



TOURING THE STARS





BATTLETECHTM

TOURING THE STARS

MANASSASTM

Under License From



©2016 The Topps Company Inc. All rights Reserved. Touring the Stars: Manassas, Classic BattleTech, BattleTech, BattleMech and 'Mech are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC.

E-CAT35SN204



INTRODUCTION

We began on Terra, a lonely, blue-green speck in the vastness of the void. It has been more than a millennium since mankind ventured to the stars beyond home, and while it has been a tumultuous history—at the very least—we have discovered, explored, and conquered worlds that our ancestors could only dream about. Humanity now occupies more than two thousand worlds stretched across a vast range of interstellar space known as the Inner Sphere.

For humanity as a whole, Terra, at the heart of it all, will forever be known as “Home.” But for the far greater majority of us, “home” is a very different speck amidst the infinite black. Our homes are many, varied, beautiful, and filled with rich histories—each unique to itself.

In the grand scale of interstellar history, it often becomes so easy to forget this, to see planets and solar systems as dots on an abstracted map. But, at the core of the matter, each of those dots is a place where men, women, and children live, work, love, and survive. Join us on a special tour of the Sphere, as we explore the richness of these worlds like never before!

—Professor Bertram Habeas, *Touring the Stars: One World at a Time*, Free Republic Press

SORT A / B / C

Welcome to *Touring the Stars*, a campaign supplement designed to offer players the opportunity to learn about the worlds of the Inner Sphere, Periphery, and beyond.

The background information contained in the **Atlas** section gives players a world's geography, history, notable events, and other tools needed create an unlimited number of *BattleTech* games for play, while the **A Time of War** section offers plot seeds and details for the planet's more notable events. These plot seeds can be used as stand-alone games, woven into an existing game or as part of a larger on-going campaign.

The **Rules Annex** section explains planetary *Atlas* information for use in gameplay, as well as optional terrain tables, weather, and flora/fauna rules. Terrain tables can be used as a random chart to determine gameplay maps, or simply as a guide to provide ideas on the types of terrain found on the world. This section also contains a list of other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play.

Note: The last four pages of this PDF are sized for 11" x 17" paper. Please keep this in mind when printing out the document.

CREDITS

Project Development: Joshua C. Perian

BattleTech Line Developer: Randall N. Bills

Assistant Line Developer: Ben H. Rome

Products Developer: Ray Arrastia

Writing: Matt Alexander

Editing: Herbert A. Beas II

Production Staff

Cover Design and Layout: David Kerber

Maps: Ray Arrastia, David Kerber, Patrick Wynne

Factchecking/Playtesting: Aaron Cahall, Geoff Swift, Chris Wheeler

Special Thanks: To Josh, Joel, and John for all the opportunities and support, and Andrea for allowing me to bring out her inner nerd.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESION WARS ERA



CIVIL WAR ERA

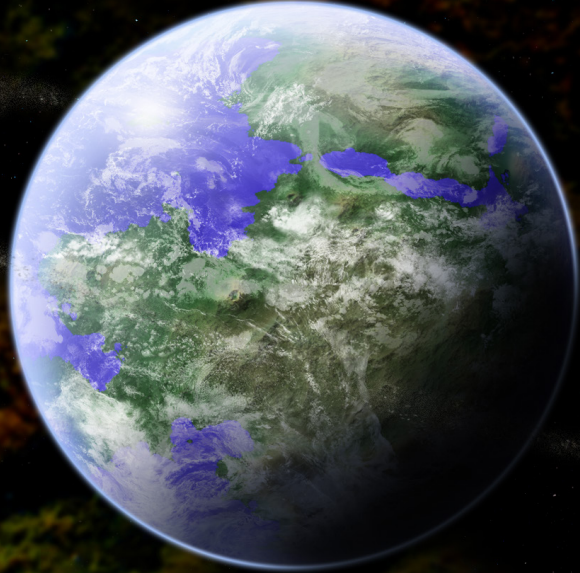


DARK AGE ERA

ATLAS

MANASSAS

Star Type (Recharge Time): F3V (174 hours)
Position in System: 3 (of 11)
Time to Jump Point: 17.36 days
Number of Satellites: 1 Fragmented (The Pearls)
Surface Gravity: 0.98
Atm. Pressure: Standard (Tainted)
Equatorial Temperature: 25°C (Tropical)
Surface Water: 63%
Recharging Station: None
HPG Class: B
Highest Native Life: Reptiles
Population: 648,000,000 (2765); 98,000,000 (3150)
Socio-Industrial Levels: D-D-B-C-D
Landmasses (Capital City): Stonewall (Bull Run)



MANASSAS

Named in 2215 by the first people to colonize the world (who hailed from Terra's North America continent), early Manassas' cultural dynamic changed several times over the next three decades as additional waves of colonists arrived from the Terran states of Portugal, Germany, and Laos. These early settlers found a world with an apparently abundant aquatic ecosystem, but a terrestrial biome that was still recovering from a devastating series of cosmic impacts. A millennium before, a huge asteroid hit Manassas' closely-orbiting moon with a glancing blow that shattered much of its surface, and bombarded the world's single supercontinent and surrounding seas with debris. The impacts, combined with the already harsh climate of the interior lands, drove ninety-five percent of Manassas' surface life to extinction, and wiped out half of its aquatic fauna. This mass extinction wiped out all of the larger beasts that lived in the planet's once-rich ecosystem, leaving only the smaller and more adaptive creatures behind.

The remnants of Manassas' small moon have begun to recombine, though the process will take many thousands of years to complete. In the meantime, though beautiful, the lunar fragments (collectively dubbed "the Pearls") are a hazard to shipping and orbital craft above the equatorial belt. Furthermore, once every 213 years, the "Storm of Pearls"—a flurry of stellar debris heralded by the remains of the moon-damaging comet—returns to scour the planet's low orbital zones of anything that cannot move or weather the storm.

Manassas' single super-continent is called Stonewall, referencing both a mid-nineteenth century Terran general, as well as the impressively large mountain chain that cuts the south-east third of the continent off from its remainder. This southeast area, known as the Four Provinces, is where the majority of the population now lives, with

each province roughly analogous to the four early colonial settlement zones. The capital city of Bull Run lies on the tip of the Virginia Peninsula in the very south, with the other major cities of Porto, Neu Hamburg and Tha Heua, arranged along the coast north-west of the capital.

Including those of the Four Provinces area, some ninety-five percent of Manassans live in the Green Belt, the coastal regions where the oceans counter the hostile climate that has rendered much of the continental interior barren. It is within these regions that the terrestrial ecology has reestablished itself. Prior to the twenty-eighth century, the Green Belt was a narrow band along the shorelines, never wider than 100 kilometers, and usually much narrower. During the peak of the Star League, terraforming efforts managed to extend these bands up to a thousand kilometers inland, but over the last three hundred years, the Belt has receded to an average width of five hundred kilometers. Lying well within the present-day Belt, the Four Provinces remain solidly connected by a thriving ecology, primarily populated by introduced Terran flora and fauna that have adjusted to the planet's twenty-six hour day, and equally long "semi-night." The long Manassan night is kept aglow by the constant parade of the Pearls, whose close proximity to Manassas provides enough light for crops to continue growing, albeit slowly.

The first colonists on Manassas struggled to gain an initial foothold. Early reports of the world's aquatic biota espoused by xenobiologist Marvin Miller proved unfounded. The claims of "Miller's Monsters," famed sea creatures of immense size noted in Dr. Miller's early scouting reports, proved to be misleading. Miller's now mythic treatise on the potential benefits of Manassas' aquatic resources and its extraordinary, enormous (and exceptionally exaggerated) size

ATLAS

Manassas remained a backwater on the Golden Five's backdoor, an open secret no one wished to deal with or devote the resources to fixing. This attitude was especially vexing for Manassans, whose people loyally served in the armies of the Davion princes on all fronts and during the Civil War. A Manassan regiment or fighter wing made up part of the Davion Guards since the early twenty-fifth century. The Manassan Planetary Congress did not make matters easy on itself, as the four major ethnic groups had very different views on how their world should develop. Those of German extraction looked to resuscitate the dream of aquaculture, despite its limitations; the ethnic Portuguese wished to develop large-scale mining operations for resource extraction; and the Laotians and American descendants held divergent views on arid land agriculture. Tensions never boiled over into violence, but the ethnic diversity that gave Manassas its extraordinary cultural tapestry also contributed to its inability to provide a consistent narrative and focus that could have helped its people attract strong and consistent resources throughout its developmental years.

In 2735, the Federated Suns' best planetary biologists, xenobiologists, and other scientists descended on Manassas to set up both the ORP and its test case project: Project EUROPA—the revival of the terrestrial ecology of Manassas. Though discussion varies as to why EUROPA's success was so rapid (early propaganda claimed Davion ingenuity, whilst revisionist studies state that a natural recovery of the ecosystem was already underway), the fact remained that within

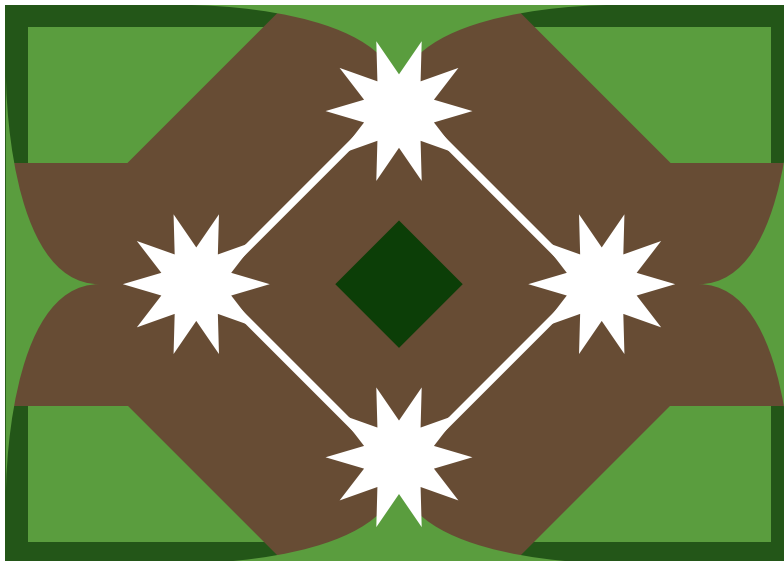


ATLAS

fifteen years, the Manassan Green Belt had expanded by an order of magnitude and did so again by 2775. The population began to thrive, and townships grew around the many ORP base stations, bio-ranches, and research hubs. Unfortunately, just as Manassas bloomed and the world emerged as a net exporter of food products, the rising tensions of the late Star League, the fall of House Cameron, and the Star League Civil War forced the ORP's closure as the Davion military consumed all available funding. The bounty of Manassas' golden age lasted barely ten years; crops were left to wither in the fields, or rotted in warehouses. Shipping was increasingly diverted to support first the SLDF and later the AFFS, until finally the brutality of the First Succession War gutted the merchant lines that served Manassas.

The First Succession War ended all hope for Manassas' continued growth and prosperity. As the DCMS advanced towards New Avalon, small raids and strategic strikes became the norm. A major raid in early 2796 nearly destroyed the world when the DCMS forces singled out the Davion research labs there for destruction. Bombarding the world with orbital fire, and the use of strategic chemical and biological weapons, the Kurita raiders poisoned and corrupted Manassas' delicate but strengthening terrestrial ecosystem. Amazingly, although the damage did result in the overall shrinkage of the Green Belts, the Manassan ecology largely shrugged off the worst effects of that assault, a testament to the work of the Manassan and Davion scientists. But the immediate damage to the bio-ranches and the major population centers of the Four Provinces was far more calamitous. By 2800, there were only 11,000,000 Manassans left alive and large swathes of the planet—particularly those close to former ORP facilities—were declared "Dead Zones", off-limits areas where no Manassan dared tread.

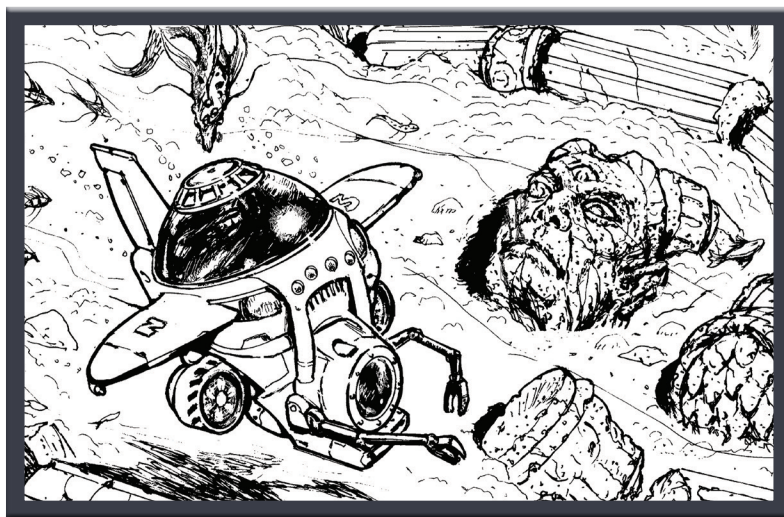
For fifty years, Manassas struggled to recover and survive, even as emigration further weakened its population. Where many



worlds eventually failed and fell off the maps by the early Third Succession War, Manassas found a way to prosper from its fall from grace. As technology continued to decline, worlds where remnants of the Star League's technology remained became hunting grounds for technological scavengers. For Manassas, this scavenging came from an unusual source: the Noble Houses of the Golden Five. Several attempts were made to recover technology from within the Dead Zones, but the Manassas Run of 2874 gave these efforts some interstellar notoriety. The

first Manassas Run involved a competition between three Golden Five noble champions to see who could recover the most valuable technological artifact in the shortest possible time from the Dead Zones. Though the Run was little more than an effort by bored nobles to entertain themselves, it captured the local imagination. In 2787, Manassas sent invitations to eleven of the Golden Five's noble houses, inviting them to participate in a new Run. Every four years after that, an ever-increasing field of champions struck out for glory, forging ever deeper into the world's interior in search of technology and fame. Though little of real value was ever recovered during the many Runs, the tourist market and exclusive Noble Clubs (havens for all kinds of vice and entertainment) revived the Manassan economy.

Many of the worst sorts of social miscreants followed on the heels of the Manassas Run and its noble founders. Yet where many worlds would have sought to curb these less savory elements of society, the Manassans embraced them, opening up their world to industries of vice and pleasure. The actual (and sometime feigned) lawlessness of parts of the world, the deadly competition of the Run (where anything goes and no rules exist except to survive and return with a valid lostech prize), and the heady, almost Canopian, pleasure industry, created a venue that became a microcosm of the Third Succession War. Private gangs and knights, fighting





and competing for noble favor, and rare technological spoils, are cast amid a frontier world of devastated glories—a world where hidden treasures and the actions of a few can shape the lives of the many.

Since the technological revival of the mid-thirty-first century, the Manassas Congress was very careful to ensure that technological advancement did not detract from the aesthetics of the world. Though recovered science has helped to restore some sections of the Green Belt in and around the Four Provinces, the planetary government is very careful to ensure that the Dead Zones remain a persistent feature. The preservation of these ruins of the Federated Suns' technological height, and the many interesting techno-archaeological resources contained therein, eventually led to establishment of an Interstellar Expeditions headquarters base on Manassas. The opportunities to expose IE staff to rough living, authentic dig sites, technological research and hazardous environment training—all within a jump of some of the most advanced research institutions in known space—made Manassas and its capital fertile grounds to cultivate IE's next generation of explorers.

Despite the natural fit for Interstellar Expeditions, the seventy-ninth Manassas Run, held in 3099, caused a number of local problems. When the champions for one of El Dorado's First Families raided an IE dig that had actually found an intact research database, the 3099 Run turned especially deadly. Several late-arriving nobles sent what were little more than hired pirates into the Run to lay claim to the prize. Within days, IE mobilized its own on-world forces and a grand chase towards the Four Provinces began. Three weeks in, having learned of the find via MIIO agents on world, a company of agents from the NAIS landed and ignited a pitched four-way battle between IE, the El Doradans, other noble champions, and the NAIS. The result was a bloodbath, the suspension of the Run and the landing of the entire First NAIS Cadet Cadre four weeks later to clean up. Since the "Bloody Run" of 3099, new rules have been set in place to protect IE operations, and to allow for NAIS oversight of finds. However, despite these changes, the Run remains a dangerous and often fatal endeavor. Nevertheless, successful Runners and those crowned "Run Champion" can often retire on their winnings and grants from grateful noble sponsors.

A TIME OF WAR ADVENTURE SEEDS

DIG AND RUN *"WHAT A WONDERFUL PLACE FOR A DIG, OLD BOY!"*

Recommended Group Size: 2-4 player characters

Recommended Group Type: Military, Mercenary

Recommended Skill Levels: Veteran (Key Skill levels of 4-6)

Manassas is a rough place and Interstellar Expeditions takes no chances when sending dig teams into its Dead Zones. Small BattleMech or armored units are the norm for escort and IE pays well, as they need as many staff to graduate (and live) as possible. "Zoners"—those who survive dangerously close to the Dead Zones and away from the Green Belt—are a constant, if low-level, problem. The real risk comes from the Runners, especially when they think you might be onto something valuable.

Complications: A few obstacles for players to tackle.

Sir, I Think You Should See This?: Well, the boffins found something, and—before anyone could stop them—they announced their find "in the clear" to IE's HQ in Bull Run. Because of this, it would appear that certain less-than-savory elements among the current Manassas Run are now beating a path to the dig...and the same fools who called up the devil now need *you* to protect them.

Just Keep Runnin': Well, it would seem this year's crop of Runners is better than the last, as they blew through the camp and snagged a vital data core. You have clear orders from IE HQ: retrieve that core or don't come back.

Here Comes the Cavalry: Well, you caught up to the Runners, and apparently a few who were not invited to the current party have decided to crash it anyway. Just as you felt you had them in a position to strike, the NAIS has arrived to save the day. Unfortunately, it's not *your* day they want to save, so it looks like you now have to wade through some Davion regulars to get your prize...

Tips: This adventure seed gives a gamemaster the opportunity to introduce PCs to a large organization like IE, which can lead to further campaigns in the future, while also allowing the PC group to overcome steadily mounting challenges with multiple points of success (or failure). The PCs could, at any time, choose to work with or against any of the varied groups hunting for the current prize, or go rogue and join in the Run for personal glory. Or perhaps they could even enter the official Manassas Run for IE and hope they live to see the Green Belt again. Depending on their success (and whoever they had to fight with to win it), the players could easily end up with new friends (and enemies) from among IE, various Run-sponsoring nobles, career Runners, or even the NAIS.

JOIN OR DIE! *"THE RUN'S NOT THAT BAD."*

Recommended Group Size: 2-4 player characters

Recommended Group Type: Military, Mercenary

Recommended Skill Levels: Veteran (Key Skill levels of 4-6)

You're not crooked or blacklisted, but you're not the pin-ups of noble mercenary service either. Also, how were you to know that the fellow you cleaned out at the poker table was a recently ennobled fool who has more clout than sense? It's not his money he wants back either; it's his pride and his family controls most of the shipping on and off the world. So, the deal is: if you don't win the Run for him, you might never get off Manassas.

Complications: A few obstacles for players to tackle.

You're On Your Own: Just to make things interesting, your "sponsor" has made sure you will get no help; you are on your own. It seems like he wants you to fail...

We're Being Hunted: As you move deeper into the Dead Zones, it seems someone is dogging your trail. Dealing with Zoners and stray Runners is bad enough, but whoever is tracking you is *not* playing around; they want your scalp.

It's Whom You Know: Somehow, you did it! You got the prize, beat the odds, and even though the little prick has his precious honor back, he still refuses to get you off world. Looks like you need to take matters into your own hands.

Tips: This campaign is for PC groups who want a challenge and for GMs who can run a campaign that is very difficult—but still achievable—for resourceful players who can think outside the box. The odds are certainly stacked against the hard-luck PCs, and players will need to be just as devious as the gamemaster's NPCs in meeting and overcoming the obstacles in their path. The rewards can be redemption and fame, whilst failure will see the PCs bodies dumped in a Dead Zone and quickly forgotten.

RULES ANNEX

The following section is designed to assist both players and gamemasters with guidelines and reference tables for using Objectives to create games and/or campaign based on the target systems, factories, or cities described herein. The following rules primarily rely on the players' understanding of the core game rules found in *Total Warfare* (TW) and *Tactical Operations* (TO), but additional references may be made to *Strategic Operations* (SO).

Players and gamemasters alike should realize that these rules are substantially less rigid than core rules. Players creating tracks and scenarios using the material in this annex are encouraged to accept, modify, or even completely ignore these guidelines if they prove too cumbersome.

USING PLANETARY DATA

The planet in this supplement is presented with a block of basic planetary data. This data provides key details that players can use to further tailor their game play, reflecting the unique features of the world. The following information identifies the core rules that apply, based on the indicated world data.

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

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

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

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

NUMBER OF SATELLITES

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

MANASSAS TERRAIN

The populated areas on Manassas are highly developed and biologically active, but as one travels inward on the mega-continent of Stonewall, the land becomes more desolate and barren. The Manassas Mapsheets Table reflects this by using a modified 2D6 roll result to determine which mapsheets describe the area, based on how close to shore the players are operating.

To properly use the Manassas Mapsheets Table, determine in advance how close to shore the scenario is taking place, as well as the year in which the scenario is taking place. Then roll 2D6 for each mapsheet needed, applying the following roll modifiers as appropriate:

- -2 per 15 full kilometers inland (for scenarios set before 2730)
- -1 per 15 full kilometers inland (for scenarios set between 2730 and 2950)
- -1 per 45 full kilometers inland (scenarios set between 2950 and 3100)
- -1 per 30 full kilometers inland (scenarios set after 3100)
- +2 for scenarios taking place within 5 to 10 kilometers of the shore
- +4 for scenarios taking place on the shoreline

MAPSHEET TABLE

MANASSAS	Result	Map
	1 or less	Roll on Badlands Terrain Table (see p. 263, TW)
	2	Open Terrain #1 (MS5, MSC2)
	3	Desert Sinkhole #2 (MS3, MSC1)
	4	Open Terrain #1 (MS5, MSC2)
	5	Desert Sinkhole #2 (MS3, MSC1)
	6	DropPort #1 (MS7, MSC2)
	7	Rolling Hills #2 (MS3, MSC1)
	8	Military Base #1 (MS7, MSC2)
	9	Military Base #2 (MS7, MSC2)
	10	Rolling Hills #2 (MS3, MSC1)
	11	Rolling Hills #2 (MS3, MSC1)
	12	Woodland (MS6, MSC2)
	13-15	Roll on Wetlands Terrain Table (see p. 263, TW)
	16 or more	Roll on Coastal Terrain Table (see p. 263, TW)

RULES ANNEX

SURFACE GRAVITY

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

ATMOSPHERIC PRESSURE

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

EQUATORIAL TEMPERATURE AND SURFACE WATER

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

Surface Water reflects the percentage of the world's surface that is covered in water, and essentially defines whether the world might be covered in vast, lifeless wastelands, lush forests, or miniscule, rocky islands. Worlds with low Surface Water values (50 percent or less) will rarely see much rainfall or snowfall weather effects, and water or woods features on terrain maps may instead be considered sinkholes, craters, and rough terrain instead to reflect the lack of significant water sources and vegetation. Worlds with higher Surface Water values, meanwhile, will much more likely have active, precipitation-heavy weather patterns, and support more water and woods terrain features.

RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

These details describe other noteworthy features of a target system that could affect campaigns to greater or lesser degree.

Recharging Stations describes whether a system has any space station capable of recharging a JumpShip's KF drive (and, if so, at which of the two standard Jump Points they are located). Recharging stations are often small and fairly unarmed, but also act as spaceborne hubs of trade and communication to the local world. Raiders often avoid these stations by taking non-standard jump points, so their arrival cannot be blown to the locals, but more significant invasions often begin by seizing the local recharge stations instead, to secure effective strategic control over the jump point.

HPG Class defines the presence of a local hyperpulse generator on the planet, indicating its ability to transmit signals to other systems nearby. Such stations are always located on the planetary surface, and are largely considered inviolate by all but the most serious attack forces. (Attacking an HPG is still considered a crime against humanity by most civilized realms.) Class A stations reflect major interstellar communications hubs, while Class B stations usually send transmissions in massive bundles less frequently. Although any HPG can send an emergency signal to a nearby system within hours of an attacking force's discovery, many raiders target worlds with Class B stations (or no stations at all), in the hopes that their arrival will raise the alarm among nearby systems more slowly. Assault forces, meanwhile, may target Class A worlds in an effect to secure a realm's communications hub and disrupt responses to a border-wide campaign.

Native Life describes (in very basic terms) the highest level of native-born life forms the world has. More life-barren worlds in the Inner Sphere may be host only to microbes or plants, while more evolved planets often host their own species of animal life up to and including mammals. Though this rarely impacts a planetary campaign, it cannot be ignored that many local creatures can pose a threat—or a boon—to raiders and invaders in some circumstances, ranging from being a source for local food in the event of supply shortage, or a hazard to establishing secure perimeters while operating outside of vehicular protection. This detail, however, does not cover introduced species the human population may have imported to the world, so while a target world may be host only to native-born trees, horses originally raised on Terra may yet make an appearance.

Population defines the number of humans estimated to be living on world. Worlds with particularly high populations—those numbering in the billions—are often highly developed, with many major cities. Sparsely populated worlds—with populations in the millions or less—are less likely to have major cities than they are small towns or even tiny outposts and domed arcologies. As a more densely populated world often raises the threat of local armed resistance or merely more eyes to spot incoming invaders and more voices to raise an alarm, raiders tend to target lower populace worlds, while invaders often attempt to secure the greater manpower and infrastructure reflected in high population worlds.

SOCIO-INDUSTRIAL LEVELS

The world's Socio-Industrial Level is a five-letter code used to broadly define the world's level of wealth and development using a series of classic A-F letter grades. The more "A"s and "B"s that appear in this code versus "D"s and "F"s will generally denote a world that is more self-sufficient, technological sophisticated, and resource wealthy than the average. As many of these factors can be used to enhance role-playing aspects of game play, an in-depth explanation of this code structure may be found on pp. 366-373 of *A Time of War*.

LANDMASSES AND CAPITAL CITIES

The major landmasses (continents, regions, and/or island chains) identified on each world are then listed, with the planetary capital city listed (in parentheses) beside the name of the landmass where it is located. Traveling between landmasses often requires the use of high-speed rails (overland), aerospace transit (via DropShips, airships, and other aerospace craft), or seagoing vessels.

OPTIONAL RULES

The following additional special rules are intended to provide further flavor to games set on the world featured in this supplement. For the most part, these rules may be considered advanced and optional, as they primarily reflect conditions and/or features unique to this one planet or planetary system.

MANASSAS FLORA AND FAUNA OVERVIEW

Until a little over 1,000 years ago, Manassas possessed a well-developed ecology that was progressing through its first true flowering of more advanced genera across and around its single super-continent. That all ended with the near-destruction of the Manassan moon and the bombardment that followed. Little of the planet's native large fauna remains; modified descendants of imported Terran species now dominate the majority of the local biosphere, alongside the still-evolving survivors of smaller native creatures.

As Inner Sphere worlds go, the Manassan biome has no large predators or hostile creatures that can seriously threaten humans. However, many introduced Terran species have gone feral over the centuries, with many near the major cities heavily impacting the local ecology. Players wandering the planet's wilderness may thus find themselves occasionally menaced by the likes of feral creatures common to Terra: bears, boars, coyotes, wolves, and deer. Nevertheless, if not for the Dead Zones left over from the Succession Wars (and, of course, humanity itself), Manassas may well be one of the safest living worlds in the Inner Sphere.

MANASSAN MOSS SKINK

The largest living native terrestrial animal on Manassas is a reptilian analogue called the moss skink, which has developed a unique method for dealing with the long Manassan nights. Unable to keep its body heat up to survivable temperatures over the twenty-six-hour night, the fifteen-centimeter moss skink has developed a symbiotic relationship with a local moss. The moss and the skink feed voraciously during the day, the skink on algae beds and the moss on sunlight. The skink's large range allows the moss to spread its spores far and wide near the algae beds for young skinks to pick up, whilst at night, the moss generates heat by breaking down compounds contained in the algae.

The moss skink is generally harmless to humans and other animals. The major problem with this species is that, without effective predation for over a millennium, they are extremely populous and invasive, and have an irritating habit of crawling into every nook, cranny, piece of machinery, and moving part they can find—often causing unprotected equipment to break, jam, or short out. In those regions without suitable manmade population control efforts, moss skinks often reach “plague-like proportions.”

Mass: 0.095 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
3	1	5	6	2	2	1

Size Class (Modifier): Tiny (−4)

BAR (M/B/E/X): Mossy hide 1/0/0/0

Damage (AP/BD): 0M/1

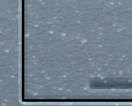
Move (W/R/S): 1/2/3 (amphibious)

Traits: Cold-Blooded, Compulsion (Hard-to-reach hiding spots), Susceptible, Thick-Skinned (Mossy hide)

Skills: Animal Agility (+2), AniMelee (+0), Climbing (+2), Perception (+2), Stealth (+3), Swimming (+4)



DISPLAY



12

MANASSAS

