

BATTLETECH



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TOURING THE STARS

INGLESMOND



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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



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.

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Special Thanks: An extra special thanks to Herb for putting up with my continuity headaches, and turning the *Touring the Stars* drafts into something presentable.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

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Star Type: G7V (188 hours)

Position in System: 2 (of 7)

Time to Jump Point: 6.57 days

Number of Moons: 1 (Martim Vaz)

Surface Gravity: 0.92

Atm. Pressure: Standard (Breathable)

Average Temp: 22 °C (see text)

Surface Water: 70 percent

Recharging Station: Zenith, Nadir (2787);
None (3150)

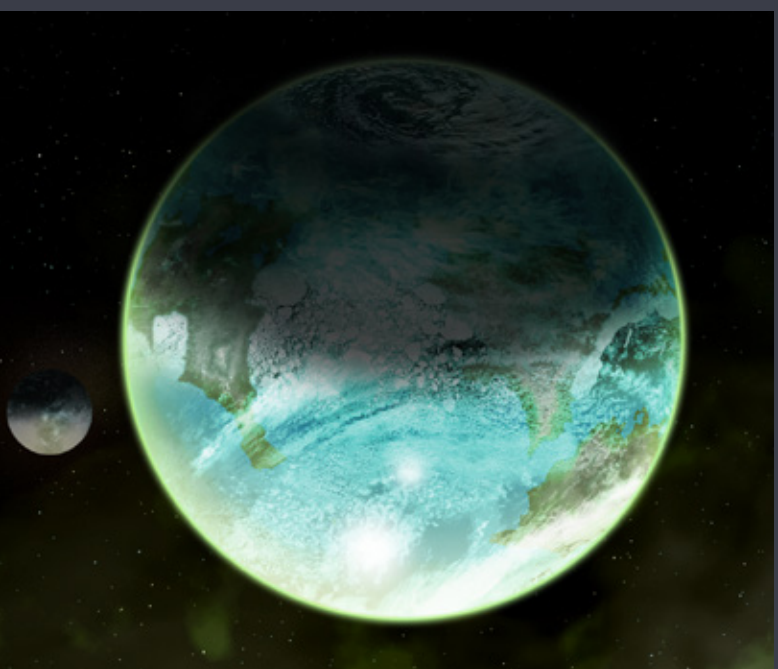
HPG Class: A (2787); None (3150)

Highest Native Life: None

Population: 4,270,000,000 (2787); 12,000 (3150)

Socio-Industrial Levels: A-A-A-A-A (2787);
F-F-B-F-C (3150)

Landmasses (Capital City): Para, Ceara
(Doosamontana [3150]), Amazonas, Catarina
(Novas Brasilia [2787]), Ionus, Sergipe



Located close to Terra, Inglesmond was discovered in the first waves of interstellar exploration but ignored for centuries. It had plenty of water, but also an inhospitably reducing atmosphere of nitrogen, methane, and carbon dioxide. The Terran Alliance began terraforming the planet in the late twenty-third century, when Projects Aphrodite and Lowell wound down. Inglesmond wasn't a particular priority for the Alliance and had no colonies lined up for it, but the planetary engineering corporations had enormous lobbying clout with the government and even more highly-paid personnel to keep employed. Eventually, a British group expressed interest in settling this world and planned a colonial expedition to take place around 2350 when the terraformers estimated their work would be sufficiently complete.

The Terran Hegemony happened first. In 2349, Michael Cameron selected Inglesmond (then-named "New Britain") as a trial world for a program aimed at defusing regional patriotism on Terra itself. New Britain was gifted as a "custom-made paradise" to Brazilian settlers, as part of a propaganda effort meant to convince them that the Hegemony was of great benefit to Brazil. The overarching goal was to secure the loyalty of those who continued to espouse devout patriotism to their increasingly defunct Terran nation-states, and gradually wean them from such impulses via settlements on far-flung worlds. Polling showed the project was quite successful at securing the Brazilians' favor, so Cameron would continue these efforts with other worlds such as Brownsville, Lone Star, and New Dallas. Meanwhile, the Lusophone Brazilian settlers had developed the slang name, "English World" for New Britain, a name that was erroneously immortalized as "Inglesmond" by English-speaking Hegemony bureaucrats.

Inglesmond is an unusual world, though far from the oddest discovered by humanity. It has a circular orbit of 0.83 AU around its bright primary, creating a local year only 290 Terran days long. This produces somewhat short seasons, which are particularly extreme due to the planet's axial tilt of nearly seventy degrees. Its large moon, which follows an equatorial orbit, is apparently the product of a massive impact that occurred in Inglesmond's youth and is the obvious cause of this extreme tilt, and also its stability against the interference of the system's other gravitational sources.

This has made it possible for Inglesmond to retain a stable—if bizarre—climate. The poles spend a quarter of the year each aimed almost directly at the sun, giving a large area of the planet continuous illumination for the summer, when they become quite hot. Summer averages around forty degrees Celsius in the polar zones, and some polar island interiors exceed eighty degrees. During the winter, each pole falls mostly into darkness, where the region chills to freezing. Polar sea ice development is limited in winter, however, due to the enormous thermal mass of the oceans. But it is the equator where the climate is oddest. Spending over half the year barely illuminated and at high obliquity to the sun, while the other half of the year falls directly under the sun and provides a normal twenty-one-hour day/night cycle, the equator thus experiences continually cool or cold temperatures. For this reason, Inglesmond's single permanent ice "cap" is actually an ice "belt" that stretches around its equator.

Moderating the polar temperature extremes is their extensive water coverage. Both poles only possess scattered islands, while three of Inglesmond's five continents (Ceara, Amazonas, and Catarina—ranked largest to smallest) are in the middle latitudes of the northern and

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southern hemispheres. The largest continent, Para, and smallest continent, Sergipe, form a belt of land around the equator that serves to anchor the planetary ice belt. There are two large oceanic passages across the equator, both of which stay ice-free year round due largely to warm water currents coming off the poles. The ice-free northern and southern edges of Para and Sergipe are prone to severe flooding during spring and fall, when the equator is most brightly lit. Today's remnant human population lives entirely on Ceara in the northern hemisphere, at about sixty degrees latitude, where seasonal temperature swings are tolerable and there is some nighttime or dusk during the summer.

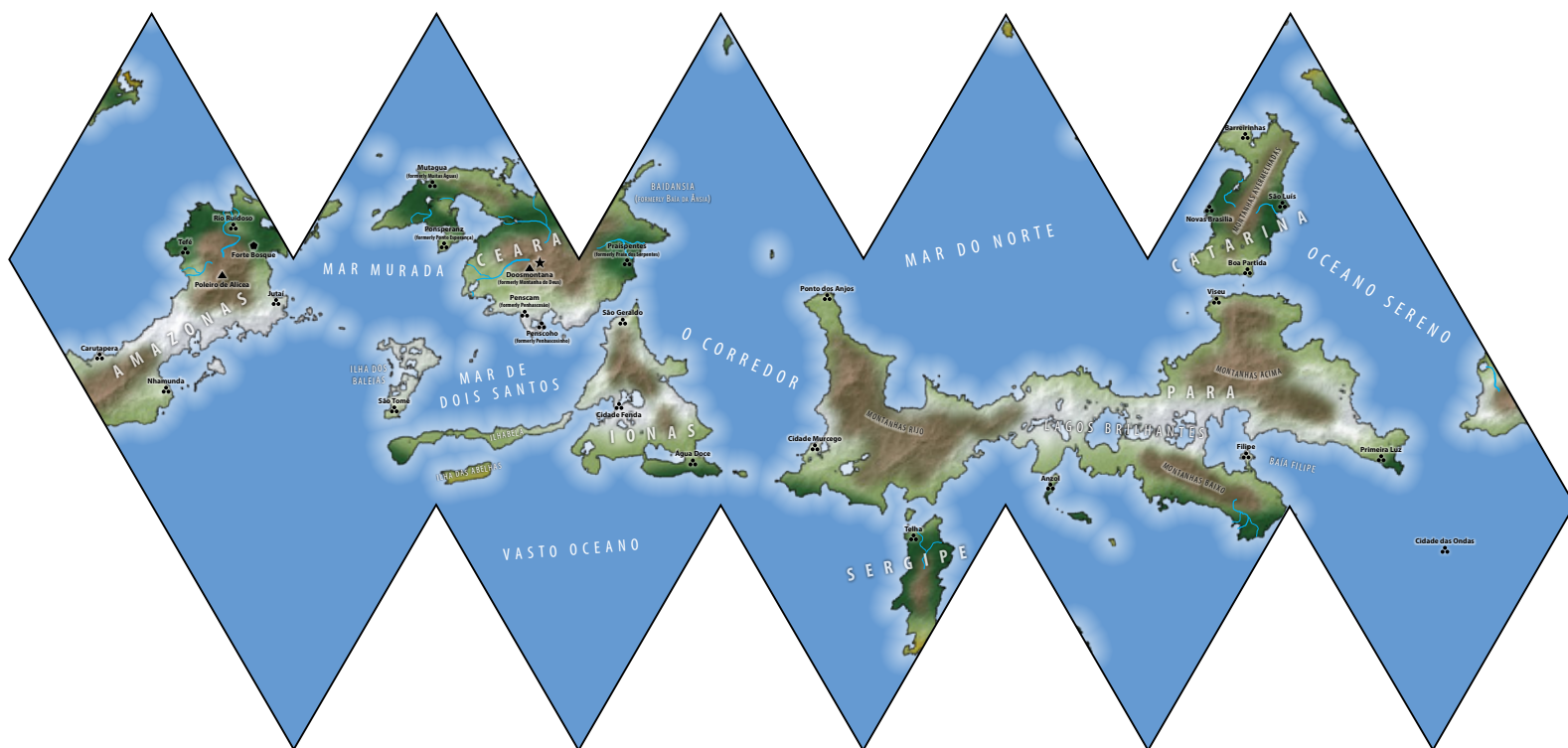
The middle latitude continents have thriving, terrestrial-derived ecosystems that do well in the moderate climate of those regions. Many of the imported flora and fauna were slightly genetically "tweaked" to adapt to long days and nights, especially the plant life. Today, as it was in the Star League's heyday, Inglesmond's middle latitude lands run the gamut of terrestrial biomes, from rainforests to deserts and swamps. The deep ocean ecosystems are also in good shape and prospering, and the world has one of the largest known populations of cetacean species in the Inner Sphere—even larger than Terra's. Coral reefs and coastal ecosystems are still young despite vigorous seeding efforts from the planet's populated days, but—as with the rest of the world—these reefs have been doing well without human interference.

Despite an unusual environment, Inglesmond thrived. It was settled by colonists from wealthy Brazil; surrounded by the most developed, industrialized, and wealthiest colonies in human space; and by 2349 there was a large body of experience in managing its colonial development, which helped drive its economic growth. Inglesmond

settled down to be a quiet, loyal, and industrious member of the Hegemony for over four centuries.

If Inglesmond could be said to have an economic niche, it was one focused on civilian production. Like most worlds, its economy was dominated by domestic planetary activities, but also enjoyed a healthy trade balance exporting high-value goods that made best use of JumpShips' and DropShips' small cargo capacities: from medicines, electronics, and jewelry (as this world was rich in heavy metals), to exotic materials like high-boron alloys. Inglesmond manufactured few noteworthy military products, but its large civilian shipyards churned out common merchant JumpShips and DropShip classes. The world was advanced, wealthy, mineral-rich, and even had bountiful farms.

The world's large population concentrated on the temperate middle latitude continents, which were (and are) thick with forests and grasslands. Aesthetically, few of its cities were particularly distinctive; they were built at the height of the Hegemony and drew upon architectural influences from across the Inner Sphere. There was, however, a minority who favored the mobile aquatic cities that could migrate between hemispheres to avoid the planet's seasonal extremes, and the planet hosted several waterborne arcologies, including at least one *Atlantis* class floating city—perhaps the largest oceanic habitat structure ever built in the Hegemony. Apart from these sailing arcologies, Inglesmond's transportation was typical: fusion-powered aircraft for long-ranged travel, high-speed trains, automated highways, and light rail in dense urban areas, while the abundant waters lent themselves to bulk freight shipping.



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Inglesmond's planetary government followed the Hegemony norm, but by the twenty-eighth century, local nobles dominated the planetary legislature's upper house, creating an atypically conservative and elitist theme in local politics. Thanks to immigration, the primary language of the local population was Star League Standard English. Descendants of the original Brazilian settlers remained a distinct part of the planet's society, but by the 2700s, they were merely one part of a much larger whole. Their Portuguese language survived as a secondary tongue and for this reason Inglesmond became a significant source of Portuguese literature and media during the Star League era. The Brazilian cultural love of football also survived here and some the Hegemony's dominant football teams and players hailed from this world, winning Hegemony (and Star League) championships an average of once per decade.

While the cities were "Hegemony Generic," many of Inglesmond's government buildings and, eventually, homes of the wealthy and famous developed a "neo-baroque" interior decoration style. This evolved into the gaudier, widespread "Cameron Baroque" or "Star League Baroque" during the twenty-eighth century, but the "original" neo-baroque is still used as a mark of class by those who want to show some reserve and refinement in their wealth.

During the Star League Civil War, Inglesmond was ambivalent. Like most of the Hegemony, its few voters favored Stefan Amaris, being disgusted with Richard Cameron's incompetence and the manner in which his policies were endangering the Hegemony as metropole of the Star League. However, Inglesmond evinced a mercenary attitude toward Amaris: when the SLDF and Houses refused to recognize the new Emperor, their support began to wane. After seeing some of Amaris' brutality toward less cooperative worlds, the people of Inglesmond generally kept their collective head down and cooperated with the Terran government until the SLDF arrived in 2773. The SLDF found the world still under a nominal Amaris government, but garrisoned by mercenaries and soldiers from the Draconis Combine. The SLDF drove those forces off Inglesmond with no casualties, but before Kerensky's troops could deal with the pro-Amaris government, most of politicians in high offices resigned abruptly to well-paid retirements. This was a contingency plan by the planetary government in case the SLDF won; it was suspected the newly retired politicians might return to office in a stage-managed counterrevolution if Amaris eventually defeated the SLDF.

While some have derided Inglesmond as "spineless" during the Civil War, that was because its people considered themselves loyal to the Hegemony itself, rather than its contending leaders. As an example of its loyalty, by 2776 it was entirely willing to stress its economy

both to both a militia to deter further Combine adventurism and also to feed the SLDF. Inglesmond dutifully took up contracts for its new masters and its taxes shifted to Kerensky's puppet "Hegemony-in-Exile" government quickly after their liberation. Supporting the SLDF meant a significant militarization of the planet, which this industrialized world accomplished quickly. Its surviving militia units were tasked with deterring Kuritan aggression as the Combine occupied nearby worlds like Telos IV, Imbros III, and Styx as soon as Amaris and Kerensky left.

When the Civil War ended and the High Council was dissolved, Inglesmond—largely untouched despite years of conflict around it—looked to its own needs at first, waiting for the Terran Hegemony to reorganize its war-battered member worlds. By 2782, however, the planetary leadership recognized that the Hegemony was in a moribund state and began attempting to re-organize the nation on its own, as did a number of well-off Hegemony worlds. Unfortunately, the "unofficial" nature of these efforts was poorly received.

Empire-building was rampant amongst novice Hegemony administrators, nobles, and planetary governments to the point that pragmatic efforts to restore the Terran realm found no traction. With the departure of the SLDF, Inglesmond accepted that a graceful recovery was out of the question, and shifted to wartime mobilization. With a few like-minded worlds in the Hegemony's Lone Star District, it would simply have to defend itself and its fellow worlds against the circling House vultures until Terra was on its feet again.

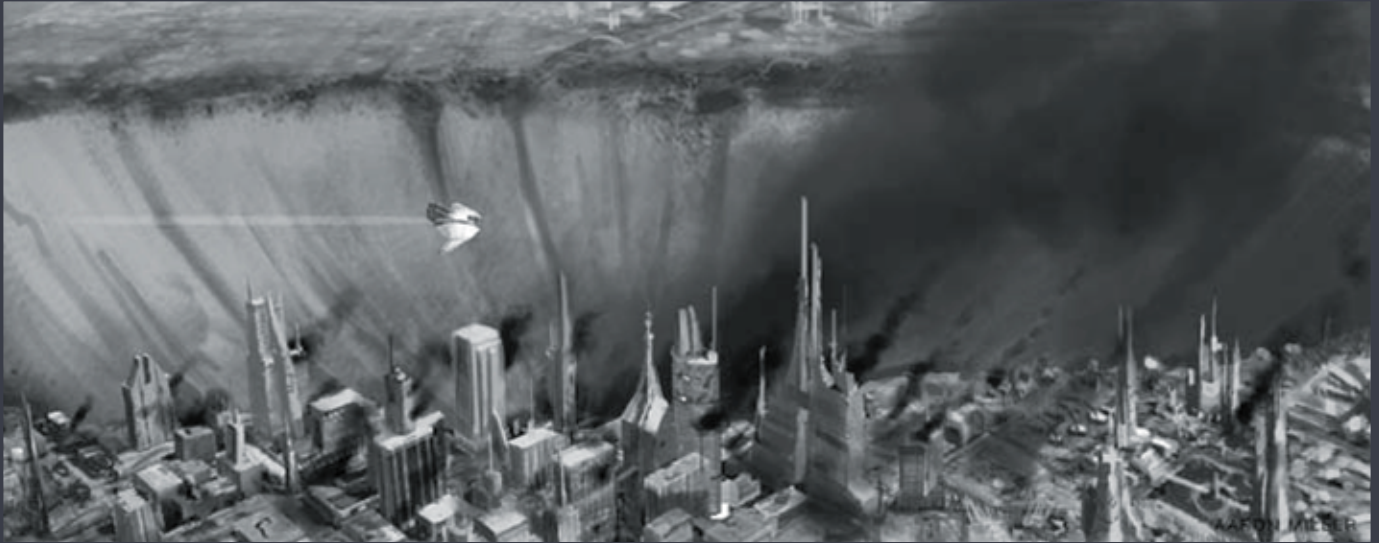
The First Succession War still came as a shock to the people of Inglesmond. Most had anticipated the defection of a few Hegemony planets to the nearest Houses, but the accelerating, naked land grab that heralded the war was unanticipated. When House Kurita's forces inevitably entered the region in the early months of 2786, Inglesmond's defenders, a mix of SLDF veterans and cutting-edge war machines, bled the Combine invaders badly on nearby Deneb, Algedi, Kervil, and Styx.

Two things turned the tide against Inglesmond, however. First, the Combine managed a devastating raid against the planet's LTV Aerospace shipyards in 2787, destroying millions of tons of partially built WarShips and a pair of WarShips borrowed from nearby Dieron. Second, the Combine (and all the Houses) willingly used far more weapons of mass destruction than even the "brutal" Amaris did during Star League Civil War.

When driven back to Inglesmond, the defenders openly courted Houses Steiner and Davion with offers of allegiance in exchange for surcease from the Kuritans. Though constrained by their own strategic concerns, the Lyran and the Suns managed to send a



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regiment of mixed troops each as “exploratory forces”, but their arrival only turned the Siege of Inglesmond into a four-way debacle. In the course of the fighting, all three of the House combatants resorted to nuclear scorched earth tactics, desperate to deny such a wealthy and industrialized Hegemony world to the others.

The Combine finally claimed nominal suzerainty over Inglesmond by 2789, but abandoned the nuclear winter-shrouded wasteland in 2799 when no useful salvage could be found amid the radioactive craters of its industrial complexes. After a perfunctory search for survivors in 2801, ComStar struck this world off its maps.

Unlike many terraformed worlds that died during the Succession Wars, the planetary engineering on Inglesmond was thorough. The planet proved easier to work with than Mars or Venus because it receives illumination similar to Terra. There was also little in the way of native life to overcome beyond some microbes, the atmosphere had a good partial pressure of nitrogen, and liquid water was bountiful. Effort was put toward sequestering the major oxygen sinks, like iron in the oceans, so continuous artificial atmospheric processing was not required after the late twenty-fourth century. Amazingly, Inglesmond's ecosystem, climate, and ozone layer have all bounced back to their antebellum norms despite the deployment of an estimated eleven gigatons of nuclear weaponry during the early years of the First Succession War. It has helped greatly, of course, that the planet has been free of humans for three centuries. The ecosystem is thus doing well, and is maintaining oxygen levels while natural greenhouse effects remain at stable levels. This native environment could last almost indefinitely without maintenance

Salvagers returned to Inglesmond several times throughout the First, Second, and Third Succession Wars. The callous lostech scavengers often hunted down survivors who approached their ships because the native presence endangered the legal claims for salvage. Lyrann intelligence forces later found a DCMS recovery operation in 2803 had deployed nuclear weapons against four large survivor communities rather than deal with the complications they posed. ComStar recertified Inglesmond as uninhabited in a publicly announced visit in 2822, and again after a secret expedition in 2912. Because of these surveys' mixed results, Inglesmond is sometimes shown as inhabited on 2822 maps and sometimes not.

Today, the planet is occupied by several dozen feuding hunter-gatherer tribes that often arm themselves with metal implements salvaged from ruins. The most powerful tribe, an inbred group of several clans, rules from a decrepit Castle Brian that still manages to produce some geothermal electricity and distilled water. This Castle Brian is located within a massive granite mountain, earning the name “Doosamontana” from its inhabitants – probably a corruption of Star League-era Portuguese for “God Mountain.” The modern inhabitants were discovered by Coalition scouts during the Jihad, when evaluating the world as a secret staging base for the attack on Terra, but the First Succession War bioweapons still lingered in the environment in mutated forms and the Coalition had no time to develop adequate countermeasures. The Republic of the Sphere treats Inglesmond as a “planetary nature preserve” rather than an inhabited system, and allows remote study of the natives by a multi-national team of researchers.

A TIME OF WAR ADVENTURE SEEDS

SHOOTING STARS

Recommended Group Size: 2-6 player characters

Recommended Group Type: Military, Covert Ops

Recommended Skill Levels: Green-Elite (Key Skill levels of 2-8)

After several humiliating setbacks in the Hegemony's Lone Star district between 2786 and 2787—some at the hands of Inglesmond's militia—the Draconis Combine re-evaluated the strategic capabilities of this overlooked world. Between its wealth, heavy industry, and political stability, the Kuritans quickly determined that Inglesmond could raise several brigades of truly formidable militia in just a few years, and potentially support them with WarShips emerging from their own still-upgrading shipyards. As the DCMS faced the imminent pressure of two giant foes in the Lyran Commonwealth and Federated Suns, ignoring this world for much longer put the very real chance of a resurgent Terran Hegemony (or at least a portion of it) at the Dragon's back.

By late 2787, Inglesmond had yet to fully mobilize and remained dependent on a few key facilities. With the fall of Dieron in December of 2786, the planet was struggling to complete the first batch of WarShip hulls its upgraded LTV Aerospace yards were building, but it was still making progress. Meanwhile, the Combine found itself entrenched in an all-out war against the Davions while holding the Steiners at bay. Even with its resources strained, the Dragon could no longer afford to ignore this secondary threat. Best to strike soon.

Because the Combine's navy was mostly tied up fighting the Houses, the plan to break Inglesmond's naval yards and naval defenses rested on a diversionary attack at Lone Star (which had been largely overlooked to this point), and then sending a small group of converted DropShips into the system via the Inglesmond-Martim Vaz L1 pirate point. Some of the DropShips would engage the battle station there with nuclear-tipped Barracudas, drawing the defenders' attention, while other DropShips and dispersed fighters carrying Alamos would race toward the shipyards orbiting Martim Vaz. No one was expected to return, so it was acceptable for the fighters to make a one-way, non-stop burn toward the shipyard; they had fuel for that.

Complications: A few obstacles for players to tackle.

Why Aren't Those Shooting?: The heavy use of nuclear weapons at the pirate point startled Inglesmond's defenders, who had only seen them used tactically on other Lone Star district worlds, and thus drew the available aerospace defenders to deal with those berserk "pocket WarShips." The militia was, however, aware some invading forces were headed for the moon, but their leadership ordered all attention be given to the nuclear threat. It was a close decision.

Counterfactual Speculative Histories: The 2787 destruction of Inglesmond's shipyard and its subsequent nuclear bombardment the following year have long been popular topics for the Inner Sphere's "speculative wargamers" and "counterfactual historians" because the battle itself could easily have turned out differently. And if it did, the course of the Succession Wars might have gone differently, as within another few years Inglesmond would have been unassailable, at least in the sense that the Houses could not spare enough troops from their titanic conflicts to deal with a Hegemony rump state that had a small fleet and some of the Hegemony's industry.

Tips: This is an opportunity to use or avoid nuclear weapons in a naval conflict; the fighters headed for the shipyards are unlikely to use their few Alamos against defenders, while the DropShips at the pirate point will use their Santa Anas profligately against WarShips that might survive them. Rules for nuclear weapons are found in *Jihad Hotspots: 3070* (see p. 130, *JHS3070*). Rules for L1 pirate points are found in *Strategic Operations* (see pp. 87-89, and pp. 134-135, *SO*), and offer the opportunity for the battle to hinge on a misjump.

RUMBLE IN THE RUBBLE

Recommended Group Size: 2 to 8 player characters

Recommended Group Type: Military, Salvage Experts

Recommended Skill Levels: Green-Regular (Key Skill levels of 1-4)

By 2803, about a million survivors from the 2788-2789 nuclear scouring had congregated on the continent of Amazonas. They had been overlooked by ComStar in its 2801 rescue operation because of the survivors' strict radio silence procedures, and because they were not on the continents of Ceara or Catarina, where most of the pre-war population had lived and died. Amazonas had mostly been a nature reserve with few nuclear targets like factories, cities, radio emitters, and campfires that caught the eye of House gunners. Its ecosystems had bounced back from the nuclear winter, and the invaders had favored modern, pure-fusion weapons that produced little fallout. Strict quarantine procedures for newly arrived refugees kept bioweapons from getting loose on Amazonas.

Left alone for eleven years, Inglesmond's Amazonas survivors had re-established agriculture, a functioning telecommunications network (by fiberoptic lines), and were building towns with decent materials and infrastructure. The survivors were apparently quite industrious.

In 2803, orbital surveys by Draconis Combine salvage teams (investigating a world ComStar declared dead in 2801) noted the survivor communities, who thought they had missed some undamaged towns. Plus they would get the honor of informing the Combine that the world was still inhabited and useful. When they found survivors, the salvagers assumed that anyone on the battered planet would welcome any aid from the stars.

Complications: A few obstacles for players to tackle.

How Many BattleMechs?: As it turned out, part of the reason that the survivors had settled Amazonas where they did was an Inglesmond militia base had escaped destruction. The wilderness training facility had not only included functioning power plants, machine shops, clinic, and food stores, but also an intact militia 'Mech battalion. Not all of that battalion was functioning in 2802 for lack of parts, but the operable 'Mechs were late SLDF models.

It's the Only Way To Be Sure: After the first militia attacks destroyed the salvagers' small BattleMech guard detail and their WorkMechs, the Kuritan response had been to retreat to orbit and improvise aerial freefall casings and altimeter fuses for the fusion demolition charges normally used to excavate Castles Brian. However, the civilian smallcraft pressed into the role of bombers took obvious and suspicious routes toward the four cities. A more alert militia might have halted this attack.

Tips: This scenario is an opportunity to host battles in a post-apocalyptic wasteland, albeit one free of the usual cinematic fallout and biohazard threats. Inglesmond is rebuilding a civilization, but the barbarian hordes threaten all that work.

RULES ANNEX

The following section is designed to assist both players and gamemasters in using this series to create games and/or campaigns based on the worlds described herein. The following rules primarily rely on the players' understanding of the core game rules found in *Total Warfare (TW)*, *Tactical Operations (TO)*, and *A Time of War (AToW)* but additional references may be made to *Strategic Operations (SO)* and other rulebooks.

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

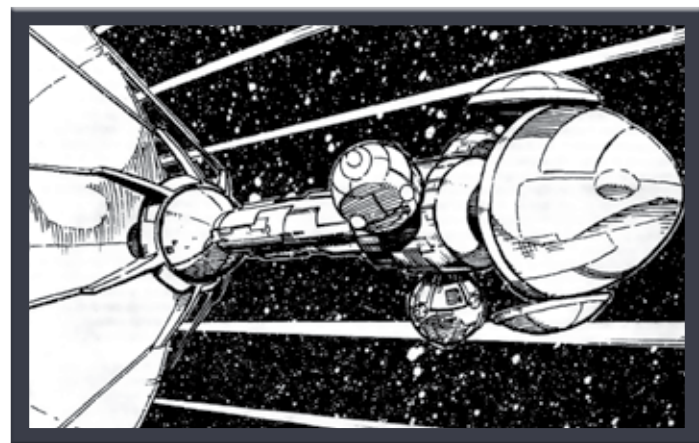
The world featured in this product was presented with a block of basic planetary data. This data provides key details that players can use to further tailor their game play, reflecting the unique features of the world. The following rules identify the core rules that apply, based on the indicated world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

Across the Ages: It should also be noted that many of the worlds presented in this series will have data that actually changes greatly over time—as in the case of Lone Star, which radically changes between 2822, 2825, and beyond. Players and gamemasters should thus account for the time period their games are set in when using worlds that have such variable data values.

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*.

SURFACE GRAVITY

Surface Gravity has a distinct effect 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 temperature (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.

RULES ANNEX

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.

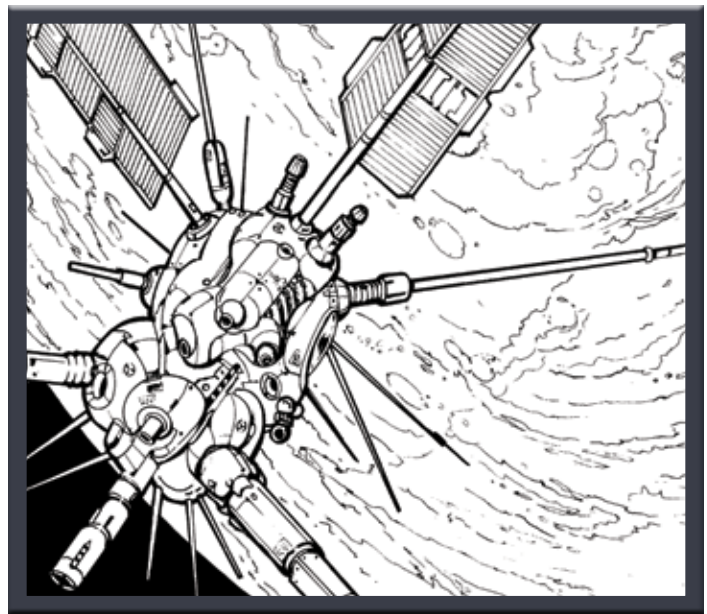
RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

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, even in the post-Clan Invasion eras.) 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 less 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 product. 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.

CIBOLAN WHALE

This oceanic behemoth is an immigrant from El Dorado and apparently was named in reference to another “lost city.” By 2694, Inglesmond’s oceans had been filled with many of Terra’s cetacean species, some recovered from extinction by fossil DNA extraction, and it was a source of pride to the population that they were helping to undo the damage of pre-*homo stellaris* humans on the home world. However, not everyone on Inglesmond was sensitive to the nuances of this honor and some, such as the Baron Brance von Liddleschitte, thought the goal was simply to have as many whale-like entities as possible. He was quite stubborn and sufficiently connected to force the Terran Hegemony, Inglesmond, and Federated Suns governments to authorize the import. Finding public scorn rather than accolades for his charitable work, Baron Liddleschitte abandoned plans for further imports and retired to the Grand Canal of Mars, which had a much more understanding demographic than the “unwashed plebeians” of Inglesmond.

Ironically, the ungrateful people of Inglesmond almost immediately came to love the imported Cibola whales. Until puberty (when they begin a growth spurt that takes them from ten to over fifty tons), the xeno-mammals were able to move on land in the manner of terrestrial pinnipeds and often play in ways that humans find adorably clumsy. Their faces are relatively mobile and convey emotions by expression; their long-jawed “dog grin” is easily understood by humans. The Cibola whales are bright and friendly animals; although they are predators, they avoid attacking humans and many of the terrestrial cetacean “immigrants” on Inglesmond, which they have been known to play with and even assist in a manner similar to the Terran dolphin. The famous Rafael Case in 2697, when an imported Cibola whale towed a disabled sailboat (occupied by the Rafael family) several hundred kilometers to an inhabited island, started Inglesmond’s appreciation for the giants. Sometime in the thirty-first century, the Inglesmond population of the whales exceeded the population on their home world.

Cibolan whales are bright animals, but their curiosity, expressiveness, and playfulness have led to incorrect exaggerations of that intelligence. While communicating to some degree among their kind (the Cibolan whale “song” is unmusical barks, grunts, and rumbles) and apparently possessing fantastic long-term memories, they do not quite seem to equal terrestrial gray parrots or bottlenose dolphins. They do recognize individuals of other species even after decades of separation, and pods of Cibolan whales are able to communicate among each other to spread warnings of threats (whalers, predators, weather). Their infrasonic rumbles are relayed across oceans in mere days if sufficient numbers of pods are present.

The whales are opportunistic, pack-hunting predators that are equally happy consuming fish, squid, and krill, so long as they acquire the enormous amounts of calories needed. Their cooperative hunting behaviors include “bubble herding” schools of fish. Cibolan whales, like their terrestrial counterparts, primarily depend upon sonar, though their vision is decent. They dive and remain submerged as long as Terran cachalots to hunt seafloor pray, but their nitrogen-affixing bone marrow spares them decompression sickness experienced by terrestrial deep-diving mammals.

They organize into pods of five to ten whales. When not hunting (which takes up about fifty percent of their waking time), Cibolan whales will rest on the surface in close formation to conserve calories, often “gossiping” (as El Doradan xenobiologists refer to the continuous barking and grunting in a resting pod).

An unusual attribute of the Cibolan whales is their apparent immortality. They reach adulthood within twenty years, when they are merely some twenty meters long and forty tons, but continuously grow slowly thereafter. They are highly resistant to disease and cancer, and severe injuries up to and including amputations will regenerate over weeks and months. This means Cibolans generally only die due to mishap or predation. The eldest known Cibolan is on El Dorado and is 920 years old based on growth rings in its lost teeth, which means it was an adult before humans arrived on that old colony. Such a methuselah is about forty meters long and 300 tons.

STR	BOD	DEX	RFL	INT	WIL	EDG
40	700	3	4	6	4	6

Mass: 100,000 kg (adult)

Size Class (Modifier): Monstrous (+6)

BAR (M/B/E/X): 6/5/5/5 (Thick Hide)

Damage (AP/BD): 6M/160

Move (W/R/S): 30/40 (Swimming)

Traits: Fast Learner, Hardy, Fit

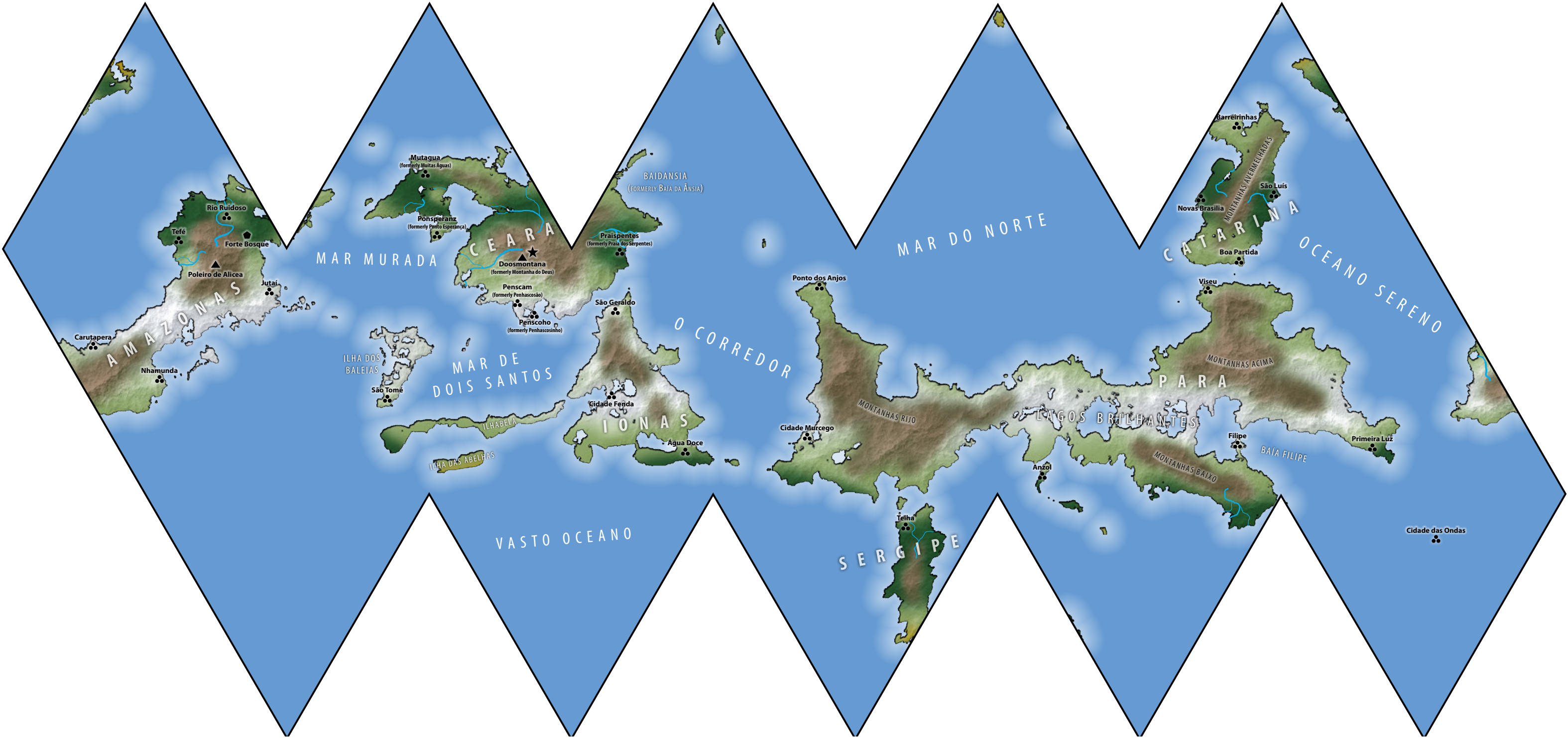
Skills: AniMelee (+3), Perception (+6), Tracking (+4)

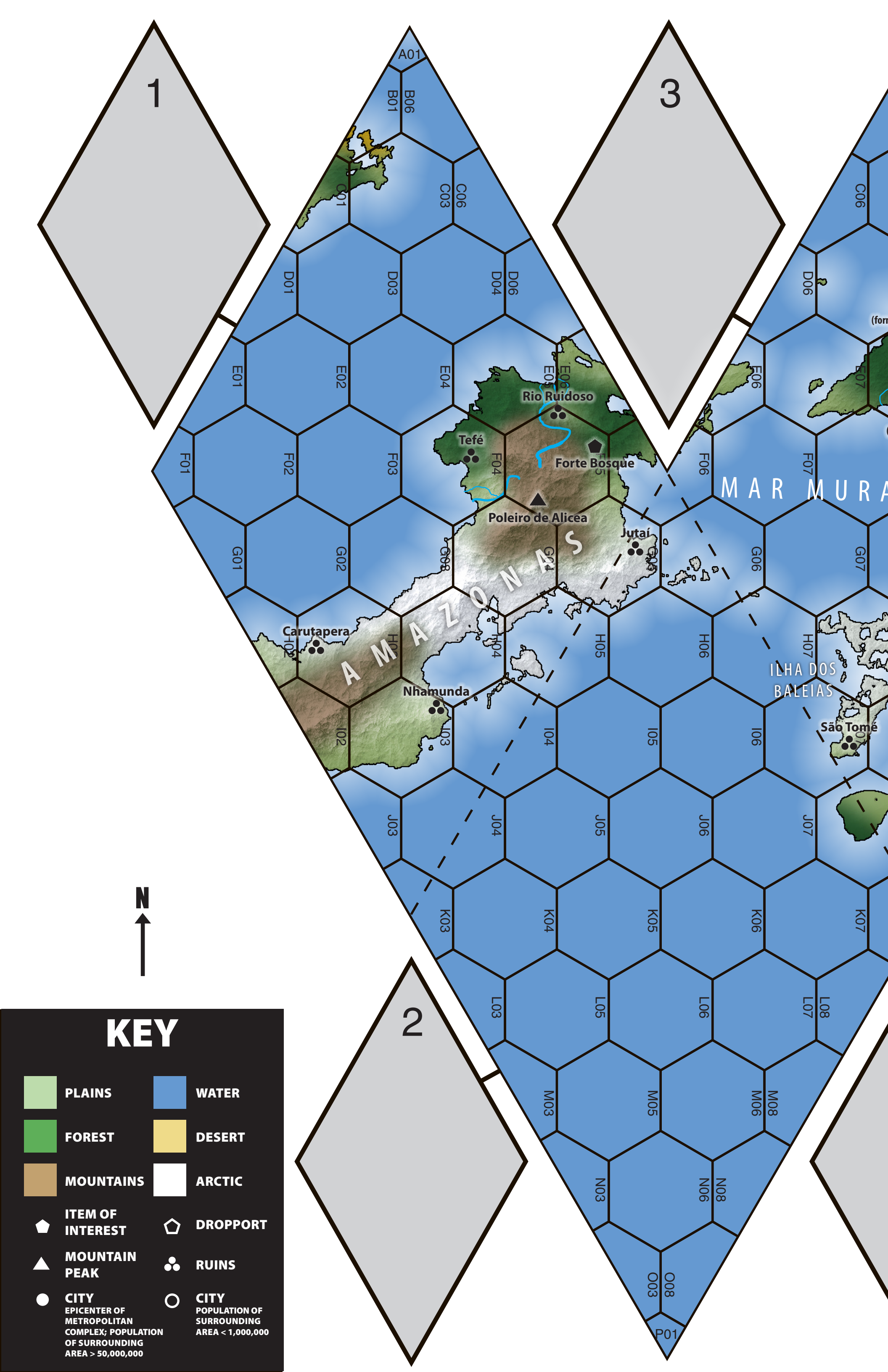
Note: Juvenile Cibolan whales weigh only 10,000 kg, and may move on land at their swimming “Cruise” rate. Juvenile whales reduce the STR and BOD of adults by a factor of 10, reduce their size to Monstrous (+5), reduce all BAR values by 2 points, and possess a damage AP/BD of 4M/16.

INGLESMOND TERRAIN

Inglesmond has a wide range of terrain like any inhabited planet. The random map tables found on p. 263 of *Total Warfare* is a reasonable representation of most of the world’s terrain. For scenarios set in and around the survivor community located in Amazonas, the Wooded Terrain Table is recommended.

INGLESMOND





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3

2

KEY

- | | | | |
|--|---|---|--|
|  | PLAINS |  | WATER |
|  | FOREST |  | DESERT |
|  | MOUNTAINS |  | ARCTIC |
|  | ITEM OF INTEREST |  | DROPPORT |
|  | MOUNTAIN PEAK |  | RUINS |
|  | CITY
EPICENTER OF METROPOLITAN
COMPLEX; POPULATION
OF SURROUNDING
AREA > 50,000,000 |  | CITY
POPULATION OF
SURROUNDING
AREA < 1,000,000 |

