

# BATTLETECH™

TOURING THE STARS



# BRAUNSCHWEIG



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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 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!

—Dr. Herbert Redburn, *Touring the Stars: One World at a Time*, Free Republic Press



**W**elcome 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 to create an unlimited number of *BattleTech* games, while the *A Time of War* section offers plot seeds and details for the planet's more notable events. These plot seeds can serve as stand-alone games, can be weaved into an existing game, or become part of a larger ongoing campaign.

The *Rules Annex* section explains planetary information for use in gameplay, as well as optional terrain tables, weather and flora/fauna rules. Terrain tables serve 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 enhance your game experience. All players should agree whether to use any 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:** Thanks to Ray for clearing the way to allow me to focus on the Scorpion Empire and Hanseatic League. This is one of a suite of products intended to be mutually supportive in advancing the story of this region of the Deep Periphery.



# ATLAS

## BRAUNSCHWEIG

**Star Type (Recharge Time):** G5V (186 hours)

**Position in System:** 3rd (of 12)

**Time to Jump Point:** 7.47 days

**Number of Satellites:** One (Wolf)

**Surface Gravity:** 1.00

**Atm. Pressure:** Standard (Breathable)

**Equatorial Temperature:** 31°C (Tropical)

**Surface Water:** 51 percent

**Recharging Station:** None

**HPG Class Type:** None

**Highest Native Life:** Mammals

**Population:** 35,750,000 (3140)

**Socio-Industrial Levels:** B-C-B-B-C

**Landmasses (Capital City):** Schatzland (Lockport),  
Salzebene, Schiksal, Lebenswald, Oase, Isolierung



## BRAUNSCHWEIG

Braunschweig is a world of contrasts. Incomprehensibly vast mountain ranges rise from continents linked by delicate archipelagoes, while ancient ocean beds—manifesting as trackless deserts—flow into nigh-limitless grasslands. Native and introduced herd beasts graze on the gently swaying grass, while native predators of ferocious aspect stalk both without discrimination. Mountainsides are dominated by arboreal magnificence, intermixed with semi-animal flora deadly to man and beast alike. The world was discovered on 9 December 2816 by disaffected Lyran Commonwealth citizens of the Tamar Pact worlds fleeing the chaos of the First Succession War.

Twelve worlds orbit Braunschweig's parent star. Nine of them are gas or ice giants beyond the habitable zone, and two others are small, rocky planets too close to the star to support life. The third world, however, was nearly ideal for colonization, with plentiful plant and animal life biologically compatible with humans. Colonists first arrived in 2824 and brought their preferred herding beasts for agriculture, supplementing these by hunting native wildlife. In this, they competed with indigenous predators. On many worlds colonized by humans, native predators are driven to extinction. The wildlife of Braunschweig defied the odds and survived extirpation and extermination efforts. A balance of sorts arose, as humans learned to remain in and near their settlements, while native predators rule the wilderness. Five of the world's six continents are located in close proximity to one another. The central landmass of Schatzland holds the capital, Lockport, and two other major cities. Four continents connect to Schatzland either by narrow land bridges or by archipelagoes arcing through the sea. Roads and bridges soon linked all these together, while rail lines followed in the second century of human occupation. The continent of Isolierung stands out as the only landmass not connected to the others. Its distance from the other continents

makes it a haven for plant life but completely devoid of animal life. The wealthiest merchants came to regard the remote land as a resort, once the deadly flora were cleared away by teams of serfs, which suffered tremendously high mortality rates.

From the first, Braunschweig was divided almost exactly between urban and rural populations. The former erected enormous, widely-spaced cities, while the latter established minor settlements in the wilderness to oversee their herds. Industry flourished in the cities, mostly focused on necessities to support the growing colony.

Decades after Braunschweig's settlement, another group of exiles fleeing the Lyran Commonwealth colonized a system near Braunschweig. These new arrivals named their world Bremen and busied themselves settling other systems and establishing links with other established colonies. The Bremen colonists feared the piracy of the Deep Periphery, but also hungered for power. When representatives from the burgeoning colony arrived to discuss the formation of a mutual defense pact and economic alliance, the oligarchs who dominated Braunschweig's city-states agreed, hoping to expand their sphere of influence beyond the atmosphere of their own world. The more cooperative rulers of the nearby worlds chose to unite, securing the region through force of arms and mercantile power. The formation of the Hanseatic League proved a boon for the ruling class of Braunschweig. Those who held power tightened their grip upon it, while increasing their vast wealth by trading their manufactured items with the rest of the League. The initial Council of Merchants included seven representatives from Braunschweig, each the ruler of one of the world's seven major cities. The greatest of these conurbations, Lockport, became the capital city and home to the world's only spaceport. Rail lines connect the capital to the other major cities, with small rural settlements serving as stopover stations. These stations



# ATLAS

The national importance of the factory led to Regional Defense Force Six's permanent posting to Braunschweig, as the world's merchants had personally funded the RDF's establishment. The local aerospace security force expanded to a full wing and was absorbed by the RDF, making it the League's only unit with integral aerospace assets. The RDF's military presence was split between Lüneburg, to defend the factory complex, and Lockport, to defend the spaceport and planetary government. Not long after the factory became operational and new BattleMechs appeared in the HDF, the Council of Merchants sought to deflect wider intelligence gathering efforts by confirming what many already believed, that a new factory had been constructed on Braunschweig. This revelation seemed counterintuitive to some, but it successfully preserved the secrecy of the Falsterbo installation.

Paranoia about the vulnerability of their newly-revealed factory led the world's merchants to construct an artificial city west of the Great Spine Mountains as a lure to potential invaders. The site appeared from orbit to be a massive urban development. Rail lines, used to deliver construction workers and materials to the faux city, were left in place to complete the illusion. Communication lines were routed through the city to make it appear to be the center of planetary activity. Even a replica spaceport was located in the city center. The merchants continued their outlay of funds to maintain the decoy city for decades, successive generations inheriting the paranoia and continuing the illusion.

In 3115, the simulated city became the focus of a serf rebellion. Multiple members of the mercantile class noted in late July of that year that their serf population numbers had begun to drop, a decline not due to disease or accident. Their serfs were not dying—they were disappearing. The drop-off continued for months, until one of the wealthier merchants hired bounty hunters to track down the missing serfs. The search was fruitless for the first several weeks, and serfs continued to vanish. Finally, the hired guns managed to spot a fleeing group of serfs departing their merchant master's lands late at night and using a hand-powered railcar to reach the decoy city. Despite the city's structures being little more than facades, they still served as shelters for those seeking freedom. Instead of rounding up their disaffected serfs, the merchants realized that the mendicant populace served to further the illusion they desired. While the site lacked essential services such as electricity or running water, the serfs thrived nonetheless. Despite predatory beasts, the serfs—no strangers to hard labor—dug wells and rigged windmills to provide rudimentary luxuries of life. The artificial city was never officially recognized as a true settlement, but came to be known as Serftown. While the network of spies and agitators who incited the serfs to abandon their masters was dismantled in the harshest possible fashion, ending any further loss of laborers, Serftown thrived in its own fashion.

Many of the ruling class were surprised that so many serfs successfully traversed the wilderness, even using the open hand carts to reduce the

travel time. Braunschweig's native life is so feared that survival in the wild without dedicated security personnel seemed inconceivable to those comfortably ensconced in their cities. The most frightening of the local wildlife are the various species of *katzenwulf*, beasts which resemble hybrids of Terran great cats and dire wolves and frequently mass over 500 kilograms. Some species hunt in packs, and others live solitary lives. While the *katzenwulfe* are the most feared, the world's deadliest fauna are actually the tree anemones. These semi-plant, semi-animal creatures are migratory as juveniles until they find a location sufficiently distant from others of their kind.

There they put down their kind. Some species crush the life from anything that strays within reach, partially devouring their prey to replenish energy and allowing the rest to decompose over their roots to enrich the soil. Others possess venom of such frightful toxicity that the merest skin contact causes instant, agonizing death. These species lack digestive systems and simply allow the dead to decompose, drawing nourishment from the soil.

Ten years after the Serf Exodus, those still held in menial servitude sought to join their erstwhile brethren in Serftown. The ensuing Serf Rebellion infected five of

the world's seven major cities. However, this time the merchants were unwilling to permit their chattel to depart. As riots and other uprisings broke out in the cities, the merchants called in the militia and their private mercenaries to end the unrest with extreme violence; RDF 6 sat out the fighting. While some troops expressed a desire to intervene and stop the bloodshed, the majority understood that they answered to the merchants. Thus, the RDF pretended not to notice the slaughter of 80,000 thralls. The fighting drove the serfs into a futile retreat across the Alkali Flats, one of the world's vast dry ocean beds. Thousands died from dehydration on the barren expanse before the merchant forces finally killed the leaders of the revolt, ending the unrest.

In the spring of 3138, the merchant class' inborn paranoia was heightened by a strange incident which occurred near the BattleMech Repair Facility. A security team investigating a possible intrusion of the facility perimeter abruptly disappeared. After the team failed to respond to communications, a search eventually found their bodies and those of the VTOL crew who had ferried them to the area of interest. They exhibited a variety of causes of death, from strangulation to stabbing to being shot by one of their own firearms. The VTOL was finally located weeks later, abandoned on the other side of the mountain range, far to the southwest and a day's march outside of Lockport. The search team's canine member was never found. Increased patrols accomplished nothing, save to extend the mystery.

Braunschweig remains prominent among the Hanseatic League's twenty-nine inhabited systems, its status enhanced and ensured by the presence of the Lüneburg Vehicle Corporation factory. Despite the potential threat of another serf uprising, the merchants refuse to alter the culture from which they have benefited from for generations.



# A TIME OF WAR ADVENTURE SEEDS

## FIND MY CHILD! (ANY TIME PERIOD)

**Recommended Group Size:** 4–8 player characters

**Recommended Group Type:** Mercenary, Military

**Recommended Skill Levels:** Green–Veteran (Key Skill levels of 1–6)

Braunschweig usually offers little to adventure seekers beyond a quick death at the paws or tentacles of the native life. However, on occasion, a wealthy merchant's scion grows bored with his or her life of luxury and disappears in search of excitement. Sometimes they do not return. One such child of privilege has gone missing, and as the only heir to the family fortune, it's critical to locate the wayward offspring.

**Complications:** A few obstacles for players to tackle.

**Where Should We Start?:** Rumor has it that the youth was seen consorting with the family serfs, one in particular. This serf is also conspicuously absent, along with a pair of rifles and camping gear. The serf in question was known to harbor resentment at being considered property and was once corporally punished for vocalizing anti-servile sentiment. The rail line leading to Serftown does lead right to the city...

**A Little Healthy Competition:** The panicky parent hired the player group specifically to find their missing child, but has also offered a reward for the safe return of the absent heir. Since the reward was publicly announced, anyone can seek it. And quite a few have, from other, less-wealthy merchants and their security teams, to off-duty members of the planetary militia. It's going to be fun staying ahead of so many interested parties.

**The Oldest Story...:** Evidence, such as abandoned camps and the bullet-riddled bodies of three *katzenwulfe*, leads the team to Serftown. Once they find the missing heir, he or she proclaims their love for the serf who led their escape from the city. The heir refuses to leave the serf, and the serf refuses to return to bondage. They now have hundreds of sympathetic comrades-in-arms as back up, so the team will have to be clever. They will also need to be careful of competitors who might be less discerning about slaughtering serfs to recover the missing heir.

**Tips:** This is the GM's chance to throw the team into the midst of a bad fairy tale. The lovestruck merchant's heir chooses to abandon complete privilege and luxury for a life of abject poverty alongside the serf. Whether they really are each other's one true love, and whether that matters at all given the size of the reward being offered, is up to the team to decide. They can get involved in the world's politics, perhaps upset at the stratification of society. Who knows, they might end up leading a serf revolt!

## SEEK AND YE SHALL FIND (3110-3140)

**Recommended Group Size:** 4–8 player characters

**Recommended Group Type:** Seeker (Clan Goliath Scorpion), Mercenary, Military, Pirate

**Recommended Skill Levels:** Green–Veteran (Key Skill levels of 1–6)

The Hansa recently announced the existence of their new factory in Lüneburg, but the aerospace cordon over it existed long before new tanks and 'Mechs began appearing in their ranks. What else are they hiding?

**Complications:** A few obstacles for players to tackle.

**Wilderness Adventure:** The aerospace cordon covers not just the city of Lüneburg but also a vast territory to the west of it. The Great Spine Mountain Range divides the primary continent of Schatzland in half. The cordon covers part of the range, but mostly stays to the east of it. While there are no established trails, a dedicated team could seek to move north through the Trocken Ozeanbecken, an ancient and now dry ocean bed, then climb the Falkennest Peaks to see what lies on the other side.

**I Am NOT Going in THERE!:** While there are few willing to traverse the wilderness, climbing the mountains is an even more daunting prospect. More than *katzenwulfe* occupy their slopes. Wriggling, swaying despite the lack of wind, and seeming to beckon the team on, the entire mountain range is covered with tree anemones. Oh, there are trees of various sorts, too, but between them all writhe the deadly native flora.

**Over the Top:** The team has made it past the deadly indigenous life. They have surmounted the peak and see... *something*. They cannot quite make it out due to the distance. They could climb down, but there are foot and VTOL patrols constantly covering the area.

**Tips:** This adventure seed can be used in multiple ways. While the BattleMech Repair Facility is under the protection of the local military, there could be other facilities in the areas as well. Perhaps there is a Star League-era cache or even an Outpost Castle, camouflaged in the wilderness. Perhaps it houses not loyal Hansa forces, but Word of Blake escapees or their descendants? The world is open, fill it with adventure!



# RULES ANNEX



The following section will assist players and gamemasters in creating games or campaigns based on the world described in this product. The following rules rely on the core game rules found in *Total Warfare (TW)*, *Tactical Operations: Advanced Rules (TO:AR)*, *Tactical Operations: Advanced Units and Equipment (TO:AUE)* 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 the core rules. Players creating tracks and scenarios using the material in this Rules Annex are encouraged to accept, modify, or even completely ignore these guidelines if they prove too cumbersome.

## USING PLANETARY DATA

This product included a block of basic planetary data describing the featured world and providing key details that players can use to tailor their games to the unique features of the world. The following rules will help players implement the world data.

**Across the Ages:** Data for many of the worlds presented in this series changes greatly across the *BattleTech* Eras. Players and gamemasters should account for the Era in which their games are set 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 (see *Light*, p. 58, *TO:AR*)

*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 a DropShip 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 defensive 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, consult the Full Moon Night, Moonless Night, or Pitch Black rules (see *Light*, p. 58, *TO:AR*).

## SURFACE GRAVITY

*Surface Gravity* has a distinct game play effect on the performance of virtually all combat units. 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. For the full effects of gravity on combat, see *High/Low Gravity*, p. 53, *TO:AR*.

## ATMOSPHERIC PRESSURE

This detail describes the relative density and breathability of the local atmosphere and can have a profound impact on game play if

# RULES ANNEX

the atmosphere is anything but “Standard (Breathable)”. Thinner or thicker atmospheres can affect the use of several unit types 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 the effects of pressure variations, see *Atmospheric Pressure (Density)*, p. 52, *TO:AR*. For the effects of breathability, see *Tainted and Toxic Atmospheres*, p. 54, *TO:AR*.

## 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  $-30^{\circ}$  Celsius or above  $50^{\circ}$  Celsius), *Extreme Temperature* rules (see p. 60, *TO:AR*), 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.

*Recharging Stations* describes whether a system has any space station capable of recharging a JumpShip's K-F drive, and, if so, at which of the two standard Jump Points they are located. Recharging stations are often small and lightly armed, but also act as spaceborne hubs of trade and communication to the local world. Raiders often avoid these stations by using 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 some measure of 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 generally 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 attempt to secure a region'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 possesses. Barren worlds in the Inner Sphere may be home 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 include any species the human population may have imported to the world; 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 numbering in the billions are often highly developed, with many major cities. Sparsely populated worlds with populations in the millions or less are more likely to have only small towns or even tiny outposts and domed arcologies. Because a more densely populated world often increases the threat of local armed resistance or merely more eyes to spot incoming aggressors and more voices to raise an alarm, raiders tend to target less populated worlds, while invaders often attempt to secure the greater manpower and infrastructure found on highly populated 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, technologically sophisticated, and resource wealthy than the average. Many of these factors can be used to enhance role-playing aspects of game play; for an in-depth explanation of this code structure, see pp. 366-373, *AToW*.

## LANDMASSES AND CAPITAL CITIES

The major landmasses (continents, regions, and/or island chains) identified on each world are 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.

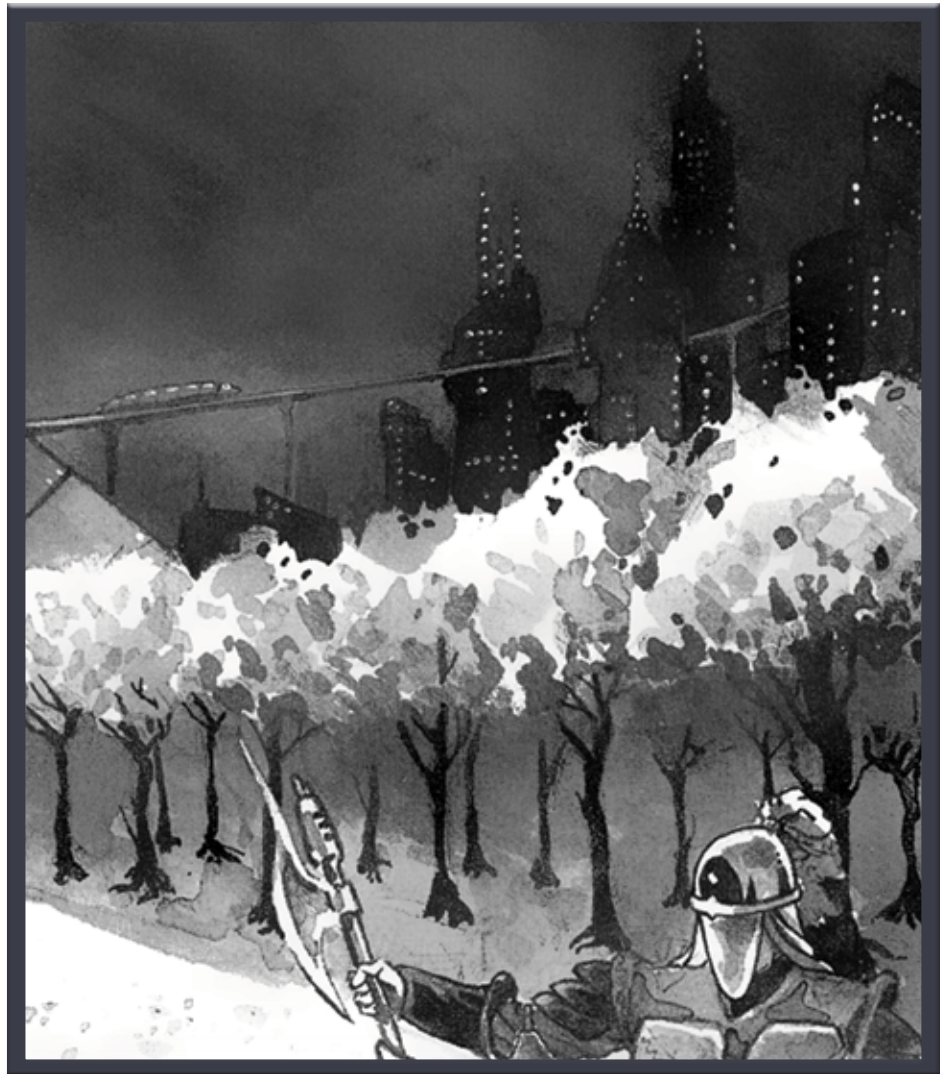
# OPTIONAL RULES

## BRAUNSCHWEIG FLORA AND FAUNA

The native life of Braunschweig is as varied as that of Terra. From the tuskless mammoths grazing the plains and mountainsides to the spearfish and *seewulfen* of the seas, biologists have exhaustively categorized thousands of species. Fortunately for the earliest colonists, these animals are compatible with Terran life, making the vast herds a valuable and easily-claimed food source, as the lack of primates among the native life ensured a lack of fear. However, the predatory wildlife proved as deadly to the colonists as the colonists were to the herbivores. Extermination efforts yielded at best extirpation in the major cities. Outlying settlements are populated by wary, armed overseers performing the duty of ancient shepherds watching over their flocks by night.

## TREE ANEMONE

The deadliest native life on Braunschweig is the venomous tree anemone. Appearing in colors as varied as the sea anemones of Terra and displaying varied tentacular size and number, from a distance tree anemones might appear like a gigantic floral chorale arrangement performing in color and movement rather than in voice. However, closer inspection reveals they sway whether or not the wind blows, and their tentacles are as adept at reaching horizontally as swaying vertically. Early colonists learned quickly to avoid the tentacles, as those with the greatest reach also possessed the greatest strength. Several tentacles can enwrap a victim and crush their life out in an instant. The venomous varieties, though, need not rely on strength—they simply touch their prey. Their venom is so potent that it causes immediate painful seizures and organ failure, ending lives both quickly and painfully. Unlike the deep taproots and small root radius of their constrictor kin, the venomous breeds have shallow roots with a radius more than twice their tentacle reach. Thus, as their prey dies, the decomposing remains feed the tree anemone via the extensive root system. While these are the deadliest species on Braunschweig, as with most floral species, fire and sharpened metal are sufficient to eradicate the threat. Even WorkMechs, though, are properly sealed and enclosed to ensure no stray tentacles allow the tree anemone to exact revenge on its slayer. A small cottage industry exists to manufacture survival suits for those wealthy and daring enough to risk adventure in the wilderness. Light environmental suits protect against envenomation, while bulky exoskeletons serve as a guarantee against constriction. Wise adventurers know to use both.



**Creature Name:** Tree Anemone, Venomous

**Mass:** 2500 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	5	1	1	0	1	0

**Size Class (Modifier):** Large (+1)

**BAR (M/B/E/X):** 1/1/1/0

**Damage (AP/BD):** 1M/1

**Move (W/R/S):** 1/1/1 (juveniles only)

**Traits:** Poisonous

**Skills:** Ambulatory (+1, juveniles only), Animelee (+1)

**Notes:** Poisonous (Contact (via attack)); Drug Strength 30; Duration 5; Base Price --; Equip. Rating A/C/C; Notes: Poison Resistance not effective; Corrosive; Lethal; Instantaneous.)

# OPTIONAL RULES

## TIGRELOUP

Most feared among Braunschweig's native predators, the tigreloup is the largest of the *katzenwulfs*. The species' coarse gray wolf's fur bears black tiger stripes, hence its name. Adults average 1.5 meters at the shoulders and 2.5 meters from nose to rump. The thick, bushy tails add up to 1 meter to the animal's overall length. They are massively muscled, especially in the neck and shoulders, aiding their ability to kill with their 8 cm fangs by breaking necks on even the strongest prey. The tigreloup is one of the *katzenwulf* species that live solitary lives. Unlike typical cat species, though, territoriality is not part of the animal's behavior. Instead, they spend their lives constantly wandering. Gatherings are limited to mating or raising cubs. Unlike the pack-forming species, the tigreloup seems only to howl at the moon after taking a kill and to attract mates during estrus. They have been documented successfully hunting in all terrain on Braunschweig, save for the isolated continent of Isolierung. Because they do not remain in any area for more than a few days, it is difficult to determine whether one is active in a particular locale: lack of sign does not indicate a lack of presence. These cunning hunters claimed incredible numbers of colonists in the early years of the settlements. Their coat provides excellent insulation, making them undetectable by infrared sensors. Combined with their excellent night vision, tigreloups are particularly feared at night. Despite their size and mass, their stealth is unmatched among the *katzenwulfs*. Leaps of 15 meters are not uncommon, and some have been recorded at over 20 meters. As the Braunschweigerian saying goes, "There is no hiding from a tigreloup."

**Creature Name:** Tigreloup

**Mass:** 1000 kg (adult)

STR	BOD	DEX	RFL	INT	WIL	EDG
18	20	8	8	3	6	1

**Size Class (Modifier):** Large (+1)

**BAR (M/B/E/X):** 0/0/0/0

**Damage (AP/BD):** 2M/2

**Move (W/R/S):** 10/20

**Traits:** Camouflage (+1), Night Vision (+4), Offensive Adaptation (Fangs and Claws)

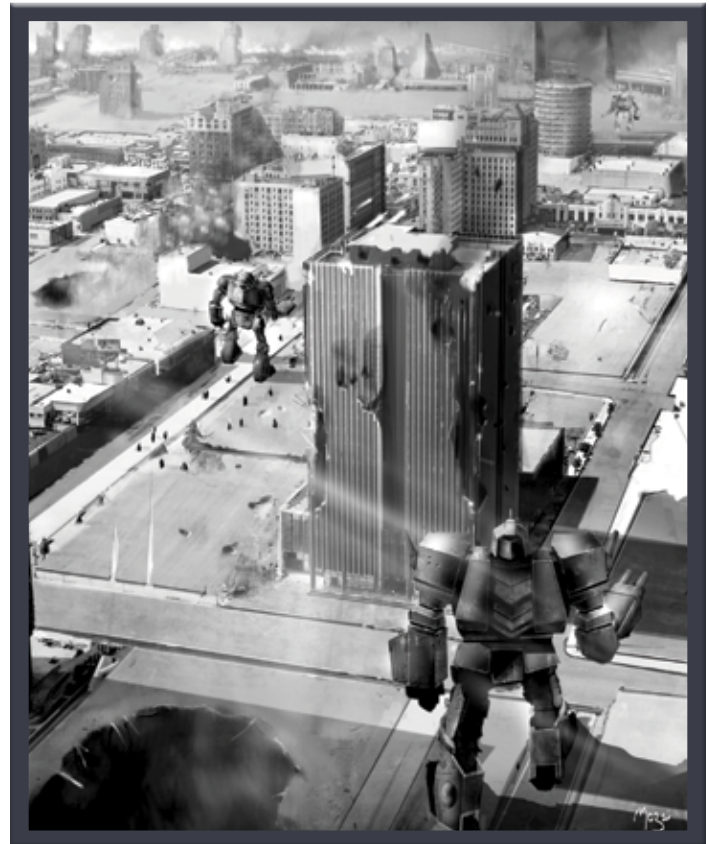
**Skills:** AniMelee (+3), Perception (+4), Tracking (+2)

**Notes:** Invisible to infrared sensors.

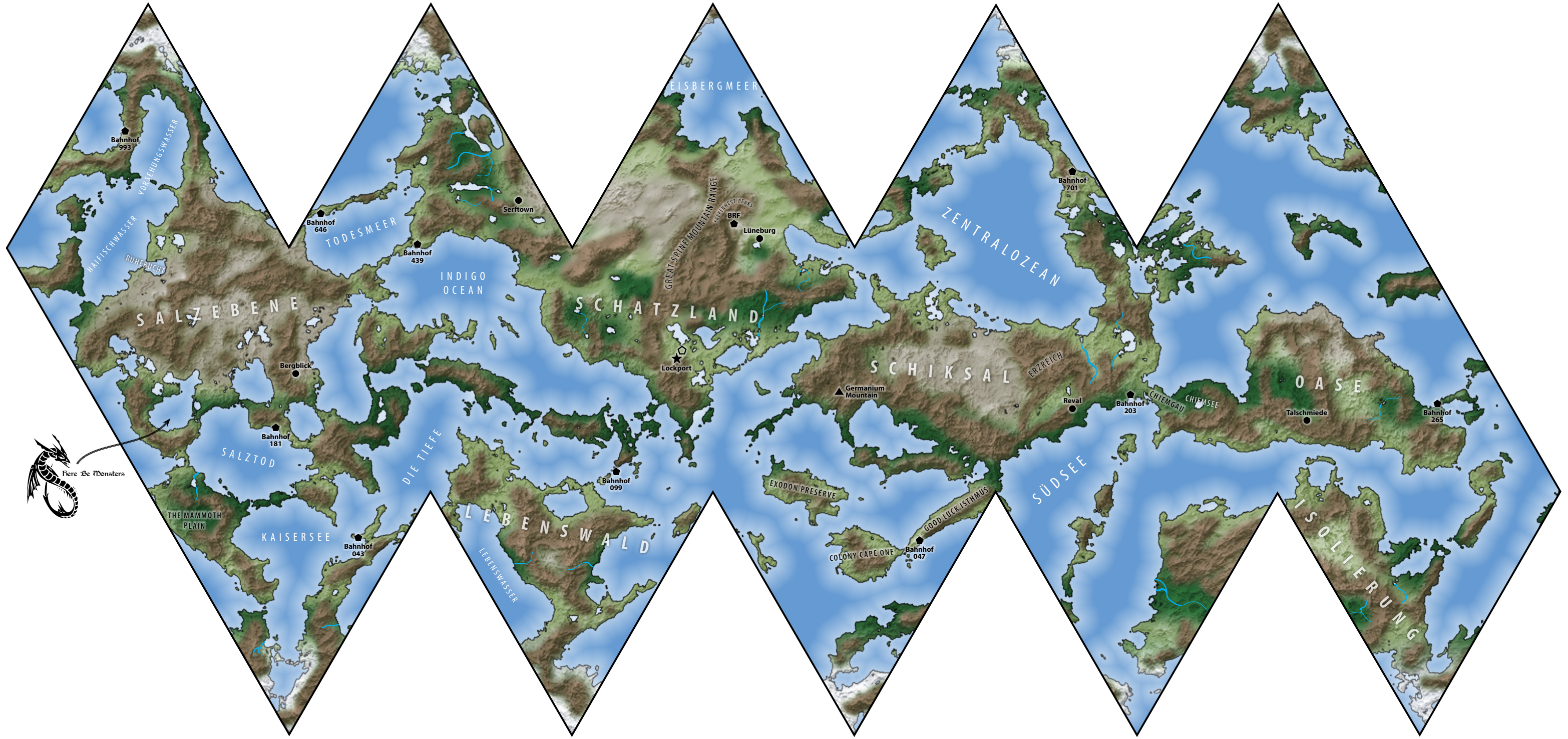
## BRAUNSCHWEIG MAPSHEET AND TERRAIN CONDITIONS

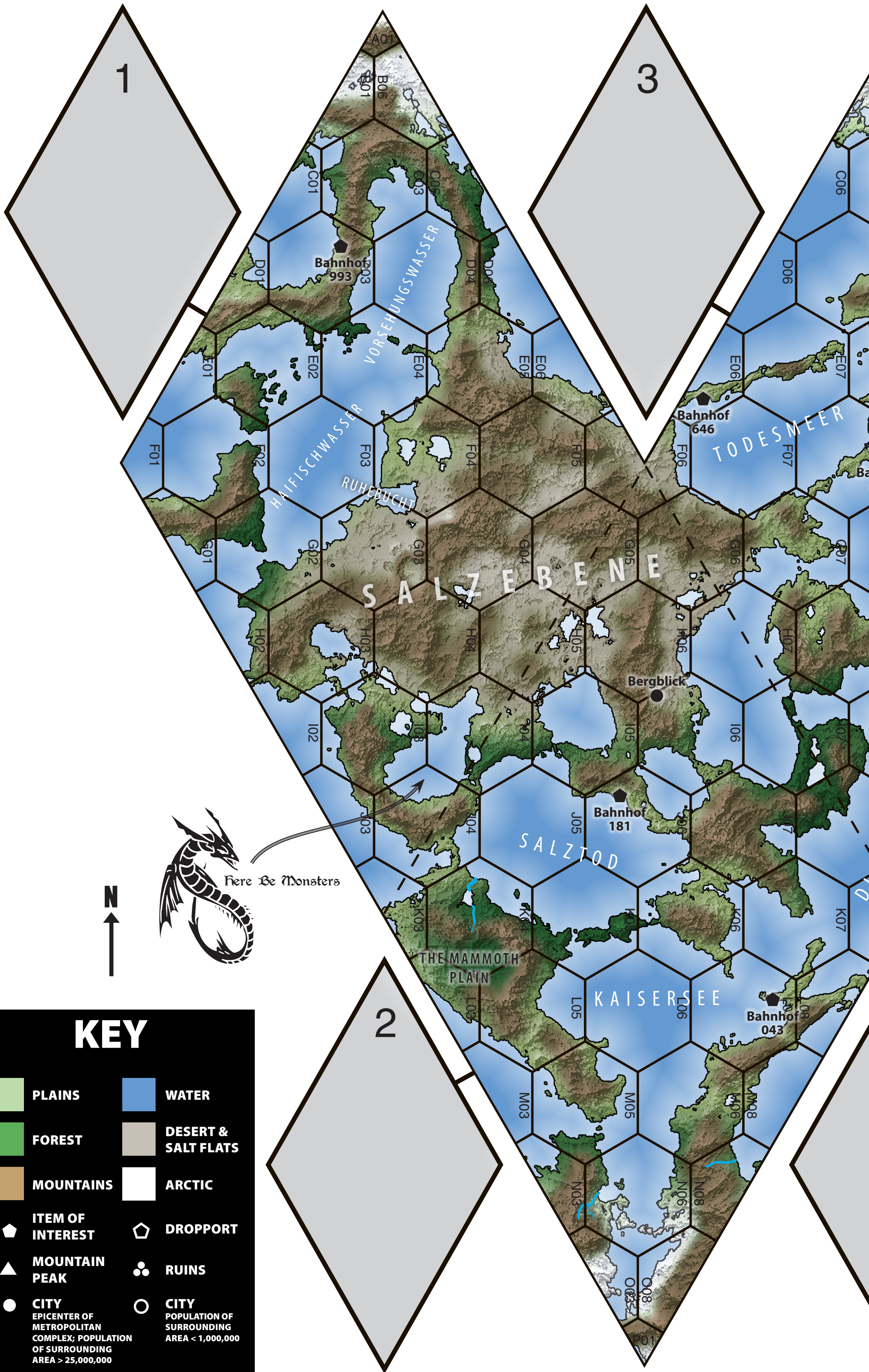
The Braunschweig Master Terrain Table presented here reflects the nature of the dominant terrain within Braunschweig's most inhabited regions. The wilderness terrain on Braunschweig is just as diverse as any found on Terra, and a reasonable representation of most of the world's landscape is found on p. 263, *Total Warfare*. However, the cities are hubs of activity. The following terrain table may be used to represent the urban areas of Braunschweig.

BRAUNSCHWEIG URBAN	2d6 Result	Terrain Type
	2	CityTech (MS2, MSC1)
	3	City (Hills/Residential) #2 (MS3, MSC1)
	4	Military Base #1 (MS7)
	5	Drop Port #1 (MS7)
	6	City (Residential) (MS6, MSC2)
	7	City Street Grid/Park #2 (MS4, MSC1)
	8	City (Suburbs) (MS6, MSC2)
	9	Drop Port #2 (MS7)
	10	Military Base #2 (MS7)
	11	City (Downtown) (MS6, MSC2)
	12	City Street Grid/Park #1 (MS4, MSC1)



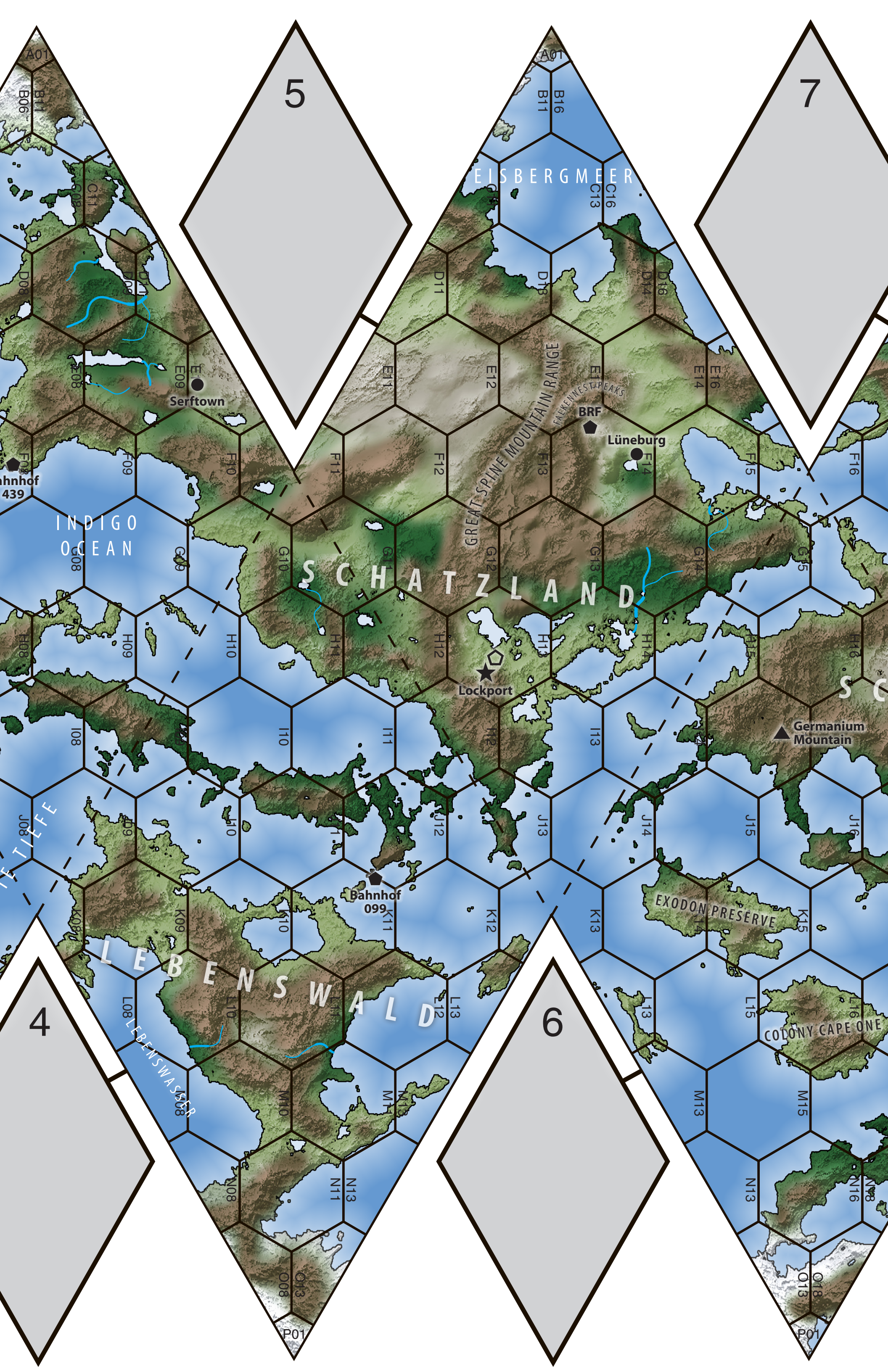
# BRAUNSCHWEIG

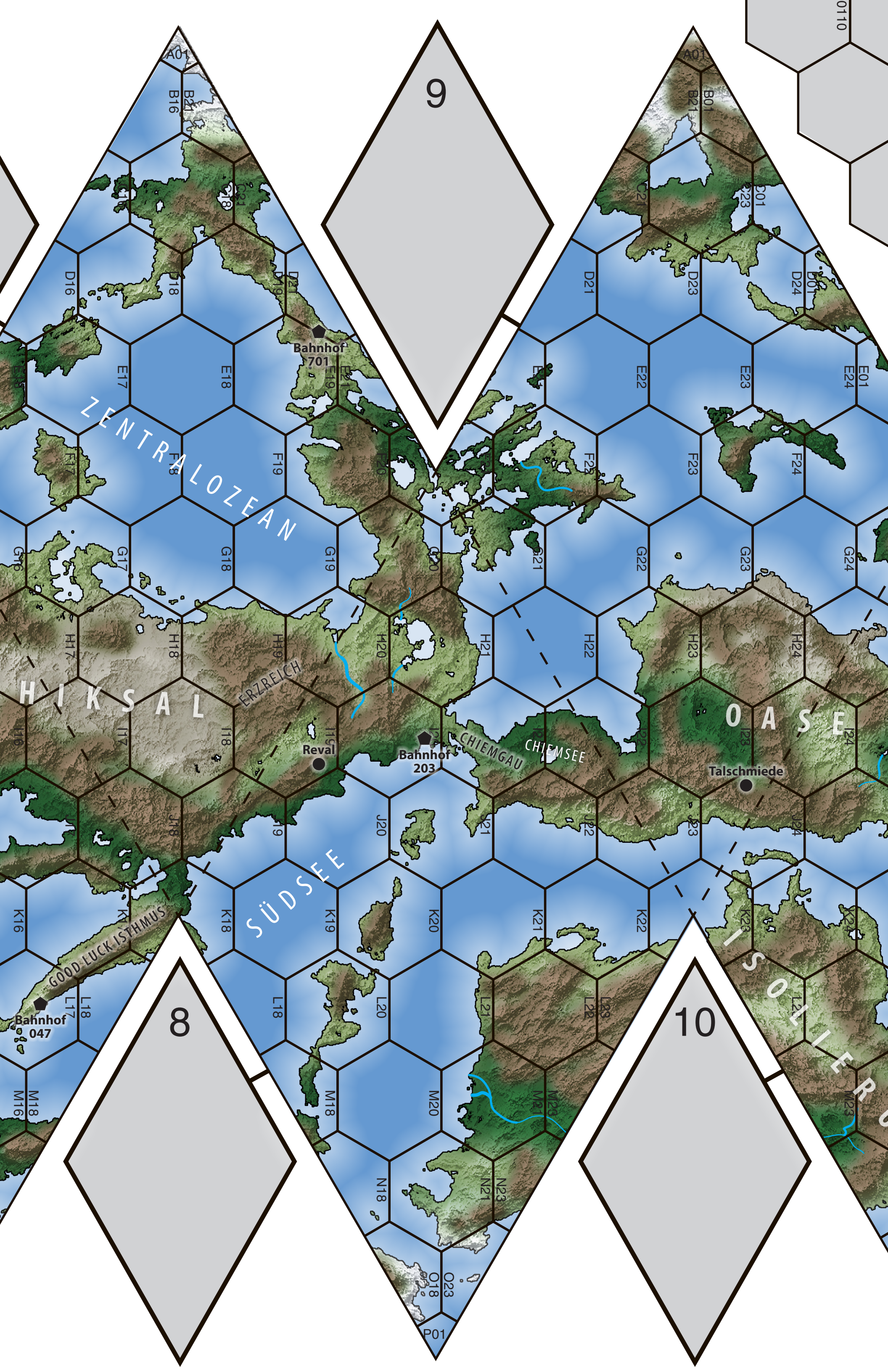




# KEY

- |  |   |   |   |
|--|---|---|---|
|  | <b>PLAINS</b>   |  | <b>WATER</b>  |
|  | <b>FOREST</b>   |  | <b>DESERT &amp; SALT FLATS</b>                            |
|  | <b>MOUNTAINS</b>  |  | <b>ARCTIC</b>   |
|  | <b>ITEM OF INTEREST</b>   |  | <b>DROPPORT</b>   |
|  | <b>MOUNTAIN PEAK</b>  |  | <b>RUINS</b>  |
|  | <b>CITY</b><br>EPICENTER OF METROPOLITAN COMPLEX; POPULATION OF SURROUNDING AREA > 25,000,000 |  | <b>CITY</b><br>POPULATION OF SURROUNDING AREA < 1,000,000 |





6

ZENTRALOZEAN

HIKSAL

ERZREICH

SÜDSEE

CHIEMGAU  
CHIEMSEE

OASE

GOOD LUCK ISTHMUS

SÖLLEPR

8

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Bahnhof  
1701

Bahnhof  
203

Bahnhof  
047

Reval

Talschmiede

0110

A01

B16

D16

E17

F17

G16

H16

J16

K16

L16

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O16

P01

B21

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E21

F21

G21

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