

BATTLETECH™

TOURING THE STARS





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VALENCIA™

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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



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 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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ATLAS

VALENCIA

Star Type (Recharge Time): M0V (201 hours)

Position in System: 1st (of 5)

Time to Jump Point: 3.14 days

Number of Satellites: None

Surface Gravity: 1.05

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 25°C (Temperate)

Surface Water: 75 percent

Recharging Station: None

HPG Class Type: A

Highest Native Life: Mammals

Population: 69,837,000 (3140)

Socio-Industrial Levels: B-B-B-C-A

Landmasses (Capital City): Alboraya (Godella),
Meliana, Massanassa, Rocafort, Moncada, Torrent,
Loriguilla, Calicanto



VALENCIA

Nueva Castile was settled in 2392 by a group of Terran expatriates from the Hegemony provinces of Portugal and Spain fleeing the increasing feudalization of the Inner Sphere. By the 2380s, these individuals felt Terra was discarding the republican promise of the early Hegemony in favor of feudalism, and had become dominated by North American interests, as the Terran Alliance had been before it. At the time, all Hegemony Director-Generals had been from North America.

The Castilian movement was initially stymied by the price of a decent, distant colony world, but that changed when a scion of the Chaffins clan, one of the richest families in the twenty-fourth century thanks to their vast colonial real estate holdings, ran afoul of Spanish police in 2381. The police were nonplussed at a mountain of illegal intoxicants and several dead bodies, but the Chaffins offered an out-of-court solution. The Castilian movement found itself with the secret coordinates of not just a single, merely adequate Periphery planet, but an entire cluster of prime worlds, plus a squadron of colonial transports. The Chaffins Colonial Development Corporation had been keeping the worlds secret until such a distant cluster could be profitable.

After several more years spent mustering colonists, supplies, and funds, the Castilians launched their colonial expedition to the nine worlds, which they dubbed Asturias, Cordoba, Granada, Leon, Castile, Aragon, Navarre, Valencia, and Galicia. The inauguration of the Castilian Parliament on Granada occurred on 17 March 2392 and is considered the traditional founding date of Nueva Castile, but some lengthy round trips from Terra to the Castilian worlds were required; the first-in pioneer teams arrived as early as 2388 and the last deliveries did not arrive until 2398.

Despite retaining a small squadron of jump-capable vessels, the Castilians soon cut off contact with the Inner Sphere. Their large expedition raised substantial attention from acquisitive Hegemony leadership, which alarmed the colonists.

The weak central government and quiet early years of the Castilian settlements caused political power to accumulate in the hands of major landowners, who also tended to own the flexible colonial factories that produced everything from luxuries to farm tools. While the original settlers had passionate republican attitudes, their descendants did not share their sentiments. The grandchildren of the larger landowners were happy to exploit their positions. By the middle of the twenty-sixth century, the Nueva Castile worlds were in the grip of a feudal society more blatant and autocratic than the one their ancestors had fled.

The relatively high quality of worlds in the Nueva Castile cluster allowed each a high growth rate. Clean water rarely required more than desalination or sand filtration. Most Castilian worlds were relatively mineral-rich. Though declining medical standards (due to ailing colonial medical equipment and sliding levels of higher education) caused average lifespans to drop under a century and resulted in an increase in infant mortality, Castilian populations boomed. Indeed, as the old Hegemony cultural values and technology gave way to an agrarian culture with few labor-saving devices or contraception, family sizes grew substantially. Valencia's initial ten thousand settlers grew to nearly seventy million by 3140, and it was not the fastest-growing Castilian world.

The decline in educational standards was a symptom of the emerging feudal system. The landlords of Nueva Castile had little patience with

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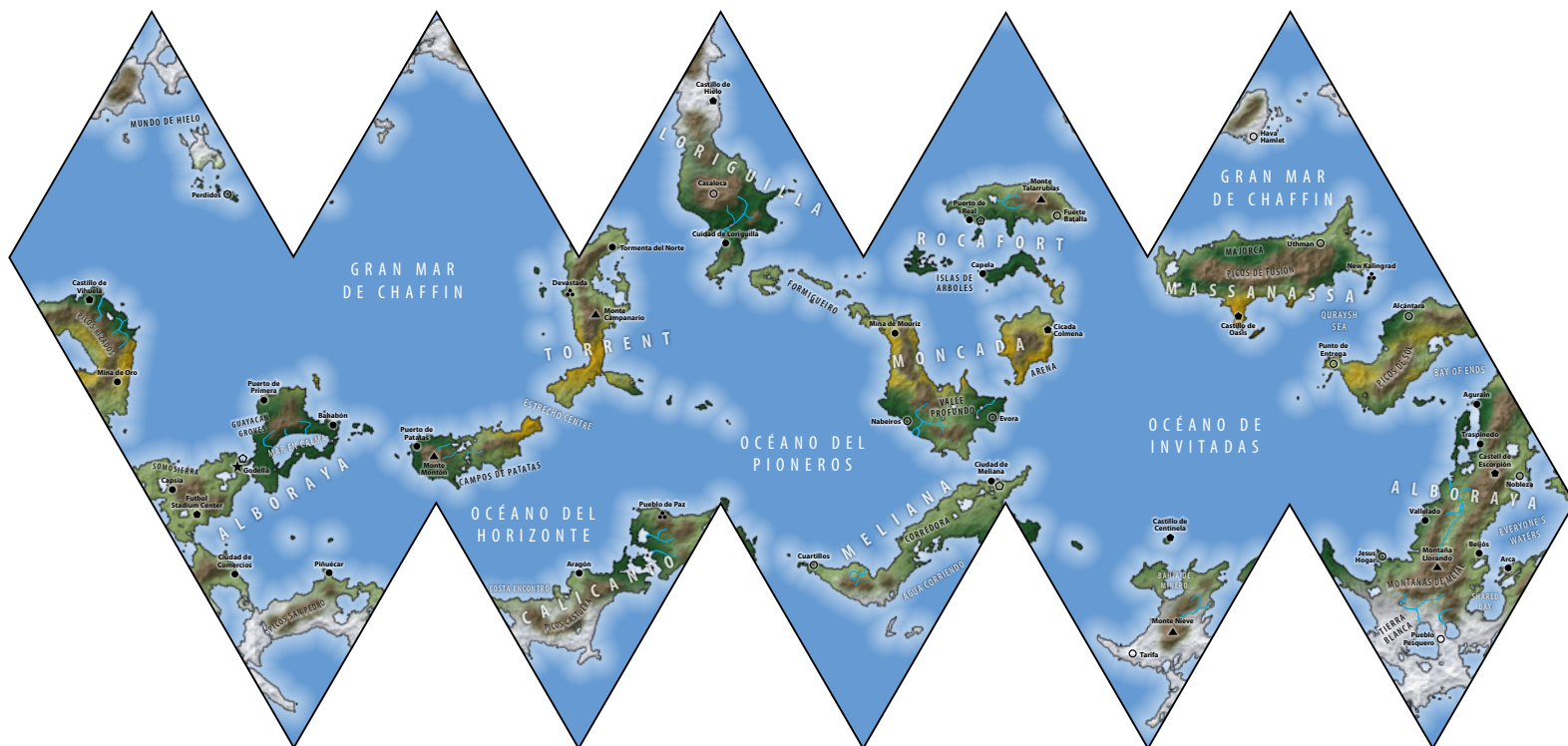
higher learning, which might remind their subjects of the dangerous ideals of Karl Marx, Thomas Jefferson, or Elias Liao. While this attitude stabilized their control over their fiefdoms, the isolationism of the nine worlds and prevailing anti-intellectualism led to a slow decline in technology. The Castilians were barely able to maintain their few remaining JumpShips when the Umayyads arrived in 2830. (After the Umayyad arrival, both factions worked to acquire additional, modern JumpShips from the limited Deep Periphery market. The subsequent invasion by the Goliath Scorpions substantially increased the number of functional K-F drive vessels in the region.)

While civil rights gradually withered away, for almost two hundred years the Castilians rarely endured larger conflicts than feuds between the landlords-cum-nobles and the decadal interstellar futbol championship, leaving most subjects complacent and undisturbed by the political changes. When the original Castilian central government collapsed in 2637 over rigged censuses and gerrymandered districts that allowed some planets to pack Parliament, a “war” ensued that almost exclusively involved assassins and small groups of noble guardsmen.

During this first of many little wars, the already-alooof Castilian aerospace “Flotilla” announced a strict neutrality policy. It depended on too many hand-built parts from too many worlds to pick a side. Neutrality aside, the Flotilla was a strong check on subsequent Nueva Castile wars—there simply weren’t enough ships available to transport a large military force between systems. Instead, the infrequent Castilian interplanetary conflicts were a Machiavellian stew of favor trading, dynastic ties, assassination, and delivery of small teams of soldiers and armored vehicles to assist local allies.

While turbulent on a small scale, the Castilian socio-political structure was unlikely to change without outside influence. Anyone who clawed their way to the top enjoyed too many benefits to consider reforming the existing system. Indeed, Castilian society was so stable that even the 2830 arrival of just such an outside influence—who the Castilians dubbed “Umayyads” after an ancient Iberian foe—did not measurably change it. The Umayyads arrived on one JumpShip with BattleMechs (new to the isolated Castilians) and the promise of a more democratic society, which generated support from the Castilian subjects they conquered. However, the handful of Umayyads, who numbered not more than a few hundred soldiers and some thousands of civilians, soon found their courses of action dictated by their tens of millions of “liberated” subjects. By the thirtieth century, the Umayyads remained politically separate from the remaining Castilian worlds but had long lost any cultural distinctiveness through intermarriage, destruction of their own history, and upbringing among their Castilian subjects.

The twenty-ninth century brought another faction to the Castilian worlds: the newly founded Hanseatic League, which was created by Lyrans fleeing the Succession Wars. The trade-oriented Hansa found both profit and risk in the fast-growing Castilian worlds. The risk was that the fast-growing Castilians and Umayyads possessed sufficient technology and the aggressive, avaricious mindset to burst forth as a new interstellar power if they ever halted their fractious little wars. The Hansa felt they lacked the population and military to deal with such a threat, so they kept the Castilian worlds tied up in conflict by selectively aiding both sides with weapons, access to mercenaries,



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and even JumpShips (which also undermined Castilian aerospace production, another Hansa goal.)

As a result, worlds like Valencia changed hands several times over the next few centuries at the whims of noble marriages, noble assassinations, and small-scale conflicts between noble guards that alternately wore "Castilian" and "Umayyad" badges, conflicts nudged along by the Hansa. But life changed little among the nine worlds until the conquest and formation of the Escorpion Imperio. The limited democracy in the form of caste councils granted by the Scorpions was novel in that it has lasted for years and its impacts are still rippling through Castilian society. Similarly, the ability to advance into the warrior and scientist castes by ability rather than by birth have profoundly altered Castilian society. The civilians have truly fallen in line behind their new leadership not simply for their new civil rights, but because of the revelation of the role that Hansa skullduggery (and Word of Blake lies) played in their previous lives. Decades of peace, the end of blood feuds among nobles, freedom from abuse by those nobles, and a blooming technological base all helped the Scorpions eventually win the adoration of the Castilian people. (Two generations have passed since Clan warriors regularly burned entire Castilian villages to the ground for minor resistance, allowing those wounds to heal somewhat.)

Valencia is a satisfactory colony world of reasonable size and water coverage, certainly better than many of the poisonous or dehydrated worlds of the Inner Sphere, but it has significant differences from Terra. Valencia orbits a small red dwarf star ("Ascuá"), which, like Ovan's primary, can loom in the sky as a large white disk dangerous to observe for its high infrared output. Low ultraviolet-C emissions mean Valencia has a weak ozone layer, making the surface surprisingly awash with skin-burning UV-A and UV-B radiation from the cool star. The dark purple and black foliage of native Valencian plants can create an eerie landscape, while crops introduced by early colonists required engineering to protect them from high UV levels. The residents of Valencia favor wide-brimmed hats, scarfs, and robes to protect them from the harsh sunlight. The Scorpions' free distribution of polarized sunglasses, cataract operations, and skin cancer treatments helped secure the loyalty of commoners as much as the prospect of vengeance on the Hansa.

Beyond the oddity of a red dwarf primary, Valencia is in a sharply elliptical, 45.6-Terran day orbit that ranges from 15 to 45 million kilometers distance around the star. This orbit and Valencia's 25-hour rotation seem stabilized by the influence of the system's second planet, the imaginatively named gas giant Titanico. Such extremes in orbit mean Valencian seasons are defined by the world's distance from its star rather than planetary tilt, and are so short that weather patterns

are rarely predictable or stable. Valencia's short, fast dive past Ascuá at its periapsis produces a five-day summer that natives call "Desartre Caliente"—"Hot Mess." The planet warms rapidly but superficially, producing unsettled winds, severe thunderstorms, flash floods from melting snowpacks, and high temperatures that can exceed 60° C at the equator. The turbulent weather of summer continues into the nine-day autumn ("Calmante"—"Calming") as Valencia swings farther from its sun and begins to cool. Heavy rains are common in Calmante as water evaporated in summer condenses. A twenty-three-day cool, dry winter follows as Valencia reaches the most distant, slowest part of its orbit, usually getting quite frosty (depending on latitude) by the end of winter. The short winter is rarely enough to produce deep colds, but vast fogs and lake-effect snows billow from still-warm bodies of water into the chilling air. A nine-day spring follows, featuring gradual warming and a little snowpack melting before Desartre Caliente strikes again.

The short year and strong seasons have an interesting impact on the world's calendar and agriculture. Valencia's local calendar fits eight orbits (local months) per Terran year, requiring one leap day per 40 Terran years to keep calendars aligned. Some areas of Valencia have sufficiently mild weather year-round to reliably plant durable, engineered plants (notably potatoes, winter barley, and olive trees) that produce crops every two to six Valencian months. Other regions favor greenhouses to shelter imported plants from the weather, particularly the turbulent winds of Desartre Caliente and the heavy rains of Calmante. The third way of dealing with the short years is native plants: some are almost safe for humans, though, like terrestrial rhubarb and taro, they require simple treatments to remove mild poisons. The final approach to raising food on the world is to use smarter food that can handle the weather on its own: terrestrial grazing animals with adjusted gut flora, notably goats and sheep, have done well on Valencia, though traditionally they are fed Terran plants for a week before slaughter to supposedly remove accumulated native pollutants. While Valencia's native land animals are unpalatable, the seas and lakes provide a variety of flavorful fish and shellfish.

The system is almost six billion years old, enough time for Ascuá to move past a violent, flare-spewing youth which stripped Valencia of its primordial atmosphere and globe-drowning ocean. In the last three billion years, Valencia has dried out to resemble Terra, with seventy-five percent saltwater coverage, eight scattered continents, and (thanks to native life) a very terrestrial atmosphere. The world is a bit larger than Terra, some 14,254 kilometers in diameter and possessing a surface gravity of 1.05 G. On the other hand, it is somewhat less dense than Terra, having a proportionally large silicate mantle and



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less metal. However, the internal heat of the borderline “super Terra” created a number of now-quiescent volcanic provinces rich in metals and valuable minerals (one of the reasons that the Imperio selected Valencia as its capital.) Polar continents (Loriguilla in the north and Calicanto in the south) and negligible axial tilt results in relatively large ice caps, which moderate global temperatures during the short summer. (The equatorial continents of Moncada and Torrent are nearly uninhabitable during summer and fall.)

The Imperio gradually changed the population distribution of Valencia, which was formerly scattered across the four temperate continents (Alboraya, which includes the capital city Godella, Meliana, Massanassa, and Rocafort). Decades of industrialization and improving education have triggered urbanization. By the thirty-second century, a mere dozen cities hold half of Valencia's population, while the countryside depopulates. The Empire's warrior leadership has found itself unready for this urbanization—Valencia's population alone singlehandedly exceeds Clan Goliath Scorpion's former Homeworld population—so the new cities are ringed with shoddy housing blocks and slums. The remnants of the Castilian nobility of Valencia which survived and transitioned into the Imperio's merchant caste are addressing urbanization's problems better than the warrior caste. The nobles' ingrained desire to rule and exploit the peasants (the “laborer caste,” or whatever the new Scorpion Dons prefer) benefits from access to Clan libraries, which included late Terran Hegemony managerial techniques and urban planning.

Another factor that led to Valencia becoming the Imperio's capital was its infrastructure. The world had been knitted together by numerous, well-maintained seaports and large oceangoing, petrochemical-powered vessels with an associated industrial base of some sophistication. The capital continent of Alboraya possesses an extensive and reliable rail network. These assets efficiently brought together Valencia's mineral and human resources. The university that supported Valencia's small aerospace industry, though lacking in the social sciences and arts, was one of the better institutions in Castilian space, with organization and instructional techniques preserved from its Terran ancestors. The University of Valencia has since proven invaluable to the Imperio after it has added managerial and business degrees, which gives the Empire vital, professional middle managers

which form the upper ranks of the civilian castes. These features made Valencia the Scorpions' favored choice, even ahead of Castilian and Umayyad worlds with more advanced industry.

Decades after becoming the Imperio's capital, Valencians are embracing the new industries and ways of life. The caste-climbing bureaucrats and booming consumer goods industry (one of the unClanlike reforms of the Imperio) has created a hardworking urban population. The Scorpions' heavy investment in military and aerospace industries on Valencia and recent legalization of sub-caste organizations (banks, companies, and guilds) are producing something novel to the Clans: spinoff industries. While the Trueborn warrior caste glances askance at the civilian innovations starting to emerge from merchant and technician castes (scientists remaining busy in government-owned businesses), the civilian industry is profitable and seems to be stimulating both economic growth and civilian loyalty. Even the surviving Castilian nobles are finding their places in the new society. Many are members of the merchant caste, where they are managers and factory overseers, and their youth are climbing through the Imperio's freeborn warrior programs.

Modern Valencia hardly compares with an Inner Sphere core world or Clan homeworld, but several decades of effort to rebuild Clan Goliath Scorpion's industry has sharply advanced the world. Its contributions to the Imperio's industry are making it possible for the Scorpions to sustain Clan levels of military technology. The Valencians also build a trickle of HPGs which knit the Imperio together. (Whether because they are newly built or because of local improvisations in the HPG design, the region's HPGs have not been affected by the Blackout.)

If there is unrest to be found on Valencia, it is in religious and linguistic circles. The Castilians (and Umayyads) followed an isolated form of Catholicism, which the nobles had long used to help keep the population quiet. However, the Goliath Scorpions brought a wealth of new ideas which are causing schisms in the church and the birth of new sects. The violence surrounding these shifts in belief, particularly attacks on new sects, bedevils Valencian police. Further, the attempt to impose Star League Standard English as the official planetary language has faltered in the face of widespread resistance. Since 3110, the Scorpions have grudgingly allowed resumption of Castilian Spanish schooling and media programming.



A TIME OF WAR ADVENTURE SEEDS

UNCOVERED

Recommended Group Size: 2–4 player characters

Recommended Group Type: Military

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

As the threat of war with the Imperio loomed, the Hanseatic League's covert operation teams working within the Scorpions' borders were willing to deploy all the cards they had up their sleeves, among them a treasure trove of ancient Umayyad BattleMechs found on Valencia.

The Hansa stumbled over the 'Mechs decades earlier, slowly excavating and repairing them with varying intentions; salvage for the Hansa's own forces, or perhaps reinforcement for Umayyads or Castilians to prolong their conflict. The Imperio's obvious war preparations decided the matter: the 'Mechs would be used by the Hansa to destroy as much of Valencia's growing military industry as possible.

Unfortunately, the increased activity to the remote site caught the attention of the Imperio. Second-line freebirths from Omega Galaxy were dispatched with aging hardware looking for bandits, but they stumbled into a camp of Hanseatic League personnel hurriedly readying their recovered units. Some of the finest Hanseatic MechWarriors were assigned to the covert operation, though their 'Mechs left something to be desired.

Complications: A few obstacles for players to tackle.

Chewing Gum and Duct Tape: Though the Hansa mustered only a lance of battered SLDF Royal BattleMechs, their technicians work furiously to get other rusted scrapheaps into battle. These would likely be a plot-appropriate quantity of decrepit SLDF combat vehicles drawn from *Record Sheets: Operation Klondike*, but players (or GMs) are encouraged to have fun with more pucker-inducing complications.

Breaking Bid: If the initial garrison Star of geezers and freebirths might be overmatched by the Hanseatic troops, the capital of the Imperio certainly has additional troops that can arrive at a dramatic moment in battle.

Tips: For *Total Warfare* scenarios, this is an opportunity to use the Pre-Existing Damage rules (see p. 21, *IO*) to represent the partly-repaired Hansa 'Mechs. *Record Sheets: Operation Klondike* has an excellent selection of appropriate 'Mechs that can be tailored to the campaign.



RECONQUISTA

Recommended Group Size: 2–4 player characters

Recommended Group Type: Military

Recommended Skill Levels: Green–Elite (Key Skill levels of 4–8)

When the initial Umayyad invasion slowed, the Castilians had a chance (aided by bribed and kidnapped Umayyad technicians) to develop BattleMech technology. What they developed made the MSK-5S *Mackie* look like the latest thirty-second-century ClanTech product, but the optimistically named *Reconquista* BattleMech did help the Castilians turn the tide of battle—if only because the Castilians could build 'Mechs at the time, and the Umayyads could not.

The battle for Valencia in 2841 was a high-water point in the Castilian effort to liberate their planets. The Hanseatic League had not yet begun interfering, the Umayyads had not established BattleMech production capabilities, and the Castilians were able to deploy 'Mechs in company strength that could march as far as 150 kilometers between breakdowns. They found, however, that the Umayyads had distributed industrial technology to their new subjects and had some "advanced" vehicles available in company strength: basically, copies of the KVN-2 Korvin. After this battle for Valencia, the liberation process stagnated.

To this day, elder Castilian nobles reminisce about the Battle of Valencia and what might have been: if only their scouts had succeeded in blowing up the repair depot that kept the last of the Umayyad's advanced 'Mechs in the field; if only their second company of *Reconquistas* hadn't been caught unloading from a DropShuttle by Umayyad fighters; if, if, if. Then, no doubt, the Castilians would've been able to throw out the Scorpions two centuries later. Of course, players can get a different result from the battle.

Tips: This battle is an exercise in primitive units (see p. 120, *IO*), particularly the primitive tanks fielded on both sides and the primitive *Reconquista* 'Mechs fielded by the Castilians (see p. 11). The Umayyads are still able to field some aged, patchwork SLDF-era 'Mechs (see *Pre-Existing Damage*, p. 21, *IO*).

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*.



RULES ANNEX

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 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° Celsius or above 50° 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

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.

RECONQUISTA

Mass: 75 tons

Chassis: Iron Core 1

Power Plant: Fury Turbines 180 ICE

Cruising Speed: 21 kph

Maximum Speed: 32 kph

Jump Jets: None

Jump Capacity: None

Armor: Iron Hide Heavy

Armament:

1 Venganza del Rey Autocannon/10

1 Venganza del Rey LRM 10

1 Furia del Vulcan Machine Gun

Manufacturer: Asturias Royal BattleMech Yard

Primary Factory: Asturias

Communications System: Standard Talk-1

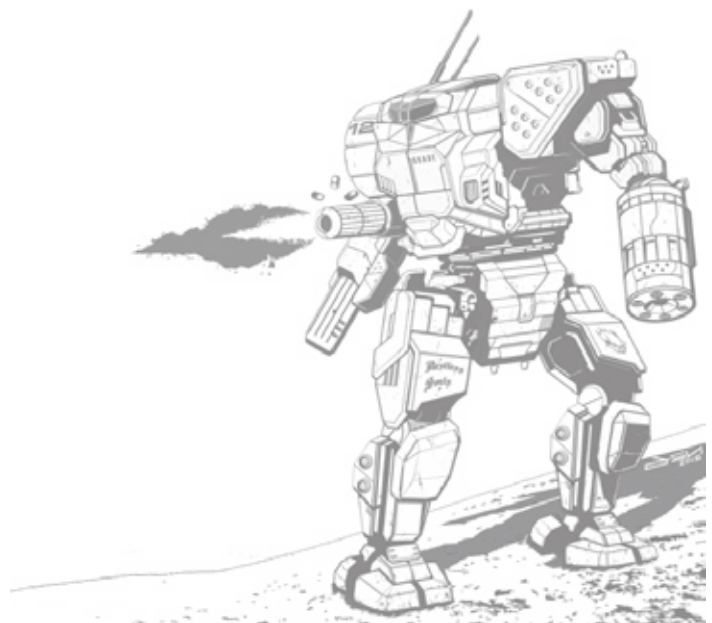
Targeting and Tracking System: Standard Track-1

The *Reconquista* was built by Nueva Castile in response to the twenty-ninth-century invasion of the Umayyads. While the isolated Castilians had never seen BattleMechs before, battlefield salvage and bribed Umayyad technicians helped them produce their first native designs in just five years. The buggy, short-lived *Reconquista* was named in the hope that it would lead to the ultimate defeat of the Umayyads. However, the backward, JumpShip-starved Castilians never managed to field *Reconquistas* in sufficient numbers to crush the Umayyads, who were swiftly harnessing the industries of their conquered planets to build 'Mechs and tanks of their own.

CAPABILITIES

The *Reconquista* is an utterly primitive BattleMech with an anemic internal combustion engine, balky myomers, fatigue-prone internal structure, hand-built and non-interchangeable parts, and crude controls with unreliable software.

However, it was not without merits. Its primitive armor was credibly robust and its heat sinks were adequate for its weapons. While the *Reconquista's* weaponry was a bit light for its tonnage, the loadout was a useful mix. The weapons were reliable, employing a missile system and 25-millimeter machine gun in production for centuries for Castilian militias. The class-10 autocannon was scaled up from a Castilian class-5 based on Umayyad examples. To simplify the design, ammunition was kept close to the weapons and avoided feeding through actuators. The turboelectric engine, unlike the myomers and actuators, was nearly immortal, as it was based on a colonial heavy earthmover genset.



Most importantly, the Castilians could build the *Reconquista*. The Umayyads would not be able to build new BattleMechs for another ten years after their invasion. Every one of the Umayyad 'Mechs was starved for parts and any destroyed by the Castilians were irreplaceable.

In a war of attrition, the *Reconquista* was adequate. However, its low speed and limited agility made it vulnerable to Umayyad artillery and armored forces, particularly their Korvin clones produced in captured factories.

DEPLOYMENT

Over twenty-five years, the Castilians deployed almost two battalions of the hand-built *Reconquistas*, though no more than two companies were ever fielded together. Slowing their deployment were the huge support teams needed to keep the balky 'Mechs running; in the early 2860s, the *Reconquistas* averaged 150 kilometers between breakdowns, far short of their nominal 600-kilometer range.

Eventually, the *Reconquistas* were replaced when more reliable (and mobile) primitive 'Mechs entered production.

NOTABLE UNITS

Captain Louisa Prospera: This Castilian noble and platoon commander was notable for her singlehanded destruction of five Umayyad BattleMechs. Admittedly, three were in repair scaffolds in a field depot, but the tally makes her the only Castilian MechWarrior to defeat more than two enemy BattleMechs in a *Reconquista*. Like many *Reconquista* MechWarriors, she died in her 'Mech, crippled by actuator failure and surrounded by Umayyad tanks.

OPTIONAL RULES

Type: **Reconquista**

Technology Base: Inner Sphere (Primitive)

Tonnage: 75

Battle Value: 927

Equipment

Internal Structure:

Engine: 180 Primitive ICE

Walking MP: 2

Running MP: 3

Jumping MP: 0

Heat Sinks: 7

Gyro: 2

Cockpit (Primitive): 5

Armor Factor (Primitive): 187

Mass

7.5

14

7

2

5

17.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 23 28

Center Torso (rear) 10

R/L Torso 16 20

R/L Torso (rear) 8

R/L Arm 12 20

R/L Leg: 16 22

Weapons

and Ammo

Location

Critical

Tonnage

AC/10 RA 7 12

Ammo (AC) 20 RA 2 2

LRM 10 LT 2 5

Ammo (LRM) 24 LT 2 2

Machine Gun LA 1 .5

Ammo (MG) 100 LA 1 .5

Notes: Features the following Design Quirks: Hard to Maintain, Prototype, Obsolete (2898).

VALENCIAN GUAYACAN TREES

These smooth-barked, black-leaved trees are popular with carpenters across Nueva Castile. The trees appear in a variety of species and sizes, but have a common feature of very dense wood reinforced with a fair amount of quartz in their cellular structure, akin to terrestrial diatoms. Not only does this make the wood nearly twice as dense as water, but it also makes it very wear-resistant, hard, and strong. While carpenters must use tools more suited for fiberglass than traditional wood, Valencian Guayacan is resistant to splitting and cracking, carves in a mannerly fashion, and polishes to a high luster. Untreated, the wood is white to gray, but a variety of stains have been developed that can durably color the dense wood.

Early settlers of Valencia engineered some Guayacans that grow faster and benefit from artificial fertilizers, but the trees are mostly small and slow-growing. Furniture and cabinetry thus usually have to make do with small strips, dowels, and planks, with only the wealthiest nobles able to afford larger pieces. Blood feuds have occurred over groves.

The Valencian Government House's Guayacan parquet flooring was considered a priceless artistic marvel known throughout Castilian worlds, resistant to centuries of foot traffic until Goliath Scorpion Elementals irreparably scuffed it with their battle armors' steel-shod feet in the early thirty-second century. The aesthetic debacle enraged the entire planet, and the Scorpions had to divert substantial funding to both replace the damaged flooring and fund new Guayacan groves. As a peace gesture, the Imperio also redecorated the capital building's interior with a light and airy "Valencian Gothic" (similar to the ancient Terran "Art Nouveau") that makes extensive use of Valencian Guayacan.

Creature Name: Valencian Guayacan Tree

Mass: N/A

Size Class (Modifier): Large-Very Large (+1)

BOD: 11-40 (depending on size)

STR: 0

Damage (AP/BD): 0

Move (W/R/S): 0

Traits: Armor +5 (5/4/3/4), Hardy

Skills: None

VALENCIA MAPSHEET AND TERRAIN CONDITIONS

The Valencia Master Terrain Table presented here reflects the nature of the dominant terrain within Valencia's most inhabited regions.

While oddly colored by the native flora, the wilderness terrain on Valencia 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 the hubs of activity on-planet, and the following terrain table may be used to represent the urban areas of Valencia.

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

OPTIONAL RULES

CONESTOGA TRANSPORT JUMPSHIP

Launched by Boeing Interstellar in 2310, the *Conestoga* Transport JumpShip was one of a dying breed of ships built with what are now considered “primitive” construction methods. Boeing based the *Conestoga*’s design on the *Cruiser*-class’ frame and engines, which it had been developing in a desultory, on-and-off fashion for decades. While the *Cruiser* would not launch until 2325 when James McKenna championed the “beercan battleship,” Boeing sought to defray the research costs for it by launching a simplified, civilian hull: the *Conestoga*.

A simple design, the *Conestoga*’s vast cargo bays were designed for easy reconfiguration to customer specifications. Common configurations ranged from 20,000 steerage-class quarters for short-haul colonist transport from Terra to New Dallas, to dedicated cargo vessels. The *Conestoga* proved to be a rugged long-haul transport as well, in some instances capable of hauling up to 10,000 steerage-class passengers and over 90,000 tons of cargo at once.

Four large grav decks provided the comfort of planetary gravity during short transports. However, for longer trips such as colony start-ups, much bigger solutions were required. Boeing addressed this in the basic design of the vessel, making it a cylinder that could easily be spun to provide some “gravity” in the cargo bays during months-long parking orbits over colonies, or while charging the K-F drive without using a jump sail. The vast cargo bays were easily capable of storing the additional large quantities of bulky liquid hydrogen required for charging by engine rather than sail.

While the *Conestoga*’s armor was only considered adequate, its weaponry was revolutionary with the inclusion of then-new large and medium lasers. Though principally designed for meteor defense, they could be employed as an anti-boarding measure to deter pirates. Eight Small Craft and three DropShuttle bays allowed the *Conestoga* to deploy its passengers and cargo in relatively short periods for a vessel of its size and era. Boeing later designed its own 5,000-ton *Mingo*-class DropShuttle in an effort to corner the market. Able to carry more than 2,500 tons of cargo, the *Mingo* further expedited loading and unloading times, and allowed a *Conestoga* carrying six such craft to haul an extra 15,000 tons of cargo.

More advanced production techniques and the introduction of the DropShip/JumpShip combination would soon kill off the *Conestoga*. The Reunification War proved to be the last hurrah for the *Conestoga* and many other primitive vessels like it, after the Periphery states attempted to employ up-gunned versions against the might of the Star League navy and failed. By 2600, these ancient relics of early interstellar travel were virtually extinct, with the occasional derelict found among orbital junk yards or abandoned around distant Periphery stars. The last of the *Conestogas*—and perhaps the last primitive K-F drive vessels in use anywhere—were scrapped from Nueva Castilian service in 2935, when the Castilian factions had acquired enough modern replacements via “gracious” Hansa merchants.

The *Conestoga* Transport JumpShip is typical of many other primitive JumpShips built by the Terran Alliance, Terran Hegemony, and others during the early Age of War era, and can be used as a template for games played in these time periods.

Conestoga-class Transport JumpShip

Tech: Inner Sphere (Primitive)

Introduced: 2310

Mass: 700,000 tons

Length: 400 meters

Sail Diameter: 1,097 meters

Fuel: 5,000 tons (12,500)

Tons/Burn-day: 39.52

Safe Thrust: 1

Maximum Thrust: 2

Sail Integrity: 5

KF Drive Integrity: 21

Heat Sinks: 250

Structural Integrity: 20

Battle Value: 2,464

Armor

Nose: 15

Fore-Sides: 13

Aft-Sides: 11

Aft: 7

Cargo

Bay 1: Small Craft (8)	4 Doors
Bay 2: DropShuttle Bay	1 Door
Bay 3: Cargo (47,839 tons)	2 Doors
Bay 4: DropShuttle Bay	1 Door
Bay 5: Cargo (47,830 tons)	2 Doors
Bay 6: DropShuttle Bay	1 Door
Bay 7: Cargo (47,839 tons)	2 Doors

DropShip Capacity: 0

Grav Decks: 4 (250-meter diameter)

Escape Pods: 20

Life Boats: 40

Crew: 32 officers, 153 enlisted/non-rated, 5 gunners, 40 bay personnel

Notes: Equipped with 240 tons of primitive armor. Features 200 Second-Class Passenger Quarters (1,400 tons). Primitive K-F Drive range is limited to 20 light-years per jump.

Weapons: Arc (Heat) Type Nose (22 Heat) 2 Large Lasers 2 Medium Lasers FL/FR (22 Heat) 2 Large Lasers 2 Medium Lasers LBS/RBS (22 Heat) 2 Large Lasers 2 Medium Lasers AL/AR (14 Heat) 1 Large Laser 2 Medium Lasers Aft (14 Heat) 1 Large Laser 2 Medium Lasers	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
	3 (26)	2 (16)	—	—	Laser
	3 (26)	2 (16)	—	—	Laser
	3 (26)	2 (16)	—	—	Laser
	2 (18)	1 (8)	—	—	Laser
	2 (18)	1 (8)	—	—	Laser

BATTLETECH™

PRIMITIVE BATTLEMECH RECORD SHEET

'MECH DATA

Type: Reconquista

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

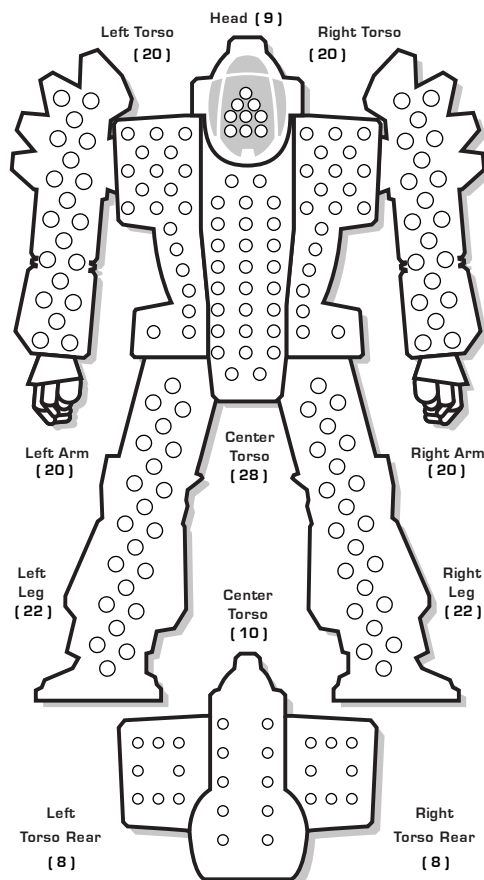
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: [AC/10] 20, [LRM 10] 24, [Machine Gun] 100

BV: 927



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Ammo [Machine Gun] 100

1-3

Head

- Life Support
- Sensors
- Primitive Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Primitive I.C.E. Engine
- Primitive I.C.E. Engine
- Primitive I.C.E. Engine
- Gyro
- Gyro
- Gyro

4-6

Left Torso

- LRM 10
- LRM 10
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- Roll Again
- Roll Again

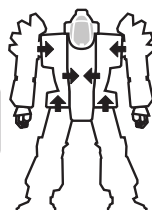
1-3

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/10
- AC/10
- AC/10

1-3

4-6

- AC/10
- AC/10
- AC/10
- AC/10
- Ammo [AC/10] 10
- Ammo [AC/10] 10

Right Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

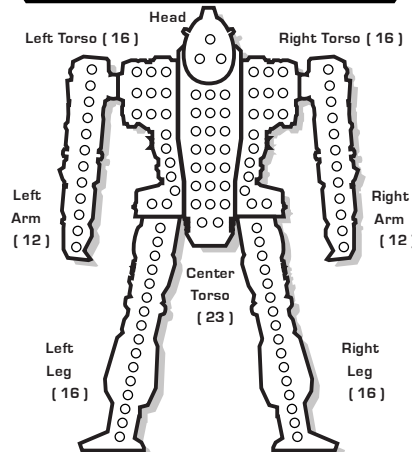
4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Heat Sinks: 7

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM

Standard Scale



Nose Damage
Threshold
(Total Armor)
10 (92)

DROPSHIP DATA

Type: Mingo

Name: _____ Tonnage: 5,000
Thrust: _____ Tech Base: Inner Sphere
SafeThrust: 3 Rules Level: Standard
Maximum Thrust: 5

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	AC/5 (20 rounds)	NOS	1	1 (5)	1 (5)	—	—
2	Medium Laser	NOS	6	1 (10)	—	—	—
1	AC/5 (20 rounds)	FLS/FRS	1	1 (5)	1 (5)	—	—
2	Medium Laser	FLS/FRS	6	1 (10)	—	—	—
1	AC/5 (20 rounds)	ALS/ARS	1	1 (5)	1 (5)	—	—
1	Medium Laser	ALS/ARS	3	1 (5)	—	—	—
2	Medium Laser	AFT	6	1 (10)	—	—	—

Cargo:

Bay 4: Cargo [2,855] [4 Doors]

Fuel Points: 8,571

BV: 1,290



Left Side
Damage
Threshold
(Total Armor)
8 (80)

Right Side
Damage
Threshold
(Total Armor)
8 (80)

Structural Integrity: 8

Aft Damage
Threshold
(Total Armor)
7 (65)

Advanced
Movement
Compass



PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 8 Marines: 0
Passengers: 10 BattleArmor: 0
Other: 0

Life Boats/Escapes Pods: 0/6

CRITICAL DAMAGE

Avionics	+1	+2	+5	Landing Gear	+5	
FCS	2	4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: **45**

Heat Generation Per Arc:
Nose: 7
Left/Right Fore: 7/7
Left/Right Aft: 4/4
Aft: 6

BATTLETECH™

WARSHIP RECORD SHEET

ARMOR DIAGRAM

Capital Scale



Nose Damage Threshold
(Total Armor)
2 (15)

Fore-Right: Damage
Threshold (Total Armor)
2 (13)

Fore-Left: Damage
Threshold (Total Armor)
2 (13)

WARSHIP DATA

Type: Conestoga Transport Jumpship

Name: _____ Tonnage: 700,000
Thrust: _____ Tech Base: Inner Sphere
SafeThrust: 1 Rules Level: Advanced
Maximum Thrust: 2

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Medium Laser,	NOS	22	3	2	1	6
2	Large Laser						
2	Medium Laser,	FLS/FRS	22	3	2	1	6
2	Large Laser						
2	Medium Laser,	LBS/RBS	22	3	2	1	6
2	Large Laser						
2	Medium Laser,	ALS/ARS	14	2	1	8	
1	Large Laser						
2	Medium Laser,	AFT	14	2	1	8	
1	Large Laser						

Grav Decks:

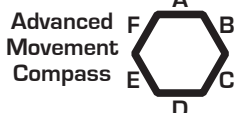
Grav Deck #1: 250-meters Grav Deck #3: 250-meters
Grav Deck #2: 250-meters Grav Deck #4: 250-meters

Cargo:

Bay 1: Small Craft (8) (4 Doors)
Bay 2: Dropshuttle Bay (2) (1 Door)
Bay 3: Dropshuttle Bay (2) (1 Door)
Bay 6: Dropshuttle Bay (2) (1 Door)
Bay 8: Cargo (47,828) (2 Doors)
Bay 9: Cargo (47,827) (2 Doors)
Bay 10: Cargo (47,827) (2 Doors)

Fuel Points: 12,500

BV: 2,464



Advanced
Movement
Compass

Aft-Left Damage
Threshold (Total Armor)
2 (11)

Aft-Right Damage
Threshold (Total Armor)
2 (11)

Aft Damage Threshold
(Total Armor)
1 (7)

PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Modifier
Crew: 230 Marines: 0
Passengers: 200 BattleArmor: 0
Other: 0
Life Boats/Escapes Pods: 40/20

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
CIC 2 4 D
Sensors +1 +2 +5
Thrusters
Left +1 +2 +3 D
Right +1 +2 +3 D
Engine -1 -2 -3 -4 -5 D

VELOCITY RECORD

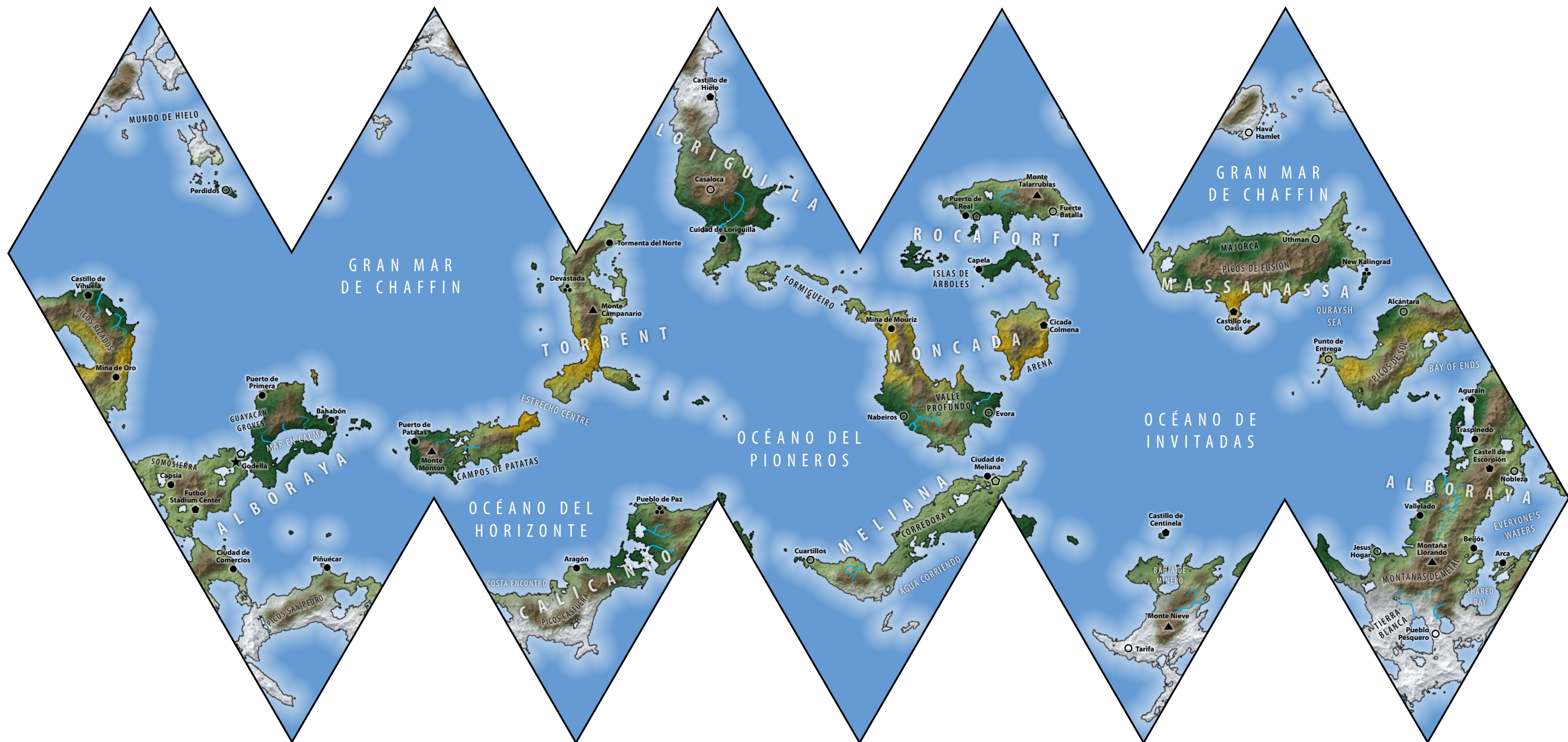
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

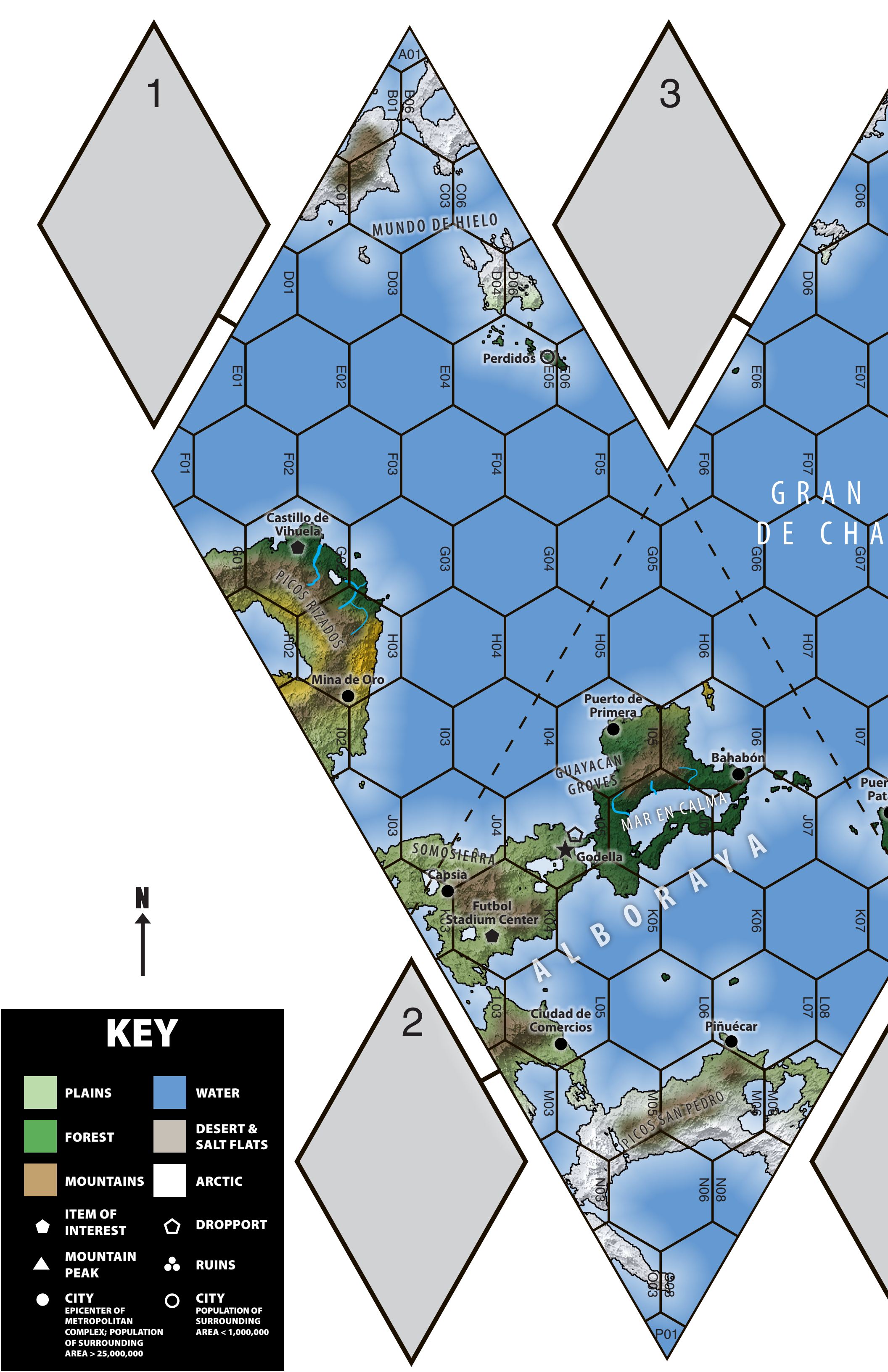
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

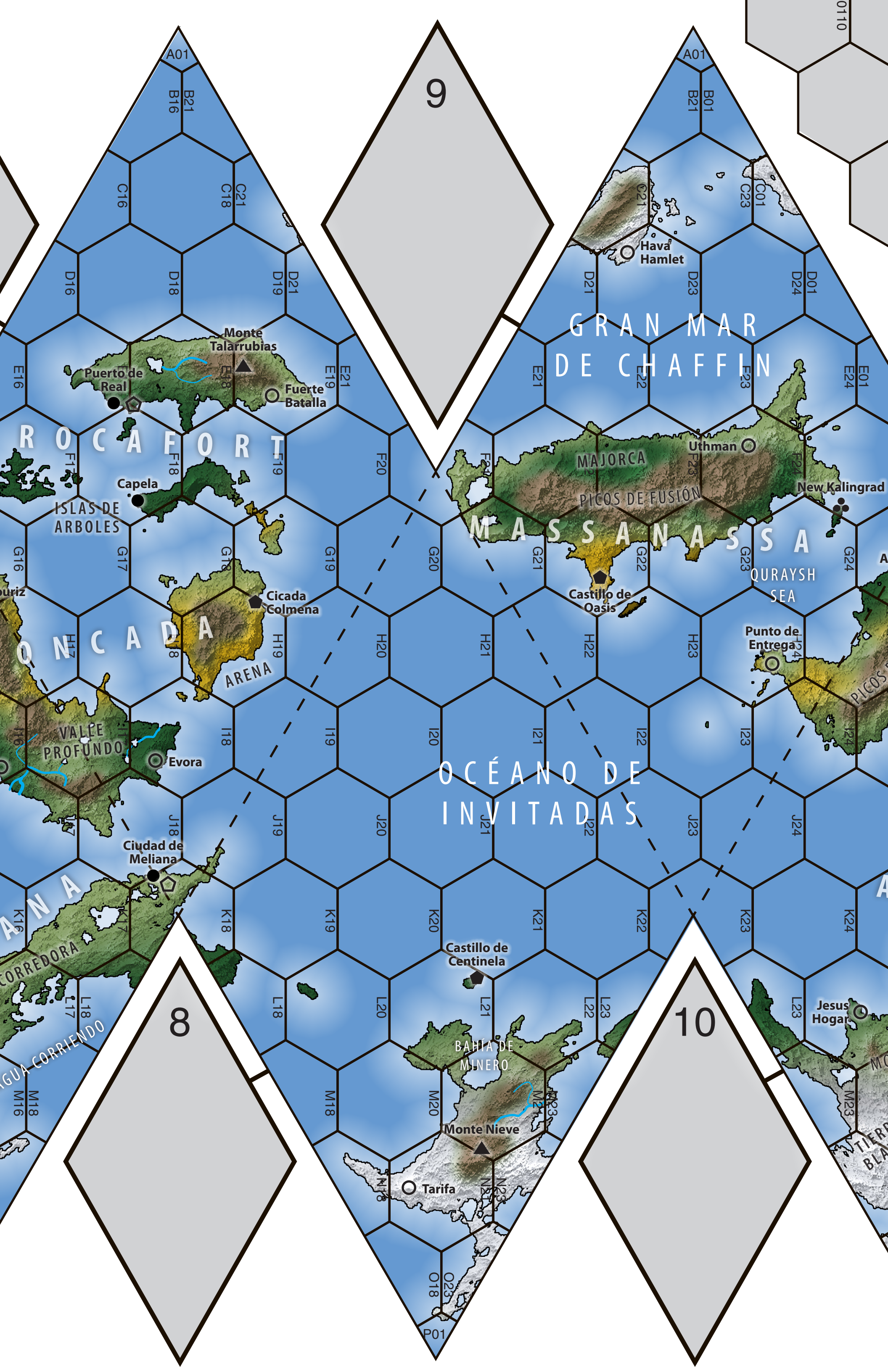
Heat Sinks: 250
Heat Generation Per Arc:
Nose: 22
Left/Right Fore: 22/22
Left/Right Aft: 14/14
Aft: 14

VALENCIA









9

GRAN MAR
DE CHAFFIN

ROCA FORT

MASSANASSA

ONCADA

OCÉANO DE
INVITADAS

8

10

Monte
Talarrubias

Puerto de
Real

Fuerte
Batalla

Capela

ISLAS DE
ARBOLES

Cicada
Colmena

ARENA

VALLE
PROFUNDO

Evora

Ciudad de
Meliana

ANNA

CORREDORA

AGUA CORRIENDO

MAJORCA

PICOS DE FUSIÓN

Castillo de
Oasis

QURAYSH
SEA

Punto de
Entrega

PICOS

Castillo de
Centinela

BAHÍA DE
MINERO

Monte Nieve

Tarifa

Jesus
Hogar

TIERRA
BLANCA

