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: Periphery describes the state of the major factories, training centers, and command centers of the Periphery in the wake of the events described in Jihad Hot Spots: Terra. Including detailed stats on every key system, this supplement also includes basic rules to help guide players in developing BattleTech scenarios focused on defending—or attacking—these critical sites.
The following report is brief compared to the other documents in this series, though this one covers multiple nations. This is due to the smaller number of worlds on which factories and installations of note can be found. Additionally, the lack of firm intelligence and the insular nature of the people of the Periphery means this report is more prone to inaccuracy and has more than its fair share of conjecture.

What is notable in this report is the improvement in technological competence of several Periphery nations. The Taurians, for example, lost considerable personnel and industrial capability, but what survived seems to have experienced an impressive leap forward. There are also indications of new construction to supplant losses on several planets. This would have been unthinkable just a few decades past. While the future products of the new factories remain unknown, indications exist that they will utilize advanced technology. This may be a long-term concern: while we might hope to force reductions in military strength in the wake of the Jihad, the Periphery states have little reason to comply.

The biggest unknown is the Deep Periphery. While always concealed by the murk of distance and disinterest, the absence of updates in recent years is a problem that needs redress. While conducting surveillance in the open may be undesirable, efforts should be undertaken to prevent us from getting blindsided. Such missions might also offer information on Clan encroachments and it never hurts to have more friends, even small ones. Their direct influence may be limited, but small forces on the rim of the Inner Sphere can distract the Successor States.

Beyond the advantages the Periphery may provide for our own agenda, we would do well to identify potential allies and enemies merely because we can rely on our rivals to do the same. And we may wish to eradicate some of the smallest enemies before they have time to recover.
CONCORDAT OVERVIEW
The Taurian Concordat suffered the worst in the Jihad of all the major Periphery powers. While some of it was due to their choice of allies, the rest was due to their own rampant paranoia. Asteroids cut off the head of the government when they smashed into Taurus, and the emotional toll was increased by the takeover by the military. With factories lost to astronomical attack and others lost to marauding mercenaries, the Taurian military launched an all-out assault on the Federated Suns. Given the major attrition in infrastructure, the campaign further decimated the TDF that it now seems possible that the Calderon Protectorate could make significant gains.

INDUSTRIAL UPDATE
Loss is the most appropriate word to describe the state of the Taurian military industrial complex. They lost the factory on Perdition and the facilities on MacLeod’s Land and Sterope suffered major damage from the Hansen’s Roughriders. Their impressive facilities on Taurus were lost when the asteroids fell.

Taurus Territorial Industries suffered the worst of all the Concordat industries. Their facilities on Taurus and Sterope did not survive. This crippled the Taurians’ single largest weapons producer. While the Sterope factory is now undergoing repairs, it is at but a fraction of its capacity. Several lines will need complete replacement. There is intent to rebuild on Taurus as well, but that will require a complete ground-up construction effort. The company built a new factory at the Jansen’s Hold facility to turn out (Primitive) BattleMechs and quickly provide garrison ‘Mechs.

Pinard Protectorates Limited also suffered significant damage. The factories on Perdition and MacLeod’s Land faced the tender mercies of the Roughriders. While the MacLeod’s Land facility is technically not a total loss—our estimates place its current capacity at one-fifth its former level—little has been done to begin the rebuilding of this private company’s factories. The shattered Taurian economy has prevented any government funds from being provided to the company as incentive to rebuild. This should continue for several years at least.

Vandenberg Mechanized Industries has emerged as the largest military manufacturer in the Concordat outside of the Hyades Cluster. With none of their factories suffering damage, their production level has remained at its maximum capacity with shifts operating around the clock to turn out as much materiel as possible for the TDF.

Sterope Defense Industries has returned to about half their production level on Sterope, while Alphard Trading Corporation’s factory on Perdition is a complete loss, with the company uncertain it will rebuild in the Concordat. Edge Industries on Celano suffered minor damage when the Calderon Protectorate staged a raid, but they have nearly recovered completely from the attack. The other minor industrial companies of the Concordat continue their operations without a break; the pace demanded for the war efforts taxes personnel and machinery to their limits. Liberty Arms was founded and built their Jamestown plant to produce (Primitive) BattleMechs in 3075, a process that will likely taper off as damaged factories are brought back online and the necessary supplies are diverted back to their usual destinations.

STRATEGIC INTEGRITY
The military training apparatus of the TDF suffered comparable damage. Gone are the École Militaire of Taurus along with the University of Taurus. Training for MechWarriors has resumed on Taurus, but the quality of future graduates will pale beside those who came before with the loss of the facilities and the faculty. The losses of experienced personnel capable of training cadets in the conflict with the Federated Suns will further hamper their education. New Vandenburg’s Naval Institute and Samantha’s Concordat Aerospace Flight School were not subject to enemy aggression and despite the departure of most senior cadets and combat-able faculty for the war effort, instruction was uninterrupted at both throughout the Jihad.

Aside from those lost on Sterope, Perdition, and MacLeod’s Land (where the University was also razed to the ground), the local training academies are all intact. These lesser schools generally train only local militia to defend important installations. This sees their presence limited to those worlds deemed important by the Concordat government, usually worlds with factories or critical infrastructural necessity to the nation as a whole.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

<table>
<thead>
<tr>
<th>System (Company)</th>
<th>Losses*</th>
<th>Current Operating Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brinton (O/P Computer Electronics)</td>
<td>0%</td>
<td>80%</td>
</tr>
<tr>
<td>Celano (Edge Industries)</td>
<td>35%</td>
<td>70%</td>
</tr>
<tr>
<td>Dicallus (Bowie Industries)</td>
<td>0%</td>
<td>90%</td>
</tr>
<tr>
<td>Illushin (Vandenberg Mechanized Ind.)</td>
<td>0%</td>
<td>95%</td>
</tr>
<tr>
<td>Jamestown (Liberty Arms)</td>
<td>0%</td>
<td>90%</td>
</tr>
<tr>
<td>Jansen’s Hold (Taurus Territorial Industries)</td>
<td>0%</td>
<td>75%</td>
</tr>
<tr>
<td>MacLeod’s Land (Pinard Protectorates Ltd.)</td>
<td>90%</td>
<td>20%</td>
</tr>
<tr>
<td>New Vandenburg (Concordat Tele &amp; Trans)</td>
<td>0%</td>
<td>95%</td>
</tr>
<tr>
<td>New Vandenburg (Paulina Weapons)</td>
<td>0%</td>
<td>80%</td>
</tr>
<tr>
<td>New Vandenburg (Vandenberg Mech. Ind.)</td>
<td>0%</td>
<td>85%</td>
</tr>
<tr>
<td>Organo (Pinard Protectorates Limited)</td>
<td>0%</td>
<td>75%</td>
</tr>
<tr>
<td>Perdition (Alphard Trading Corporation)</td>
<td>100%</td>
<td>0%</td>
</tr>
<tr>
<td>Perdition (Pinard Protectorates Limited)</td>
<td>100%</td>
<td>0%</td>
</tr>
<tr>
<td>Pinard (Pinard Protectorates Limited)</td>
<td>0%</td>
<td>80%</td>
</tr>
<tr>
<td>Pinard (Pinard-Dicolais Electronics)</td>
<td>0%</td>
<td>80%</td>
</tr>
<tr>
<td>Pinard (Vandenberg Mechanized Ind.)</td>
<td>0%</td>
<td>90%</td>
</tr>
<tr>
<td>Pinard (Wingman Enterprises, Ltd.)</td>
<td>0%</td>
<td>75%</td>
</tr>
<tr>
<td>Sterope (Sterope Defense Industries)</td>
<td>85%</td>
<td>50%</td>
</tr>
<tr>
<td>Sterope (Taurus Territorial Industries)</td>
<td>90%</td>
<td>35%</td>
</tr>
<tr>
<td>Taurus (Magna Metals)</td>
<td>0%</td>
<td>95%</td>
</tr>
<tr>
<td>Taurus (Taurus Territorial Industries)</td>
<td>100%</td>
<td>0%</td>
</tr>
</tbody>
</table>

*Capital and personnel losses at location since the start of the Jihad.
INDUSTRIAL STATE
Battered and much-reduced, the Taurian industry staved off the onslaught of asteroids, pirates, former allies and vengeful mercenaries enough to maintain some output. Though some factories were total losses, others are undergoing repairs and expansion.

INDUSTRIAL SYSTEMS

BRINTON

Star Type (Recharge Time): F2V (173 hours)
Position in System: 5
Time to Jump Point: 18.75 days
Number of Satellites: 2 (Onion and Turnip)
Surface Gravity: 1.05
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 25°C (Cool-Temperate)
Surface Water: 57 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Avian
Population: 22,750,000
Socio-Industrial Levels: B-B-B-B-B
Defending Forces: None
Landmasses (Capital City): Fawcett (Richard), Charlton, Harvey, and Gladstone
Importance: Industrial

Famed for its computer industry, the importance of Brinton has seen O/P Computer Electronics increase the size of its standing defense force to one AeroSpace regiment and a regiment of well-trained infantry; one of the infantry companies is equipped with battle armor. An ancient bioweapon set off by Capellan raiders decades ago continues to infect and kill all visitors. Products are shipped offworld by NBC-suited personnel who vent the entire cargo area to space to kill any infectious material that tagged along.

O-P COMPUTER ELECTRONICS

Main Products: Communication systems, and Targeting and Tracking systems
Location: Fago (Charlton)
Local Terrain: Flatlands, Urban
Local Climate: Arid

CELANO

Star Type (Recharge Time): F4V (175 hours)
Position in System: 4
Time to Jump Point: 16.10 days
Number of Satellites: None
Surface Gravity: 1.00
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 29°C (Temperate)
Surface Water: 78 percent
Recharging Station: None
HPG Class Type: None
Highest Native Life: Fish
Population: 85,000
Socio-Industrial Levels: B-D-C-C-C
Defending Forces: None
Landmasses (Capital City): Aquila (Abruzzo), Maytal, and Whirlstorm
Importance: Industrial

Only recently colonized by the Taurians, the world’s lone industry began with LosTech Inc. refurbishing and selling off the stores from an old SLDF cache. When LosTech went bankrupt, it took foreign funding for Edge industries to take over the operation. With little habitation, especially on the deadly storm-swept plains of Whirlstorm, Celano typifies the Inner Sphere stereotype of a Periphery world, in which the struggle for survival is the focus of the local population.

EDGE INDUSTRIES

Main Products: Standard and Ferro-Fibrous/Aluminum Armor, Streak SRM launchers, tank guns, and ordnance
Location: Edgewood (Aquila)
Local Terrain: Woodlands
Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: Abruzzo (Aquila)
Local Terrain: Coastal
Local Climate: Stormy
ILLIUSHIN

Star Type (Recharge Time): M6V (207 hours)
Position in System: 4
Time to Jump Point: 2.34 days
Number of Satellites: 1 (Eye)
Surface Gravity: 1.01
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 27°C (Temperate)
Surface Water: 65 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Avian
Population: 35,000,000
Socio-Industrial Levels: C-C-B-C-A
Defending Forces: None
Landmasses (Capital City): Flight (Dilyalevo), Harbor
Importance: Industrial

Visitors are initially put off by the large companion dogs of all natives. Necessary to defend against the varied, cunning and deadly predators, who have resisted all eradication efforts, the dogs were engineered centuries ago. The dogs’ long lifespans ensures people have a guardian throughout much of their lives.

BOWIE INDUSTRIES

Main Products: Gabriel Hovercraft
Location: Nürnberg (Weiss)
Local Terrain: Urban
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry
Location: Nürnberg (Weiss)
Local Terrain: Urban
Local Climate: Mild

VANDENBERG

MECHANIZED INDUSTRIES

Main Products: Shadow Hawk, Stinger, Commando and Griffin BattleMechs; Union-class DropShips; small craft; jump jets, short range missiles; Tora and Xanthos (Primitive) BattleMechs
Location: Cheese Whey (Pasteur)
Local Terrain: Mountain/Urban
Local Climate: Windy

Originally built as a covert factory hidden from observing eyes due to the general prohibition against invading the agricultural paradise, it eventually expanded into plain view. Though some of the output is dedicated to the honor guard protecting the world’s precious food-stuff industry, most product stacks up on the outbound DropShip warehouses, competing for export priority with the many cheeses.