt. Bowie's shipyard at Wasat, one of the most advanced shipyards in the Inner Sphere and the only one capable of building micro-KF drives, was a near total loss. What little could be salvaged from the factory was relocated to Bowie's facility on Wyatt. The Wyatt factory, while badly damaged was quickly restored to operation and by 2782 had resumed production of 'Mechs and tanks for the SLDF.

Following the creation of the Terran Republic Bowie Industries underwent a major change. The company found itself caught between the Lyran Commonwealth and the Terran Republic who both claimed Bowie Industries as their own. In order to avoid being caught in the middle, the Bowie board of directors decided to divide the company into two separate companies. Bowie-Commonwealth took control of the Dell facility (now relocated to Alarion) and would supply equipment to the Lyran Commonwealth. Bowie Republic took control of the Wyatt factory and would supply the needs of the Terran Republic. Despite operating as separate companies, both Bowie-Commonwealth and Bowie Republic share technical data, so long as it does not violate any legal restrictions imposed by their home nation. This has proven particularly beneficial to Bowie-Republic as engineers loaned to them from the Commonwealth branch have proven vital in rebuilding and expanding the Wyatt facilities.

Bowie-Republic's factory on Wyatt was part of Bowie's Ground Systems Division and produced the Archer BattleMech and Gabriel Hoverscout. Using equipment salvaged from the Wasat plant and aid from engineers at Bowie Commonwealth, the company has managed to add a production line for the Chippewa Heavy Aerospace fighter. Unfortunately as result of the destruction of the Wasat factory the company has lost all the design information for their highly advanced Bug-Eye scout ship and its micro-KF drive. As a result it is highly unlikely the company will be able to resume production of that design any time in the near future. However the company is currently looking to re-enter the ship building industry as they are currently adding a shipyard. Rumors suggest that Bowie may soon begin production of the Sylvester class transport.



Blue Nose Clipperships

Headquarters: Mars

Products: Titan and Achilles Dropships, Monolith Jumpship, Salvaged Star League Warships (Prometheus Program)

Blue Nose Clipperships has been a long time supplier of warships, first to the Terran Hegemony and later to the Star League. Operating several shipyards across the Terran Hegemony the company was a leader in Warship production. While other shipyards may have turned out more technologically advanced warships, no one could build them faster than Blue Nose Clipperships. While some of the company's competitors tried to convince the SLDF that Blue Nose was only able to maintain this production rate by cutting corners, the fact was that Blue Nose Clippership's warships were generally well regarded by the SLDF.

The Coup was not kind to the company. Its shipyards were devastated during the fighting and for a while it looked like the company would be unable to recover. It was only through the actions of the company's CEO, J. Walter Overton that Blue Nose Clipperships managed to avoid oblivion. Overton called in every marker and favor owed to him and managed to get ownership of the rebuilt Lowell Shipyards turned over to Blue Nose Clipperships after the SLDF's Exodus. The rebuilt Lowell Shipyards are a massive facility capable of building even the largest ships. The company initially began producing the Monolith class Jumpship and Titan and Achilles class dropships at the yard. The Terran Republic has been purchasing all of the vessels built by the company for the Royal Navy. Clipperships participation in the Prometheus Program has also paid dividends for the company. Only their dockyards were big enough to work on ships massing more than one and a half million tons. Since this included twenty four of the New Republic's largest naval salvage jobs Blue Nose has seen its profit's skyrocket.

It is also rumored that the company is involved in Project Quicksilver, the Terran Republic's "secret" program to develop new dropships. It appears highly likely that the company will develop new versions of both the Titan and Achilles dropships. The company has apparently been attempting to raise capital to support the program by licensing several of its old designs to other manufacturers. However, financial analysis indicates that the company did not need the revenue from the licensing agreements, as they had more than enough cash on hand to fund the development of upgraded models of the Titan and Achilles. It is uncertain why the company would need the extra capital but theories include a massive expansion of the shipyard, the development of new dropship designs or even the possibility that the company is looking to resume the production of warships. One very popular theory is that Blue Nose is planning to resume production of its ubiquitous Sovetskii Soyuz Heavy Cruiser. This appears very unlikely due to the Royal Navy's focus on the Prometheus Program which continues to have abundant derelicts to pick from. The most likely explanation is that the company will either add several additional dropship lines to their Martian facility or they intend rebuild their scrapped shipyard in the Carver system.





Krupp Stellar Works

Headquarters: Terra

Products: Lancelot, Maelstrom, Bulwark BattleMechs & Naval Weaponry



This company has a long and storied tradition stretching back to the sixteenth century. More than a millennia ago the Krupp family first appeared in Essen, Germany working with what would become their trademark, steel. In 1811 Friedrich Krupp formally established the family's business as he built their first foundry. His son Alfred revolutionized the company by perfecting new technology that improved the quality of their steel. As time passed the Krupp family name became synonymous with the strength of their steel. By the close of the nineteenth century Krupp AG had become a major industrial force in the world producing both civilian and military goods. This success was tempered by the turmoil of the twentieth century which included two world wars that the conglomerate barely managed to survive. For sometime it looked as though Krupp would completely disband as it was forced to suspend arms manufacturing. By the end of the century Krupp's fortunes had rebounded and were once again on the rise.

Merging with their chief rival in 1999 to create ThyssenKrupp AG brought the company full circle. This powerful steel manufacturer proved to be well placed during the early years of Terran unification, just as it had been one hundred and forty years ago during German unification. Continuing to expand, first under the Western Alliance then the Terran Alliance, ThyssenKrupp focused on building the future. Its steel was used in nearly every major construction project at that time. From space exploration to continental bridges their high grade steel was always in demand. As the Alliance faltered so did the company's bottom line causing some to wonder if a corporate reorganization was on the horizon. Indeed a restructuring would occur but only after the founding of the Hegemony by James McKenna. For the first time in three hundred and seventy years the company began producing weapons.

Krupp Stellar Technologies, or Krupp Armaments as the corporation's arms manufacturing branch was known, remained a relatively small defense contractor until Star League times. By the time the Great Houses began to unify their governments into a single political entity Krupp was already well known in the Hegemony for producing quality weaponry, mainly 'Mech sized, and battle computers. In 2581 as the Reunification War raged on the SLDF put out a call for a medium combat 'Mech that could operate without the need for resupply for extended periods. Krupp Stellar Technologies engineers out did themselves with their first ever BattleMech design which was more than the Star League originally hoped for. The Lancelot was a success and earned the company more work from the military sector. The Amaris Coup very nearly did in this elder giant of industry but somehow it has managed to survive. Some employees managed to escape the Coup altogether fleeing to the Rim Worlds with the SLDF. These employees were rescued from the Krupp Advanced Research center by Hermann Thyssen, the vice-president in charge of the center, and son of the company's Chief Operating Officer, Gunther Thyssen. Arriving in the Rim Worlds, Thyssen organized the group into Thyssen Technologies, a small research group that was



dedicated to developing ways to defeat the advanced armors that were manufactured by Krupp. Others like most of the Krupp family managed to elude Republican troops for the duration of Terra's occupation. Most of the company was not so lucky.

Forced to work for the Usurper during his mad reign many of ThyssenKrupp's workers and facilities did not survive the Coup. The damage to the corporation was nearly catastrophic with only their home offices on Terra judged to be salvageable. By 2781 ThyssenKrupp's industrial might was once again on the rise helping to rebuild the devastated Hegemony. Demand for steel and other construction materials was enormous and the company boomed to new economic heights once again becoming one of Terra's biggest corporations. Problems arose however when many employees voiced their desire to leave the InnerSphere with General Kerensky after the Exodus was "announced". Many had close links with the SLDF and wanted to remain with them no matter their destination among the stars. As a result the company was split in 2784 with Thyssen Technologies following the SLDF into the Periphery (one of the few corporations and easily the largest to do so) and Krupp Stellar Works remaining with Terra. Johann Krupp was able to use the situation to better his company's position with the Terran government earning large subsidies. Krupp was able to expand his company's defense contracts to include armor manufacturing on a mass scale and naval armaments as well as the rights to produce two new BattleMechs for the TRAS. Now operating around the clock Krupp's foundries are working hard to manufacture steel and armor plating for the New Republic's defenses.

Skobel Mechworks

Headquarters: Terra

Products: Nightstar and Prowler

BattleMechs

Skobel Mechworks is the descendant of the 20th century company United Heavy Machinery. UHM began its ascent by developing into a player in world affairs after the Second Soviet Civil War. It took advantage of the events of the time to gain a monopoly over the untapped resources of the ancient Soviet Union. This allowed the company to broaden their interests into new areas. It was during this time that Grigori Skobel became CEO of the company. He used the power of the company to manipulate events in the Soviet Union to the benefit of UHM. He was able to gain control of many major industrial facilities, taking a dominant position in the manufacture of nuclear power plants, steel, heavy machinery, mining equipment and ships.

When the former Soviet Union collapsed into its seven lesser states in the early 2020's Grigori Skobel stepped in and supported his younger brother Andrei as the Prime Minister of the new country. Winning in a landslide thanks to his brother's support, Andrei and his brother Grigori began improving the fortunes of UHM and the new





PROJECT PHOENIX

nation. During these years the Skobel family consolidated their control over the company gaining majority control and changed the company name to Skobel Heavy Machinery.

As the years went by Skobel developed a reputation for dependability and durability, unlike many of their less reliable rivals. While other companies would take daring and sometimes dangerous and lucrative contracts the Skobels would often turn down these contracts instead playing the safe game and not taking any undue risks that might hurt their reputation or their company. In 2432 Skobel was contacted by the HRDD (Hegemony Research Development Department) concerning a new military contract for the HAF. With their reputation for manufacturing highly dependable equipment, the company was a natural choice when the HAF was looking to develop a new tank. Skobel got together their top R&D personnel along with experts from the HRDD with the goal in mind of developing something so state of the art yet simple in its concept. Realizing that the lack of mobility was one of a tank's biggest weaknesses, the designers decided to develop a new combat vehicle with a revolutionary new motive system. After investing seven years and billions of credits, the team unveiled the Mackie to HAF High Command.

With the success of the Mackie Skobel was on top of the universe and they quickly gained back their investment a thousand fold. For nearly 150 years the Mackie was the pride and joy of Skobel Mechworks having changed their name again in a small show of arrogance. Skobel though did not keep up with the times and while they continued to stick with their original design the rest of the universe moved past them without them realizing it. By the dawn of the Reunification War it was clear that the Mackie was past its prime despite efforts by Skobel to upgrade its flagship product. Their last ditch efforts to refit the design proved too costly for such an old machine and thus the Mackie was relegated to garrison duty. Faced with the staggering loss of revenue from their lost Star League contracts Skobel executives decided that they would step away from the 'Mech production market. Not wishing to spend the millions of dollars on modernizing their production lines, they switched their corporate strategy to the production of utility 'Mechs and their components. In 2632 Skobel built what is the now Famous Tatyana Skobel BattleMech Museum which contains the prototypes or first series of all known BattleMechs.

With the liberation of Russia early in Star League crusade to liberate Terra, the Skobel production lines were taken over by the SLDF. The majority of the Skobel family had fled into the outback of Siberia early during the coup leaving Amaris to use the facility as he liked. The Usurper quickly used Skobel factory to manufacture the Jackrabbit, a new light 'Mech which had recently been developed by the company as its first new BattleMech design since the introduction of the Mackie. Amaris also used the Skobel factory to manufacture the Behemoth assault 'Mech, which fortunately for the SLDF proved to be a great failure.

The Skobel family has since reclaimed their facility and is in probably the best initial situation of the New Republics companies. They have quickly stepped back into the good graces of the Terran Republic Quartermasters with the new designs of the Prowler light 'Mech and the Nightstar assault mech. Rumors out of the Skobel R&D department has them working on another new BattleMech design, or two possibly trying to complete the work done by Amaris' scientists with the Behemoth class 'Mech. Only



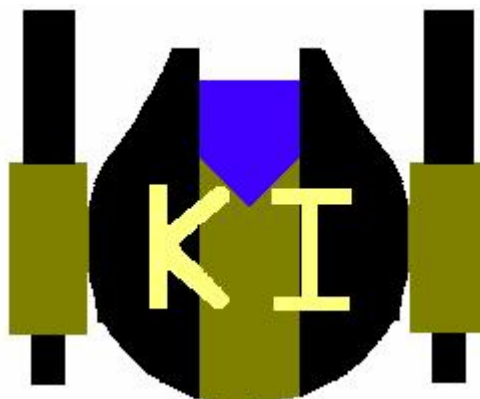
time will tell if Skobel has learned the error of their ways or if they will fall by the wayside once again.

Kallon Industries

Headquarters: Nanking

Products: Wolverine, Jagermech and Rifleman Battlemechs (Nanking) Rifleman and Crusader Battlemechs (Sirius)

Kallon Industries is subsidiary of the massive Earthwerks Limited. Kallon Industries was originally founded by Andrea Kallon, a promising Earthwerks BattleMech designer who had struck out on her own. Wishing to pursue her own projects, rather than those dictated by senior management, Andrea Kallon set up shop on her homeworld of Nanking. She quickly developed the Rifleman BattleMech, which was selected by the THAF as its new standard medium fire support mech. Large orders began pouring into the factory and quickly overwhelmed the young company. It was at this point that Earthwerks contacted Kallon. With its large reserve of capital and industrial capacity, Earthwerks possessed the resources that Kallon needed to meet the Hegemony's orders. An agreement was worked out between the two companies, where Earthwerks bought out Kallon but allowed the company to operate as an independent subsidiary, rather than absorb it directly into Earthwerks.



Kallon thrived as a subsidiary on Earthwerks. The company rapidly expanded its operations, opening new factories across the Hegemony. The company also would go onto introduce many popular BattleMech designs, including the Wolverine and Crusader, which were produced in extremely large numbers for the Hegemony and later the Star League. Following the formation of the Star League, Kallon opened new factories in the Capellan Confederation, Free Worlds League, Federated Suns and Lyran Commonwealth, in an effort to take advantage of the new markets. The company also expanded into new areas of weapons manufacturing, adding production lines for armored vehicles and dropships. These efforts paid off as the company grew dramatically in size, to the point that it nearly rivaled Earthwerks.

When the Amaris Coup broke out the company faced a disaster. The capture of so many of Kallon's factories and key executive personnel in the Hegemony disrupted the company's operations. It was only the efforts of factory managers in the Capellan Confederation and Federated Suns that prevent the company from totally collapsing. These managers quickly organized a design team to develop a new version of the Rifleman to aid the SLDF in its campaign to liberate Terra. The project rallied the workers of Kallon and kept them motivated in the face of the crisis. Following the end of the conflict the company began to rebuild. With so many of their Terran factories destroyed the company was only able to salvage the small factory on Sirius and their headquarters on Nanking.

The situation has only worsened for the company after the collapse of the Star League. The company's FWL factories have only barely managed to avoid being nationalized by the League. The company has been caught in the struggle between



PROJECT PHOENIX

Gregori Mendel head of Earthwerks Limited in the Terran Republic and Adrian Carrington head of Earthwerks-FWL. Both claim ownership of the entire Earthwerks “empire” including its subsidiary Kallon. Efforts to transfer control of Kallon’s FWL factories have been neutralized by the FWL court system which has repeatedly denied the request. Despite this the company’s FWL plants are in a very precarious situation and the company has done everything possible to avoid being nationalized.

Kallon has also lost control on many of its factories in the other Great Houses.

As part of the Centuran Accords the Kallon facilities in the Federated Suns were spun off as Kallon Weapons Industries, while the Lyran factories were acquired by the Hampton Mechworks of Yed Posterior. The Capellan facilities have nominally remained under the control of the Terran branch of Kallon but most of their output has been going to the Capellan Confederation. The result is that Kallon is a mere shell of itself and has been struggling to survive in the post Star League era.

Rhodesian Defense Industries

Headquarters: New Rhodes

Products: MASH Truck, Mobile HQ, Engineering Vehicle

A new comer to the defense market, RDI was founded by now Premier Arnold Collins of the Rhodesian Province. Collins, a former SLDF officer and one of the foremost military minds in the TRAS, realized that at the backbone of all militaries is support equipment. He quickly realized that the New Republic was in desperate need of support vehicles to support the operations of the combat troops. Gaining funds for this venture was easy for the Premier who quickly established a new factory on his home planet of New Rhodes. With the planets strong sense of self reliance all the components required for the company's vehicles are produced on site. The facility has taken some time to be built, but it has been begun producing large quantities of equipment. The company has also built lines producing ammo and armor both for personal and ‘Mech’ use and personal weaponry such as the Mauser 960 assault system. With excellent initial sales and the Premiers contacts experts are in agreement that this company will become a future power within the New Republic.

Zaker Shipbuilding

Headquarters: Castor

Products: Salvaging Star League Warships

Most of Zaker's yards are pressurized facilities design to speed maintenance and repair of Dropships. Indeed, Zaker Shipbuilding made its reputation on its short turnaround times for repairs to Dropships. Even now, only five of the slips are large enough to construct Jumpships with only two of those suitable for building Warships. Where the Zaker yards truly stand out is their defenses, each of the yards four defense stations mount capital-grade weaponry. All weapons systems also contain a personal override only accessible to Hugo Zaker himself. Though some look askance at this, deeming it evidence of Zaker's paranoia, it remains a fact that it was Zaker's insistence on placing local overrides in the systems defenses that saved the system during the Amaris Coup. Given this, the Terran Royal Navy personnel assigned to the defense stations seem to appreciate Zaker's foresight.



Lantern Corporation

Headquarters: Bryant

Products: Grasshopper BattleMech

Lantern Corporation is a new company founded in the wake of the Star League's collapse. Founded by Ryan Fitzpatrick a retired chief tech for the Star League's Marines, the company is a major supplier for the new Republic Royal Marines. Based on his experience Fitzpatrick set out to design a 'Mech that would meet the specific requirements of the Star League Marines and Royal CAAN units. The result was the Grasshopper, a heavy 'Mech featuring jump jets, heavy armor and an almost entirely energy based weapons load. The design was an instant success with the marines who placed a large order for the Mech. In order to meet the Marines production requirements, Lantern Corporation has undergone significant expansion in recent months, having nearly doubled in size. Despite this, the company is still unable to keep up with the orders placed by the Marines and has been forced to subcontract significant amounts of work to local companies on Bryant in an effort to meet its production schedule.

Aldis Industries

Headquarters: Terra

Products: Shadow Hawk and Clint BattleMechs, Rolling Thunder LRM & SRM Carriers, Ripper VTOL, Cobra Transport VTOL

Aldis Industries is one of the fastest growing weapons manufacturers in the Terran Republic. Founded in the 2480s, the company was the major supplier of LRM and SRM carriers to the SLDF. The company later diversified into the production of VTOLs with their Cobra and Ripper Transports. The company's success allowed them to undertake limited expansion and in the 2700s they opened factories outside of the Hegemony's border, on New Samarkand in the Draconis Combine, Betelgeuse in the Capellan Confederation, Oriente in the Free Worlds League and Robinson in the Federated Suns. Following the fall of the Star League, the company surprised many when it was able to draw on an unknown source of money to purchase several defunct Terran weapons manufacturers. The largest purchase was Lang Industries and their BattleMech factory at Liverpool. Aldis quickly restored the Lang factory to full production and began building new Shadow Hawk and Clint BattleMechs for the New Republic. The company's recent growth has been tempered by problems with its factories located outside of the Republic's borders. The Oriente factory was nationalized by the FWL and became part of Federal Weaponry Limited, while the New Samarkand factory was nationalized by the Combine and turned over to New Samarkand Metals. The Robinson and Betelgeuse factories have remained as part of Aldis Industries, but under the Centuran Accords half of their production is turned over to the host nation. It is currently rumored that that company is looking to expand into the production of heavy battle tanks.

Rolls Royce

Headquarters: Terra

Products: Interplanetary Drives



PROJECT PHOENIX

Rolls Royce is an ancient company going back to the early days of the 20th Century. The company was a leader in the development of aircraft engines during the 20th Century. By the end of the 21st Century, the company had expanded into the production of spaceship drives. While many other companies tried to be involved in all aspects of aerospace manufacturing, Rolls Royce chose to concentrate their efforts on the design of large maneuvering drives for dropships and jumpships. Their efforts paid off and by 2220, Rolls Royce was the leading manufacturer of space drives. In 2295 the company was chosen to design and manufacture the maneuvering drives for the TAS Dreadnought. These units were more advanced and powerful than anything previous built and gave the Dreadnought superior maneuverability. Throughout the Age of War and the Star League era the company maintained a reputation for designing and building superior warship drives. During the Coup, the Rolls Royce factory was badly damaged in the fighting. Realizing the importance of the company to the survival of the Terran state, Ian Sinclair made sure the company received aid under Project Phoenix to rebuild its shattered factory. The company has recently resumed the production of warship engines for the Terran Republic.

Jolassa Armored Vehicles

Headquarters: Tybalt

Products: Fury Assault Tank

Founded shortly after the end of the Reunification War, Jolassa Armored Vehicles started out by manufacturing a variety of simple weapons carriers and APCs for the SLDF Army and planetary militias. In an effort to expand the company's business, the executives decided to enter the SLDF's competition for a new command tank for armored and infantry units. The move was met with skepticism by many in the SLDF as the new tank was far more advanced than anything else the company had ever manufactured. During the testing phase the Fury outperformed all the competition and was quickly adopted by the SLDF. Highly popular with SLDF armored and infantry units, the design was also heavily exported to the member states of the Star League. However due to restrictions imposed by the Quartermaster command, the export model of the Fury lacked the advanced command and control systems found on the SLDF model and was typically used as 'Mech hunter. It was the success of the Fury that transformed Jolassa from a minor manufacturing into a major supplier of the SLDF. During the Amaris Crisis the company's homeworld of Tybalt was liberated early in the fighting, sparing the planet from significant damage. As a result the Jolassa factory only suffered minor damage and quickly resumed production of the Fury. However due to a lack of the advanced Nirasaki command computer, the company was forced to produce the export model for the SLDF.

As a result of the complete destruction of Nirasaki Computers Collective in the Amaris Coup, Jolassa has been forced to continue production of the less sophisticated model for the Terran Republic. Despite the loss of the advanced command and control system the Fury has remained popular with Republic troops and is being produced in large quantities.

Michaelson Heavy Industries

Headquarters: Ruchbah

Products: Nightshade & Cyrano VTOL



Michaelson Heavy Industries is a newcomer to the field of weapons manufacturing. A major manufacturer of heavy lift VTOLs for the civilian market, the company managed to survive the Coup with only minor damage. As part of the efforts to rebuild the Terran military after the coup the company was approached by government officials about the possibility of manufacturing combat VTOLs. Company officials quickly agreed to begin manufacturing VTOLs for the rebuilding Terran military if the government would provide them with a low interest loan. The government agreed and Michaelson used the loan to purchase the remnants of Yelm Weaponry and Paulina Weapons, 2 major SLDF VTOL manufacturers who had been destroyed during the Coup. Within 6 months the company began manufacturing the Nightshade and Cyrano VTOLs for the Terran Republic Armed Services. The company is currently developing several new designs for the TRAS.

Tauken Weapon Systems

Headquarters: Addicks

Products: Goblin Tank, LRM Carrier, SRM Carrier, Light, Medium & Heavy Conventional Attack Fighters

Tauken Weapons Systems was a minor manufacturer of vehicles for the Star League. The company was originally founded early in the Star League era to provide the Addicks planetary militia with a local supplier for combat vehicles. While the company's products were fairly unsophisticated, they were very rugged and within a few years the company was receiving orders from other worlds for its missile carriers and personal weapons. By the early 2700s the company had expanded into the production of conventional fighters for planetary militia air wings. Seeking to expand further, the company decided to begin manufacturing vehicles for front line armored units. In 2764 the company unveiled the Goblin, a unique main battle tank that was designed to carry a squad of infantry in addition to its own heavy weaponry. The tank was quickly adopted by the SLDF and saw action in the Uprisings, where it's ability to safely carry infantry across the modern battlefield made it highly prized by the SLDF troops. The design was so effective that shortly before the coup the SLDF contacted the company about building a larger version of the tank, one capable of carrying an entire infantry platoon. However the Amaris Coup brought a halt to that effort. The company managed to survive the Coup largely intact and quickly resumed producing weapons for the SLDF, and later the Terran Republic. The company's products have been vital to the rebuilding of shattered planetary militias all across the Terran state, while the Goblin has become common in the Republic's mechanized units. Unfortunately, the company has been forced to abandon development of their successor to the Goblin as it lacks the resources to both meet current production goals and develop the new design.

Leopard Armor of Terra

Headquarters: Terra

Products: Padilla Artillery Tank, Rhino Heavy Tank, Demon Tank

Leopard Armor is a major supplier of armored vehicles to the Terran Republic. Formed during the Star League era, Leopard Armor was located in the remote North African area. As a result it was spared from much of the fighting and devastation that occurred during the Coup. After the fighting ended, the company quickly resumed



PROJECT PHOENIX

production of its flagship products for the SLDF and then later the Terran Republic. The company is currently expanding its production capabilities to enable it to compete with the larger defense contractors in the Republic.

Mathertechno Incorporated

Headquarters: Northwind

Products: Vulcan BattleMech

Mathertechno Inc is a new company that was founded after the liberation of Northwind during the Coup. The company was founded by Jonathan Mather, an SLDF industrialist who had escaped the coup by the luck of being on vacation when the fighting broke out. In an effort to aid the SLDF and speed liberation of his homeworld of Caph, Mather agreed to fund a new factory to build 'Mechs for the SLDF. He quickly settled on building the factory on Northwind for both its rich natural resources and strategic location. Mather quickly negotiated an agreement with the Northwind Council of Elders to allow him to build the factory. With most of his resources in the Terran Hegemony, and inaccessible due to the fighting, Mather turned to business contacts in the Capellan Confederation for financing. The factory was completed shortly before the invasion of Earth and quickly began producing the Vulcan BattleMech. The Vulcan was a unique design that was developed specifically for urban combat. After the war, the company continued producing the 'Mech for the SLDF and later the Republic. Due to restrictions put in place by the Republic, the Vulcan has not been sold to either the Northwind Highlanders or the Capellans, straining the relationship between the Republic and the Northwind Highlanders.

Warner Incorporated

Headquarters: Quentin

Products: Sparrowhawk Aerospace Fighter

Warner Incorporated is a small manufacturer of aerospace fighters for the Republic. The company has been producing the small Sparrowhawk Aerospace Fighter for over 250 years. The Sparrowhawk has undergone numerous redesigns over the years to correct flaws in the fighter. Recently however the design has started to show its age. Lacking advanced technology, the Sparrowhawk has found itself outclassed by newer designs. As a result, the Republic has begun procuring fewer and fewer Sparrowhawks, preferring instead to spend its limited resources on newer, more advanced fighters. Warner Incorporated has recently begun developing a new version of the Sparrowhawk, which combines the ship's proven airframe and reliable engine with a more potent weapons array and improved armor protection.

Crescent Arms

Headquarters: Achernar

Products: Dervish BattleMech

Crescent Arms is the successor to the venerable Achernar Battlemechs. Following the fall of the Star League the Achernar family decided to seek refuge in the Federated Suns, rather than throw in their lot with the New Republic. The family planned to relocate their BattleMech factory to New Avalon but those plans were quickly thwarted by the Republic which did not want to lose the valuable facility. With a stand



off developing between the different sides, Premier Arnold Collins stepped in to resolve the situation. Using his strong relationship with both the Achernars and Davion families he managed to negotiate a compromise. Rather than disassemble the existing factory he agreed to provide the Achernar with 2 disassembled factories from the Periphery which the Republic had acquired as part of Project Phoenix. This satisfied all sides as the Achernars ended up with a slightly larger facility, while the Terrans did not suffer from a disruption in production. The Achernar facility was then purchased by a local investor, Farouk Amir and renamed Crescent Arms. The company has continued to turn out large numbers of Dervishes for the Republic military.

Kong Interstellar

Headquarters: Connaught

Products: Black Knight BattleMech, Ostol BattleMech, Ostscout BattleMech

Kong Interstellar was founded in the early days of the Star League. Financed by Marik investors, the company was located on Connaught in the Terran Hegemony in an effort to capture valuable contracts from the nascent SLDF. This strategy paid off when the company was awarded a large contract for their Black Knight BattleMech. The design proved very successful and the company began looking to build on their success. The board of directors made the risky decision to enter the field of dropship manufacturing and in 2602 the company introduced the Confederate Class Dropship. A major improvement over the older Leopard, the Confederate quickly became the standard lance transport for the SLDF. However the project was very costly to the company and the debt incurred forced them to significantly cut back on their R&D branch. As a result the company began falling behind their competitors who were introducing new 'Mechs and dropships for the SLDF. When the SLDF offered a license for the production of the Ostscout and Ostsol Battlemechs Kong Interstellar quickly acquired them as a fast way to expand their product line. However there was a hidden cost as Kong Interstellar was drawn into a long legal battle involving the designer of the 'Mechs, Ostmann Industries, and the Star League. This resulted in slower the expected growth for the company. The situation was just beginning to turn around when the Amaris Coup broke out. Kong suffered heavily during the occupation and suffered heavy damage to it's facilities. In order to be able to rebuild, the company was forced to sell the rights to the Confederate Dropship to Federated Defense Systems, which provided the company with enough capital to rebuild its BattleMech lines. The company is currently considering expanding into the production of a new 'Mech design, but is very aware of the threat posed by the Free Worlds League.



Holly Industries

Headquarters: Fletcher

Products: Missile Launchers



PROJECT PHOENIX

Holly Industries is a subsidiary of StarCorps Industries. Originally a division of StarCorps, Holly was spun off as semi-independent company in the 2500s. The reason for this was that despite the fact that Holly produced superior missile systems many manufacturers refused to use them as they did not want to purchase components from a major competitor. By making Holly a subsidiary of StarCorps, the board of directors was able to dramatically grow the company. By the 2700s Holly's products were found in use on many 'Mechs and vehicles all across the Star League. During the Coup, Holly's main factory on Fletcher was damaged during the fighting. In the years that followed the company managed to restore only a handful of lines to operation. The greatly reduced output of Holly in the years after the coup resulted in a shortage of missile launchers in the Republic. When the Republic began Project Phoenix, the Holly facility was one of the first facilities to be rebuilt. The rebuilt factory has recently managed to surpass the production levels of the factory prior to the Coup, alleviating the missile launcher supply situation.

Bergan Industries

Headquarters: New Earth

Products: Locust BattleMech (Aldebaran & New Earth), Champion 'Mech (New Earth)

Bergan Industries was once one of the leading BattleMech manufacturers in the Inner Sphere. Designers of the famous Locust BattleMech, the company had 8 factories spread out across the states of the Inner Sphere. However, the company suffered greatly during the coup. Of the 4 factories located inside the borders of the Terran Hegemony 2 were completely destroyed while the company's headquarters on New Earth was severely damaged. Only the small factory on Aldebaran managed to survive relatively unscathed. Adding to the company's problems was the nationalization of their factories in the Draconis Combine, Capellan Confederation and Free Worlds League following the collapse of the Star League. The company also lost control of its factory on Furillo when the Tolsand family used a bit of legal maneuvering to "purchase" the Bergan factory on Furillo. The company has struggled to survive in the post coup years. Using the meager profits it earned from the Aldebaran plant, Bergan was able to reconstruct its main factory on New Earth. Even so the New Earth facility is a mere shell of its former self. With all of the company's resources tied up in rebuilding the New Earth factory there has been little left over for the development of new products.

Quickscell Company

Headquarters: Oliver

Products: Burke Tank, SRM & LRM Carriers

Quickscell is a relatively new company. Founded in the wake of the Coup, the company was formed by several very wealthy investors. Using a large amount of capital, they purchased several defunct and failing weapons manufacturers all across the Inner Sphere. Concerned only with turning a profit, the company has chosen to focus on simple designs which can be built by cheap unskilled labor. Not surprisingly the products are of





very poor quality. Despite this the company has found great success as they are able to produce their products far cheaper than their competitors. In the Terran Republic, the company operates a single factory on Oliver. The Oliver factory was the former Foretechno site. Manufacturers of the Burke Assault tank, the company suffered severe financial setbacks due to inconsistent purchase orders from the SLDF. The company declared bankruptcy and shut down in 2765 just before the beginning of the Coup. The plant was carefully mothballed in anticipation of a sale to new owners that never occurred. As the plant was inactive, the Usurper never realized what it was and as a result it managed to avoid being damaged during the fighting. After the Coup, the Quicksell Company purchased the old Foretechno plant with the understanding that they would resume production of the Burke for the Terran Republic. As part of the agreement with the government, the company must meet exacting production standards for the Burke, standards which do not permit the company to cut corners. The LRM and SRM carrier lines on the other hand are manufactured using Quicksell's normal methods and are supplied to garrison forces across the Republic. Due to the company's poor reputation, many garrison forces in the Republic which have requisitioned LRM and SRM Carriers have requested that they come from any source other than Quicksell.

Saro Company

Headquarters: Keid

Products: Interplanetary Drives

The Saro Company was once a major supplier of Interplanetary Drives for Warships and Dropships. Located in orbit of Keid, where it could easily supply the large shipyards located in the system, as well as draw upon the engineering expertise of the Keid Naval Academy, the company was completely destroyed during the Coup. As part of Project Phoenix, the Terran Republic decided to rebuild the shipyards orbiting the planet. The few surviving employees from the Saro Company were recruited to help rebuild the shattered manufacturer. However, the revived Saro Company is much smaller than the original. The company is also not as technologically advanced, having been forced to replace its advanced automated manufacturing systems, which were destroyed during the Coup, with simpler, more manual labor intensive equipment. Despite these problems the company has managed to meet the supply needs of the Federated Defense Systems shipyards over Keid.

Diplan Mechyards of Ozawa

Headquarters: Ozawa

Products: Mongoose BattleMech

Diplan Mechyards is a large manufacturer of light BattleMechs. Originally a Terran Hegemony company, Diplan expanded its operations into the Draconis Combine during the Star League era. The company operated several large facilities on Ozawa and Luthien as well as numerous smaller facilities across the Combine. The company's Ozawa facility survived the Coup relatively unscathed and quickly resumed producing Mongoose Battlemechs for the SLDF and later the TRAS. In 2783 the Draconis Combine made an effort to acquire control of Diplan, with the goal of relocating the factory to Aix-la-Chapelle. These efforts were foiled by Yoshikuni Shun, a plant manager for the Diplan facility on Luthien. Strongly opposed to the Kurita family and a



PROJECT PHOENIX

supporter of the new Terran Republic, Shun was able to arrange a buy out of Diplan. He then fled to the Terran Republic where he was granted asylum. In response to Shun's actions, Minoru Kurita took over all of the Diplan facilities in the Combine and created a new separate company, Diplan Mechyards Combine. At the time of the split Diplan had been preparing to build a new 'Mech at the Ozawa facility under a contract with the Combine. Agents loyal to the Combine managed to wipe all of the data from the computer systems, forcing Diplan Mechyards of Ozawa to abandon the project. Despite this setback the company has announced that it will be developing a new light 'Mech for the TRAS to supplement the older Mongoose.

Wunderland Enterprises

Headquarters: Ozawa

Products: Communication and Targeting Systems

Wunderland Enterprises is a new company founded in the wake of the Amaris Coup. With the destruction of so many electronics suppliers during the Coup, the Republic found it self desperately short of communication and targeting systems. Premier Arnold Collins set about trying to rectify this problem. He heavily invested in the new company and arranged for it acquire the assets of several defunct electronics manufacturers. His only requirement was that the new company would need to be located within his Province, The company quickly settled on Ozawa and established a factory there. Since then the company has been producing a variety of electronic systems for the Terran Republic.

Corsara Weaponries

Headquarters: Northwind

Products: Crab and King Crab Battlemechs

Corsara Weaponries was spared from destruction during the Coup because of it's location on Northwind. The planet, defended by the Northwind Highlanders, was not occupied by the Usurper. As a result the factories did not suffer any damage and continued to produce 'Mechs for the SLDF up until the Exodus. The factories have continued producing 'Mechs for the new Republic. Under the direct orders of the Regent, the company has been prohibited from supplying 'Mechs to either the Northwind Highlanders or the Capellan employers. This has increased tensions between the Terrans and the Capellans. The increased tension has done nothing to slow the production of Corsara, which has recently increased production of their flagship product, the Crab BattleMech.

Wangker Aerospace

Headquarters: Mars

Products: Corsair and Tomahawk Aerospace Fighters

At one time Wangker was a major supplier of aerospace fighters for the Star League Defense Forces. The company's pride was the Corsair fighter. The company had a number of factories, most of which were located in the Federated Suns. Despite being a Terran company, Wangker had chosen to put most of it's plants in the Federated Suns to take advantage of cheaper labor rates. This should have proven a boon to the company as it spared them from suffering the losses suffered by other Terran companies. However



this was not the case. The Davions, realizing the value of the Corsair fighter took advantage of the chaos after the Coup ended to turn the Wangker facilities in the Federated Suns over to Davion loyalists. While nominally still answering to the main corporate headquarters on Mars, the 5 factories in the Federated Suns have been following their own course and supplying arms exclusively to the AFFS. This has effectively reduced the company to little more than its Mars factory. Fortunately the Mars facility did not suffer significant damage during the fighting and has since been restored to full operation. The Republic has been buying all of the Corsairs and Tomahawk fighters that the company can produce.

Karon Naval Armaments

Headquarters: Terra

Products: Capital Naval Weapons

Karon Naval Armaments is the sole remaining manufacturer of naval class weapons in the Republic. The company's factories, located in the Sol and New Earth Systems suffered heavy damage during the Coup. The Republic quickly realized that the weapons produced by Karon would be vital if the nation was going to field any new warships. The government provided Karon with very generous aid which enabled the company to salvage enough from its destroyed factories to open a new plant in orbit around Earth. The plant is currently running at 100% capacity turning out weapons for the Republic's Prometheus Project.

Yankee Weapon Systems

Headquarters: Terra

Products: Excalibur BattleMech

Yankee Weapon Systems introduced the Excalibur in 2520. A popular design, the Excalibur's long range weapons made it well suited to provide fire support other heavy 'Mechs. During the Periphery Uprisings the SLDF lost many Excaliburs when the insurgents managed to strike at rear areas where the Excaliburs were deployed. Not designed for close combat, many were destroyed before the rebels were defeated. More Excaliburs were lost during the coup, leaving only a few examples in the SLDF. Fortunately for the SLDF and the Republic, Yankee Weapon Systems survived the Coup in good condition. Located in the North Eastern region of North America, the area was not invaded by the SLDF during the liberation and so managed to avoid heavy destruction. The company quickly resumed production of the Excalibur for the SLDF and later the Republic.



Renault-Prime Industries

Headquarters: Dieudonne

Products: Flashman BattleMech

Renault-Prime is a company that has found itself in a very difficult position. The company's factory is located on Dieudonne, a world which was jointly shared by the Free World's League and the Terran Hegemony. During the Coup this proved advantageous as



PROJECT PHOENIX

Kenyon Marik deployed troops to defend the world. After the fighting ended Kenyon Marik refused to return the world to the Terrans, declaring that the world belonged to the League following the destruction of the Hegemony. Marik forestalled any major conflicts when he allowed Renault-Prime to continue supplying 'Mechs to the SLDF. Since the dissolution of the SLDF in 2781, the company has been supplying all of it's production to the League. The Republic has contested this action and brought a series of legal actions against and economic threats against the League to try and force the return of the planet. Recently the company has begun hiring a number of security forces out of fear that the Republic may launch a military action to regain control of the planet.

Martinson Armaments

Headquarters: Australia Terra

Products: Spartan BattleMech

Martinson Armaments was badly damaged in Coup. Located in Australia, the company's factory was razed by the occupation forces, rather than allow the SLDF to recapture it. In the years that followed, the factory was rebuilt by the employees. Despite the lack of government aid, the factory was completely rebuilt and has resumed producing the Spartan BattleMech for the TRAS.

Maltex Corporation

Headquarters: Errai

Products: Assassin, Wyvern and Thug Battlemechs

Maltex has long been a major supplier of BattleMechs to the SLDF. Badly damaged during the fighting, the Maltex factory was given priority status for rebuilding. Since being restored to operation, the company has been introducing new variants of it's venerable designs. The new ASN-22 Assassin and THG-12A Thug are equipped with the Null Signature System making them difficult to detect on sensors.

Hartford Company

Headquarters: Bryant

Products: Cicada BattleMech, Von Luckner Heavy Tank

The Hartford Company is a company on the brink of collapsing. Located on Bryant the company was nearly annihilated during the coup. Considered a low priority by the directors of Project Phoenix, the company lucked out when a shipment meant for Stormvanger Assemblies on Caph was accidentally shipped to Bryant. The equipment that arrived allowed Hartford to rebuild their small BattleMech factory and their larger tank factory. Adding to the company's woes is the worsening weather conditions on Bryant, which are making operations more difficult. Despite these problems the company's board of directors have promised to return the company to profitability.

Maxim Transport Industries

Headquarters: Al Na'ir

Products: Maxim Hover Transport, Hover APC, Heavy Hover APC

This company was more of a design team than a major manufacturer and never really seemed destined for greatness. Maxim had only one major product prior to the Amaris Coup. Its namesake hover transport was popular throughout the InnerSphere for



its reliability and simplicity. Rather than expand or move on to other vehicles Maxim chose to license its design to other companies for production while striving to create the best hover transport possible. To accomplish this goal Maxim's design teams were constantly traveling to various hot spots in order to evaluate their design's performance. Maxim was largely unaffected by the Amaris Coup since it was embedded with the SLDF during the Periphery Uprising. The company provided General Kerensky with a great deal of technical support during the campaign to liberate Terra. As a reward for their efforts, the company was granted ownership of the rebuilt Al Na'ir vehicle production facilities by Project Phoenix. The company while welcoming the opportunity to finally settle down is still adjusting to its new role.

Newhart Industries

Headquarters: New Earth

Products: Hussar, Spider, & Guillotine BattleMechs, Trident Aerospace Fighter

Born at the end of the twenty fifth century Newhart Industries would go onto become a major military manufacturer for the Star League. Its first design, the Guillotine class BattleMech which was introduced in 2499, became a staple of the HAF and lead to more lucrative contracts. During the Star League era the company engineered two more BattleMechs, the Hussar in 2630 and Spider in 2650, both of which saw extensive use. Eventually the company expanded into the aerospace field with the Trident AeroFighter in 2717. Unfortunately the Amaris Coup bought an abrupt end to this success and nearly obliterated Newhart. With its facilities destroyed and only a handful of survivors remaining all seemed lost. Luckily New Earth Trading Company rode to the rescue buying up what was left of the company and turning Newhart into a subsidiary. Apparently both firms are pleased with this arrangement which has allowed NETC to focus on trade while Newhart Industries zeros in on the expanding defense market.

Dassault-Shimmon Enterprises

Headquarters: New Earth

Products: Salvaged Star League Warships (Prometheus Program), Star Lord & Merchant Jumpships, Buccaneer, Mule, Mammoth, and Monarch Dropships

Once synonymous with failure and corruption the Dassault-Shimmon name is attempting a comeback after decades of enforced inactivity. The company's first warship design, the Cameron class Battlecruiser, was such a monumental boondoggle that it was nearly their last. The massive scandal that bought the entire affair to public attention resulted in the corporation's nationalization by Terran authorities. The new government owned firm, Nicholas Spacecraft (after the previous First Lord), remained in control of the Dassault-Shimmon facilities until the fall of the Star League. Following the war Nicholas Spacecraft was scheduled to be shut down and sold piece meal until New Earth Trading Company stepped forward. Company executives boldly promised to restore the company and its operations if the Hegemony sold their interests NETC. The privatized subsidiary of NETC known once again as Dassault-Shimmon Enterprises has made impressive strides so far. The successful restoration of the old and badly damaged facilities has surprised many in the Terran Republic. Some suspect that either the SLDF or some other entities provided covert assistance in the reconstruction of the facilities. Whatever the truth the company has been concentrating on producing proven merchant



PROJECT PHOENIX

vessels for commercial ventures damaged during the war. This policy together with government contracts for the reconstruction of derelict warships has paid handsome dividends. Still some remain wary of Dassault-Shimmon's name but under NETCs tutelage the company seems to have a promising future once again.

Electric Boat Company

Headquarters: Terra

Products: Sea Wolf Fast Attack Submarine, Nautilus Ballistic Missile Submarine

Electric Boat Company is an ancient company that was founded in 1899. During its first century the company developed a reputation as a leader in the design of submersible vessels. The founding division of the General Dynamics Corporation, the Electric Boat Company continued to focus solely on the production of subs. Following the formation of the Terran Alliance and the development of space travel, the company began to undergo tough times. While the Terran Marines continued to order a small number of subs, it was not sufficient to keep the company profitable. It was during this time that General Dynamics spun off the company in order to remove the drain of Electric Boat from their profits. Despite all predictions that the company would go out of business, Electric Boat Company managed to thrive. The new directors of Electric Boat decided to take the company in new directions. Rather than focusing on submersibles, the company branched out into the production of civilian seagoing vessels. Within five years Electric Boat was the leading manufacturer of ocean going tankers and freighters. Much of the company's work involved building ships on newly colonized worlds. While the bulk of the company's profits came from the Commercial Shipping Division, Electric Boat's Warship Division, while much reduced in sized, proved very profitable for the company. The Warship Division's main customer was the Terran Marine Corps, and later the SLDF's CAAN Regiments, which required a variety of wet navy surface and submersible vessels. In 2743 the company introduced the Sea Wolf and Nautilus class submarines as part of the SLDF's project Neptune. Despite being a major supplier of the SLDF's CAAN regiments, the company managed to avoid any significant damage during the coup. Apparently the Amaris troops held the company's products in such derision that they did not feel it was worth their effort to destroy the factory. Following the liberation of Terra and the establishment of the Terran Republic, the company has resumed production of the Sea Wolf and Nautilus for the Royal Marines.



NEW EQUIPMENT

CLNT-5R Clint

Mass: 40 tons

Chassis: Andoran Model IIIes

Power Plant: Pitban 240

Cruising Speed: 64.8 kph

Maximum Speed: 97.2 kph

Jump Jets: Pitban LFT-50

Jump Capacity: 180 meters

Armor: Durallex Medium Ferro-Fibrous

Armament:

1 Donal PPC

2 Martell Model 5 Medium Lasers

Manufacturer: Aldis Industries

Primary Factories: Liverpool Terra

Communications System: O/P 300 COMSET

Targeting and Tracking System: Sloane 220 Lockover System with Beagle Active Probe

Type: CLNT-5R Clint

Technology Base: Inner Sphere

Tonnage: 40 tons

Equipment:		Mass
Internal Structure	EndoSteel	2
Engine	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks	10 (20)	0
Gyro		3
Cockpit		3
Armor Factor	125	7

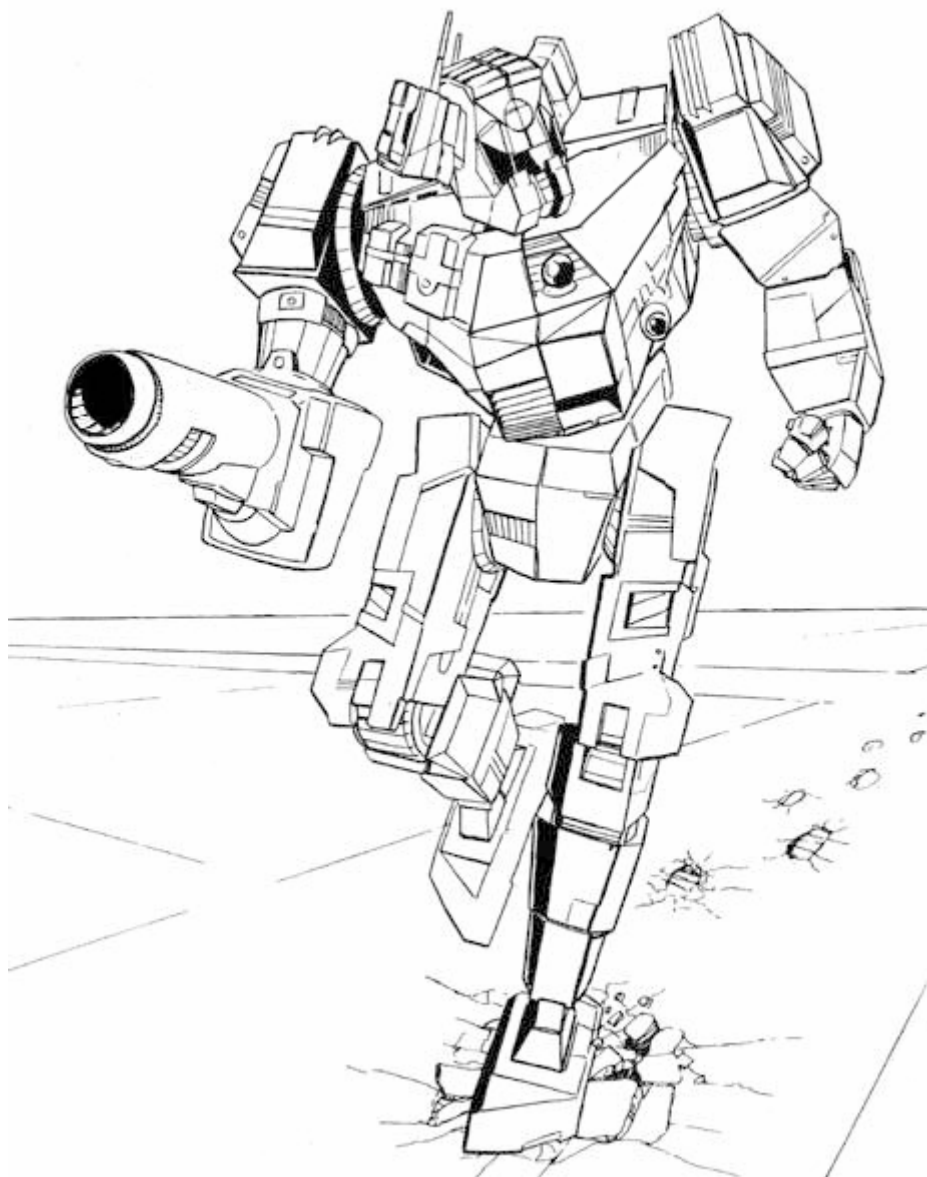
	Internal Structure	Armor
Head	3	9
Center Torso	12	18/4
Right/Left Torso	10	16/4
Right/Left Arm	6	10
Right/Left Leg	10	17

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
Medium Laser	CT	1	1
Medium Laser	LT	1	1



PROJECT PHOENIX

Beagle Active Probe	RT	1	1.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	RT	1	0.5
Jump Jet	LT	1	0.5



Overview

The CLNT-5R is a new version of the venerable Clint which has recently entered service with the Terran Republic. Produced by Aldis Industries, the 'Mech is something of a mystery. Following the collapse of the Star League Aldis used an unknown source of funding to purchase several bankrupt Terran weapons manufacturers. One of the companies they purchased was Lang Industries and their 'Mech factory at Liverpool in Britain. The company quickly restored the Liverpool factory, which resumed production



of Lang's flagship product, the Shadow Hawk. It was soon after this that the company began production of the Clint. It is unknown how the company managed to put the Clint into production as there is no record of either Lang or Aldis having acquired the blueprints and technical schematics for the Clint. The company has refused to answer any questions about how they acquired the design and the Republic, needing all the weapons they can get, has not questioned the source of the design. The new Clint has proven very popular with Republic Mechwarriors and has been deployed with a number of units in the TRAS.

Capabilities

The Clint is designed to fill the role of a scout 'Mech and flanker. The new model of the Clint combines the excellent mobility of the original model with a more potent weapons array and stronger armor. Unlike many other new designs deployed by the Republic, the Clint makes only limited use of advanced technology. This appears to have been a conscious choice of the design team, by using mainly proven technologies, they were able to keep costs down, speed manufacturing and reduce maintenance requirements.

The CLNT-5R uses the Pitban 240 engine, which is the same model that was used by the original version. Unlike many modern 'Mechs, the Clint does not use an extra light engine. Using an older Pitban model not only reduced the cost of the design, but it also has the added benefit of dramatically increasing the life expectancy of the design. The high power output of the Pitban 240 enables the 'Mech to move at high speeds, allowing it to excel as a scout mech. The Clint also retains the jump jets found on the original model, allowing it to quickly cross any obstacles it may encounter. However, unlike the original model, the CLNT-5R uses the Pitban LFT-50 model which is also used by the Shadow Hawk and is easier to repair and maintain than the original Andorean Model JJII.

The chassis of the Clint is built using advanced Endo Steel Alloys. The weight savings gained from the use of the lighter chassis was used to increase the amount of armor carried by the mech. The Clint's 7 tons of Ferro-Fibrous armor provides the 'Mech with almost twice the protection of the original model.

The main weapon of the Clint is the reliable Donal PPC. The use of the PPC solves one of the major problems faced by the original Clint, the limited amount of ammunition for the autocannon. In addition, the PPC provides the 'Mech with a stronger punch than the old Armstrong Autocannon. In order to compensate for the added heat output, the Clint makes use of double heat sinks, which allows the 'Mech to easily handle the added heat burden. Supporting the PPC are 2 medium lasers. These provide close in defense at ranges where the PPC is ineffective.

The design team also made significant changes to the Clint's electronics, removing many of the unique components used in the original model. The communication system was replaced with the O/P 300 COMSET which is also used on the Shadow Hawk BattleMech. One of the few original electronic components that was retained on the new Clint was the Sloane 220 Lockover Targeting & Tracking system. The Sloane 220 Lockover system is one of the most advanced (and complex) targeting systems ever developed and provides the 'Mech with excellent targeting accuracy. The Sloane 220 Lockover is supplemented by a Beagle Active Probe. The active probe's



advanced detection capabilities enable the Clint to quickly locate enemy units on the battlefield. Combined with the Sloane 220 Lockover, the system allows a Mechwarrior to quickly locate and destroy any potential threats.

One of the biggest problems with the original Clint was the use of nonstandard components which made the 'Mech a maintenance nightmare. In order to increase the reliability and serviceability of the Clint, the new model was designed to use standard components. The use of standard components has proven very successful; the CLNT-5R has received very high marks from Republic technicians for reliability and ease of repair.

Deployment

The Clint has only recently entered service with the Terran Republic. The units were assigned to the Deneb Light Cavalry, where they quickly proved popular with the troops. The Deneb Light Cavalry use the 'Mech as a light assault unit, providing support to the light 'Mechs that are found in the unit. The Clint has also begun to be deployed to other units in the Republic as a replacement for destroyed or damaged scout 'Mechs. The Clint has proven highly successful in this role, as the BattleMech's heavy armor and weapons allow it to survive in situations where lighter 'Mechs can not.

CHR-2A Challenger

Mass: 80 tons

Chassis: Wells 990

Power Plant: Vlar 320XL

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: Hildco Model 12

Jump Capacity: 120 meters

Armor: Durallex Heavy

Armament:

4 Magna Mk III Heavy Lasers

2 Magna Mk II Medium Lasers

1 Magna Mk I Light Laser

Manufacturer: Earthwerks Limited

Primary Factories: Carver V

Communications System: Tek Battlecom with Guardian ECM

Targeting and Tracking System: Dalban Hirez

Type: CHR-2A Challenger

Technology Base: Inner Sphere

Tonnage: 80 tons

Equipment:		Mass
Internal Structure		8
Engine	320XL	11.5
Walking MP:	4	
Running MP:	6	



Jumping MP:	4	
Heat Sinks	20 (40)	10
Gyro		4
Cockpit		3
Armor Factor	247	15.5

	Internal Structure	Armor
Head	3	9
Center Torso	25	40/10
Right/Left Torso	17	26/8
Right/Left Arm	13	26
Right/Left Leg	17	34

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	RA	2	5
Large Laser	RT	2	5
Large Laser	LT	2	5
Large Laser	LA	2	5
Medium Laser	LT	1	1
Medium Laser	RT (R)	1	1
Small Laser	H	1	0.5
Guardian ECM	CT	2	1.5
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Overview

The Challenger was designed in response to a design request by the Terran's Marine Corps Royal CAAN units. In 2782 the Marines issued a request for a new assault 'Mech to meet their specific requirements. Tasked with securing planetary beachheads, the Marines required an assault 'Mech that would be capable of operating for extended periods of time without being resupplied. The Marine requirements also called for superior mobility and heavy armor. Very few companies were able to meet the marines' stringent requirements. One of the few that did submit a design was Earthwerks. The Earthwerks proposal was based on the old Charger BattleMech. After the failure of the Charger, Wells Technologies faced serious financial problems. After Wells Technologies went bankrupt, the company's factory and other assets were purchased by Earthwerks. The large Wells Technologies factory was retooled to produce Thunderbolt and Griffin BattleMechs, expanding Earthwerks BattleMech production capacity. The plans for the Charger, which were also acquired when Earthwerks purchased Wells Technologies, were quickly buried in the company's computer core, with the expectation that they would never be used again. When the Marines issued the request for a new assault 'Mech, the Earthwerks' engineers quickly realized the Charger chassis ideal for the project. The Charger was a very robust design and well known for requiring minimal maintenance. The problem with the Charger was the massive LTV 400 series engine, which left little room for other equipment. The Earthwerks team quickly solved that problem by using the newly designed Vlar 320 Extra Light engine. This engine freed up



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enough space and mass to transform the Charger into a truly formidable design. The design was so radically different from the Charger that the company decided to rename it the Challenger. In 2783 the Challenger prototype was turned over to the Marines for testing. The design was vastly superior to all the other entrants and in 2784 the Marines chose the Challenger as their new assault mech. Problems then arose when Earthwerks was unable to meet the production schedule required by the Marines, due to the fact that their factories were already working at full capacity producing 'Mechs for the Army. The main Earthwerks facility in Russia was of such poor quality that the Earthwerks personnel were forced to spend most of their time performing maintenance on the existing lines and so they had no time to help build a new line for the Challenger. The problem got so bad that the Marines threaten to revoke the contract if Earthwerks was unable to meet the production schedule. A last minute solution was worked out when Vice Admiral Lorenzo Gonzales met with Gregori Mendel, the CEO of Earthwerks. The Marines agreed to turn over their Carver V assembly facility, which had been established by the SLDF after the liberation of the planet, to Earthwerks. The factory had been producing Victor BattleMechs for the Marines as a stopgap measure until they could acquire a new 'Mech better suited to their specific requirements. Since the Marines planned to halt production of the Victor when the Challenger entered service, the Carver V facility was the ideal factory to retool to manufacture the Challenger. The line was quickly retooled with the aid of Earthwerks and Marine engineers to produce the Challenger. The first Challenger walked off the assembly line in July of 2785 and the 'Mechs are being assigned as quickly as they are built to the 1st and 2nd Royal Marines.

Capabilities

The Challenger is the Royal Marines premier assault mech. Unlike most designs used by the Royal Marines, the Challenger is not an Army design that was forced on them. Rather, the Challenger was designed to meet the specific requirements of the Royal Marines for a mobile, hard hitting 'Mech capable of surviving on the modern battlefield.

The Challenger is based on the old Charger BattleMech chassis. While the design premise of the Charger was a failure, the chassis was well designed and well suited to the Marines' requirements. The biggest problem with the Charger was the massive LTV engine used to power the mech. The engine took up so much space that there was little room left for other equipment. The Earthwerks engineers solved this problem by using the new Vlar 320 Extra Light engine. The Vlar engine generates 80% of the power of the LTV but weighs less than a quarter of the weight of the LTV engine.

The design team made good use of the extra space, turning the 'Mech into an excellent front line combat unit. To compensate for the lower speed of the Challenger, the designers installed jump jets, which allows the 'Mech to jump over obstacles. The Challenger uses the same, proven, Hildco Model 12 Jump Jets that are found on the Victor BattleMech. With so many Victors deployed in the Royal Marines, the use of the Hildco Jump Jets was an obvious choice as it simplified logistics for the Marines.

The Challenger also features improved armor compared to the Charger, allowing it to survive on the modern battlefield. By adding additional armor plating, the designers managed to improve armor protection by over 50%. During field trials, the armor layout of the Challenger managed to defeat all of the newest weapons deployed by the Republic's weapons research and development team.



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However, the biggest difference between the Charger and Challenger is the armament. Where the Charger had less firepower than a Locust with its 5 tiny lasers, the Challenger's firepower is truly frightening. The main guns are 4 Magna Mk III heavy lasers. These are mounted in the arms and torso of the Challenger, replacing the Magna Mk I Light lasers. The Magna's are highly reliable weapons and when fired at single target can severely damage or cripple many 'Mechs.

Supporting the heavy lasers are 2 Magna Mk II medium lasers. Mounted in the BattleMech's torsos, one of the Mk II's covers the front arc, while the other covers the rear of the mech. The Marines insisted that the 'Mech have at least some rear firing weapons, as it is not uncommon for their soldiers to be cut off by enemy forces during a landing operation. Rounding out the weapons is a single Magna Mk I light laser in the head. This is the only weapon retained from the Charger. While the designers tried to fit a Mk II laser in place of the Mk I, the space in the head precluded the mounting of the larger weapon.

With all of the energy weapons mounted on the Challengers, the 'Mech features an improved heat dissipation system. The designers mounted 20 double heat sinks, which provides the design with more than adequate cooling.

While the Challenger uses the same com and targeting systems as the Charger, the designers improved the capabilities of the 'Mech by mounting a Guardian ECM. While not required as part of the Marines original specifications, the Guardian ECM has quickly proven popular with the troops. While not as effective as the stealth systems found on the Exterminator or Spector BattleMechs, the Guardian ECM provides a small measure of stealth to the Challenger.

Deployment

The Challenger has only recently begun coming off of the factory line. The majority of the 'Mechs produced to date have been assigned to the 1st Royal Marines, where they have been replacing the hodgepodge assortment of assault 'Mechs used by the unit. A smaller number of Challengers have been assigned to the 2nd Royal Marine Brigade which is currently forming up. Unlike the 1st Brigade, currently utilizing a mix of Challenger and Victor assault 'Mechs for the foreseeable future, the 2nd will only deploy the Challenger in their assault 'Mech companies.

Variants

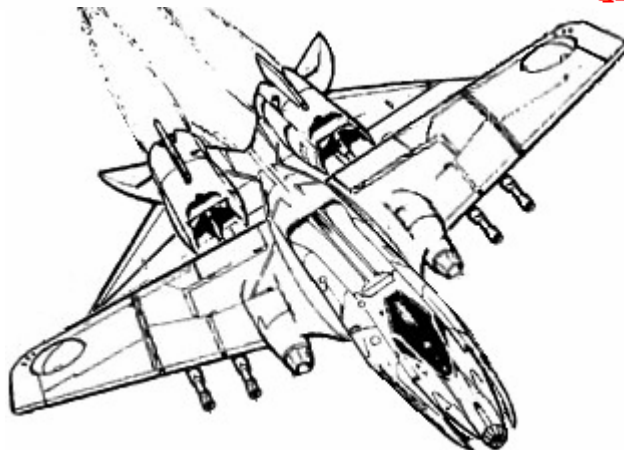
Currently there is only 1 variant of the Challenger. The CHR-2S is a designed as a sniper 'Mech for the Marines. The CHR-2S replaces the 2 torso mounted Magna Mk III Heavy lasers with 2 Blankenburg Extended Range Lasers. The ER Lasers provides the 'Mech with a strong punch at very long ranges. When used by specially trained Marine Mechwarrior snipers, the Challenger-2S can be used to take out high priority targets such as command 'Mechs at long range. Current plans call for 1 out of every 4 Challengers manufactured to be a 2S model. There are rumors that the Republic may begin testing a new targeting computer system on the 2S which should increase the accuracy of the 'Mechs weapons at extreme ranges.

PROJECT PHOENIX



PHX-1X Phoenix

Mass: 100 tons
 Frame: FDS Type 42-D Aero
 Engine: Vlar 300 Fusion
 Armor: StarGlo Ferro-Aluminum
 Armament:
 3 Aeroquip Gauss Cannons
 4 Magna Mk II Medium Lasers
 Manufacturer: FDS
 Primary Factory: Terra
 Communications System: FDS
 UltraComm Model 101
 Targeting and Tracking System: SynCom Aero Lord



Type: PHX-1X Phoenix
 Technology Base: Inner Sphere
 Tonnage: 100 tons

Equipment		Mass
Engine:	300 Fusion	19
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	10	
Heat Sinks:	10 (20)	0
Fuel:	400	5
Cockpit:		3
Armor Factor:	323	18

Location	Armor Value
Nose	110
Wings	80 / 80
Aft	53

Weapons and Ammo	Location	Tonnage
Gauss Rifle	Nose	15
Ammo (Gauss) 16	Nose	2
Gauss Rifle	Right Wing	15
Ammo (Gauss) 16	Right Wing	2
Gauss Rifle	Left Wing	15
Ammo (Gauss) 16	Left Wing	2
Medium Laser	Right Wing	1
Medium Laser	Right Wing	1
Medium Laser	Left Wing	1
Medium Laser	Left Wing	1



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Overview

As the Exodus got underway the Terran Royal Command realized a massive military build up was necessary to adequately defend the New Republic. Dubbed the Quicksilver Program, this construction effort would utilize already tested Star League prototypes as the basis for new Terran military designs. The myopic focus on BattleMech production during the Star League era led to gaps in the upgrading of certain aerospace fighter classes. The lack of a modern 100 ton aerofighter was a glaring need given the enormous naval advantage maintained by the InnerSphere. As a result the Royal Command prioritized this craft's development above all other fighter models. Using an experimental aerospace frame originally engineered prior to the Amaris Coup by Dekirk Aerospace helped dramatically speed the design process. Dekirk's corporate successor, Federated Defense Systems, was able to rush the design into full production in a mere sixteen months. Proudly dubbed the Phoenix by the TRAS Aerospace Subcommand this new fighter is just now entering frontline service with several wings of the Royal Navy.

Capabilities

Engineering the most cutting edge aerospace fighter in existence in record time was no small feat. To accomplish their mandate designers included the Gauss Rifle which had never before been used on an aerospace fighter. Worries about potential damage from a catastrophic failure of the Gauss Rifle prevented its use in earlier aerospace fighters. The engineer's determination to use the Gauss Rifle overmatched the fears that the aerospace community had about the weapons. Little research had been done in the area and preconceived notions about the weapon's liabilities seemed to rule the day. Thorough examination and analysis disproved many misconceptions about this formidable weapon. The tests were so successful that engineers decided to make the Gauss Rifle the primary weapon of the new fighter and worked hard to include several of them in the design. The final version of the Phoenix came with three Aeroquip Gauss Cannons specially tested and designed for its use. Besides the principal armament and advanced frame used to construct this aerospace fighter, two other advanced technologies went into the completed design. First off StarGlo Ferro-Aluminum provided the Phoenix with an incredible amount of protection against external attack. The second was Double Heat Sinks, which helped maximize the fighter's operational capability while dissipating any possible excess heat. The rest of the Phoenix is actually less than revolutionary in terms of components used. For example, powering this state of the art fighter craft is the tried and true Vlar 300 Fusion Engine. This reliable old workhorse provides the Phoenix with ample power and maneuverability. This pattern continued when it came to deciding the fighter's secondary weaponry. Rather than go with the innovative Snub Nosed PPCs to back up the fighter's main armament the engineers choose to give the Phoenix four Magna Mk II Medium Lasers, whose higher reliability and lower weight were key factors in their decision. The communications system is an upgraded model of an earlier Ceres design for which FDS had acquired the rights. Like wise the targeting and tracking system, SynCom Aero Lord, is based on a previous model. This melding of old and new has produced an impressive aerospace fighter that promises to defend Terran skies for generations to come.

Deployment



The first production run of Phoenixes are just now entering service with a number of Escort Wings, where they will be deployed in the anti-ship role alongside other Terran heavy fighters and assault craft. In the future Attack Wings will receive the Phoenix for ground support missions of Terran Army units. Right now these new fighters are being swapped for the ancient Thunderbird class AeroFighters still in frontline service.

Conventional Attack Fighters

Light Attack Fighter

Mass: 10 tons

Power Plant: 100 Hermes Fusion

Armor: Standard

Armament:

1 Magna Mk II Medium Laser

4 Magna Mk I Small Lasers

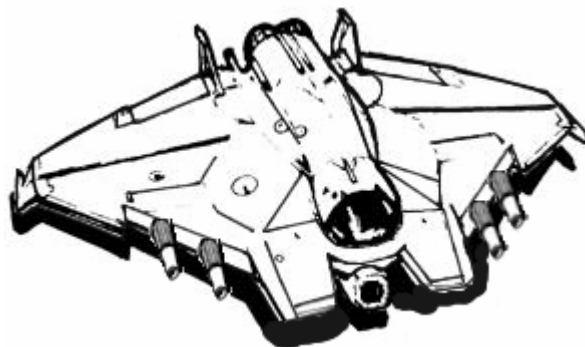
Manufacturer: Federated Defense

Systems, Tauken Weapons Systems

Primary Factory: Terra, Addicks

Communications System: FDS Wireless Alpha Series

Targeting and Tracking System: Birdseye Direct



Type: Light Attack Fighter (Conventional)

Technology Base: Inner Sphere

Tonnage: 10 tons

Equipment		Mass
Engine:	100 Fusion	4.5
Safe Thrust:	10	
Max Thrust:	15	
Structural Integrity:	10	
Heat Sinks:	10	0
Fuel:	160	1
Cockpit:		1
Armor Factor:	8	.5

Location	Armor Value
Nose	2
Wings	2 / 2
Aft	2

Weapons and Ammo	Location	Tonnage
Medium Laser	Nose	1
2 Small Lasers	Left Wing	1
2 Small Lasers	Right Wing	1



PROJECT PHOENIX

Medium Attack Fighter

Mass: 25 tons

Power Plant: 200 Nissan Fusion

Armor: Standard

Armament:

2 Holly SRM-4s

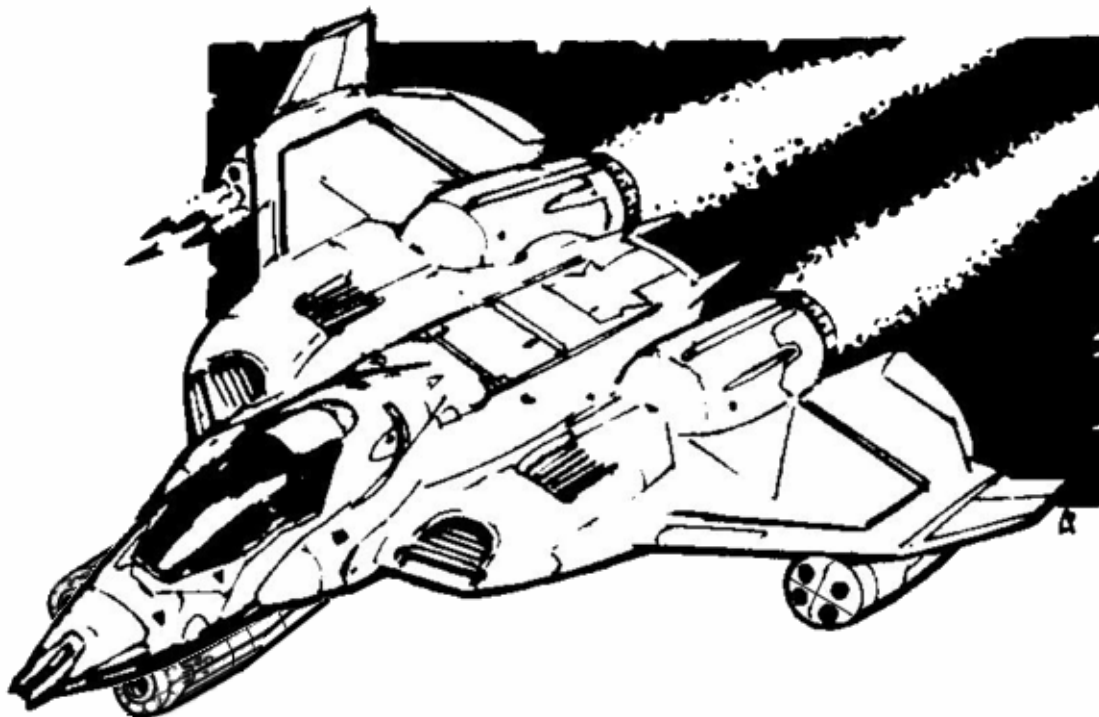
2 Magna Mk II Medium Lasers

Manufacturer: Federated Defense Systems, Tauken Weapons Systems

Primary Factory: Terra, Addicks

Communications System: FDS Wireless Alpha Series

Targeting and Tracking System: Birdseye Direct



Type: Medium Attack Fighter (Conventional)

Technology Base: Inner Sphere

Tonnage: 25 tons

Equipment		Mass
Engine:	200 Fusion	13
Safe Thrust:	8	
Max Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	10	0
Fuel:	160	1
Cockpit:		2.5
Armor Factor:	24	1.5



Location	Armor Value	
Nose	8	
Wings	6 / 6	
Aft	4	
Weapons and Ammo	Location	Tonnage
Medium Laser	Nose	1
Medium Laser	Nose	1
SRM 4	Left Wing	2
SRM 4	Right Wing	2
Ammo (SRM) 25	-	1

Heavy Attack Fighter

Mass: 50 tons

Power Plant: 300 Vlar Fusion

Armor: Standard

Armament:

4 Holly LRM-5s

2 Magna Mk II Medium Lasers

1 Magna Mk I Small Laser

Manufacturer: Federated Defense Systems, Tauken Weapons Systems

Primary Factory: Terra, Addicks

Communications System: FDS Wireless Alpha Series

Targeting and Tracking System: Birdseye Direct

Type: Heavy Attack Fighter (Conventional)

Technology Base: Inner Sphere

Tonnage: 50 tons

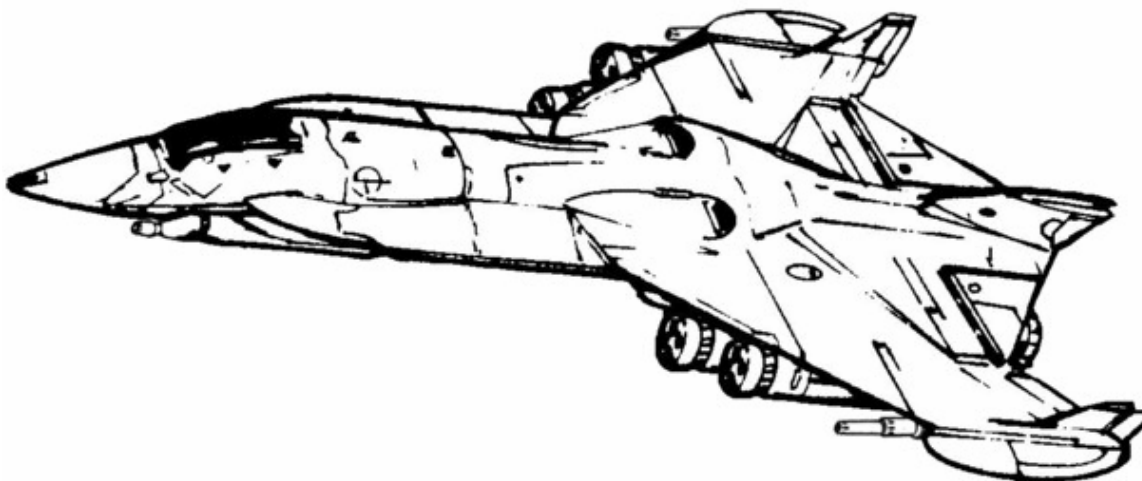
Equipment		Mass
Engine:	300 Fusion	28.5
Safe Thrust:	6	
Max Thrust:	9	
Structural Integrity:	6	
Heat Sinks:	10	0
Fuel:	320	2
Cockpit:		5
Armor Factor:	48	3

Location	Armor Value
Nose	13
Wings	12 / 12
Aft	11



PROJECT PHOENIX

Weapons and Ammo	Location	Tonnage
LRM 5	Left Wing	2
LRM 5	Left Wing	2
LRM 5	Right Wing	2
LRM 5	Right Wing	2
Ammo (LRM) 24	-	1
Medium Laser	Left Wing	1
Medium Laser	Left Wing	1
Small Laser	Nose	.5



Overview

Perhaps the most overlooked asset of the TRAS is the new Attack class Conventional Fighters (NOTE: A clear example of this is the Fighters omission from Field Manual: Terran Republic 2785). Many in the military continue to devalue these jets because of their limited battlefield role and their poor combat durability. However, the Attack Fighters were among the first new military equipment produced by the rebuilding Terran nation. The reasons for this appear to be threefold. First, some within the SLDF were impressed by the Periphery's effective use of turbine powered jet fighters during the Uprising and realized that there was a niche for these craft in the military. Second, there was an obvious need to restore Terran militias annihilated by the Coup and these conventional fighters could fill this role nicely. Third, they were easy to build and relatively inexpensive. As a result their development was promoted by Ian Sinclair and undertaken enthusiastically by Federated Defense Systems (FDS). Engineers for the still growing defense conglomerate studied existing InnerSphere blueprints and captured Periphery designs to make the very best conventional fighters for Terran use. One year after the successful conclusion of Operation Liberation the first Attack jets rolled off the assembly line. In 2784 FDS agreed to license its design to Tauken Weapons Systems of Addicks since the increasing demand for the Attack class could not be met by its facilities alone. Company executives have not ruled out the possibly of widening the licensing agreement to include other Terran firms.

Capabilities

There are three distinct types of Conventional Attack Fighters produced by the New Republic which are identified by their weight classifications. Despite some unique



differences all of these fighters utilize simple proven technologies that are commonly found throughout known space. These include standard armor plating, universal components and basic machine parts which make any repairs easy. This also simplifies production allowing rapid manufacturing of these jet fighters. The most complex part of these vehicles is their integral power plants. Fusion engines however are remarkably more common in Terran space than elsewhere in the Human Sphere. So naturally these high powered engines were part of these fighters core design rather than the more common internal combustion engine (ICE) seen on InnerSphere Conventional Fighters.

The Light Attack Fighter was designed for speed and firepower making it an extremely good interceptor. It has very good firepower for its size mounting four small lasers and a single medium laser. Unfortunately design limitations inherent in the construction of conventional fighters prevented mounting sufficient armor. The Light Attack Fighters only defense is its tremendous speed. In groups these tiny jets can serve as a good interceptor especially against VTOLs or other conventional fighters. Stand alone missions can also include the Light Attack Fighter undertaking reconnaissance for which it makes an excellent airborne platform

Engineered for ground support missions the Medium Attack Fighter can make a fierce opponent. Its armament includes two Short Range Missile Launchers which can decimate infantry and light vehicles. Two Medium Lasers that can be used for additional strafing fire or air combat complete this fighter's formidable weaponry. Possessing good speed and enough armor to take a hit without crashing the Medium Attack Fighter may prove to be the bane of our enemies' ground troops.

For the Heavy Attack Fighter designers really outdid themselves by including an impressive array of long range weaponry. Rather than mount a single bulky long range missile launcher designers choose to affix four Long Range Missile Launcher-5s to the fighter's wings improving initial offensive estimates. While these weapons comprise the bulk of this jet's armament two medium lasers and a single small laser were also included. This firepower is devastating for a conventional fighter allowing it to perform multiple missions. It also has impressive protection for a conventional fighter as only the largest weapons could destroy this jet with a single shot. On average the Heavy Attack Fighter can take two or more hits before having to retire. A larger fuel tank contributes to the fighters increased time in the air compared to the smaller Attack Fighters. The only drawback to the Heavy Attack Fighter is its slower speed.

Deployment

The Conventional Attack Fighters were originally intended as a stopgap measure for Terran Militias until they could be reequipped with aerospace fighters. Here they fulfilled their role admirably until the SLDF Exodus began. Kerensky's departure led to the creation of the TRAS with its twin service branches divided strictly between space and planetary operations. The Royal Navy controlled all military assets that operated outside the bounds of a planet. According to the Terran Royal Command, this included Dropships and Aerospace Fighters, which can operate in both deep space and planetary atmospheres. This left the Terran Army with units that could operate solely within a planetary atmosphere. Despite putting up a determined resistance in this "organizational turf war" that led to the formal creation of the TRAS the Army was left without direct aerospace support. While the Navy has dedicated Aerospace Wings to facilitate ground



PROJECT PHOENIX

actions, the Army is hesitant to rely on them, especially in a pinch. To compensate for this perceived lack of support the Terran Army has attached VTOLs and Conventional Jets, including the Attack Fighters, directly to its frontline formations. So far they have performed well but this action has left Militias short again.

Variants

So far there is only one variant for any of these Conventional Attack Fighters. On occasion Medium Attack Fighters swap out their weaponry for a single PPC greatly increasing its effectiveness as an air combatant.

Sea Wolf Fast Attack Submarine

Mass: 50 tons

Movement Type: Submarine

Power Plant: Pitban Naval 270XL

Cruising Speed: 66.3 kph

Flank Speed: 97.4 kph

Armor: Elco Special Weave Ferro Fibrous Armor

Armament:

1 ELCO LRT 10

1 Maxell Large Laser

3 ELCO SRT 2

Manufacturer: Electric Boat Company

Primary Factory: Terra

Communication System: Mark 9 VLS Comsys

Targeting & Tracking System: Sonatrack

Type: Sea Wolf Fast Attack Submarine

Technology Base: Inner Sphere

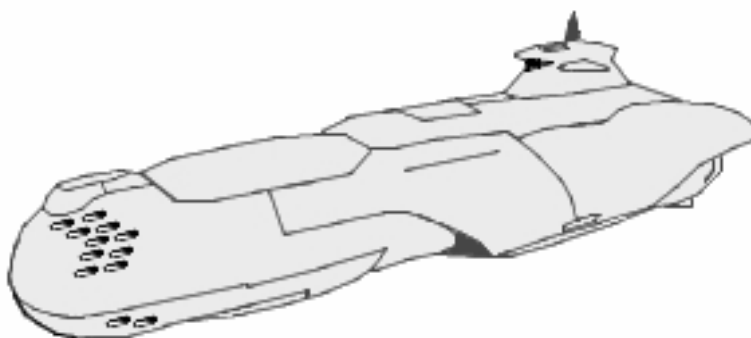
Movement Type: Submarine

Tonnage: 50

Equipment:		Mass
Internal Structure:		5
Engine:	270	11.5
Type:	Fusion XL	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		2.5
Dive Equipment:		5
Power Amplifier:		0
Turret:		0
Armor Factor:	179	10



Location	Armor Value	
Front:	47	
Right/Left Side:	44/44	
Rear:	44	
Weapons and Ammo	Location	Tonnage
1 LRT 10	Front	5
Ammo (LRT) 24	Body	2
2 SRT 2	Front	2
1 SRT 2	Rear	1
Ammo (SRT) 50	Body	1
1 Large Laser	Front	5



Overview:

In 2735 General Rebecca Fredasa issued her New Arms Order to design and build new weapons for the SLDF. The main focus of the program was on developing new warships, BattleMechs and aerospace fighters for the SLDF. However the program did not completely ignore the conventional branches. One of the many programs launched as part of the New Arms Order was Project Neptune. The main goal of project Neptune was to develop a new generation of Submarines for the SLDF's CAAN regiments. The contract was quickly awarded to Electric Boat Company in North America. [NOTE: Electric Boat Company is an ancient company, having been in existence for over 700 years.] Electric Boat Company (ELCO) is a small manufacturer specializing in wet naval vessels. Most of the company's efforts are concerned with building large freighters and tankers but the company also maintains a small, but highly profitable warship branch. The company quickly designed the Sea Wolf class attack submarine to provide the CAAN units with a strong underwater offensive capability. The Sea Wolf was introduced into service in 2743 and continued to be produced until the outbreak of the Amaris Crisis in 2766. Following the liberation of Terra, the company, which managed to survive with only limited damage, [NOTE: Apparently the Rim World Troops had so little respect for Wet Navy vessels that they decided the company was not worth the effort to destroy the factory.] resumed construction of the Sea Wolf for the Terran Republic. The Sea Wolf continues to operate with the Republic's Royal Marines.



PROJECT PHOENIX

Capabilities:

The Sea Wolf is designed as a fast attack submarine and is expected to fulfill three roles, providing defense for the Nautilus class Ballistic Missile Submarines, attacking any enemy forces entering into water areas and providing ship to shore bombardment capability.

The Sea Wolf is designed around the Pitban Naval 270XL engine. The engine is a special design from Pitban that has been adapted for optimum performance in a submarine. This engine provides the Sea Wolf with impressive maneuverability under water.

The main weapons of the Sea Wolf are a number of Torpedo launchers. The Sea Wolf carries a mix of both short range and long range torpedoes, providing an impressive punch at all ranges. The ship also carries a single Short Range Torpedo rack on the aft, providing defense against any units attempting to out maneuver the Sea Wolf. For shore bombardment, the Sea Wolf carries a Large Laser, while of only limited use underwater due to its range reduction, the laser allows the Sea Wolf to stand off from the coast and strike at targets.

To protect the sub against damage the design mounts an impressive 10 tons of Elco Special Weave Ferro Fibrous Armor. This armor was specially designed by Elco to resist the corrosive effects of salt water.

Deployment:

The Sea Wolf was deployed to all of the SLDF's CAAN units prior to the Amaris Crisis. During the Periphery Uprisings the subs proved effective against the Periphery guerrillas who made use of wet navy vessels on several occasions. During the occupation, the Sea Wolf was used by the SLDF Marines defending Fort Quantico on the planet Carver V. The subs intercepted several attempts by the Amaris troops to assault the Marine regiments. The Amaris troops quickly learned that control of the sea belonged to the SLDF and its Sea Wolf submarines. Since the end of the Amaris Coup, the Sea Wolf has resumed production and is being assigned to the Republic's Royal Marine Regiments.

Variants:

One variant has recently entered service with the Royal Marines. This model removes the Large Laser and uses the space freed up to add an additional forward firing Short Range Torpedo rack, a ton of Short Range Torpedo ammo and space for an entire platoon of naval commandos. It is expected that this model will be used to infiltrate commandos behind enemy line where they will be able to disrupt enemy operations.

Nautilus Ballistic Missile Submarine

Mass: 100 tons

Movement Type: Submarine

Power Plant: Pitban Naval 270XL

Cruising Speed: 33.3 kph

PROJECT PHOENIX



Flank Speed: 54.4 kph

Armor: Elco Special Weave Ferro Fibrous Armor

Armament:

3 ELCO Trident Ballistic Missile Launchers (Arrow IV)

2 ELCO SRT 2

Manufacturer: Electric Boat Company

Primary Factory: Terra

Communication System: Mark 9 VLS Comsys

Targeting & Tracking System: Sonatrack

Type: Nautilus Ballistic Missile Submarine

Technology Base: Inner Sphere

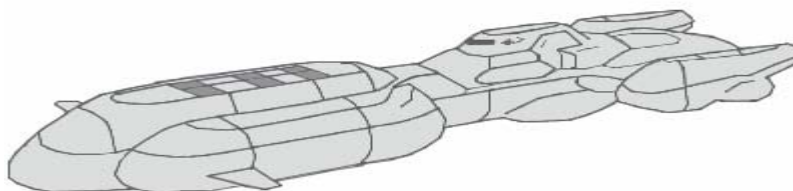
Movement Type: Submarine

Tonnage: 100

Equipment:		Mass
Internal Structure:		10
Engine:	270	11.5
Type:	Fusion XL	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		5
Dive Equipment:		10
Power Amplifier:		0
Turret:		0
Armor Factor:	179	10.5

Location	Armor Value
Front:	47
Right/Left Side:	44/44
Rear:	44

Weapons and Ammo	Location	Tonnage
1 SRT 2	Front	1
1 SRT 2	Rear	1
Ammo (SRT) 50	Body	1
3 Arrow IV	Front	45
Ammo (Arrow IV)	Body	5





PROJECT PHOENIX

Overview:

The Nautilus was designed at the same time as the Sea Wolf Fast Attack Submarine. While the Sea Wolf was mainly intended for use against other naval combatants, the Nautilus was designed to provide shore bombardment capability. Very few worlds possess a wet navy, meaning there are very few threats to the Nautilus, allowing it attack enemy forces with near impunity. The Nautilus entered service with the SLDF CAAN regiments in 2743 and continued production until the Amaris Crisis. After the liberation of Terra, Electric Boat resumed production of the Nautilus for the Terran Republic's Royal Marines.

Capabilities:

The Nautilus is designed to provide heavy fire support to land based forces. The sub carries 3 Trident ballistic missile launchers. The Trident is a specially modified Arrow IV missile launcher which is capable of firing without having to surface. Since the Nautilus does not have to surface to launch its missiles, the vessel is not vulnerable to air attacks, unlike surface naval vessels and conventional ground based artillery.

The Nautilus is fairly slow compared to the SLDF's other main submarine, the Sea Wolf. This was due to the larger size of the Nautilus and the requirement to use the Pitban Naval 270 XL engine. [Editor's Note: Early in the design cycle of both the Sea Wolf and the Nautilus the design teams were ordered by management to standardize on a single engine for both subs. There were several reasons for this requirement, not the least of which was the fact that it would lower the per unit costs of the engines, which were higher than a standard extra light engine due to the special requirements needed for the subs. The use of the same engine on both subs would also simplify logistics, which would appeal to the SLDF's Quartermaster's Corp.] The slow speed is not seen as a hindrance as the Nautilus is mainly used in a stand off support role.

For self defense the Nautilus carries 2 Short Range Torpedo racks. These are mounted in the fore and aft of the Sub and allow it to defend itself against enemy units which get too close. If the sub does come under fire, it carries 10.5 tons of Elco Special Weave Ferro-Fibrous armor to defend against enemy attacks.

Deployment:

The Nautilus was deployed with the SLDF's CAAN units prior to the Amaris Crisis. During the Periphery Uprisings, the 29th Royal CAAN defected to the Taurian cause during the fighting on Brisbane. During the conflict the 29th's Nautilus subs used their Tridents to bombard the SLDF forces. Possessing no submarines of their own, the SLDF forces were unable to neutralize the Nautilus subs.

During the Amaris Crisis, the Nautilus was used by the Marines on Carver V. The subs conducted a number of bombardment missions against the Amaris troops on planet. The missions destroyed large amounts of supplies and killed many troops, disrupting efforts by the Rim World's troops to destroy the SLDF Marines.

Since the liberation of Terra, the Nautilus has been assigned to the Terran Republic Royal Marine regiments.



PRODUCT INDEX

This index provides a quick reference to military products manufactured in the Terran Republic. Hopefully it will prove useful to the Royal Command for predicting where enemy attacks will occur based on our current industrial renewal. The products are listed by importance, weight categories (when applicable) and finally in alphabetical order by type of finished item or component. Please note that only lone component facilities (defined as off world suppliers to other distant assembly lines) have been listed. Many factories have their own integral component plants on site eliminating any shipping delays. Each item is also identified by its model number (again where applicable), its primary factory location, manufacturer, and the province where it is produced.

BattleMechs

Light BattleMechs

Locust [20 tons]

LCT-1V – Aldebaran (Bergan Industries /Nanking Province)

LCT-1V – New Earth (Bergan Industries /Terran Province)

Mercury [20 tons]

MCY-99 – Earth (Mitchell Vehicles /Sol System)

Stinger [20 tons]

STG-3R – Marcus (Orguss Industries /Oliver Province)

STG-3R – Earth (Earthwerks Limited /Sol System)

Thorn [20 tons]

THE-N – Earth (Mitchell Vehicles /Sol System)

Wasp [20 tons]

WSP-1A – Marcus (Orguss Industries /Oliver Province)

WSP-1A – Mars (Mitchell Vehicles /Sol System)

Mongoose [25 tons]

MON-66 – Ozawa (Diplan Mechyards /Rhodesian Province)

Prowler [25 tons]

PRW-1LR – Earth (Skobel 'Mechworks /Sol System)

Falcon [30 tons]

FLC-4N – Caph (Stormvanger Assemblies /Terran Province)

Firefly [30 tons]

FFL-4A – Earth (Earthwerks Limited /Sol System)



Hussar [30 tons]

HSR 200-D – New Earth (Newhart Industries /Terran Province)

Javelin [30 tons]

JVN-11N - Caph (Stormvanger Assemblies /Terran Province)

Spider [30 tons]

SDR-5V – New Earth (Newhart Industries /Terran Province)

UrbanMech [30 tons]

UM-R60 – Marcus (Orguss Industries /Oliver Province)

Ostscout [35 tons]

OTT-7J – Connaught (Kong Interstellar Corporation /Talithan Province)

Spector [35 tons]

SPR-5F – Outreach (General Technologies /Talithan Province)

Medium BattleMechs

Assassin [40 tons]

ASN-22 – Errai (Maltex Corporation /Dieron Province)

Cicada [40 tons]

CDA-2A – Bryant (Hartford Company /Terran Province)

Clint [40 tons]

CLNT-5R Clint – Earth (Aldis Industries /Sol System)

Vulcan [40 tons]

VL 2-T – Northwind (MatherTechno Incorporated /Terran Province)

Whitworth [40 tons]

WTH-1 – Dieron (Whitworth Company /Dieron Province)

Phoenix Hawk [45 tons]

PXH-1 – Marcus (Orguss Industries /Oliver Province)

Wyvern [45 tons]

WVE-5N – Errai (Maltex Corporation /Dieron Province)

Bulwark [50 tons]

BLK-1 – Earth (Krupp Stellar Works /Sol System)

PROJECT PHOENIX

Chameleon [50 tons]

CLN-7V – Asta (Federated Defense Systems /Astan Province)

Crab [50 tons]

CRB-27 – Northwind (Corsara Weaponries /Terran Province)

Dervish [55 tons]

DV-6M – Achernar (Crescent Arms /Rhodesian Province)

Griffin [55 tons]

GRF-1N – Oliver (Brigadier Corporation /Oliver Province)

GRF-1N – Earth (Earthwerks Limited /Sol System)

Kintaro [55 tons]

KTO-19 – Mars (Mitchell Vehicles /Sol System)

Scorpion [55 tons]

SCP-1N – Oliver (Brigadier Corporation /Oliver Province)

SCP-1N – Procyon (Brigadier Corporation /Terran Province)

Shadow Hawk [55 tons]

SHD-2H – Earth (Aldis Industries /Sol System)

Wolverine [55 tons]

WVR-6R – Nanking (Kallon Industries /Nanking Province)

Heavy BattleMechs

Champion [60 tons]

CHP-1N – New Earth (Bergan Industries /Terran Province)

Lancelot [60 tons]

LNC 25-01 – Earth (Krupp Stellar Works /Sol System)

Ostsol [60 tons]

OTL-4D – Connaught (Kong Interstellar Corporation /Talithan Province)

Rifleman [60 tons]

RFL-3N – Nanking (Kallon Industries /Nanking Province)

RFL-3N – Sirius (Kallon Industries /Terran Province)

Quickdraw [60 tons]

QKD-4G – Alula Australis (Mitchell Vehicles /Oliver Province)

Bombardier [65 tons]

BMB-12D – Quentin (Independence Weaponry /Dieron Province)



Catapult [65 tons]

CPLT-C1 – Asta (Federated Defense Systems /Astan Province)

Crusader [65 tons]

CRD-3R – Oliver (Brigadier Corporation /Oliver Province)

CRD-3R – Sirius (Kallon Industries /Terran Province)

Exterminator [65 tons]

EXT-4D – Outreach (General Technologies /Talithan Province)

JagerMech [65 tons]

JM6-S – Nanking (Kallon Industries /Nanking Province)

Thunderbolt [65 tons]

TDR-5S – Earth (Earthwerks Limited /Sol System)

Archer [70 tons]

ARC-2R – Wyatt (Bowie-Republic /Oliver Province)

ARC-2R – Earth (Earthwerks Limited /Sol System)

Excalibur [70 tons]

EXC-B2 – Earth (Yankee Weapons Systems /Sol System)

Grasshopper [70 tons]

GHR-5H – Bryant (Lantern Corporation /Terran Province)

Guillotine [70 tons]

GLT-3N – New Earth (Newhart Industries /Terran Province)

Shootist [70 tons]

ST-8A – Earth (Mitchell Vehicles /Sol System)

Warhammer [70 tons]

WHM-6R – Fletcher (StarCorp Industries /Nanking Province)

Black Knight [75 tons]

BL6-KNT – Connaught (Kong Interstellar Corporation /Talithan Province)

Dragon Fire [75 tons]

DGR-3F – Earth (Mitchell Vehicles /Sol System)

Flashman [75 tons]

FLS-8K – Dieudonne (Renault-Prime Industries /Talithan Province)



Maelstrom [75 tons]

MTR-5K – Earth (Krupp Stellar Works /Sol System)

Marauder [75 tons]

MAD-3Q – Quentin (Independence Weaponry /Dieron Province)

MAD-4R – Earth (Mitchell Vehicles /Sol System)

Assault BattleMechs

Awesome [80 tons]

AWS-8Q – Alula Australis (Mitchell Vehicles /Oliver Province)

Challenger [80 tons]

CHR-2A – Carver V (Earthwerks Limited /Terran Province)

Goliath [80 tons]

GOL-1H – Oliver (Brigadier Corporation /Oliver Province)

Spartan [80 tons]

SPT-N2 – Earth (Martinson Armaments /Sol System)

Striker [80 tons]

STC-2C – Caph (Stormvanger Assemblies /Terran Province)

Thug [80 tons]

THG-12A – Errai (Maltex Corporation /Dieron Province)

Victor [80 tons]

VCT-9B – Quentin (Independence Weaponry / Dieron Province)

Battlemaster [85 tons]

BLR-1G – Asta (Federated Defense Systems /Astan Province)

Crockett [85 tons]

CRK 5003-1 Crockett – Earth (Blankenburg Technologies /Sol System)

Long Bow [85 tons]

LGB-7Q – Fletcher (StarCorp Industries /Nanking Province)

Shogun [85 tons]

SHG-2E – Earth (Mitchell Vehicles /Sol System)

Stalker [85 tons]

STK-3F – Procyon (Brigadier Corporation /Terran Province)



Cyclops [90 tons]

CP 10-Z – Caph (Stormvanger Assemblies /Terran Province)

Emperor [90 tons]

EMP-6A – Fletcher (StarCorp Industries /Nanking Province)

Highlander [90 tons]

HGN-732 – Fletcher (StarCorp Industries /Nanking Province)

Banshee [95 tons]

BNC-3E – Asta (Federated Defense Systems /Astan Province)

Nightstar [95 tons]

NSR-9J – Earth (Skobel ‘Mechworks /Sol System)

Atlas [100 tons]

AS7-D – Al Na’ir (Yori ‘Mech Works /Dieron Province)

AS7-D – Quentin (Independence Weaponry / Dieron Province)

Devastator [100 tons]

DVS-2 – Outreach (General Technologies /Talithan Province)

King Crab [100 tons]

KGC-000 – Northwind (Corsara Weaponries /Terran Province)

Pillager [100 tons]

PLG-3Z – Outreach (General Technologies /Talithan Province)

Thunder Hawk [100 tons]

TDK-7X – Outreach (General Technologies /Talithan Province)

Land-Air Mechs (LAMs)

Wasp LAM [25 tons]

WSP-105 – Epsilon Eridani (Harvard Company Inc. /Terran Province)

Phoenix Hawk LAM [50 tons]

PXH-HK2 – Bordon (Federated Defense Systems /Talithan Province)

Aerospace Fighters

Trident [20 tons]

TRN-3T – New Earth (Newhart Industries / Terran Province)



Sabre [25 tons]

SB-27 – Capolla (Federated Defense Systems / Nanking Province)

Swift [25 tons]

SWF-606 – Fletcher (Caletra Fighters /Nanking Province)

Centurion [30 tons]

CNT-1D – Capolla (Federated Defense Systems / Nanking Province)

Spad [30 tons]

SPD-502 – Asta (Federated Defense Systems /Astan Province)

Sparrowhawk [30 tons]

SPR-H5 – Quentin (Warner Incorporated /Rhodesian Province)

Zero [35 tons]

ZRO-114 – Asta (Federated Defense Systems /Astan Province)

Rogue [40 tons]

RGU-133E – Capolla (Federated Defense Systems / Nanking Province)

Tomahawk [45 tons]

THK-63 – Mars (Wangker Aerospace /Sol System)

Corsair [50 tons]

CSR-VI2 – Mars (Wangker Aerospace /Sol System)

Hellcat II [50 tons]

HCT-213B – Earth (Mitchell Vehicles / Sol System)

Lightning [50 tons]

LTN-G15 – Oliver (AeroFighter Unlimited / Oliver Province)

Gotha [60 tons]

GTHA-500 – Asta (Federated Defense Systems /Astan Province)

Hellcat [60 tons]

HEC-12C – Earth (Mitsui Diversified /Sol System)

Ironsides [65 tons]

IRN-SD1 – Oliver (AeroFighter Unlimited / Oliver Province)

Eagle [75 tons]

EGL-R6 – Oliver (AeroFighter Unlimited / Oliver Province)



Hammerhead [75 tons]

HMR-HD – Capolla (Federated Defense Systems /Nanking Province)

Rapier [85 tons]

RPR-100 – Earth (Mitsui Diversified /Sol System)

Ahab [90 tons]

AHB-443 – Epsilon Eridani (Harvard Company Inc. /Terran Province)

Chippewa [90 tons]

CHP-W5 – Wyatt (Bowie-Republic / Oliver Province)

Phoenix [100 tons]

PHX-1X – Earth (Federated Defense Systems /Sol System)

Thunderbird [100 tons]

TRB-D36 – Oliver (AeroFighter Unlimited / Oliver Province)

Dropships

Confederate [1,900 tons]

‘Mech Carrier – Capolla (Federated Defense Systems /Nanking Province)

Leopard [1,900 tons]

Fighter Carrier (CV) – Keid (Federated Defense Systems /Terran Province)

Intruder [3,000 tons]

Assault Ship – Dieron (Mitsui Diversified /Dieron Province)

Assault Ship – Capolla (Federated Defense Systems /Nanking Province)

Buccaneer [3,500 tons]

Cargo Carrier – Capolla (Federated Defense Systems /Nanking Province)

Cargo Carrier – New Earth (Dassault-Shimmon Enterprises /Terran Province)

Union [3,600 tons]

‘Mech Carrier – Earth (Krester’s Ship Construction /Sol System)

‘Mech Carrier – Dieron (Mitsui Diversified /Dieron Province)

‘Mech Carrier – Capolla (Federated Defense Systems /Nanking Province)

Pentagon [4,000 tons]

Assault Ship – Titan (Mitchell Vehicles /Sol System)

Achilles [4,500 tons]

Assault Ship – Mars (Blue Nose Clipperships /Sol System)

Assault Ship – Dieron (Mitsui Diversified /Dieron Province)



Monarch [5,000 tons]

Liner – Titan (Mitchell Vehicles /Sol System)

Liner – New Earth (Dassault-Shimmon Enterprises /Terran Province)

Fortress [6,000 tons]

Assault Ship – Keid (Federated Defense Systems /Terran Province)

Anchorage [7,200 tons]

Nautical (Wet Naval) Carrier – Capolla (FDS /Nanking Province)

Triumph [8,600 tons]

Troop Carrier – Earth (Krester's Ship Construction /Sol System)

Troop Carrier – Titan (Mitchell Vehicles /Sol System)

Overlord [9,700 tons]

'Mech Carrier – Earth (Krester's Ship Construction /Sol System)

Mule [11,200 tons]

Cargo Carrier – Earth (Krester's Ship Construction /Sol System)

Cargo Carrier – New Earth (Dassault-Shimmon Enterprises /Terran Province)

Titan [12,000 tons]

Fighter Carrier – Mars (Blue Nose Clipperships /Sol System)

Fighter Carrier – Dieron (Mitsui Diversified /Dieron Province)

Elephant [15,000 tons]

Tug/Assault Ship (Model 96) – Capolla (FDS /Nanking Province)

Colossus [20,000 tons]

Assault Carrier – Earth (Krester's Ship Construction /Sol System)

Mammoth [52,000 tons]

Cargo Carrier – Earth (Krester's Ship Construction /Sol System)

Cargo Carrier – New Earth (Dassault-Shimmon Enterprises /Terran Province)

Behemoth [100,000 tons]

Cargo Carrier – Earth (Krester's Ship Construction /Sol System)

Jumpships

Scout [90,000 tons]

– Titan (Mitchell Vehicles /Sol System)

– Dieron (Mitsui Diversified /Dieron Province)

Merchant [120,000 tons]



PROJECT PHOENIX

- Dieron (Mitsui Diversified /Dieron Province)
- New Earth (Dassault-Shimmon Enterprises /Terran Province)
- Keid (Federated Defense Systems /Terran Province)

Invader [152,000 tons]

- Earth (Krester's Ship Construction /Sol System)
- Titan (Mitchell Vehicles /Sol System)
- Keid (Federated Defense Systems /Terran Province)

Tramp [250,000 tons]

- Keid (Federated Defense Systems /Terran Province)

Star Lord [274,000 tons]

- New Earth (Dassault-Shimmon Enterprises /Terran Province)

Monolith [430,000 tons]

- Earth (Krester's Ship Construction /Sol System)
- Mars (Blue Nose Clipperships /Sol System)

Vehicles

Gabriel Recon Hovercraft [5 tons]

- Wyatt (Bowie-Republic /Oliver Province)

Conventional Light Attack Fighter [10 tons]

- Addicks (Tauken Weapons Systems /Dieron Province)
- Earth (Federated Defense Systems /Sol System)

Flat Bed Truck [10 tons]

- Mars (Grumman Industries /Sol System)

Hover Armored Personnel Carrier (APC) [10 tons]

- Al Na'ir (Maxim Transport Industries /Dieron Province)
- Earth (Mitchell Vehicles /Sol System)

Tracked Armored Personnel Carrier (APC) [10 tons]

- Earth (Mitchell Vehicles /Sol System)

Ripper VTOL [10 tons]

- Earth (Aldis Industries /Sol System)

Wheeled Armored Personnel Carrier (APC) [10 tons]

- Earth (Mitchell Vehicles /Sol System)

Beagle Hovercraft [15 tons]

- New Earth (Grumman Industries /Terran Province)



Maultier Hover APC [15 tons]

- Earth (Grumman Industries /Sol System)

Heavy Hover Armored Personnel Carrier (APC) [20 tons]

- Al Na'ir (Maxim Transport Industries /Dieron Province)
- Earth (Mitchell Vehicles /Sol System)

Heavy Tracked Armored Personnel Carrier (APC) [20 tons]

- Earth (Mitchell Vehicles /Sol System)

Heavy Wheeled Armored Personnel Carrier (APC) [20 tons]

- Earth (Mitchell Vehicles /Sol System)

MASH Truck [20 tons]

- New Rhodes (Rhodesian Defense Industries /Rhodesian Province)

Conventional Medium Attack Fighter [25 tons]

- Addicks (Tauken Weapons Systems /Dieron Province)
- Earth (Federated Defense Systems /Sol System)

Nightshade Combat Scout VTOL [25 tons]

- Ruchbah (Michaelson Heavy Industries /Rhodesian Province)

Mobile Headquarters (HQ) [25 tons]

- New Rhodes (Rhodesian Defense Industries /Rhodesian Province)

Cyrano Helicopter Gunship [30 tons]

- Ruchbah (Michaelson Heavy Industries /Rhodesian Province)

Cobra Transport VTOL [30 tons]

- Earth (Aldis Industries /Sol System)

Chevalier Light Tank [35 tons]

- Earth (Millennium Industries /Sol System)

Engineering Vehicle [40 tons]

- New Rhodes (Rhodesian Defense Industries /Rhodesian Province)
- Mars (Grumman Industries /Sol System)

Zephyr Hover Tank [40 tons]

- New Earth (Grumman Industries /Terran Province)

Goblin Medium Tank [45 tons]

- Addicks (Tauken Weapons Systems /Dieron Province)



PROJECT PHOENIX

Chaparral Missile Artillery Tank [50 tons]

- Earth (Grumman Industries /Sol System)
- New Earth (Grumman Industries /Terran Province)

Conventional Heavy Attack Fighter [50 tons]

- Addicks (Tauken Weapons Systems /Dieron Province)
- Earth (Federated Defense Systems /Sol System)

Maxim Hover Transport [50 tons]

- Al Na'ir (Maxim Transport Industries /Dieron Province)

Sea Wolf Fast Attack Submarine [50 tons]

- Earth (Electric Boat Company /Sol System)

Vedette Medium Tank [50 tons]

- New Earth (New Earth Trading Company /Terran Province)

Thor Wheeled Self Propelled Artillery Vehicle [55 tons]

- New Earth (Grumman Industries /Terran Province)

Demon Wheeled Tank [60 tons]

- Earth (Leopard Armor /Sol System)

LRM Carrier [60 tons]

- Addicks (Tauken Weapons Systems /Dieron Province)
- Earth (Aldis Industries /Sol System)
- Oliver (Quicksell Corporation /Oliver Province)

Manticore Heavy Tank [60 tons]

- Alula Australis (Mitchell Vehicles /Oliver Province)
- New Earth (New Earth Trading Company /Terran Province)

SRM Carrier [60 tons]

- Addicks (Tauken Weapons Systems /Dieron Province)
- Earth (Aldis Industries /Sol System)
- Oliver (Quicksell Corporation /Oliver Province)

Marksman Tracked Self Propelled Artillery Vehicle [65 tons]

- Earth (Grumman Industries /Sol System)
- New Earth (Grumman Industries /Terran Province)

Coblitz Main Battle Tank [70 tons]

- Earth (Grumman Industries /Sol System)

Burke PPC Carrier [75 tons]

- Oliver (Quicksell Corporation /Oliver Province)



Padilla Heavy Artillery Tank [75 tons]

– Earth (Leopard Armor /Sol System)

Von Luckner Heavy Tank [75 tons]

– Bryant (Hartford Company /Terran Province)

Fury Heavy Tank [80 tons]

– Tybalt (Jolassa Armored Vehicles /Rhodesian Province)

Rhino Tracked Assault Tank [80 tons]

– Earth (Leopard Armor /Sol System)

Alacorn Mk IV Heavy Tank [95 tons]

– New Earth (New Earth Trading Company /Terran Province)

Mobile Long Tom Artillery [95 tons]

– Earth (Grumman Industries /Sol System)

Ontos Heavy Tank [95 tons]

– Earth (Grumman Industries /Sol System)

Nautilus Ballistic Missile Submarine [100 tons]

– Earth (Electric Boat Company /Sol System)

Components

Armor

– Lambrecht (Armortechnik / Astan Province)

Capital Naval Weaponry

– Earth (Krupp Stellar Works / Sol System)

– Earth (Karon Naval Armaments / Sol System)

Communications Gear

– Schedar (Rander Communications Equipment Inc. / Rhodesian Province)

Electronics

– Caph (New Earth Trading Company / Terran Province)

– Ozawa (Wunderland Enterprises / Rhodesian Province)

– Murchison (Ulsop Incorporated / Dieron Province)

Energy Weapons

– Fletcher (Infernis Unlimited / Nanking Province)



PROJECT PHOENIX

Interplanetary Drives

- Keid (Saro Company / Terran Province)
- Earth (Rolls-Royce / Sol System)

JumpShip Parts

- Summer (Summer InterStellar Components / Astan Province)
- New Earth (New Earth Trading Company / Terran Province)

Missile Systems

- Fletcher (Holly Industries / Nanking Province)

SDS Components

- Ozawa (Ulsop Incorporated / Rhodesian Province)

Various Components

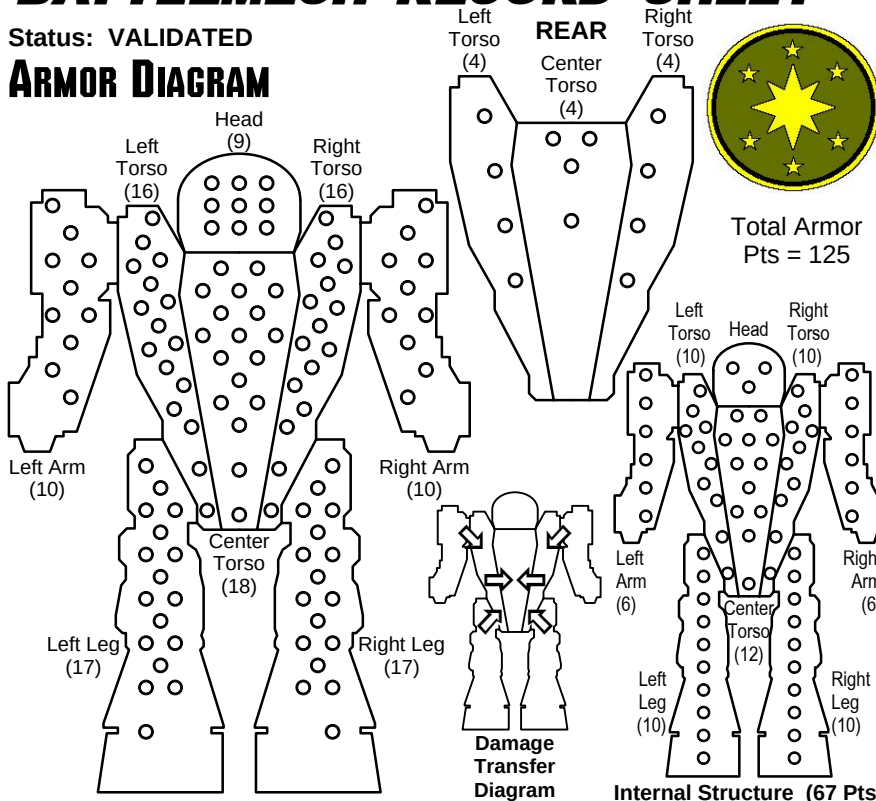
- Earth (Ulsop Incorporated / Sol System)

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Clint CLNT-5R**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped 'Mech
Jumping: **6** Level 2 / 2750

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Beagle Active Probe	RT	0	-	-	-	-	4
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: **10 Double (20)**

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Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel
- Jump Jet

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

4-6

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso

- Beagle Active Probe
- Beagle Active Probe
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Jump Jet

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

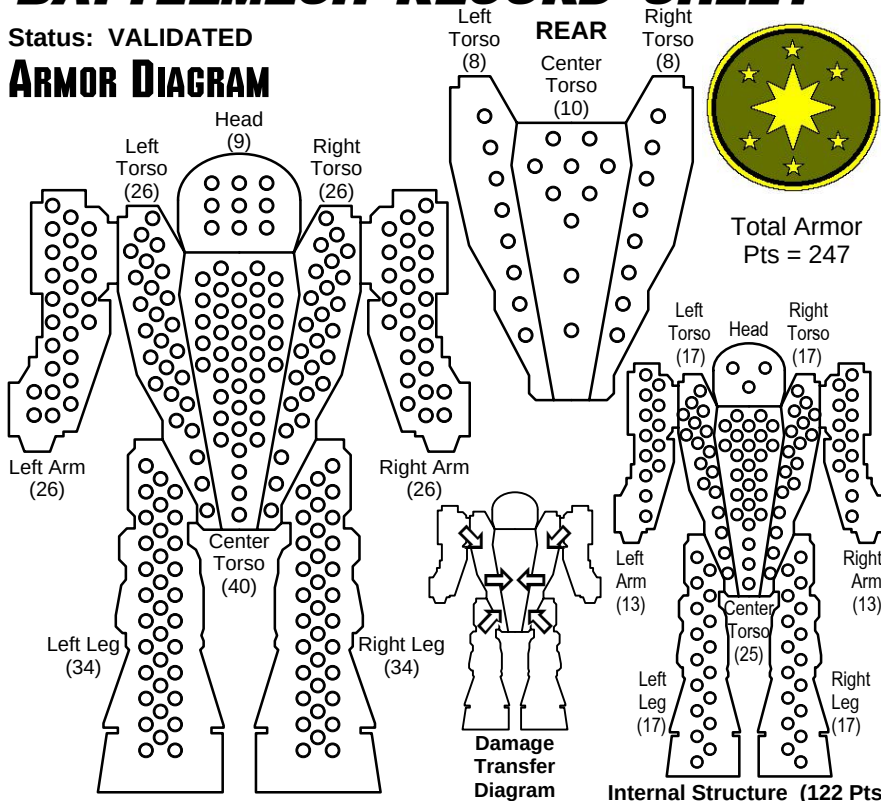
Battle Value: **1,105**
Weapon Value: **799 / 799**
Cost, C-Bills: **4,235,280**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Challenger CHR-2A

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4 Level 2 / 2750

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Mod	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	RT(R)	3	5	-	3	6	9
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Guardian ECM	CT	0	-	-	-	-	6
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 20 Double (40)

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Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Large Laser
- Large Laser
- Medium Laser

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: 1,807

Weapon Value: 2,988 / 2,988

Cost, C-Bills: 17,898,691

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Large Laser
- Large Laser
- Medium Laser (R)

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

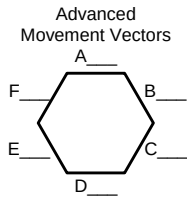
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

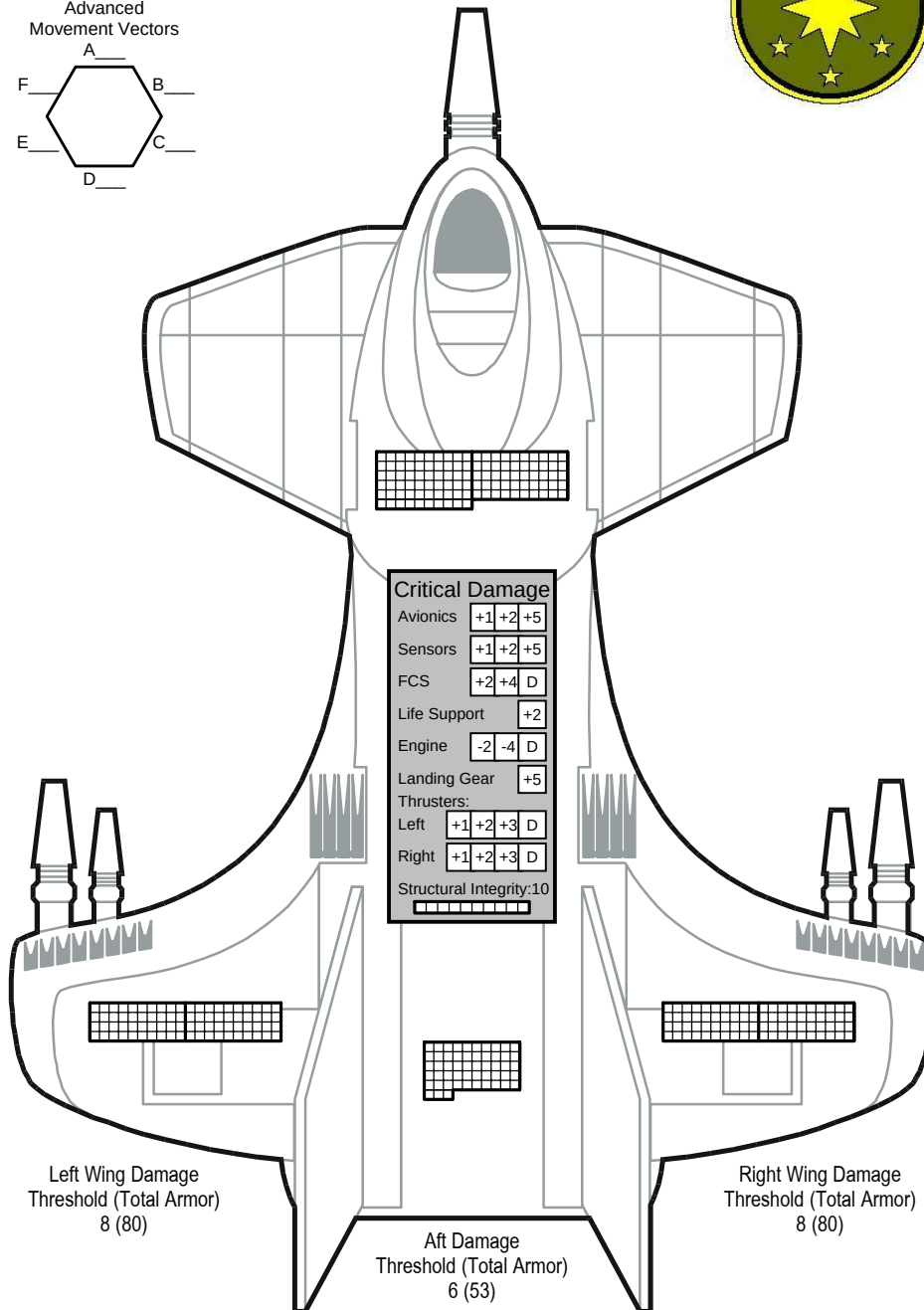
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
11 (110) - Standard Scale



Left Wing Damage
Threshold (Total Armor)
8 (80)

Right Wing Damage
Threshold (Total Armor)
8 (80)

Aft Damage
Threshold (Total Armor)
6 (53)

Battle Value: 2,668

Cost: 6,985,500

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Phoenix PHX-1X**
Type: **Aerospace Fighter**
Mass: **100 tons**
Thrust: Safe Thrust: **5** Max Thrust: **8**
Tech: **Inner Sphere / Level 2 / 2785**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)						
Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Gauss Rifle	Nose	1	15	15	15	--
1 Gauss Rifle	LW	1	15	15	15	--
1 Gauss Rifle	RW	1	15	15	15	--
2 Medium Laser	LW	3	5	--	--	--
2 Medium Laser	RW	3	5	--	--	--

Ammo: Gauss (48)

Total Heat Sinks: 10 Double (20)

■■■■■■■■■■

Total Weapon Heat: 15

Pilot Data

Name:						
Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

Heat
Overflow

HEAT SCALE

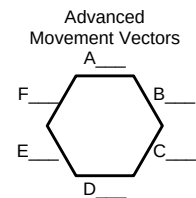
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

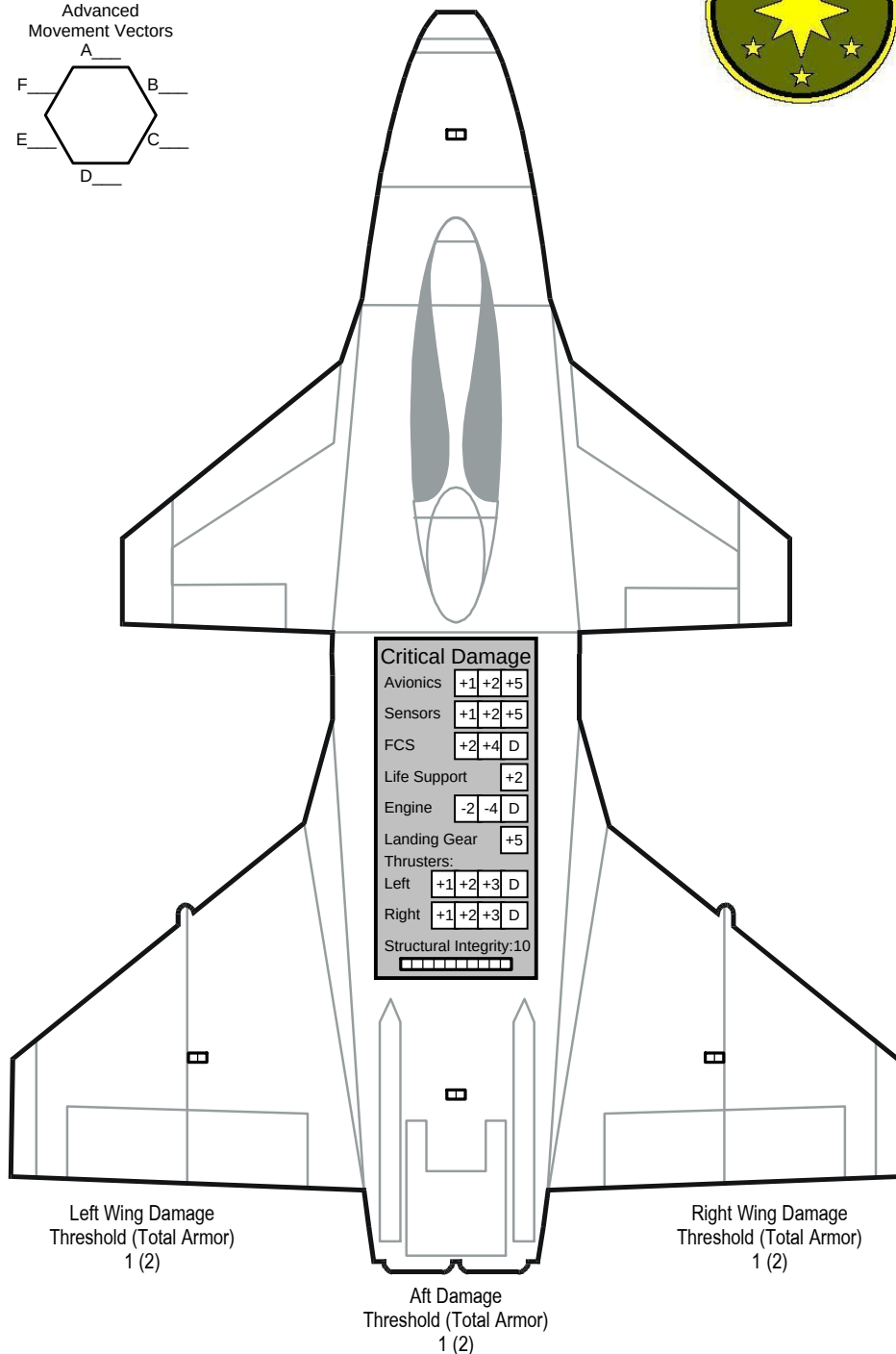
AEROTECH 2™

CONVENTIONAL FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
1 (2) - Standard Scale



Battle Value: 247

Cost: 258,265

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	160																			

VESSEL DATA

Name: **Light Attack Fighter**
 Type: **Conventional Fighter**
 Mass: **10 tons**
 Thrust: Safe Thrust: **10** Max Thrust: **15**
 Tech: **Inner Sphere / Level 1 / 2785**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
2 Small Laser	LW	1	3		Point Defense	
2 Small Laser	RW	1	3		Point Defense	

Total Heat Sinks: **10 Single**

[Progress Bar]

Total Weapon Heat: **7**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

Heat Overflow

HEAT SCALE

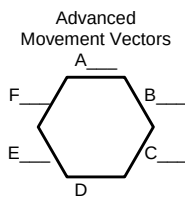
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



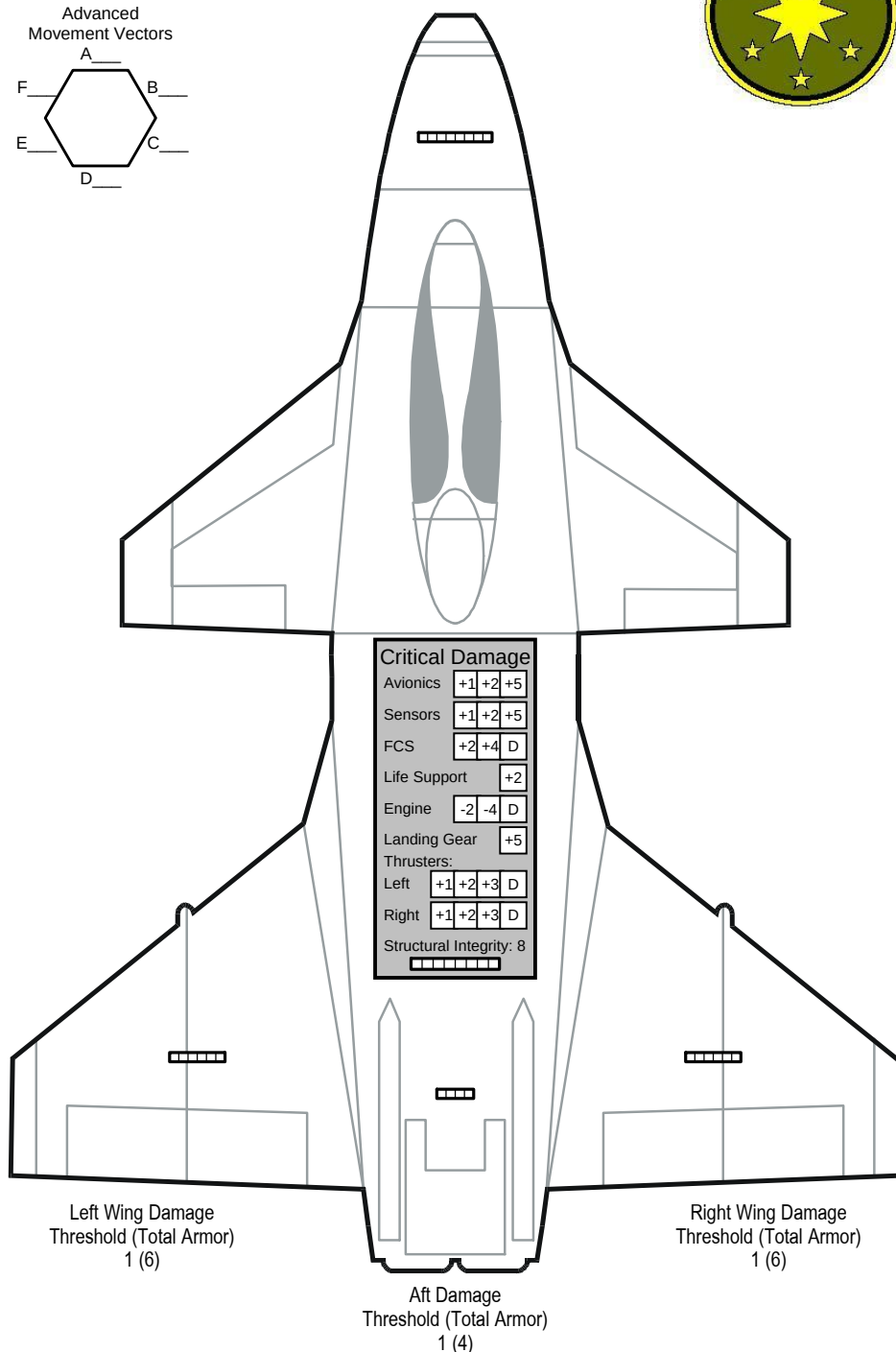
AEROTECH 2™

CONVENTIONAL FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
1 (8) - Standard Scale



Battle Value: 423

Cost: 776,006

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	160																			

VESSEL DATA

Name: **Medium Attack Fighter**
 Type: **Conventional Fighter**
 Mass: **25 tons**
 Thrust: Safe Thrust: **8** Max Thrust: **12**
 Tech: **Inner Sphere / Level 1 / 2785**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)						
Type	Loc	Heat	SRV	MRV	LRV	ERV
2 Medium Laser	Nose	3	5	--	--	--
1 SRM 4	LW	0	6	--	--	--
1 SRM 4	RW	0	6	--	--	--

Ammo: SRM 4 (25)

Total Heat Sinks: **10 Single**

■■■■■■■■■■

Total Weapon Heat: **6**

Pilot Data

Name:						
Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

Heat Overflow

HEAT SCALE

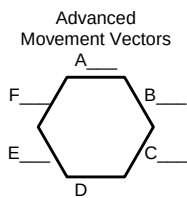
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

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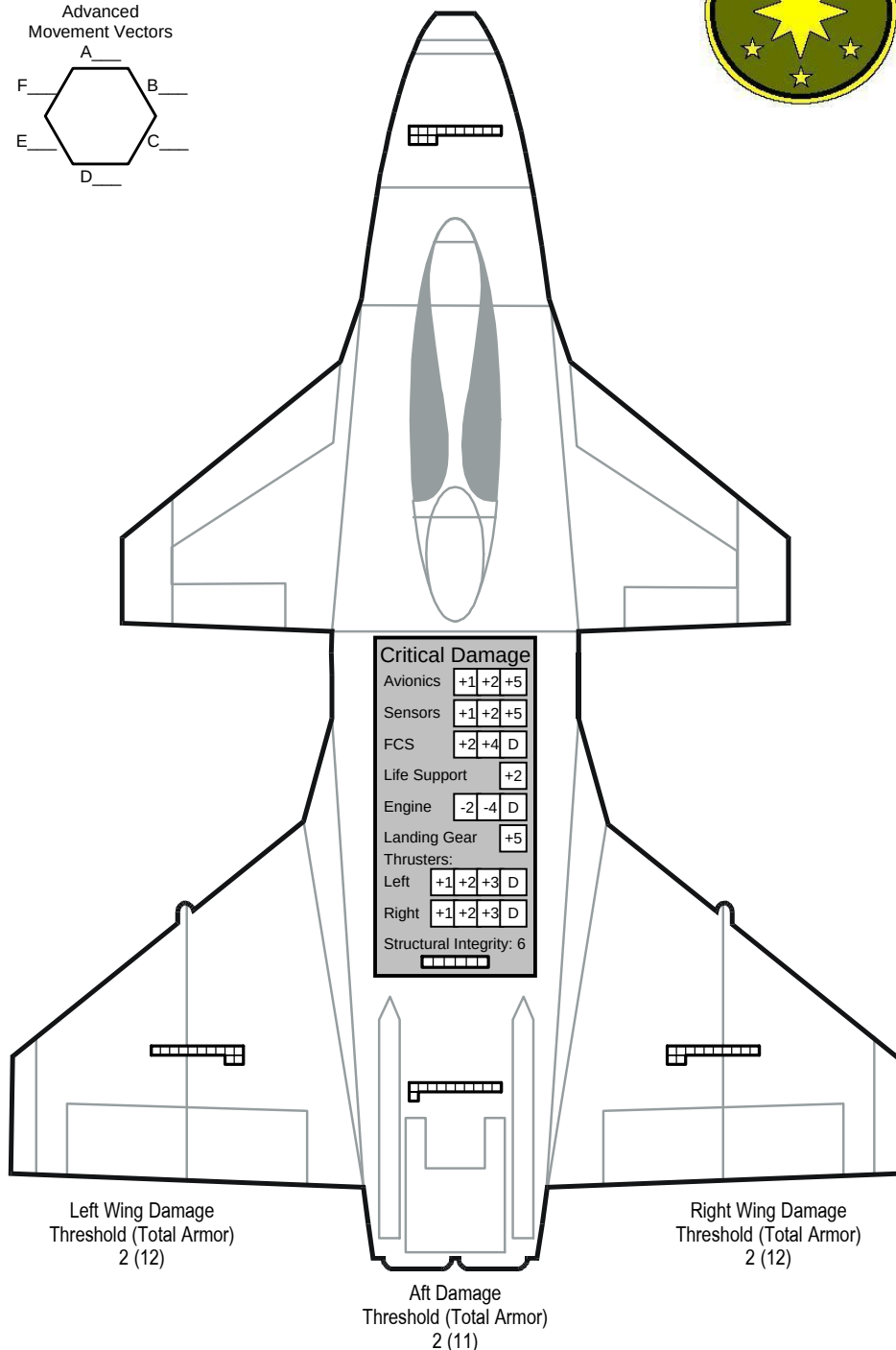
AEROTECH 2™

CONVENTIONAL FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
2 (13) - Standard Scale



Battle Value: 601

Cost: 1,738,938

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	320																			

VESSEL DATA

Name: **Heavy Attack Fighter**
 Type: **Conventional Fighter**
 Mass: **50 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 1 / 2785**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Small Laser	Nose	1	3			Point Defense
2 LRM 5	LW	0	3	3	3	--
2 LRM 5	RW	0	3	3	3	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--

Ammo: LRM 5 (24)

Total Heat Sinks: 10 Single

■■■■■■■■■■

Total Weapon Heat: 7

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

Heat
Overflow

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

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BATTLETECH®

SUBMARINE RECORD SHEET



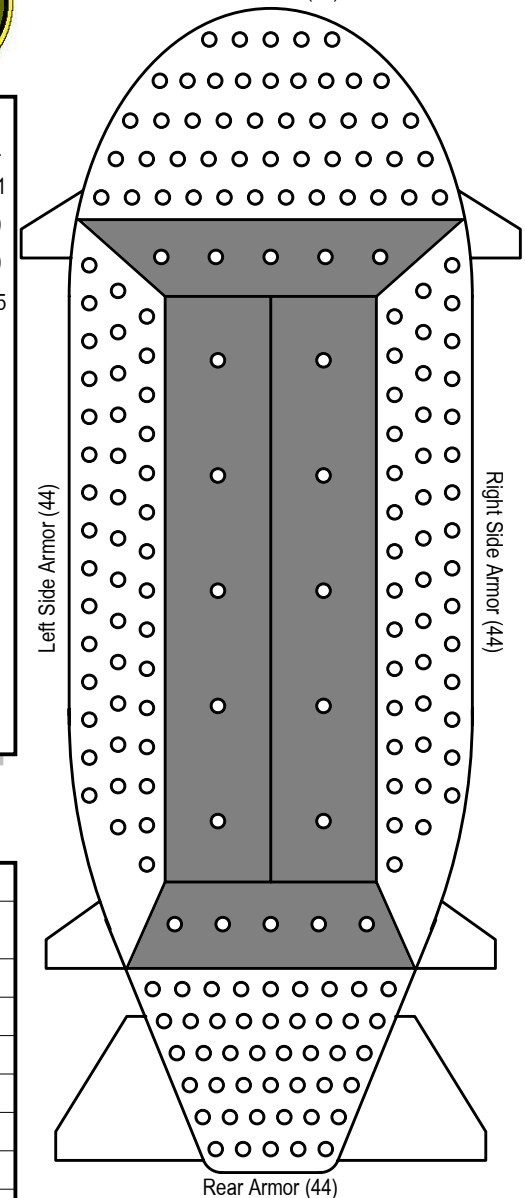
Total Armor Pts = 179
(Ferro-Fibrous)
Front Armor (47)

Type: Sea Wolf Fast Attack Submarine			Weapons Inventory		
Config: Submarine	Tons: 50		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 LR Torpedo 10	F	1/hit 6 7 14 21
Inner Sphere	6	9	2 SR Torpedo 2	F	2/hit - 3 6 9
2750 Level 2			1 SR Torpedo 2	R	2/hit - 3 6 9
Crew:			1 Large Laser	R	8 - 5 10 15
Gunnery Skill:	Piloting Skill:				
Cost, C-Bills: 8,584,000					
BV: 576 WV: 678 / 678					
Ammo					
Ammo Type	Rounds				
LR Torpedo 10	24				
SR Torpedo 2	50				
Critical Damage			Hull Inventory		
Eng. Rm. Dmg'd	☐	Engine Hit	270 GM XL Fusion Engine		
Eng. Rm. Dest'd	☐		4 Crew Members		

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MOVEMENT RECORD					
Turn Num	Type C/F	Num Hex	Depth Level	To-Hits	Damage & Notes:
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					

NAVAL SUBMARINE CRITICAL HITS (1D6)	
Roll	Result
1	Crew Stunned (no actions for rest of this turn and next 2 turns).
2	Main Weapon Jams (no fire from largest system for one turn).
3	Engine hit (no movement for rest of game).
4	Crew Killed (vessel out of game).
5	Fuel Tank Hit (vessel explodes).
6	Ammo/Power Plant Hit (vessel explodes).



NAVAL SUBMARINE HIT LOCATIONS (2D6)		
Roll	Front/Back	Side
2	Armor (Critical)	Armor (Critical)
3	Armor ¹	Armor ¹
4	Armor ²	Armor ²
5	Armor	Armor ²
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor
10	Armor	Armor
11	Armor	Armor
12	Armor (Crit)	Armor (Crit)

¹ Engine Room has been destroyed; vessel cannot move for rest of the game.
² Engine Room has been damaged; -1 Cruising MP for rest of the game.

SUBMARINE RECORD SHEET



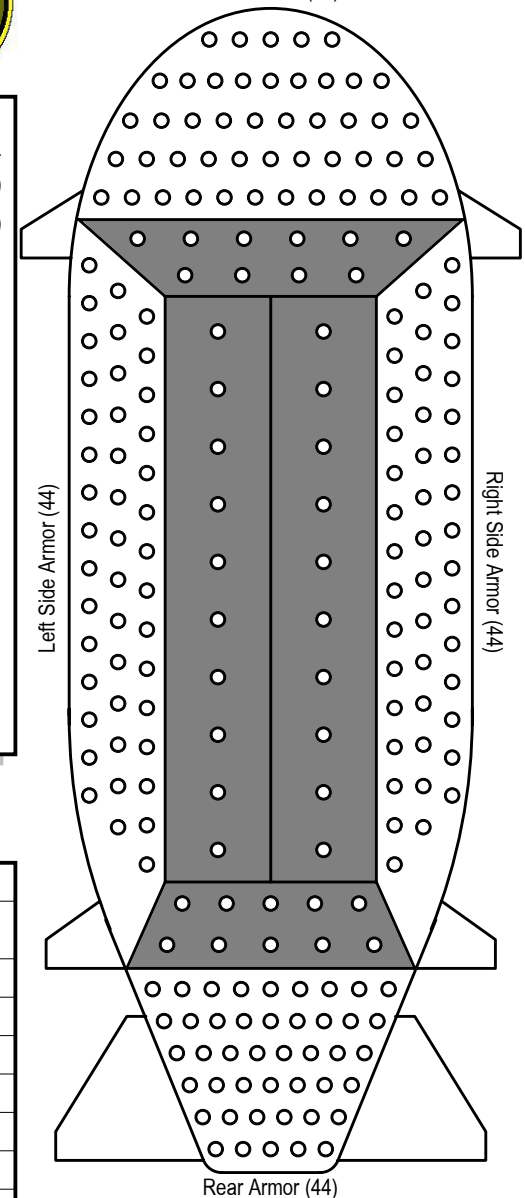
Total Armor Pts = 179
(Ferro-Fibrous)
Front Armor (47)

Type: Nautilus Ballistic Missile Submarine			Weapons Inventory		
Config: Submarine	Tons: 100		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 SR Torpedo 2	F	2/hit - 3 6 9
Inner Sphere	3	5	1 SR Torpedo 2	R	2/hit - 3 6 9
2750 Level 2			3 Arrow IV System	F	20/10 - - -
Crew:					
Gunnery Skill:	Piloting Skill:				
Cost, C-Bills: 27,591,000					
BV: 732 WV: 1,185 / 1,185					
Ammo					
Ammo Type	Rounds				
SR Torpedo 2	50				
Arrow IV System	25				
Critical Damage			Hull Inventory		
Eng. Rm. Dmg'd	☐	Engine Hit	270 GM XL Fusion Engine		
Eng. Rm. Dest'd	☐		7 Crew Members		

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MOVEMENT RECORD					
Turn Num	Type C/F	Num Hex	Depth Level	To-Hits	Damage & Notes:
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					

NAVAL SUBMARINE CRITICAL HITS (1D6)	
Roll	Result
1	Crew Stunned (no actions for rest of this turn and next 2 turns).
2	Main Weapon Jams (no fire from largest system for one turn).
3	Engine hit (no movement for rest of game).
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5	Fuel Tank Hit (vessel explodes).
6	Ammo/Power Plant Hit (vessel explodes).



NAVAL SUBMARINE HIT LOCATIONS (2D6)		
Roll	Front/Back	Side
2	Armor (Critical)	Armor (Critical)
3	Armor ¹	Armor ¹
4	Armor ²	Armor ²
5	Armor	Armor ²
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor
10	Armor	Armor
11	Armor	Armor
12	Armor (Crit)	Armor (Crit)

¹ Engine Room has been destroyed; vessel cannot move for rest of the game.
² Engine Room has been damaged; -1 Cruising MP for rest of the game.

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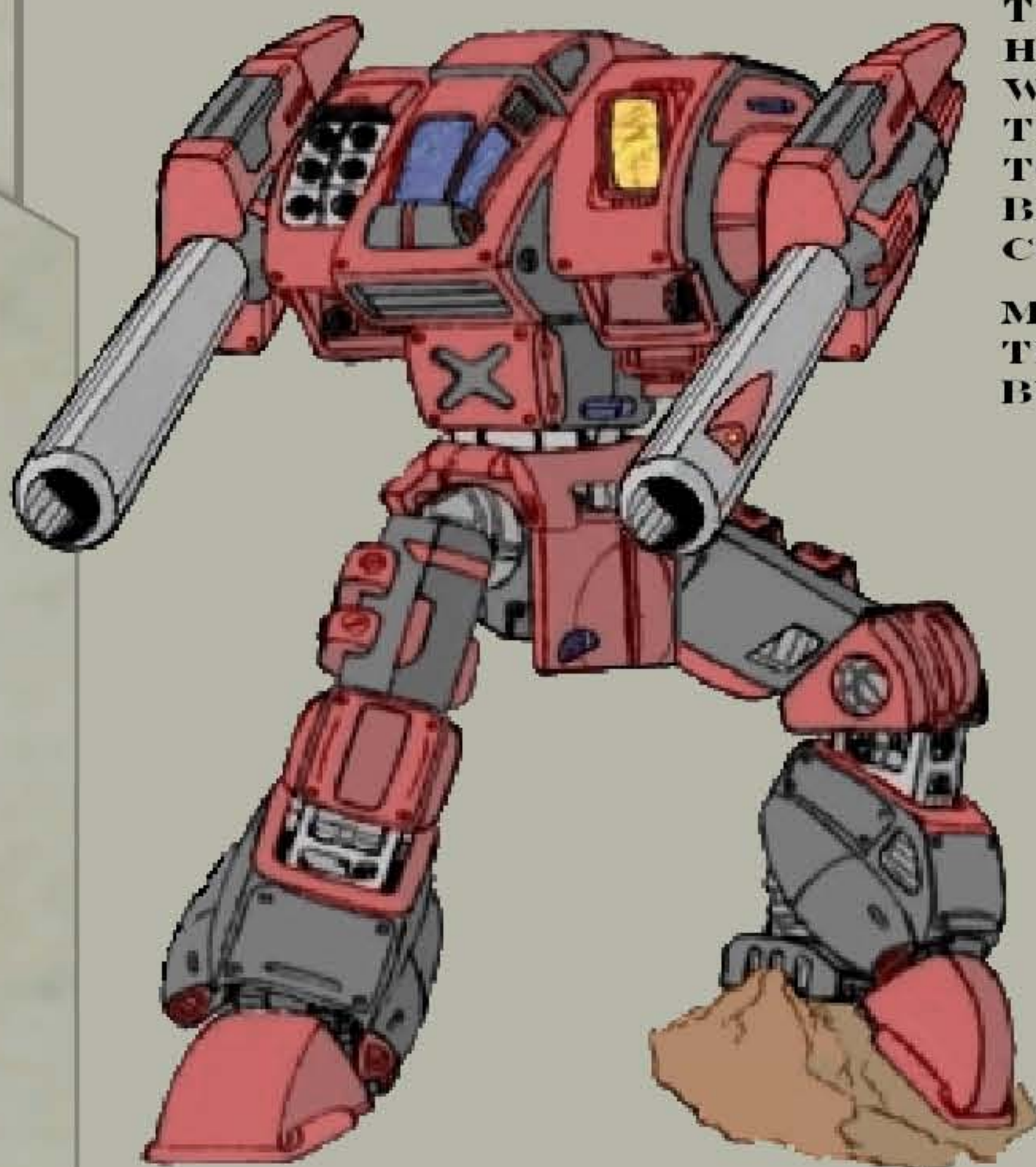


RENEWAL

AS THE GREAT HOUSES OF THE INNERSPHERE GIRD FOR WAR TO CLAIM THE FALLEN HELM OF THE STAR LEAGUE, THE YOUNG TERRAN REPUBLIC STRUGGLES TO REBUILD ITSELF FROM YEARS OF CRUEL OCCUPATION BY THE EVIL STEFAN AMARIS.

LUCKILY A PHOENIX BORN FROM THE EFFORTS OF THE MIGHTY SLDF HAS ARISEN TO RESTORE TERRA. WHILE MUCH HAS BEEN DONE BY THIS GREAT PROJECT IT REMAINS TO BE SEEN IF THIS PROGRESS WILL BE ENOUGH TO OVERCOME THE CHALLENGES THAT LAY AHEAD.

MORE WORK TO SAFEGUARD THIS REBORN NATION REMAINS BUT TIME IS RUNNING OUT.



PROJECT PHOENIX

PROVIDES AN INSIDE LOOK AT THE NEW REPUBLIC REVEALING REGIONAL SUMMARIES, PLANETARY DESCRIPTIONS, MILITARY INDUSTRIAL INFORMATION, CORPORATE PROFILES, AND NEW EQUIPMENT WHILE DETAILING ITS OWN BACKGROUND AND ORGANIZATION.

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