Planetary System: Caldwell Number of Planets: 5 Inhabitable Systems: 1, Caldwell 1 “Caldwell”	Caldwell 1 “Caldwell” Jump Point Distance: 18.7 days System Position: 1st Moons: 0 Surface Gravity: .73 G Atmospheric Pressure: Breathable Equatorial Temperature: 18 degrees Celsius Surface Water: 60% (75% locked in polar icecaps) Highest Native Life: Mammal	Ruler: Prince Heinrick Van Weer Government: Principality of Caldwell- Monarchy / Representative Democracy; Free Farmers Republic- Socialist Collective Key Individuals: Chancellor Alana Merdak Capital: Calwell City Population: 710,000; 32,000 Socio-Industrial Levels: D-C-A-C-B; F-D-A-F-D

Political/Government: The Prince of Caldwell is the sovereign of the realm, but he delegates his authority to the Chancellor that manages day-to-day governance of the state. Legislative authority is vested in a bi-cameral system consisting of an elected 60 member lower chamber from which all domestic legislation originates, and an appointed 20 member upper chamber (appointed by the Prince). The 2nd, upper chamber validates all lower chamber legislation for the Prince's certification, provides council to the Prince, reviews the activities of all government agencies, and completes all foreign related legislative activities (declarations of war, treaties, etc.). In the case of foreign affairs legislation, the lower chamber provides counsel to the prince.

The Chancellor is elected every two years by the lower chamber, but does not have to be serving in that chamber. The Chancellor is certified by the upper chamber and approved by the Prince. The Chancellor selects a cabinet that is certified by the upper chamber, and the cabinet assists the Chancellor in managing the bureaucracy. The Chancellor manages day-to-day governance of the state, including acting as chief executive for government agencies. The Chancellor certifies all legislation for the Prince. If the Prince does not affirm or veto legislation, the Chancellor's certification/non-certification stands.

Principality of Caldwell GDP runs at about 1 Billion C-Bills. Total tax revenues amount to approximately 250 million C-Bills per year. Of this, approximately 60 million C-Bills are provided in tribute to the interstellar government. The Prince receives 20 million C-Bills as a personal income. The planetary government is allotted 90 million C-Bills, city governments receive 50 million C-Bills, and rural jurisdictions receive 30 million C-Bills.

Law is enforced by sheriffs elected by city and rural communities and by marshals appointed by the Prince; there are 18 sheriff's departments (across the planet there are approximately 160 deputies). Marshals are appointed to a geographic area and it is not uncommon for a senior sheriff to be appointed to a marshal's duty; there are 5 marshal districts. Judicial activities are overseen by a council of judges appointed by the Prince (total marshal staff is approximately 85 marshals and deputies). These judges are assigned to various districts and "ride circuit" throughout the districts. There are 5 judicial districts that correspond to the same geographic areas as marshal districts plus a Prince's court (there are a total of 23 judges-4 per district and 3 on the Prince's Court- and approximately 75 support staff).

Military: The military consists of a military headquarters, three infantry battalions, and three combined arms battalions. The total military force consists of 3,610 personnel operating 84 Steam Cars, 84 Steam tanks, 36 3-Inch Naval Guns as field artillery pieces, 36 steam tractors, 72 Armored Wagons, and 72 teams of horses or oxen. Additionally, the military controls 4 Ironclad Warships, 10 Steamships, 4 Airships, 4 Train Engines, and 10 Armored Train Cars. Unless otherwise noted, the Principality's military forces are all rated at Regular experience. The budget for the military consists of a 32 million C-Bill operating budget and an 8 million C-Bill capital budget. Total annual salaries amount to 22,770,000 C-Bills of the operating budget. The remainder of the operating budget is split between fuel, ammunition, maintenance, training, and soldier support. The capital budget is dedicated to the replacement of equipment and development of new defense systems.

Principality of Caldwell Military Structure				
High Command (20 personnel)				
	3 x Combined Arms Battalion			
		1 x Headquarters (16 personnel)		
		1 x Cavalry Company		
			HQ element (6 personnel & 2 Steam Cars)	
			3 x Cavalry Platoons (12 personnel & 4 steam cars)	
		2 x Armor Companies		
			HQ element (12 personnel & 2 steam tanks)	
			3 x Armor Platoons (24 personnel & 4 steam tanks	
		2 x Infantry Companies (Light)		
			HQ Element (4 personnel)	
			3 x Infantry Platoons	
				HQ Element (2 personnel)
				4 x Squads (7 personnel), Bolt Action Rifle, MG Light
		1 x Artillery Battery		
			HQ Element (3 personnel)	

			3 x Platoons (2 3 inch Naval Guns, 2 Steam tractors, 13 personnel)	
		1 x Support Company (60 personnel; sustainment)		
	3 x Infantry Battalions			
		1 x Headquarters (16 personnel)		
		1 x Cavalry Company		
			HQ element (6 personnel & 2 Steam Cars)	
			3 x Cavalry Platoons (12 personnel & 4 steam cars)	
		2 x Infantry Companies (Heavy)		
			HQ element (4 personnel & horses)	
			3 x Infantry Platoons (Heavy)	
				HQ Element (2 personnel & horses)
				4 x Squads (7 personnel, 1 armored trailer, 4-6 horses), SMG (Rugan), plasteel armor
		2 x Infantry Companies (Light)		
			HQ Element (4 personnel)	
			3 x Infantry Platoons	
				HQ Element (2 personnel)
				4 x Squads (7 personnel), Bolt Action Rifle, MG Light
		1 x Artillery Battery		
			HQ Element (3 personnel)	
			3 x Platoons (2 3 inch Naval Guns, 2 Steam tractors, 13 personnel)	
		1 x Support Company (60 personnel; sustainment)		
Naval Group: 4 Ironclads and 10 Steam Ships + 440 personnel				
Air Group: 4 Airships + 40 personnel				
Rail Group: 4 engines, 10 armored rail cars + 74 train men				
Reserved military equipment: 6 light rifle field guns with 6 teams of horses (4), 2 medium rifle field guns with 2 teams of oxen (6), and 10 "MG" field guns with 10 teams of horses (2)				

1st CAB and 1st Infantry are both located in Caldwell City. 2nd Infantry is spread throughout the mining towns. 2nd CAB is located in Kerrow. 3rd Infantry is split with 2 companies in Waverly, and Varnow. 3rd CAB has both infantry companies stationed in Hibbert with both armor companies stationed in Dalaston.

In additional to the formal military defense force, the prince maintains a personal retinue of mechwarriors, aerojocks, and bodyguards that he pays for directly out of his own stipend. They are both a supplement to his defense forces and a guarantee for his retention on power. The prince pays a flat salary and individuals are responsible for maintaining their equipment out of that salary. Based on the mission, the prince also pays a bonus or offers salvage rights.

Name/Group	Experience	Equipment	Salary
Prince Van Weer	R	ENF-4R Enforcer	NA
Prince's Support staff (6 Techs)	V, R, R, R, G, G	1 mobile field base	180,000
Andrew Sikes & 3 Techs	V, E, V, V	EXC-B2 Excalibur	310,000
Pratesh Sancrit & Barb Costas	R & R	WSP-1A Wasp & LCT-1V Locust	135,000
Alicia Medows	G	JR7-D Jenner	72,000
Chandler Khristiansen	G	CLNT-2-3T Clint	77,000
Palvoc Natesh, tamir Abu Naid, Hamid Al Tan, Greta Nordstrom, 5 technicians	V, V, R, R, R	4 x CSR-V12 Corsiar	560,000
Harold Ickes & 20 bodyguards	E, V	Plasteel Armored Suits and Laser Rifles	257,000
* The prince also has a severely damaged Zeus battlemech that requires a multitude of spare parts. He intends to make it operational and to use it as his primary mech. If he is successful, he will probably loan his personal confidant and leader of his bodyguard, Harold Ickes, the Enforcer. Harold Ickes is effectively a regular mechwarrior.			

Economy: The Principality of Caldwell is almost completely self-sufficient, and its technological level is roughly equivalent to the late 19th century. More than 50% of the population is involved in agricultural production, but the planet also supports a significant mining industry, as well as fishing. GDP of the planet roughly amounts to 1 billion C-Bills, roughly 1400 C-Bills per capita or 5000 C-Bills per family. The planet only exports about 5 million C-Bills worth of gem quality minerals and also receives about 10 million C-Bills from tourism and services for foreigners. Of the 100,000 plus families involved in farming, only 30% own and operate farming machinery that is not animal powered, and most farm machinery that does exist is steam powered.

Major Companies:

Calvoris Communications, Media and Transport: This company controls the only jumpship that regularly services Caldwell. Calvoris Media and Transport owns a Merchant-class Jumpship and 3 Buccaneer Dropships. Its communications and media departments are rudimentary and exist because Calvoris is able to bring news, media, and entertainment from the outside world.

Johann Fuches, Inc: Produces agricultural equipment including large agricultural vehicles

Reltor Corp: Produces large vehicles (ships, boats, trains) and heavy military equipment

TSR (Traveler's Safari Run): Creates hunting gear, sponsors hunting for foreign clients, produces high-quality fire arms

Aventor Centralized: Mining and Refinement.

Accent Club: A large resort featuring gambling and other activities that would be illicit in other jurisdictions.

Social: Society in the Principality of Caldwell is not "officially" stratified in any economic, religious, or social structure, but there are effectively four classes of people: 1, "Nobility" This consists of the Prince, his appointed leaders, members of the legislature, and powerful businessmen. 2, An upper-middle class of Professionals including government officials, educators, lawmen, etc. 3, A middle class group of skilled labor, farmers with access to industrial farm equipment, etc. 4, A collection of poor, subsistence farmers and unskilled, urban laborers. There is a good deal of friction within the society, but the Prince and the elected officials play the middle class against the poor. Below is a chart that outlines the disparity.

Group	% of population/#	Average Salary/Total of GDP	Compare 2015 ratio
Prince	.0000001/ 1	20 million	$174 million
Nobility	.5% / 3550	28,000 / 100.7 million	$997K / family
Upper-middle class	15.5% / 110,050	2800 C-Bills per Capita / 308.14 million	$97K / family
Middle Class	50% / 355,000	1250 C-Bills per Capita / 443.75 million	$43K / family
Poor	34% / 241,400	500 C-Bills per Capita / 120.7 million	$17K /family

Information: There are 3 broadcast television (1 public access and 2 Calvoris media) stations based out of Caldwell City as well as 6 broadcast radio stations in the capital. Every city has at least one radio station of its own. The Prince's radio station, as well as all three TV channels, is rebroadcast throughout the entire area controlled by the Prince. There are a variety of periodicals in each city. In the western and southern cities there are several FFR-aligned newspapers. Information from off-planet is tightly controlled and very difficult to access. Outside of Calvoris and the Prince, the only real news that gets into the planet is what is brought by travelers.

Infrastructure: The main city, Caldwell City, is a larger city with full city functions and infrastructure. The remaining cities have limited infrastructure. There is a planetary radio retransmission system that provides for low-bandwidth internet and television for outlying areas, and residents in Caldwell City have access to cable television. The Principality of Caldwell footprint extends 600 to the east of Caldwell City where Dalaston sits on the banks of the freshwater inlet. Between Dalaston and Caldwell City, the town of Hedon lies on the island in the inlet and is a city dedicated to gambling and all forms of illicit

entertainment. 550-700km to the north of Caldwell City lays 3 mining towns, Providence (25K), Sanctuary (10k), and Stone Mountain (5K). To the far west of Caldwell City (1100 km), the town of Waverly sits on the banks of the Great Lake. Halfway between Caldwell City and Waverly (and slightly to the south) sits the planets second largest city, Kerrow. Varnow is about 350 km south of Kerrow and Hibbert is 500 km southeast of Kerrow. There are solid rail lines connecting Caldwell City to Kerrow, Hibbert, Dalaston, and the mining towns and two lane, paved highways connecting all other major cities. While these avenues allow armor forces to transit quickly, armor is normally transported by water, rail, or travels overland to avoid damaging the highways. The highways can support wheeled vehicle traffic that does not exceed 10 tons per axle and tracked vehicles that do not exceed a total of 15 tons. The rail bridges are rated to 200 tons while the highway bridges are rated to 55 tons. There is no "power grid". Instead, each city maintains several electrical generators with the major cities capable of providing 24 hours of power/day to all residents with smaller cities able to provide 12-18 hours of continuous power per day. Residential heating is provided mostly by wood or charcoal in the cities and by farm waste in rural areas.

Physical Environment: The planet is roughly 1/3 the size of Earth and surface gravity is equivalent to 70% of Earth gravity. The atmosphere consists of about 68% nitrogen and 28% Oxygen and other trace gases. In the past, the surface of the planet was covered by almost 60% water with a low salinity, but climatological changes in the past 100,000 years have resulted in 75% of the surface water being locked in polar ice caps. The remaining water has a very high salinity (25%) and the remaining oceans are virtually lifeless (there are less than 50 different species of flora and fauna adapted to salty environment, and only 3 of them large fish). The equatorial temperature averages 18 degrees Celsius, with nightly temperatures commonly near 3-4 degrees Celsius and mid-day temperatures near 45 degrees Celsius. Caldwell-I has two major continents, but human habitation is centered on the larger continent near the major bodies of fresh water. The fresh water lakes are replenished during a bi-annual rainy season and can grow and shrink more than 50% over the course of a season. The smaller continent is inhabited by all sorts of dangerous native predatory life (populations of these beasts on the main continent have been severely reduced over the past 300 years). Major predators include Vishniki's Screamer, Tamathian Hunter, and the Ashnix. Other major species include the Tiagan Yak, Tern's Lummox, and Readal's Leaper.

Time: Because society is very controlled and the economy is slow, time is perceived slowly by the members of Caldwellian society. Time is heavily regimented and scheduled with little room for flexibility, but events are scheduled for a longer duration than most Inner Sphere residents are used to. For example, family dinners normally take over an hour to eat; religious services are commonly 4 to 6 hours long. There is not a great deal of competition for the attentions of the citizens.

Technology: Technology on Caldwell ranges dramatically, but the production capabilities of the manufacturing base are generally the equivalent to 1880s-1920s Terra. Manufacturing is generally rough; because the primary consumer demand is functionality, the aesthetics of products are not emphasized.

FARMERS FREE REPUBLIC/HASPORN EMERGENT TECHNOLOGIES

The Farmer's Free Republic is a small, socialist collective of farmers and hunters spread throughout the south west of the main continent. Until 10 years ago they were nothing more than a minor annoyance for the Prince simply because they did not recognize his sovereignty. For the most part, the Caldwell government left them alone. That changed Hasporn Emergent Technologies, a corporation based off of Caldwell-I, set up a research facility in a remote area near the FFR. Previously, Hasporn's facilities produced small, economical generators and desalination/water purification systems for the locals, but a field visit by a company repairman led to the discovery of a species of protozoa in the saltwater marshes of near the FFR that generated excess electrical charges as part of its metabolic processes. These protozoa had "infected" a desalination machine and were effectively shorting out the system. After reporting the issue to the company, company scientists were intrigued. The company dispatched a research team to the planet to investigate the issue further. After determining that there was a commercial potential for this protozoa, Hasporn sent an entire research and development group of 20 scientists and more than 100 support staff and family members. Seeing an opportunity to increase revenues, the Prince demanded that Hasporn pay a premium to conduct business on planet, which Hasporn did. Eventually, though, the Prince began to demand monthly premiums. Hasporn would shortly move its operations into the heart of FFR territory both to avoid these premiums and to be nearer to the protozoa it was conducting research on. Hasporn built a research outpost complete with a trading post and, in order to ensure the outpost's safety, the company developed relationships with the FFR to provide security and access to food.

This relationship has allowed the FFR to thrive and has annoyed the Prince. Early in the history of the outpost, the Prince's Aerospace contingent began to harass the resupply dropships. For this reason, the company now uses a customized, stealth dropshuttle (*The Goose*) to deliver supplies and rotate personnel off planet. Several modified strains of the protozoa show a great deal of promise in converting waste products into compost, electricity, and purified water, but so far the colonies cannot be scaled and are highly susceptible to microbes and antibiotics. Eventually, Hasporn hopes to have developed products that will increase recycling efficiencies in closed systems.

None of this means very much to the FFR other than that they are now more than just a minor annoyance to the Principality of Caldwell and that they have access to a far higher standard of living than they had previously…so much so that the FFR sees several thousand defectors from the lower classes of the Principality of Caldwell every year.

Political/Government: The Free Farmer's Republic is broken down into eight regions that are roughly equal in population. These regions elect two representatives in the fall to represent them for the year in the primary council. The first Primary Council is held in the winter and a head of state is elected from the 16 attendees. The Head of State selects a staff to help to administer the Republic. The Head of State and the staff winter in the capital to review current policies and laws and to draft new policies and laws. During the spring, representatives return to receive the initial draft of legislation and to submit their own legislation for review. The representatives confer for about a week before returning home and do not return until after harvest with the annual harvest. In the interim, representatives review proposed legislation and confer with their constituents as well as administer their local jurisdictions. Some representatives will travel to meet other representatives to gain support for proposals. The Head of State continues to administer all state-wide activities. After harvest, the representatives return to the capital to review and approve proposed legislation.

Each family receives a plot of land that is individually owned for their own subsistence. They also receive access to a communal piece of property according to their share of communal income. Each property is assigned a quota for production. All production in excess of quota can be either kept by the family or re-invested in the community to increase the family's shares in the communal organization. Shares determine the size of a family's plot of land, access to communal property, and, to some extent, relative voice in communal governance.

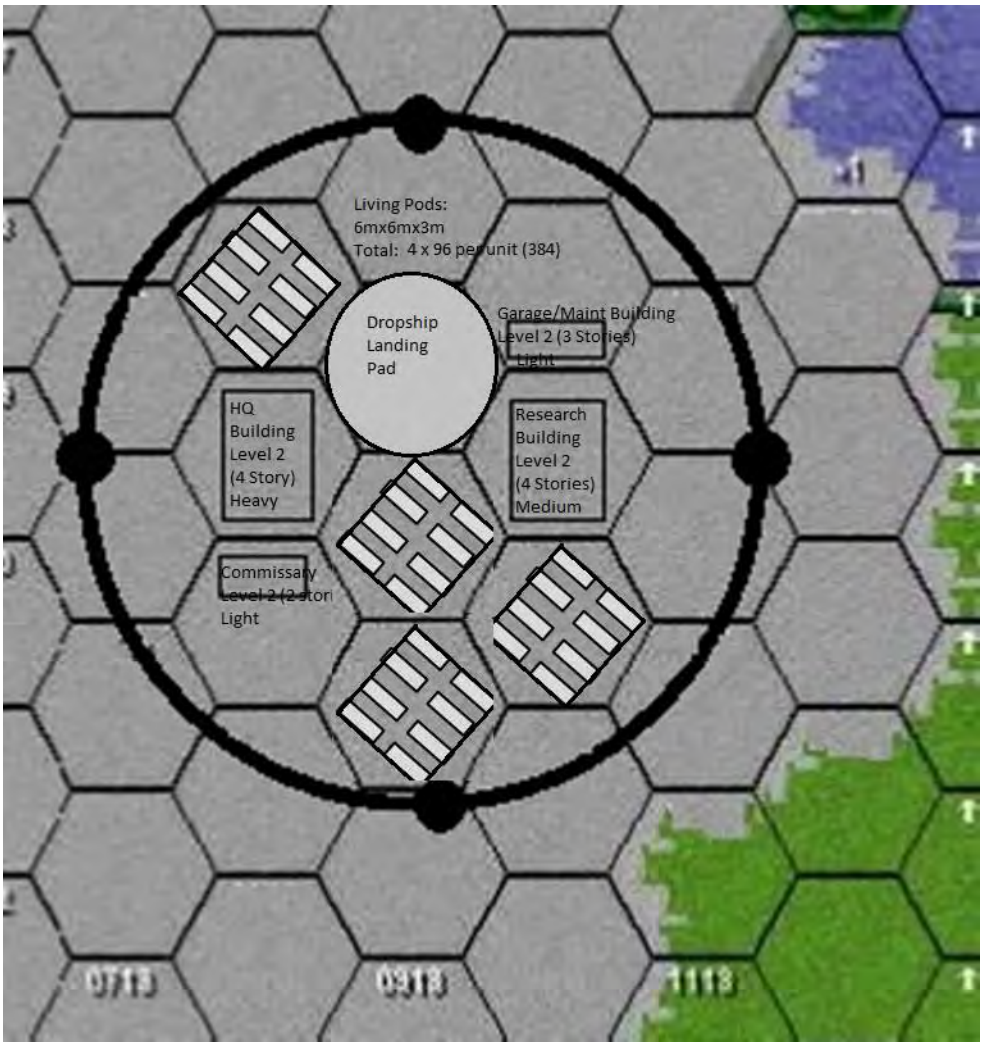
Each region maintains communal property including harvesters and planters that are available to each family. Individual ownership of these types of items is frowned upon, but not expressly forbidden. Since every family owns a share of the communal property, most choose to not maintain their own equipment and instead petition to increase access to communal property through purchases of new communal equipment.

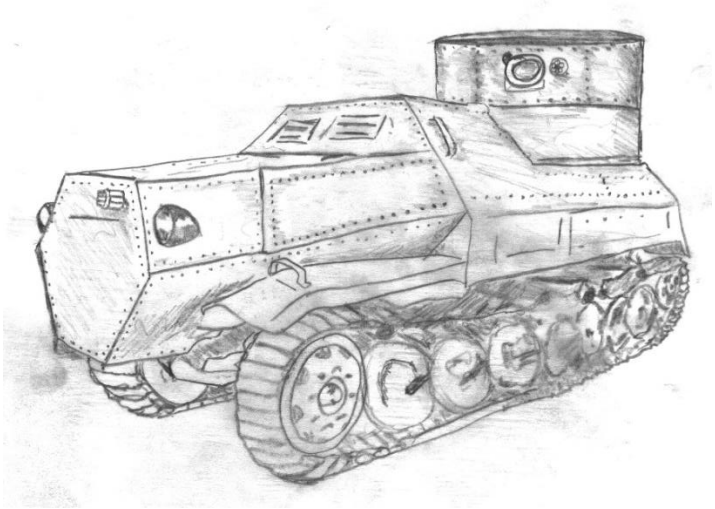
Hasporn Emergent Technologies is a corporation that is led by the Field Office Chief. There are several division chiefs that the Field Office Chief is responsible for that report to him and to their corporate supervisor. These include the Research Division, the Communications Division, the Security Division, and the Support Division.

Military: Each region establishes a militia and the Republic maintains a very small standing army. Recently, this standing army has been able to increase its capabilities through trade with the Hasporn Emergent Technologies company. The formal military force consists of an army force of 130 led by the Major John Tennett (a former infantryman in the AFFS during his youth). The militia consists of the infantry platoons raised and supported by the various regions. Individual militiamen are responsible for maintaining their own weapons and uniform, but crew-served weapons and ammunition are provided by the Republic.

Region	Forces	Rating	Equipment
FFR Army	4 Battlearmor Troops	E	IS Standard Battlearmor
	4 Battle Armor Troops	V	Sloth Battlearmor
	8 BattleArmor Troops	V	Infiltrator Battle Armor
	15 Technical teams (30)	V	Technicals
	3 x 28 man Inf Platoons	V	
Regions (1-8)	1 x 28 man Platoon	V	Elephant Gun
	1 x 28 man Platoon	R	Elephant Gun,
	6 x 28 man Platoon	G	Pump Action Shotgun
Region 7	6 x Armored Lumox w/12 riders	R	6 Armored Lummox w/ MGs

Hasporn emergent technologies does not have a formal military, but it does have its corporate security force consisting of 28 personnel that are the equivalent of Veteran infantrymen. The security detail is not intended to be an offensive force, but there are 2 “Growler” armored jeeps on site and the outpost barrier is 3 levels high and 120 meters (4 hexes) in diameter featuring a research building, headquarters building, garage/maintenance building, commissary, 4 living areas, and a dropship landing pad approximately 30 meters in diameter. The wall itself mounts 4 turrets that each mount a light AC-5 and an SRM-6 and have 22 points of BAR8 armor. The radar and targeting systems are highly effective against aircraft (counts as Anti-Aircraft Targeting Quirk). There is a single, large gate (25 armor points) that is used for vehicles that is 6 meters wide and 12 meters tall and two personnel gates.

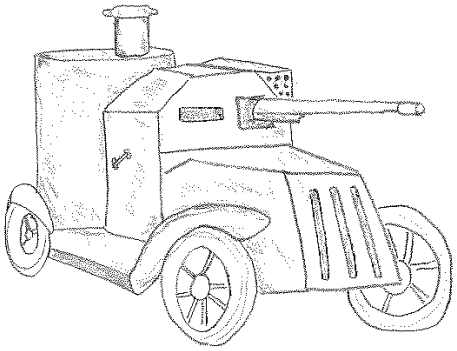




Steam Tank
Tonnage: 35 tons
Crew: 6
Steam Engine
Cruise: 2 Flank: 3
Armor: BAR 8

	IS	Armor
Front	4	7
Right/Left	4	5
Rear	4	5
Turret	4	10

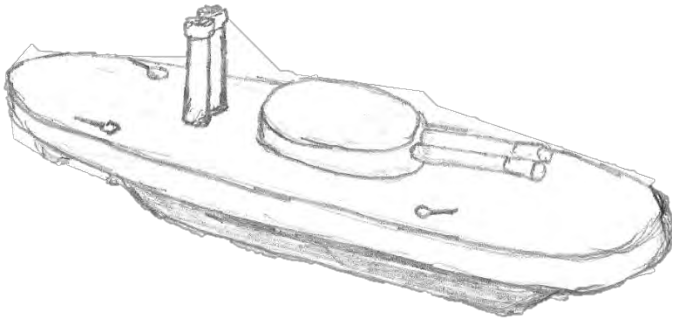
Controls: Basic
Weapons:
Medium Rifle (T)
2 tons Medium Rifle Ammo



MG (T)
.5 tons Ammo
Steam Car
Tonnage: 15 tons
Crew: 4
Steam Engine
Cruise: 3 Flank: 5
Armor: BAR 5

	IS	Armor
Front	2	6
Right/Left	2	3
Rear	2	3

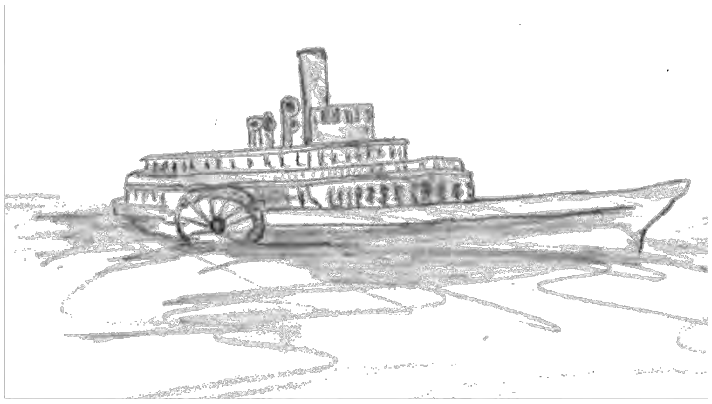
Controls: Basic
Weapons:
Front Rifle (F)
1 ton Light Rifle
RL-10 (Primative) (F)



Iron Clad
Tonnage: 900 tons
Crew: 35
Steam Engine
Cruise: 2 Flank: 3
Armor: BAR 8

	IS	Armor
Front	31	32
Front Right/Left	31	32
Rear Right/Left	31	32
Rear	31	32
Turret	31	58

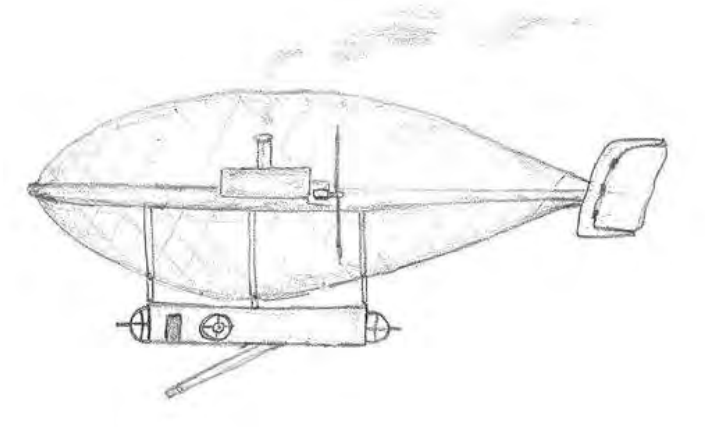
Controls: Basic
Weapons:
“Fiver” 5 inch Naval Gun (Turret(
5 tons “Fiver” ammo
2 MG (FL/FR/RL/RR)
.5 tons ammo
35 Steerage Quarters
73.5 tons cargo



Steam Ship
Tonnage: 300 tons
Crew: 30
Steam Engine
Cruise: 3 Flank: 5
Armor: BAR 4

	IS	Armor
Front	30	25
Right/Left	30	25
Rear	30	25

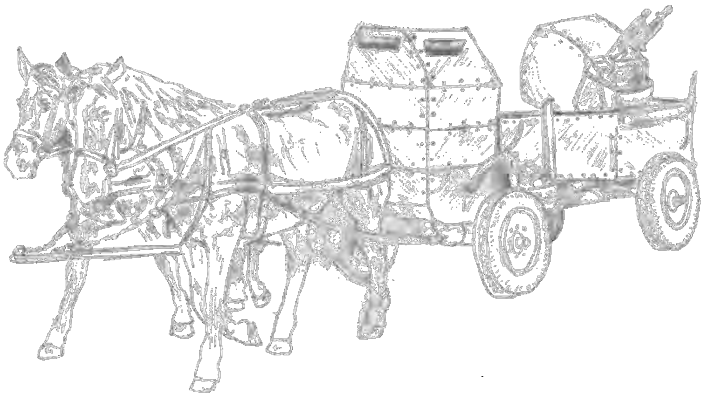
Controls: Basic
Weapons:
4 MG (F/R/L/Rr) w/ .5 tons Ammo



Airship
Tonnage: 300 tons
Crew: 20
Steam Engine
Cruise: .25 MP
Armor: BAR 4

	IS	Armor
Front		5
Right/Left		5
Rear		5
Body	1	

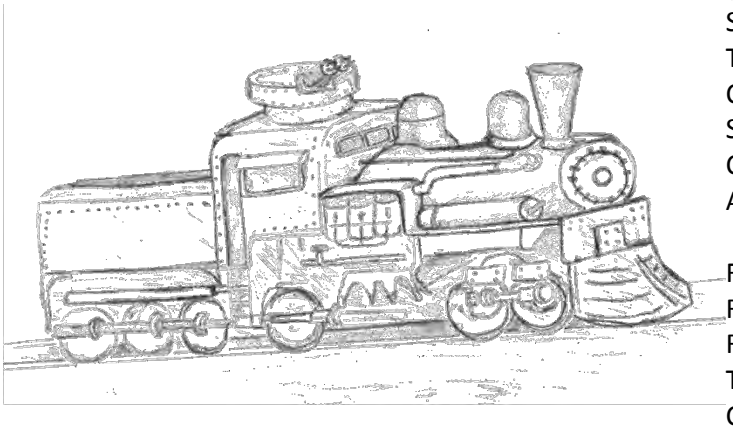
Controls: Basic
Weapons:
"Triple" 3-Inch Naval Gun (F)
5 tons "Triple" Ammo
4 MG (F/R/L/Rr) w/ .5 tons Ammo
139 tons Cargo



Armored Wagon
Tonnage: 2000 kg
Crew: 2
Steam Engine
Cruise: 4 Flank: 6
Armor: BAR 8

	IS	Armor
Front	1	2
Right/Left	1	2
Rear	1	2

Controls: Basic
Weapons:
495kg in weapons (Normally 4 Support MG w/500 bursts)
(D: 4, 2/4/6)
Steam Engine



Tonnage: 60 tons
Crew: 6
Steam Engine
Cruise: 4 Flank: 6
Armor: BAR 5

	IS	Armor
Front	6	12
Right/Left	6	12
Rear	6	12
Turret	6	7

Controls: Basic
Weapons:
2 MG (T) w/ .5 tons Ammo
21.5 tons Cargo