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STATE OF THE INDUSTRY...

Since the coming of the Clans, the military, industrial, and command complexes of the Inner Sphere have raced against the invaders—and each other—to out-produce one another in battle-worthy manpower and materiel. Factories that were smashed in the Succession Wars were reborn and revitalized, churning out ever more cutting-edge equipment, while academies expanded their curriculums and sent generations of fresh warriors into battle.

At the pinnacle of the arms race, new wars erupted, first against the Clans, and then between the Great Houses and Periphery states of the Inner Sphere. In the fires of the Word of Blake Jihad, destruction reached a level not seen since the early Succession Wars—but the stricken realms persevered.

Objectives: Capellan Confederation describes the state of the major factories, training centers, and command centers of House Liao's Capellan Confederation in the wake of the events described in *Jihad Hot Spots: Terra*. Including detailed stats on every key system within the realm, this supplement also includes basic rules to help guide players in developing *BattleTech* scenarios focused on defending—or attacking—these critical sites.



TO: Devlin Stone
FROM: David Lear
Date: 30 December 3079

Knowing that the Capellan Confederation is likely to be the biggest outside opponent and obstacle, I have commissioned a series of supplements starting with House Liao to detail its Commonalities manufacturing and logistical capability. Briefly discussed in my Field Report, there is much more to go over than just the size of and skill of its military formations that was detailed in my previous document. An Army lives on its "stomach", and if you take away its ability to resupply and replace its losses, you take away its capability to fight.

Knowing that we will likely be the primary target for the Confederation in the coming years, it seems prudent to assemble the systems that would be the most viable targets for retaliatory action. Not limiting this report to simply Industrial targets, I have expanded it to list major academies and logistical and command centers so should we be forced to a fight, we can thoroughly plan our objectives to hit whatever we need to achieve our desired effect.

Though small compared to the other Inner Sphere powers, the Confederation remains in a strong place. It's neighboring rival, the Federated Suns is spread thin across multiple borders. The Free Worlds League is one in name only, splintering into over half a dozen provinces, none of which can do more than mount some probing raids on it. With its rimward border covered by a loyal Magistracy of Canopus, it leaves only their border with us a perceived significant threat to them.

HOW TO USE THIS BOOK

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

This first section of this book—the *Confederation Overview*—is a brief update on the history of the systems within the *Confederation*. Split up into two groups, the first is *Industrial Update* and the second is *Strategic Integrity* detailing what happened to them as a whole during the Jihad.

The next chapter, *Industrial State*, covers the state of all the military industrial companies still functioning and producing war material for its various provinces and what defending units are stationed within the system. Listing the systems by Commonalities, the subsections are broken up into *Industrial* systems that have war material and components being produced in that system, and *Strategic Systems* that are Commonality capitals and other systems containing logistical targets such as refit centers, Academies, and non-production dry docks.

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

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

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Special Thanks: To Herb and Randall for letting me give this product line a shot.

Developer's Note: For more information about the Capellan Confederation Industry see *Handbook: House Liao Field Manual: Capellan Confederation*, *Field Manual: Updates*, any of the *Jihad* line of products, or *Technical Readout: 3085*.



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CONFEDERATION OVERVIEW

The Confederation's infrastructure suffered many blows at the onset of the Jihad, starting with Duke George Hasek's Operation SOVEREIGN JUSTICE. With many Confederation industries concentrated on a handful of systems, as each world was hit, so were most of their factory complexes. Word of Blake's eventual follow-ups were no less devastating—indeed, in one case, Necromo, a world—and its entire productive output—was outright destroyed.

INDUSTRIAL UPDATE

Early on, the military industries of the Capellan Confederation were hit hard, first by the Federated Suns in an effort to liberate the former St. Ives Compact, and later on when the Word of Blake descended upon them in several attempts to decapitate the small state. After the second attempt to conquer Sian failed in 3074, attacks against the Confederation largely tapered off to scattered raids and assassination attempts. Nearly a year passed with only isolated incidents before the Confederation—after furiously rebuilding its depleted strength—struck back in force against the Word of Blake and fighting began anew.

Ceres Metals took the most damage during the fighting by far, with its numerous facilities in the St. Ives and Sian Commonalities struck repeatedly. St. Ives took the worst of the damage, as security forces attempting to deny the Federated Suns troops access to the production facilities executed "scorched earth" tactics during their retreat. This damage, however, was moderate compared to the following Word of Blake assaults, where aerial and orbital bombardment resulted in the near destruction of Ceres' half-repaired facilities. The only site left unharmed was Ceres' factory on Menke, where elements of McCarron's Armored Cavalry were stationed during their counteroffensive and successfully deterred any potential raiders.

The second largest corporation, Earthwerks, was hit equally hard on Grand Base and Ares. However, where Ares was attacked by AFFS troops, the Grand Base complex was instead the victim of industrial sabotage (possibly by rival Tao Mechworks). The latter attack nearly destroyed Earthwerks' fusion engine plant, and caused significant collateral damage to the surrounding buildings. Earthwerks' retaliation on Styk promised to escalate the affair into a full-fledged corporate war until the Jihad spread deeper to Capellan space and forced the rival companies to put aside their differences. (Undoubtedly, the Chancellor himself also played a role in settling this dispute as well.)

Hellespont Industries lost much of their personnel and operating capital between the two campaigns for Sian, but this was due to their lending of company security forces to surrounding areas during the second assault. With security troops taking up garrison work for the state, front-line forces were free to reinforce and protect the Forbidden City. The gamble paid off, saving Sian despite widespread damage to Hellespont's facilities. In gratitude, Chancellor Sun-Tzu personally assisted in relieving much of the com-

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

CAPPELLA COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Ares (Bergan)	38%	82%
Ares (EarthWerks)	25%	90%	
Ares (Quikscell)	85%	52%	
Bithinia (Bithinian)	0%	100%	
Capella (Ceres)	0%	91%	
Capella (Ras-Owens)	0%	80%	

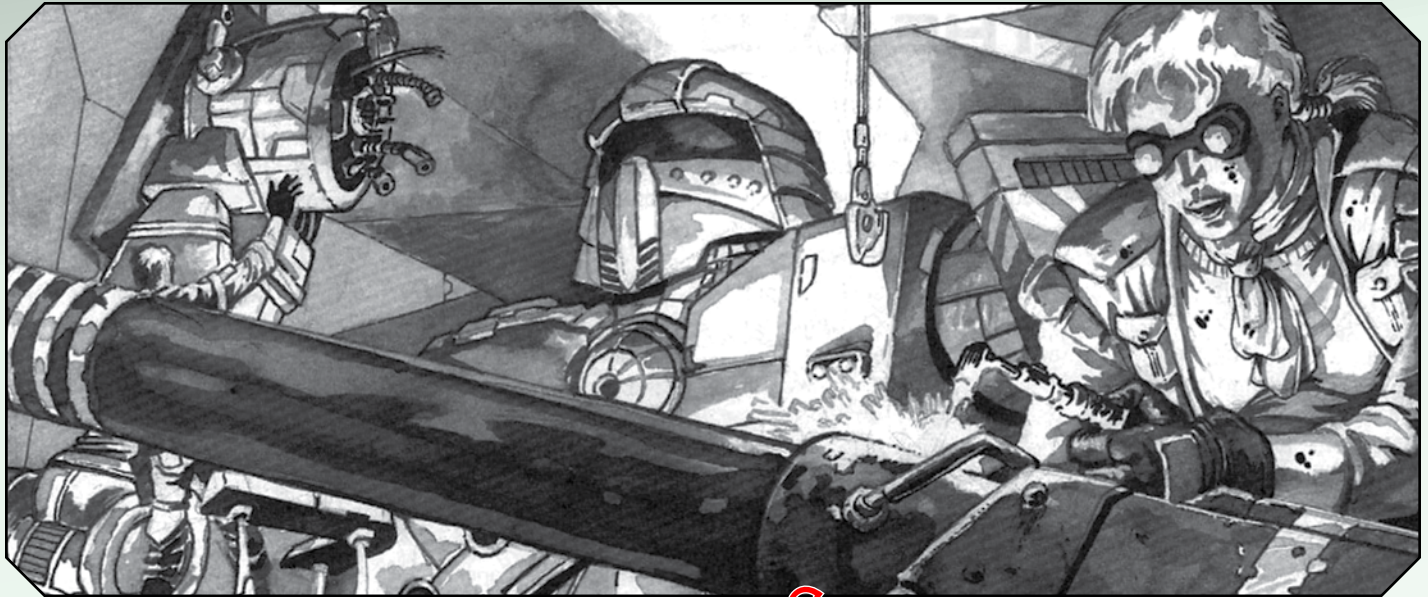
LIAO COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Corey (Hollis)	0%	100%
Nanking (Kallon)	85%	13%	
Sarna (Asuncion)	0%	95%	
Sarna (Tengo)	0%	100%	
Styk (Tao)	63%	63%	

SIAN COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Betelgeuse (Aldis)	18%	100%
Betelgeuse (Firmir)	45%	78%	
Betelgeuse (Hellespont)	0%	88%	
Grand Base (EarthWerks)	38%	70%	
Menke (Ceres)	0%	100%	
Menke (Menke)	0%	100%	
Menke (SCorps)	0%	100%	
Sian (Ceres)	47%	90%	
Sian (Hellespont)	50%	82%	
Sian (Hellespont MW)	22%	89%	
Sian (Saroyan)	60%	76%	

ST. IVES COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Indicass (Ceres)	22%	100%
St. Ives (Ceres)	86%	45%	
St. Ives (HildCo)	67%	42%	
St. Ives (Mujika)	20%	100%	
St. Ives (SCorps)	72%	66%	
St. Ives (Tengo)	22%	100%	
Texlos (HildCo)	25%	100%	
Texlos (Kajuka)	30%	100%	
Texlos (Texlos)	22%	100%	
Warlock (Ceres)	39%	79%	

VICTORIA COMMONALITY	System (Company)	Losses*	Current Operating Capacity
	Victoria (EarthWerks)	0%	100%
Victoria (Shengli)	84%	63%	
Victoria (Trellis)	0%	100%	

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



pany's reconstruction costs, and authorized development of a new Hellsport facility on Betelgeuse.

Outside of the early fighting and the loss of all assets on Necromomo, many of the Industrial systems still held by the Confederation are fully repaired and back up to full production capacity, though several key ones are still suffering from the lingering effects of damage. During the Jihad, companies set-up temporary assembly lines to produce RetroTech versions of many older designs, but as more advanced facilities came back online these were shut down to shift resources back to more capable products. Most of these are now shut down, with only Hellsport and Asuncion still operating (at reduced capacity).

Statewide, the Confederation's military output is completely dedicated to rebuilding its front-line and Home Guard forces, as well as those of its Magistracy allies. It would not be surprising to see their rejuvenated armies unleashed on our borders in the coming years in an effort to retake systems that they deem historically "Capellan", such as Tikonov.

TEMPORARY RETROTECH FACILITIES (SHUT DOWN BY END OF 3079)

System	Company Name	RetroTech Products
Boardwalk	Confederation Defense Corp.	FireBee, Thunderbolt
Glasgow	Wesley Industries	Firebee
Tsinghai	Hollis Incorporated	Xanthos
Ward	Ceres Metals Industries	Emperor, Helepolis, Rifleman

STRATEGIC INTEGRITY

As with its industries, the concentration of the Confederation's major academies and command centers on only a handful of worlds proved to be a double-edge sword. As each system was hit, the logistical assets allowed the defenders to concentrate their strength around each vital target, but it also meant that the fighting damaged just about every facility located on-planet.

The Liao and St. Ives Commonalities were—as expected—hit the worst. Their training cadres were thrown into the fight, decimated as they put up a valiant defense against various attackers. The regional training centers (RTCs) and command centers were often struck first, often to devastating effect.

Overall, the RTCs of the various duchies are playing a far greater role than anyone else expected. With most only producing tank crews and infantry soldiers, those destroyed in the early part of the decade were able to recover with little loss in materiel. Only the most coreward duchies are still missing their RTCs, but even those may come back online within the next two years. These centers, having by far the largest classes within the Confederation, are graduating soldiers for conventional units at an alarming rate, but at a noticeable expense of quality. This is not surprising, as the home guard commands remain just under sixty percent strength at the time of this writing.

While this may not seem like much of a handicap when compared to front-line forces of the Inner Sphere, it should be noted that there is traditionally a home guard regiment providing the normal defense for every system. This perhaps illustrates why the Confederation is so focused on rebuilding, as its primary mobile defense is in disarray. Without the support of home guard troops, the Capellans are currently ill prepared to launch any offensives more damaging than a raid.



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