BATTLETECH™

TOURING THE STARS

SHERWOOD

BATTLETECH™
TOURING THE STARS
SHERWOOD™

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

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

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

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

SORT A / B / C

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

The background information contained in the **Atlas** section gives players a world's geography, history, notable events, and other tools needed 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 be used as stand-alone games, woven into an existing game or become part of a larger ongoing campaign.

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

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

STAR LEAGUE ERA   **CLAN INVASION ERA**   **JIHAD ERA**
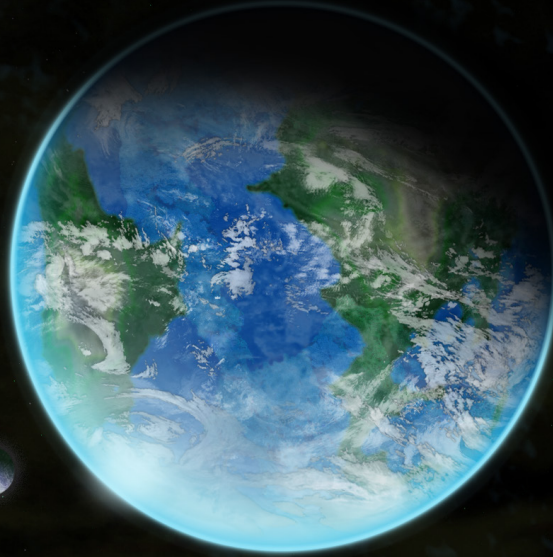
SUCCESSION WARS ERA   **CIVIL WAR ERA**   **DARK AGE ERA**

RESET

SHERWOOD

Star Type (Recharge Time): G8V (189 hours)
Position in System: 2 (of 8)
Time to Jump Point: 6.19 days
Number of Satellites: 1 (Nottingham)
Surface Gravity: 0.92
Atm. Pressure: Standard (Breathable)
Equatorial Temp: 28ºC
Surface Water: 68%
Recharging Station: Nadir (after 3089),
   Zenith (after 3093)
HPG Class: B
Highest Native Life: Mammal-Like
   (see *Flora and Fauna*)
Population: 150,000,000 (2750), 190,000,000 (3145)
Socio-Industrial Levels: B-C-A-C-B
Landmasses (Capital City): Huntingdon, Loxley
   (Marion), Birkland

Before its settlement, the world of Sherwood was entirely suited to human inhabitation without the need for terraforming, a rarity for the worlds settled in the nearby region. The flora was highly diverse, with many of the planet's biomes filled with soaring treelike plants reaching over 100 meters tall. When settlers from Western Europe on Terra and ecological minded groups from New Avalon and Belladonna came together to begin settlement of the planet in 2415, the dense woods led the colonists to name their world after the legendary forest in the British Isles on Terra.

The colonists built their capital, Marion, on the shores of the Peaceful Sea and along the River Kent. The settlers also set up an elected Court of Elders that would be a representative democracy. The Court initially consisted of six leaders called barons, who represented the primary groups of settlers. The Court would later expand to include representatives from each city on Sherwood with a population greater than 250,000, and a representative of the planetary militia. While these barons could be elected from the general population, typically they came from five separate extended families that came to dominate Sherwoodian politics to the point that the title of baron came to be a noble title passed from parent to eldest child with the assumption that they would go on to be elected to the Court.

Marion's buildings were constructed among the trees in an attempt to prevent damage to the local ecosystem. This style of construction became known as "Sherwood Green" and was enshrined in the planetary constitution as the style in which all future settlements and large-scale construction projects would be built, blending nature and function in a way that is still being used in the thirty-second century. From a distance, most cities and industrial complexes on Sherwood are unable to be seen as separate from the rolling hills and dense forests typical of the inhabited areas. Most building exteriors use organic shapes, allow creeping plants to grow up their sides, and have native species planted on their roofs. Even inside the cities, it isn't uncommon to see a herd of arboreal Chestnut Astoria moving along the sides of buildings, and Digging Glimmershawls building their mating mounds in the middle of a city park.

The Green Law was only one of Sherwood's many enforced laws that outside observers would consider quirky at best and bizarre at worst. Besides the enforced architectural style, the constitution also has clauses enforcing strict population limits on settlements outside of Marion, draconian immigration requirements for nonskilled workers, native species protections, free public education through local agricultural universities, and a volunteer police and military force. Politicians on New Avalon in the early twenty-fifth century worried that these laws would stifle growth and cause Sherwood to become another failed colony, but by the dawn of the Star League, the planet was thriving. Sherwood had over 100 million people who were highly educated, materially self-sufficient, and had a high quality of life not seen on most worlds in the Periphery March.

The success of the Sherwood colony wasn't without its failures, the largest and most enduring problem being organized crime and piracy. The large swaths of pristine wilderness and uninhabited areas, along with the well-to-do population, drew in criminal organizations seeking easy pickings and a safe haven for basing their operations. For decades the Sherwood Jabberwockies militia, named after the native apex predator in the forests surrounding Marion, protected the major settlements from raids and arrested the smaller bands of raiders, until the Court of Elders determined the overworked militia couldn't protect the smaller outlying settlements to the satisfaction of all residents. The Court requested aid from the AFFS in 2674 when these raids continued to escalate, and when New Avalon couldn't spare troops to the backwater of the Crucis March, the Court turned to the
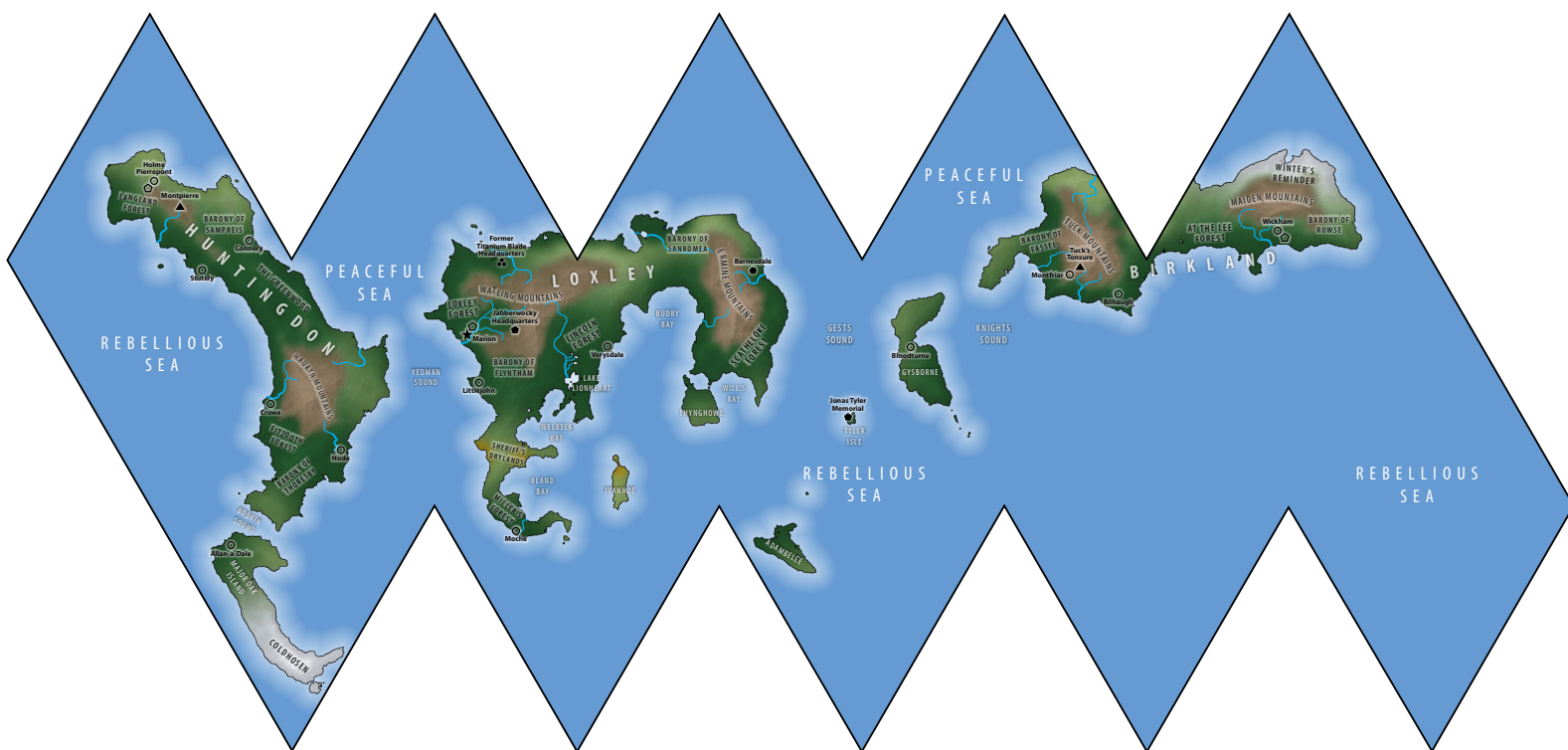
SLDF. Beginning in 2676, the Third Army of the SLDF began deploying elements of its BattleMech divisions to Sherwood to aid in rooting out the criminals from the Loxley Forest Preserve around Marion, but not in time to prevent a particularly ruthless band of pirates, the Titanium Blade, from taking root. Originally a small pirate group of a single company of 'Mechs, the Blade would continue to grow into a demi-brigade of conventional forces and BattleMechs over the next century.

The SLDF began using its deployed BattleMech brigades along with the Jabberwockies to fight a guerrilla campaign against the Blade. Typical SLDF tactical planning meant overwhelming force could usually solve most military problems, but the areas the Blade used were far from any infrastructure, and the dense forests often bogged down BattleMechs and prevented accurate orbital intelligence, allowing the isolated SLDF and Jabberwocky forces to be overwhelmed and destroyed. In early 2731, the Court of Elders revolted against the SLDF when an SLDF WarShip squadron passed through the system and suggested orbitally bombarding the "dirt-pounding pirates." The mere suggestion of the destruction it would cause to the ecology of the region was enough that the Court publicly denounced the SLDF admiral and caused the normally sedate population of Sherwood to take to the streets in the only anti–Star League protests the planet has ever seen. Instead, Third Army command continued to deploy BattleMech forces with little to show for it, all the while SLDF intelligence found evidence suggesting the Titanium Blade was getting assistance from elements within the Taurian military.

The stagnation in the fight against the criminal forces of Sherwood would continue until the Titanium Blade attacked the SLDF forward operating base at Montfriar. The Blade ultimately destroyed the company of 'Mech defenders and absconded with millions of League dollars' worth of munitions, repair equipment, and even a grounded *Leopard* DropShip loaded with newly deployed *Wasp LAM*s. The SLDF investigation of the incident in 2759 blamed both the limited thinking by divisional and regimental commanders and an overreliance on BattleMechs in a conflict unsuited for them. During the yearlong investigation, SLDF forces were pulled back to their HQ outside of Marion, allowing the Blade to operate almost without hindrance, except for the Jabberwockies' overstretched conventional forces. Something needed to change, so the SLDF redeployed the 132nd Royal Jump Infantry Division to the region in late 2761, under the command of the newly promoted Major General Jonas Tyler.

Tyler was the youngest major general in Third Army, only thirty-one years old when he took command of the 132nd. Wishing to prove himself worthy of his position, he took personal command of the 1321st and 1322nd Royal Jump Infantry Regiments when he deployed them on Sherwood. The following two years saw a drastic change in the fight against the Titanium Blade as Tyler would set ambushes when he could, but focus on extremely aggressive tactics to keep the strategic initiative in his hands. Tyler would almost always lead his infantry formations from the front line, his VTOL aircraft fighting at treetop level, and in one of the last large engagements with the pirates, LAMs from the 1322nd fought the Blade's own stolen LAMs and light aerospace fighters in a low-altitude engagement over the rooftops of Marion itself. By the middle of 2763, the 132nd had soundly defeated forces that less aggressive COs had failed to defeat for nearly a century.

The success of Tyler and his division endeared him to the grateful population of Sherwood. The media on Sherwood had begun to refer to the 132nd as Sherwood's Sheriffs, a nickname picked up by the rest of the Federated Suns. The Court of Elders went so far as to name Tyler "earl" of the Court when he married the daughter of one of the Court's barons, Yulia Flyntham in 2765, just prior to the 132nd's redeployment to the Taurian Concordat during the Periphery Uprising. The success in defeating the Taurian-backed Titanium Blade on Sherwood led the Concordat to single out the 132nd during the Periphery Uprising, and Tyler's forces were subjected to exceptionally brutal Taurian tactics. The division was operationally destroyed in 2766. Tyler was crippled in the fighting and decided to retire to Sherwood along with a small amount of other survivors from the 132nd, integrating what equipment they had into the Jabberwockies and forming a new ad hoc planetary militia that they named Tyler's Terrors.

After the fall of the Star League, little changed on Sherwood. Piracy remained low, and the remote world saw little merchant traffic. The First Prince of the Federated Suns officially approved of the title of earl given to Jonas Tyler, whose children were sent to military academies on New Avalon and New Syrtis for their educations; upon their return, they received command of the Terrors, and their election to the Court of Elders was believed inevitable. Instead, the planetary constitution was altered to adjust the political structure to a crowned republic, where the Tyler family would represent the planet and have ceremonial duties but would otherwise only have the same, single vote as any other member of the Court of Elders.

Though planets deeper into the Periphery were abandoned and the Outback region as a whole would become the butt of jokes due to lackluster education and struggling economies, Sherwood's high standard of living would hold for centuries. However, this stability began to falter during the FedCom Civil War as piracy and economic uncertainty first shook the insular world.

The outbreak of the Jihad at the end of 3067 was the tipping point on Sherwood's political instability. Just before the Jihad began, then-earl of Sherwood and CO of Tyler's Terrors Jonathon Tyler had recently returned from fighting Katherine Steiner-Davion's forces on New Avalon as a member of the Davion Light Guards. As soon as the Word of Blake attacked New Avalon, Tyler began using the Terrors as though they were an extension of the AFFS. He deployed the Terrors to worlds outside the Sherwood system, as far afield as the border regions of the Capellan Confederation. The charismatic earl explained his deployment of the militia by claiming that, as citizens of the Federated Suns trained to fight, the Terrors were obligated to do their part to destroy those that would do their countrymen harm. While this helped take pressure off regular AFFS units in the area, it also left Sherwood unprotected except for public police forces and the small Court Guard, inexperienced jump infantry continuing the tradition of Jonas Tyler's 132nd Royal Jump Division.

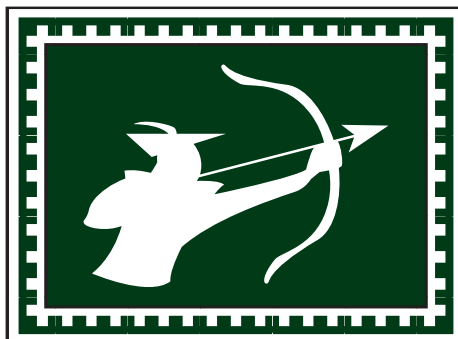A series of bandit attacks began in 3070, the largest being an attack on the Lake Lionheart aquaculture facilities that would cause a severe strain on food stocks across the planet. Feeling unable to protect themselves, the Court of Elders would go against Jonathon Tyler's wishes and vote to join the Filtvelt Coalition in February 3072, in a 55-45 split. Tyler was unable to return home with the entirety of the Terrors due to promises he had made to Jackson Davion. Instead, he ordered the withdrawal of the Terrors' conventional forces back to Sherwood in time to hold off a Court of Elders vote, which prevented the deployment of a Thumpers company from the Filtvelt Citizen's Militia. This tactic didn't last, as Filtvelt deployed elements of the Third Militia to Sherwood in 3078. Tyler would go on to survive the Jihad with his *Shadow Hawk*, but most of the Terrors MechWarriors would never return to Sherwood. Those that did were veterans of some of the heaviest fighting seen in the war against the Word of Blake.

Earl Tyler was scarred mentally by the Jihad. When the Word of Blake first attacked New Avalon, his first wife and native Sherwoodian, Victoria, was killed in the initial orbital bombardment of Avalon City. Many of his friends and family had also been lost in the fighting. Sullen and feeling his world had betrayed the nation so many he cared about had died defending, he withdrew from public life. In 3084, when rumors spread that the Court of Elders was considering voting in a regent for the earl, Tyler appeared unexpectedly at the Court. He gave a passionate, hour-long lecture to the barons on betrayal and how they, or their fathers and mothers before them, had reaped the benefits of freedom and peace from the Federated Suns and then fled when things began to look sour. Transcripts of the session were published by every major news outlet in the Filtvelt Coalition and began a movement that became known as "The Peaceful Revolt."

Earl Tyler began his Revolt against the Coalition by calling in favors owed him by the services the Terrors provided during the Jihad. Using personal funds and heavy investment by New Avalon, Tyler began the expansion and improvement of the planet's infrastructure to ease the movement of people across the wide uninhabited areas of the planet, including forest-friendly maglev trains between Marion and every regional capital. The off-world infrastructure also improved with the construction of a recharge station at the nadir jump point (completed in 3089) and a recharge station at the zenith (finished in 3093), bringing in an increased number of merchant vessels each month. While other improvements were made, Tyler pointed to these as grand successes due only to the Federated Suns.

Tyler traveled from Sherwood to nearby Filtvelt Coalition systems and headed infrastructure improvements funded by the Federated Suns and his family's own pocketbook. He never took credit for any of it, merely saying, "None of it would be possible without the Federated Suns." In 3098 the Sherwood Court voted unanimously to rejoin the Federated Suns out of shame at both the original vote and the impassioned speeches and actions by Earl Tyler. In the years after, the nearby systems of Ebro, Memphis, and others followed Sherwood's lead. In the decades since, Sherwood has continued to be a leader in agricultural education, eco-friendly forestry training, and is still one of the staunchest defenders of the Federated Suns in the new Periphery March.

WALKING THROUGH THE WOODS ONE DAY... *(STAR LEAGUE ERA)*

Recommended Group Size: 4–8 player characters

Recommended Group Type: Military, Mercenary, Pirates, Black Ops

Recommended Skill Levels: Green–Elite (Key Skill levels of 1–8)

The dense woods of Sherwood have provided cover for state-sponsored pirate bands to take root. Elements of the Star League's Third Army have been fighting the pirates for nearly a century, but now new blood has been brought in by the 132nd Royal Jump Infantry. Will they be the new sheriff in town?

Complications: A few obstacles for players to tackle.

The Deep Green: The typical heavily forested landscape of Sherwood presents unique problems for BattleMechs and some ground vehicles, slowing them down enough that they are nearly worthless in an attack. If the players are a typical BattleMech or conventional armored force, how will they deal with the point-blank ranges and slow movement through the forests of Sherwood? If they are a part of the 132nd or have infantry forces at their own disposal, how will they use them to their advantage?

Out of Touch: While Sherwood does have satellite and ground-based beacon navigation systems, the dense temperate forests and thick tree canopy block signals easily. Getting lost in the woods isn't something that is joked about on this world. Even the Sherwood Jabberwockies at times have difficulty finding their way around. What will the players do to make sure they don't get lost, turned around, or involved in a friendly fire incident? If they are pirates and don't have easy access to local knowledge, the situation is even worse.

Are We the Aliens?: The plants of Sherwood give people visiting the planet a false sense of normality, but the unsettling sight of the native animals is often enough to make people lose sleep at night (See *Flora and Fauna*, p. 10). In addition, with the ecologically minded laws and people of Sherwood, many of the creatures have little to no fear of humans. How will the players handle their first encounter with the dreaded Jabberwocky? How will they deal with hundreds of Seven-Legged Mewlers coating their combat vehicles after stopping for the night because the creatures liked the warm engine?

Tips: This is a great opportunity for the gamemaster to move players out of their comfort zones by going slowly deeper into the forest and away from the rest of civilization. The forest will slowly strip the players of the armored vehicles and heavy equipment they tend to keep around themselves and leave them vulnerable alone in the middle of what seems like a sylvan glade that can turn into an intense firefight with pirates or a Jabberwocky ambush at any moment. This same adventure seed can be applied in any era.

ON THE DEFENSIVE *(STAR LEAGUE ERA OR JIHAD ERA)*

Recommended Group Size: 4–8 player characters

Recommended Group Type: Military, Mercenary, Police, Pirate

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

Description: Unable to use their heavy equipment, elements of the Star League Third Army leave their BattleMechs and other heavy equipment in static locations in an attempt to defend high-value targets, but is surrendering the initiative to the pirates the best solution?

Complications: A few obstacles for players to tackle.

It's the Waiting That'll Kill Us: Days and weeks can go by without an attack on Sherwoodian and Star League facilities. How will the players ensure they are ready and able to immediately jump to the defense? If the players are pirates, how do they choose when to attack? How will they gain intelligence on the local defenders, and how will that intelligence change what they will do? War is utter boredom for months, punctuated by brief moments of acute terror.

Are We on Maple Drive or Oak Park?: While not uncommon elsewhere in the Inner Sphere, combat can easily occur in an "urban" environment on Sherwood. How will the players' typical urban tactics change when they realize the open spaces in Sherwood's cities are instead filled with trees, or that their rooftops aren't easy landing pads for jumping 'Mechs but are covered in forest instead? How will they deal with cities that have been called "where *UrbanMechs* fear to tread"? Also, will the players attempt to mitigate damage to the civilian structures, or will they attempt to cause as much damage as possible if they are pirates?

Is It Ironic that Eco-Protesters are Using Paper Placards?: Damage and destruction of the local ecosystem is something that occurs easily when ballistic weapons use depleted-uranium rounds, your vehicles burn petrochemicals and sometimes get ruptured fuel tanks, and fusion reactors tend to vent superheated plasma after taking heavy damage. What makes it worse is when all of these things happen within filming distance of the local holovid news VTOL. If the players are the Star League, how will they deal with the public backlash? If the players are the pirates, do they even care about the publicity? Will they worry about the public helping the SLDF and Jabberwocky forces even more because of their actions?

Tips: This adventure seed could be used just as easily in the Jihad era, with Tyler's Terrors or the Court Guard defending against smaller pirate raids. Many campaigns use an urban setting, but the cities of Sherwood are both smaller and far more integrated with the local ecosystem than those on other worlds. The usual black, white, and gray urban camo tends to stick out against the greens and browns of Marion's buildings. Players can also be taken out of their comfort zone by Sherwood's strange laws and the people who love them. For example: local bureaucrats trying to fine players for ICE vehicles, or citizens preventing military units entering a city park because it's mating season for a rare animal that lives there. Less ridiculous examples would be NPCs warning players against entering an area of the city after dark because a pack of Jabberwockies has been known to be hunting there recently, or even serious philosophical debates on eco-protectionism and the destructive nature of man.

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

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

USING PLANETARY DATA

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

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

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

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

The *Time to Jump Point* indicates how many days' worth of travel DropShips accelerating (at 1 G, the same acceleration produced by gravity on Terra) would take to travel from the system's standard zenith or nadir jump points to the world. This transit time includes a midpoint 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 L1 points) are occasionally used as "pirate points" by daring raiders

who wish to radically cut down transit times and local defense preparations. In night combat situations, worlds with one or more moons or rings may produce lighting effects caused by solar reflections off the lunar surfaces (depending, of course, on lunar phases), while worlds without any moons at all may present equally distracting effects. To reflect these possible effects as applicable, see the Full Moon Night, Moonless Night, or Pitch Black rules on p. 58 of *Tactical Operations*.

SURFACE GRAVITY

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

ATMOSPHERIC PRESSURE

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

EQUATORIAL TEMPERATURE AND SURFACE WATER

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

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

RECHARGING STATION,
HPG CLASS, NATIVE LIFE, AND POPULATIONS

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

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

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

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

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

SOCIO-INDUSTRIAL LEVELS

The world's Socio-Industrial Level is a five-letter code used to broadly define the world's level of wealth and development using a series of 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. As many of these factors can be used to enhance role-playing aspects of game play, an in-depth explanation of this code structure may be found on pp. 366–373 of *A Time of War*.

LANDMASSES AND CAPITAL CITIES

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

SHERWOOD FLORA AND FAUNA

While the plant life of Sherwood wouldn't seem out of place on most inhabited worlds except for its size, the animal life that evolved on Sherwood stands out even with xenobiologists. Nearly all animal life on Sherwood resembles Terran starfish, with five or seven multipurpose limb-heads that are often tipped with sensory organs and eating orifices. In the lizard analogues, these eating organs also allow for the expulsion of waste materials. With the mammal analogues, the central body's reproductive and waste elimination are on the main body, which allows the animal to give live birth. Mammalian young attach to gland bulbs found on both genders, giving these creatures the appearance of having dozens of small twitching limbs on their central bodies. Typically, all Sherwoodian animals have incredibly large eyes to help them see in low-light conditions below the tree canopy. For most animals these eyes are located on the sides of each limb-head, but some herbivorous prey animals only have a single eye on the top of each limb-head.

Avian forms never evolved on Sherwood, but many lizard- and mammal-analogue species, such as the dreaded Sherwood Jabberwocky and the less terrifying Parachute Mouse, have specialized elongated limbs with a membrane stretched between them, which allows them to glide without taking away the arboreal traits common amongst most species on this world. Most mammal analogues on Sherwood have sparse hair, but some have a layer of specialized melanocyte cells that allow them to shift their colors to blend in with tree bark, foliage, or even to signal warnings to others of their species.

JABBERWOCKY

The apex predator of Sherwood and most commonly seen in the Loxley Forest Preserve around Marion, the Jabberwocky quickly became a legend amongst the original settlers. This mammal-analogue has a central body half a meter in diameter. When at full extension, its five long limb-heads and their attached membranes stretch three meters from tip to tip. The Jabberwocky has a mottled brown and green skin coloration, making it difficult to pick out against the trunks and limbs of the trees it tends to live in. Primarily an ambush predator, the Jabberwocky waits for prey to pass under it before throwing itself off its perch. When stretching its limbs-heads, the membranes between them act as a parachute or wing, allowing it to glide towards its prey before falling on top of it. The Jabberwocky then engulfs and slowly suffocates its prey while the mouths on each of its limb-heads begin eating the still-living animal. Jabberwockies can also attack by running on two or three of its limb-heads, with the others stretched out to grasp its prey. Most disturbing is the tendency for each of the mouths to seemingly babble as it attacks, making random sounds from each of its five mouths to confuse prey. Sometimes these sounds can resemble human speech, as Jabberwockies tend to mimic the creatures around them.

Mass: 50–75 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
6	5	6	15	6	4	2

Size Class (Modifier): Medium (0)
BAR (M/B/E/X): 2/2/1/1 (Tough Hide)
Damage (AP/BD): 2M/1
Move (W/R/S): 21/31/62
Traits: Aggressive, Armor (+2), Camouflage (+2, E/I/C: 3/1/0), Flight (+1), Good Vision (+1), Night Vision (+1), Sound Mimicry
Skills (A/P/T): +5/+5/+4

STRIPED HOUSE GRUNTER

Living alongside the settlers of Sherwood are the many varieties of Striped House Grunter, with different base coloration and stripe patterns. The House Grunter is a small herbivorous mammal analogue with five short and thick limb-heads between 20 and 30 centimeters from tip to tip, and typically are found in mated pairs with their young. Originally settlers used House Grunters to keep their property from being overwhelmed by vines and other vegetation, but the House Grunter's soft fur and playful behavior led to many people keeping them as pets. When startled or threatened by a person or creature a House Grunter is not used to, they will inhale with all of its mouths and puff up its limb-heads, expelling the air in the loud grunts that give the creature its name. It also uses its melanocytes to shift the colors of its stripes, alternating the colors in a strobing fashion as a warning to others of its kind. This makes House Grunters useful as guard animals, and it is typical to see small groups of them maintaining a clear perimeter around secure facilities or being kept as animal companions by members of Tyler's Terrors, to warn of unexpected attacks.

Mass: 2–4 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
1	3	1	10	4	2	2

Size Class (Modifier): Very Small (–2)
BAR (M/B/E/X): 1/1/0/1 (Leathered Hide)
Damage (AP/BD): 0M/1
Move (W/R/S): 11/21/42
Traits: Armored (+1), Camouflage (+1, E/I/C: 1/1/0), Domesticated, Good Hearing (+1), Good Vision (+1), Night Vision (+1), Skittish
Skills (A/P/T): +1/ +4/-1

TUCK'S TONGUE

Considered by most people as a plant, Tuck's Tongue is actually an animal similar in some respects to Terran coral. Found in tropical glades and clearings, Tuck's Tongue is a colonial organism that uses symbiotic algae to get the energy it needs to survive, in addition to digesting any rotting organic matter it can slowly move across. Resembling a human tongue, hence its name, the animal's deep red and green surface is slightly bumpy with tiny nodules that contain a type of bufotoxin that can be absorbed through bare skin. Brushing up against these animals gives an immediate reaction as though a person was exposed to Terran poison ivy, but within minutes the person affected begins to experience extreme paranoia, hallucinations, and muscle spasms. These muscle spasms continue to worsen until the heart begins to fail and respiratory collapse begins, with death often occurring in 10–15 minutes. The toxin isn't viable outside of the animal for more than a few minutes, and while there is an antidote, it is difficult to get to administer it to the hallucinating and paranoid person before death. Thankfully Tuck's Tongue is rare and only found in the rainforests near Sherwood's equator.

SHERWOOD TERRAIN

The typical terrain found on Sherwood is heavily forested. Near settlements, it is recommended that all Light Woods hexes be considered Heavy Woods, and all Clear hexes be considered Light Woods. For each unit under the control of a player, they may designate two hexes to be Clear terrain, to represent glades or areas where trees have fallen. Away from any civilization, the terrain is much denser with trees. Use the same rules previously mentioned, but for wooded hexes, Light Woods hexes should be considered Heavy Woods, and Heavy Woods hexes should be considered Ultra-Heavy Woods (see p. 40, *TO*).

The integration of vegetation and wildlife into cities on Sherwood also changes the dynamics of warfare there. Consider the tops of any buildings as being Light Woods hexes and all lines-of-sight down roadways should always be considered as having one Light Woods hex between the firing unit and the target for purposes of determining To-hit numbers. This represents thick branches over the roadways, vine networks creeping across wires, etc.

MAPSHEETS TABLES

	2d6 Result	Map
URBAN/SEMI-URBAN	2	Scattered Woods (MS2,MSC1)
	3	Scattered Woods (MS2,MSC1)
	4	Open Terrain #2 (MS5, MSC1)
	5	City (Hills/Residential) #2 (MS3,MSC1)
	6	City Residential (MS6, MSC2)
	7	City Residential (MS6, MSC2)
	8	City (Hills/Residential) #1 (MS3,MSC1)
	9	Open Terrain #1 (MS5, MSC1)
	10	Rolling Hills #1 (MS3, MSC1)
	11	Rolling Hills #2 (MS3, MSC1)
	12	Wide River (MS6, MSC2)

	2d6 Result	Map
RURAL/UNINHABITED	2	Scattered Woods (MS2,MSC1)
	3	Scattered Woods (MS2,MSC1)
	4	Open Terrain #2 (MS5, MSC1)
	5	River Valley (MS2, MSC1)
	6	Heavy Forest #1 (MS4, MSC1)
	7	Heavy Forest #2 (MS4, MSC1)
	8	Desert Mountain #1 or #2 (MS3,MSC1)
	9	Open Terrain #1 (MS5, MSC1)
	10	Rolling Hills #1 (MS3, MSC1)
	11	Rolling Hills #2 (MS3, MSC1)
	12	Wide River (MS6, MSC2)

RESET

SHERWOOD

1

3

A01

B06
B01

C01 C03 C06

D01 D03 D04 D06

D06

Holme
Pierrepont

Montpierre

E01 E02 E04 E05 E06 E07

LANGLAND
FOREST

BARONY OF
SAMPREIS

P E A C E F U
S E A

Connery

THE GREENWOOD

F01 F02 F03 F04 F05 F06 F07

Stutely

H U N T I N G D O N

G01 G02 G03 G04 G06 G07

R E B E L L I O U S
S E A

HAUKYN MOUNTAINS

H02 H03 H04 H05 H06 H07

I02 I03 I04 I05 I06 I07

Crowe

FITZOOTH
FOREST

J03 J04 J05 J06 J07

BARONY OF
THORESBY

Hode

N

K03 K04 K05 K06 K07

BODKIN
SOUND

2

L03 L05 L06 L07 L08

Allan-a-Dale

MAJOR OAK
ISLAND

M03 M05 M06 M08

N03 N06 N08

COLDHOSEN

O03 O08

P01

KEY

PLAINS

WATER

FOREST

DESERT

MOUNTAINS

ARCTIC

ITEM OF
INTEREST

DROPPORT

MOUNTAIN
PEAK

RUINS

CITY
EPICENTER OF
METROPOLITAN
COMPLEX; POPULATION
OF SURROUNDING
AREA > 50,000,000

CITY
POPULATION OF
SURROUNDING
AREA < 1,000,000

A01 B21 B16 C16 C18 C21 D16 D18 D19 D21

PEACEFUL SEA

E16 E17 E18 E19 E21

TUCK MOUNTAINS

BARONY OF FASSEL

F17 F18 F20

Tuck's Tonsure

Montfriar

Bilhaugh

9

A01 B01 B21 C21 C23 C01 D21 D23 D24 D01

WINTER'S REMINDER

MAIDEN MOUNTAINS

AT THE LEE FOREST

E21 E22 E23 E24 E01

BARONY OF ROWSE

Wickham

F21 F23 F24

BIRKLAND

G16 G17 G18 G19 G20 G21 G22 G23 G24

KNIGHTS SOUND

odturne

GYSBORNE

H17 H18 H19 H20 H21 H22 H23 H24

I16 I17 I18 I19 I20 I21 I22 I23 I24

J17 J18 J19 J20 J21 J22 J23 J24

US

REB

K16 K17 K18 K19 K20 K21 K22 K23 K24

8

10

L17 L18 L18 L20 L21 L22 L23 L23

M16 M18 M18 M20 M21 M23 M23

N18 N21 N23

O23 O18

P01

0110

Hex grid map — coordinate labels and markers

Top edge: 0109 0108 0107 0106 **+0** 0105 0104 0103 0102 0101

0209 0208 0207 0206 0205 0204 0203 0202 0201

0309 0308 0307 0306 0305 0304 0303 0302 0301

0408 0407 0406 0405 0404 0403 0402 0401

0508 0507 0506 0505 0504 | P **+6** 0503 | 0502 0501

0607 0606 0605 0604 | P **+6** 0603 | P **+6** 0602 | 0601

0707 0706 0705 | P **+6** 0704 | P **+6** 0703 | P **+6** 0702 | 0701

0806 0805 (sun) 0804 0803 0802 0801

0906 0905 | P **+6** 0904 | P **+6** 0903 | P **+6** 0902 | 0901

1005 1004 | P **+6** 1003 | P **+6** 1002 | 1001

1105 1104 | P **+6** 1103 | 1102 1101

1205 1204 1203 1202 1201

1306 1305 1304 1303 1302 1301

1406 1405 1404 1403 1402 1401

1507 1506 **N +0** 1505 1504 1503 1502 1501

Left region (blue water): **ELLIOUS SEA** / **RELLIOUS SEA**

F01 F25 G01 G25 H02 H01 H25 I25 I02 I01 J25 J01 J02 J03 K25 K01 K02 K03 L25 L01 L02 L03 M25 M01 M03 N23 N01 N03 O23 O03 P01