



TOURING THE STARS



BENET III



BATTLETECHTM

TOURING THE STARS

BENET IIITM

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INTRODUCTION

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

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

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

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

Sort A / B / C

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

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

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

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

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESION WARS ERA



CIVIL WAR ERA



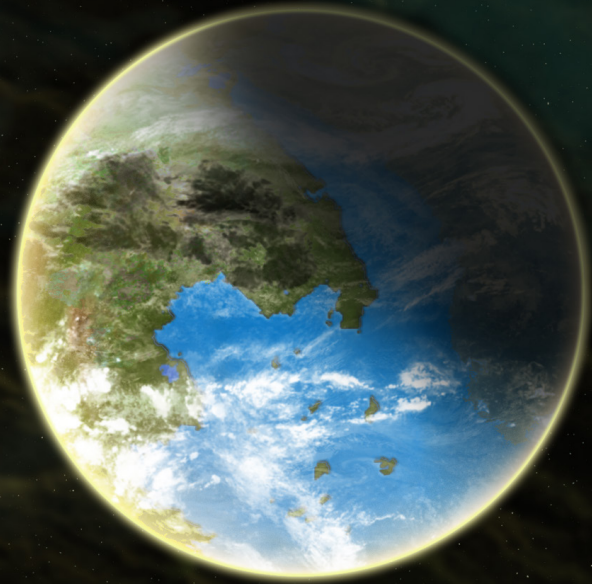
DARK AGE ERA



ATLAS

BENET III

Star Type (Recharge Time): M5V (206 hours)
Position in System: 3 (of 8)
Time to Jump Point: 2.45 days
Number of Satellites: None
Surface Gravity: 0.65
Atm. Pressure: High (Tainted)
Equatorial Temperature: 28 °C (Arid)
Surface Water: 60%
Recharging Station: None
HPG Class: B
Highest Native Life: Reptiles
Population: 681,035,000 (3096)
Socio-Industrial Levels: B-B-A-B-D
Landmasses (Capital City): Sierra (Donner)



BENET III

First surveyed in 2239, the Benet system was initially written off as unsuitable for colonization. According to legend, the system was named for an unrequited love by the survey mission captain, who took his own life after filing the official paperwork to register the name. Although originally pronounced in the French fashion, over the subsequent centuries the name shifted to have a hard consonantal ending.

Despite the assessment, the first colonists arrived nearly two decades after the system's survey. These first settlers were employees of an industrial conglomerate drawn to the planet's potential mineral wealth, rather than one or more of Terra's coherent ethnic groups. As a result, the populace was never dominated by any one culture and any traditions that grew up over the years were generally localized and small-scale in nature. Planetfall for the initial batch of settlers—all employees of various mining and manufacturing corporations and their families—saw the establishment in 2261 of a small community that would grow into the city of Morningside, later to function as the planet's first capital.

To the early colonists, it was obvious how Benet would likely have gone ignored indefinitely, were it not for its abundant mineral deposits. Sierra, the sole continental landmass, is volcanic in origin, with a string of still-active volcanoes stretching across the northern reaches. Surrounding the peaks and extending most of the way south into Sierra's interior is a wide swath of badlands that made the central regions of the continent unsuitable for large settlements, so the majority of Benet's population resided along the southern coastal regions, with smaller communities scattered along the shores of the Northern Sea. The Scitte Isles, located far off in the Eastern Sea,

were completely uninhabited, being barely able to support a meager amount of native life, let alone human enclaves. Automated harvesters crisscrossed these islands, collecting the chemically rich biological byproducts of what animal life was found there, and periodic transports brought the results back to Sierra for processing.

The primary hindrance to more widespread settlement of Sierra's interior was the dangerous and unpredictable gasses that spewed forth both from the northern range volcanoes as well as many fissures amid the badlands' rough terrain. Frequent seismic activity made it difficult to predict when and where an outgassing would occur, but the deeper into the badlands and closer to the active volcanoes one went, the greater the chances. In the foothills surrounding the volcanoes, the air was so permeated by poisonous gas that rebreathers were necessary; even people living near the southern end of the badlands tended to keep rebreathers on their persons at all times. Today, evidence of this difficult environment is apparent in the number of ghost towns—some quite large—that dotted this region, most having been abandoned during the Succession Wars as it became more and more difficult to maintain the technology necessary to safely live under threat of wandering gas clouds.

Sierra was divided into four administrative districts. Gakken County, covering the majority of the continent, was largely uninhabited, with only the narrow northern coast amenable to settlement. Beaux Pawl was the largest town in the county, but mostly served to support the research facilities and military bases sprinkled across the badlands. The town was also home to the planet's main orbital tracking station (which unfortunately made it the focus of a number of attacks throughout the Succession Wars). The station doubled as an astronomical research

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facility and produced many prestigious award winners from its staff. Traffic at the small Beaux Pawl spaceport mainly brought in necessities bound for the bases with only a trickle of outbound mineral shipments.

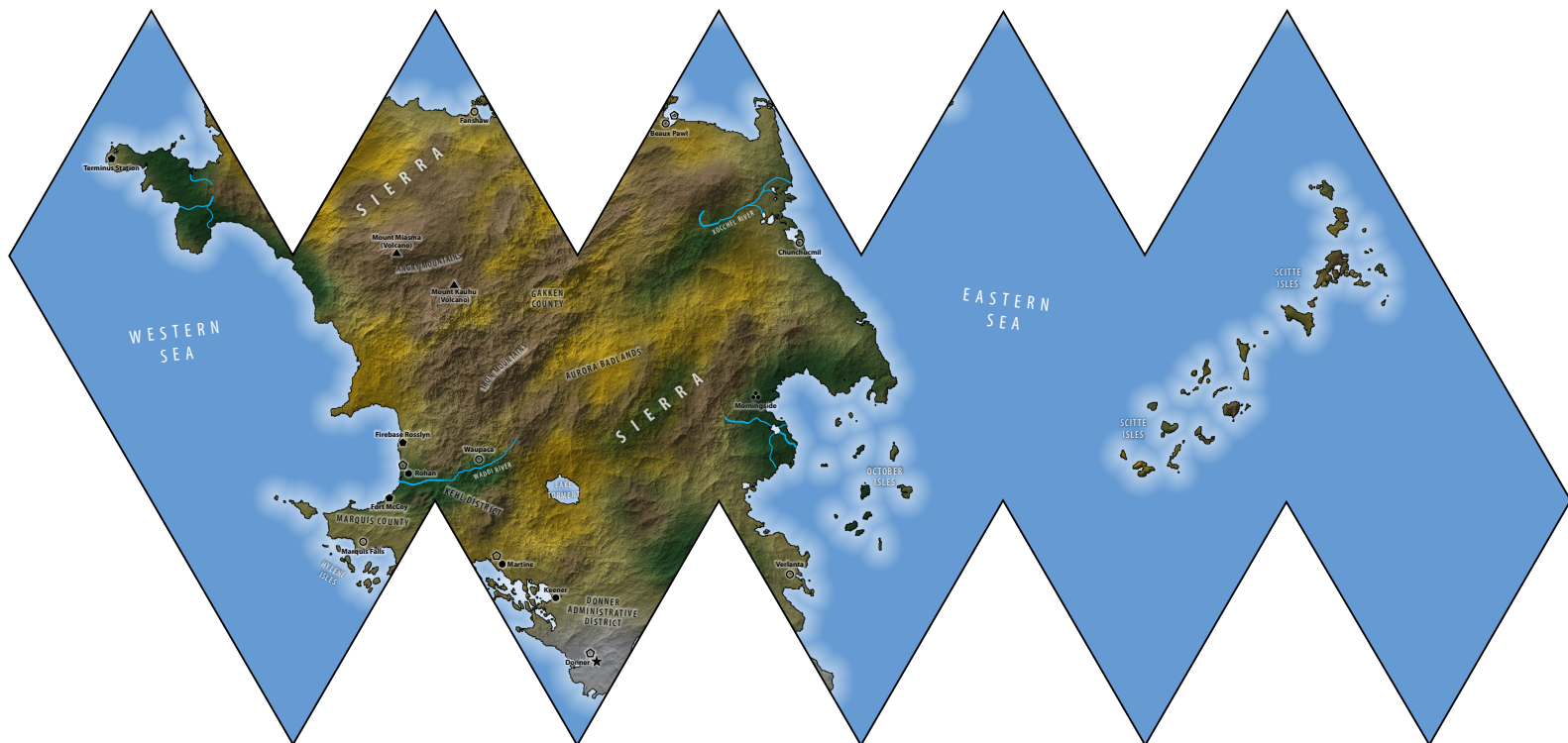
Kehl County, in the southwest, was the most heavily populated region on Benet and home to the majority of the planet's industrial facilities. Johnston Industries operated the largest of these complexes in the foothills around Martine. During the FedCom Civil War, the forests of western Kehl saw intense action between the Forty-first Avalon Hussars and the Fifth Donegal Guards. A number of military bases throughout the region not only provided protection for the valuable factories but also functioned as high-capacity supply depots for several large-scale operations conducted by various ruling powers, dating all the way back to Operation SMOTHER in the 2720s. The massive Martine and Rohan spaceports handled more traffic than the other five spaceports on Benet put together, mostly outbound shipping from Johnston and other manufacturers, as well as raw mineral exports.

Marquis County, a narrow strip of land surrounding the city of Marquis Falls, was the location of what passed for a resort area on Benet. The richest inhabitants of the planet, including all of the senior management at Johnston Industries, owned extensive estates in this county, particularly in the exclusive Hylene Isles just off the coast. Several resort towns dotted the coast and spearfishing in the crystal-blue waters was a popular activity. While Benet did not get much in the way of tourist trade, the Marquis shore was a popular destination for corporate visitors and high-ranking military staff.

The fourth district, the Donner Administrative District, became home to the planetary capital city of Donner, which lay in the heart

of the region. Donner became the capital after a severe gas eruption during the Third Succession War forced the evacuation of Morningside. The establishment of Donner as the capital also coincided with the rise of the Ducrimmon-Davions as Benet's ruling family. A purely administrative city, Donner possessed very little in the way of nightlife or cultural vibrancy to speak of. Extending for a hundred kilometers around Donner stood four of the planet's seven spaceports, three of which were devoted almost entirely to Benet's food distribution network. The lack of adequate agricultural output to sustain the planet's population necessitated a massive amount of off-world imports and extensive rail lines to facilitate food distribution across the continent, at least until the JumpShip shortages of the Succession Wars forced the world into an expensive agricultural independence.

More than anything else in its history, Benet III became known for the so-called "Death Mists" that eventually rendered the planet uninhabitable. Since the mid-3050s, the frequency and intensity of large-scale gas venting in the badlands had been on an increase. Scientists grew especially alarmed in the early 3080s, when two of the most devastating outgassings on record forced the evacuation of nearly a million inhabitants from northern Kehl County. Even with the aid of local militia and the Twelfth Vegan Rangers, the death toll from these events climbed to the tens of thousands. Despite this tragedy, many in the corporate community derided the scientists' warnings as "alarmist fear-mongering". A study commissioned by Johnston Industries in 3086 concluded that the recent outgassings fell well within Benet's historical parameters, and claimed the deaths were due to inadequate government services and poor leadership, rather than any danger from the planet itself.



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By early 3093, nearly the entire northern half of Kehl County had been abandoned, though government officials still maintained that the evacuations were temporary and that people would eventually be able to return to their homes and businesses. Behind the scenes, however, officials were growing increasingly worried about the situation. Records later released to the public (during lawsuits against Johnston Industries) indicate that the corporation was beginning to shift its assets to facilities on other worlds such as Addicks, while continuing to downplay the local danger to the public.

The crisis reached its critical point nearly a year later, when a week of nearly non-stop seismic activity opened up thousands of gas vents across the continent. As prevailing winds carried most of the noxious fumes southwards, the northern coast was spared the worst of the event, although several hundred people—mostly elderly or those already ill—lost their lives in and around Beaux Pawl.

For the inhabitants of Sierra's southern regions, however, the death toll was much higher. Without little to no warning, massive clouds of poisonous gas swept down from the badlands and across the towns of Kehl County. Millions found themselves helpless, without rebreathers or shelter from the gas. Everyone else on Benet hunkered down in shelters to wait out the clouds, convinced by years of denials and media manipulation that the crisis would be temporary.

In the initial days of the disaster, most of Marquis County and the Donner Administrative District were spared. Messages were sent out via HPG to nearby worlds and to both Robinson and New Avalon requesting assistance. In the meantime, local militia forces did what they could to help the trapped populace by ensuring that everyone had adequate supplies to see them through the crisis. Despite their efforts, the death toll continued to rise. A number of Succession War-era shelters that had seen little subsequent maintenance suffered catastrophic failures, condemning tens of thousands more to an agonizing, choking death. When, after the first week, DropShips arrived at the Martine and Rohan spaceports, many were shocked to learn that rescue hadn't come. Instead, Johnston Industries was relocating as much of its operations as possible to other systems. More than one firefight broke out between local militia forces and mercenary-reinforced corporate security troops escorting the DropShips. Though separated in their isolated shelters, the people of Benet began to clamor for someone to blame for their situation. Local radio channels were swamped with accusations and recriminations, most directed at Johnston executives and the politicians who had supported them.

Twelve days after the beginning of what had come to be called the "Death Mist," the first help arrived. Under orders from Jerome Sandoval, elements of the First Robinson Rangers and the Robinson DMM arrived to provide assistance and transport to evacuate the planet. The process went smoothly—though slowly—at first. Three days into the effort, a surge of seismic activity in the Aurora Badlands of northern Kehl County unleashed a new round of gas venting, causing the populace and their rescuers to seek shelter together to ride it out. Over the next two weeks, this pattern was repeated several times and every time

the body count crept higher. An almost constant stream of DropShips traveled from surface to orbit, ferrying a pitiful few evacuees to safety. Commercial JumpShips, contracted or even coerced by Jerome Sandoval, supplemented the efforts of the military, but could only help a small part of the planet's population.

In the second week of July, nearly a month after the crisis began, Duke Tancred himself arrived in system to observe the rescue efforts. Many on the ground, subjected to whisperings that Johnston executives and the Duke had conspired to keep the severity of the looming crisis hidden from the public, greeted his arrival angrily. Sandoval's own actions only made things worse. Four days after his arrival, JumpShips from the Draconis Combine arrived at Benet. Broadcasting their friendly intent, troops from the Fifth Ghost and the Seventh Sword of Light had come to assist in the evacuation effort. Whether from desperation or failure to read the mood of the people, Duke Sandoval accepted the offer of aid and Combine DropShips began landing to take in evacuees. The citizenry, driven by rumors that the Combine was stepping in to claim Benet once the existing populace evacuated, reacted badly and violence broke out. For the next three days, the Combine's aid workers found themselves trapped in their own DropShips by angry mobs and even some militia forces. To their credit, the Robinson Rangers and DMM troops stayed clear of the ruckus and continued evacuating outlying communities. Eventually, Tancred was forced to rescind his

acceptance of Combine aid and the Kuritan ships lifted off without a single refugee on board. After broadcasting words of encouragement and resolution to the remaining people on the planet, Tancred Sandoval retreated to Robinson to discuss the situation with his cousin. The talks from their meetings would eventually give rise to what became known, unofficially, as the Sandoval Civil War just a few months later.

The futile evacuation proceeded for the next four months, with Benet's atmosphere worsening each day. By the time the final refugee transport lifted off from Mount Sheppard spaceport outside Donner, millions had died, and not all from the gas clouds. Increasing tensions as the continuing evacuation efforts dragged on led to many violent outbursts that had to be controlled by the forces on the ground. A little more than ten percent of the pre-crisis population survived the Death Mists. Environmental scientists delivered even more bad news in a series of conferences dedicated to the disaster in 3096: the concentration of poisonous elements in Benet's atmosphere had reached a tipping point and it would be centuries—if ever—before the environment returned to normal. At the conclusion of the conferences, the March government on Robinson declared Benet abandoned and off-limits; ComStar officially removed the system from its maps shortly thereafter.

The first governor of the Benet III colony was Hamish McClaugherty of Robinson, whose family maintained a prominent position in the planet's administration until the end of its habitation. Jessika McClaugherty, a direct descendant of Hamish's younger brother, was the last mayor of Donner and made a point of being on the final shuttle of the evacuation.



A TIME OF WAR ADVENTURE SEEDS

PILLAGE, PLUNDER, PILFER *"IT'S A FINDERS KEEPERS KIND OF WORLD."*

Recommended Group Size: 4-6 players

Recommended Group Type: Military, mercenary, special ops, covert ops

Recommended Skill Levels: Regular to Veteran (Key Skill levels 3-5)

Inspired by the chaos surrounding Benet III's evacuation, unscrupulous parties have elected to plunder the world's abandoned cities and factories. Johnston Industries' extensive facilities in Kehl County offer a tempting target for the boldest scavengers.

Complications: A few obstacles for players to tackle.

A Nasty Surprise: The folks running Johnston Industries are no idiots; they fully expected that someone might raid their abandoned factories in the hopes of finding something useful or profitable. That's why they've left a number of little "surprises" for anyone who tries. These surprises can range from simple booby traps, such as machinery rigged with explosives or other deterrents, to mercenaries contracted to stay behind as long as possible and protect the factories from pillage. Considering Johnston's extensive contacts in the government, an AFFS protective force would not be out of the question.

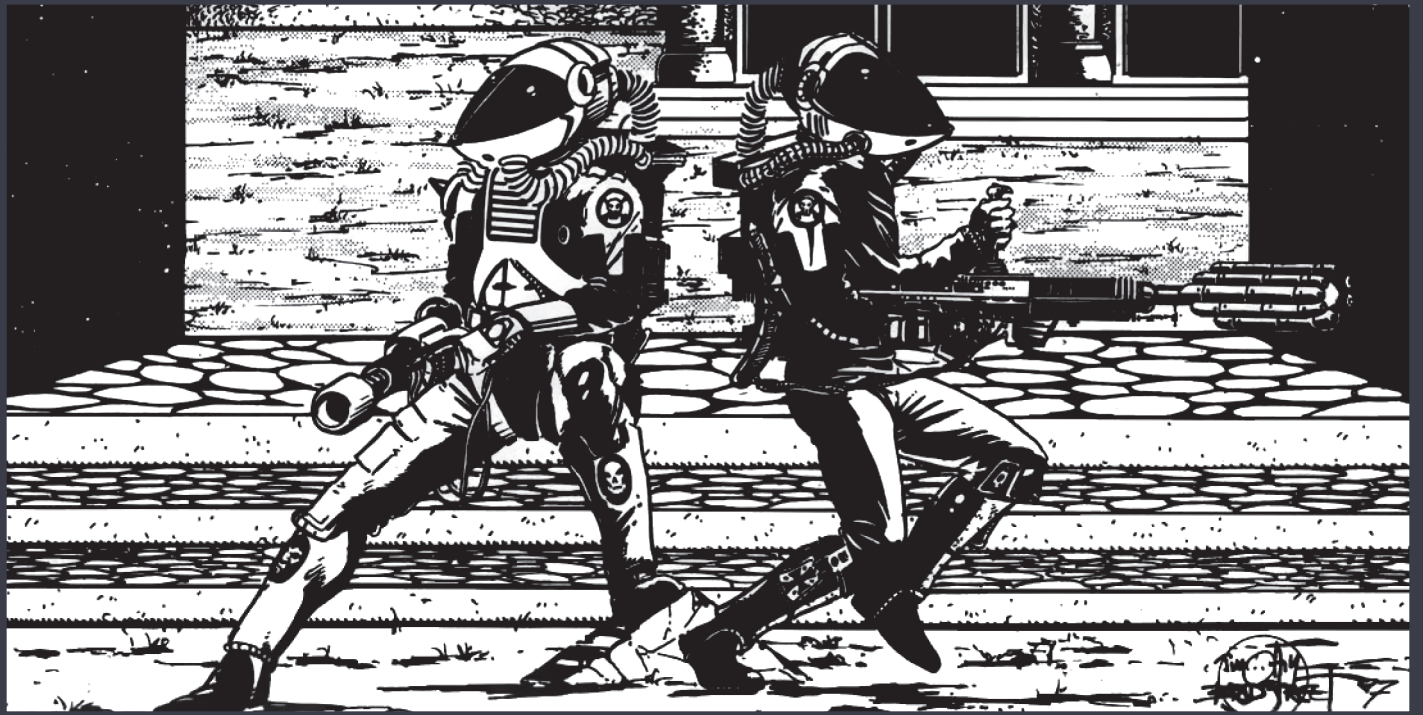
Everybody Wants Something: The potential riches to be gained from raiding the Johnston factories would be irresistible to many different parties, not just the one that hired the players. Before they can abscond with any treasures, the players will have to contend with other scavenging NPC groups. The potential for mayhem and accidental disaster while engaging in combat in a factory setting should keep the players on their toes.

It'll Be Our Little Secret: Johnston Industries is ostensibly a responsible corporation, but who knows just what secret projects they had going on in their Benet facilities? What better place to hide something they didn't want anyone to know about than a crap-hole planet like Benet III? It would be just the players' luck to stumble across some hidden project deep within the bowels of the factory, something that Johnston would do anything to ensure never came to light. Forbidden bioweapons? HPG research to circumvent ComStar's stranglehold? Technological horrors inspired by the hated and feared Manei Domini? Whatever it is, it can't be good.

Tips: It's up to the gamemaster to decide what is left in the abandoned Johnston factories, or even just how abandoned they really are. The chaos of the planetary evacuation can offer a great many wrinkles to this mission. Perhaps the players stumble across a group of citizens hiding out in the factory because they couldn't get to an evac shuttle in time. Do the players help them or continue with their mission? How will the players transport any loot they find away from the factory without alerting whatever authorities remain on planet? What will they do if their employer double-crosses them once they deliver the goods and tries to leave them on a world that will soon be uninhabitable?



A TIME OF WAR ADVENTURE SEEDS



ACTION SCIENCE! *"NERDS, GUNS, POLITICS, AND POISONOUS AIR. WHAT COULD POSSIBLY GO WRONG?"*

Recommended Group Size: 4-6 players

Recommended Group Type: Military, mercenary

Recommended Skill Levels: Green to Veteran (Key Skill levels 1-5)

Increasing seismic activity on Benet over the past several years has been cause for concern among the scientific community. The players are hired to provide protection for an expedition to the Northern Range to investigate the danger to the planet, unaware that there may be a more immediate danger stalking them.

Complications: A few obstacles for players to tackle.

Local Troubles: While the badlands of Sierra are largely uninhabited, there do exist several small communities who live their lives unencumbered by social conformity. These people do not take kindly to any intrusions into their domain and have little fear of any show of force less than a full-on military operation. The meager protection provided to the expedition by the players is certainly not enough to deter attack. Though the players may have a better armed and better-trained force, the natives of the badlands have more experience with the region and a large enough reserve of combatants to balance out any advantages.

Sin After Sin: The purpose of the expedition may be to gain knowledge regarding the planet's troubles, but human nature doesn't take a back seat to scientific progress. Conflicts, whether based on personal or professional friction, have a habit of coming out when least desirable. As security for the expedition, the players may have to deal with the consequences of such interpersonal conflicts. How will they handle it if one of the lead scientists turns up dead in his quarters one night? Who killed him and why?

Cross-Purposes: Not everyone believes in the ecological danger facing Benet III. Some powerful people will stop at nothing to prevent the truth from coming out. The players may have even been approached—as a group or individually—beforehand by agents of these powerful interests with an offer to enrich their own pockets by ensuring that any unwelcome findings made by the expedition never make it back to the public. How will the players handle not knowing whom they can trust, even amongst themselves? Conversely, the expedition's sponsors may have been well aware of the political and corporate opposition to their goals and tasked the players with ferreting out anyone who would try to block the truth from coming out.

Tips: Isolating the players and NPCs in a hostile environment and then throwing complications into the mix can provide some interesting storytelling and roleplaying opportunities. Do not hesitate to make the atmosphere of Benet III into an adversary for the players; as they get deeper and deeper into the badlands the air quality will become increasingly poisonous and their lives will depend upon both their equipment and trust in their comrades.

RULES ANNEX

MAPSHEET TABLES

GAKKEN COUNTY	2D6 Result	Map
	2	Desert Hills (MSC1)
	3	Desert Sinkhole #1 (MSC1)
	4	Box Canyon (MSC2)
	5	City Ruins (MSC1)
	6	Box Canyon (MSC2)
	7	Desert Mountain #1 (MSC1)
	8	Desert Mountain #2 (MSC1)
	9	Deep Canyon #2 (MSC2)
	10	Desert Hills (MSC1)
	11	Rolling Hills #2 (MSC1)
	12	CityTech* (MSC1)

*Place Light and Medium buildings of varying heights in each clear non-paved hex.

MARQUIS COUNTY	2D6 Result	Map
	2	Rolling Hills #1 (MSC1)
	3	Rolling Hills #2 (MSC1)
	4	Woodland (MSC2)
	5	City Suburbs (MSC2)
	6	River Valley (MSC1)
	7	Rolling Hills #1 (MSC1)
	8	Open Terrain #2 (MSC2)
	9	Open Terrain #1 (MSC2)
	10	BattleTech (MSC1)
	11	River Delta #1 (MSC1)
	12	Rolling Hills #2 (MSC1)

KEHL COUNTY	2D6 Result	Map
	2	Desert Hills (MSC1)
	3	Box Canyon (MSC2)
	4	BattleTech (MSC1)
	5	City Hills Residential #1 (MSC1)
	6	Open Terrain #2 (MSC2)
	7	Open Terrain #1 (MSC1)
	8	Desert Hills (MSC1)
	9	Rolling Hills #1 (MSC1)
	10	Desert Hills (MSC1)
	11	Rolling Hills #2 (MSC1)
	12	CityTech* (MSC1)

*Place Light and Medium buildings of varying heights in each clear non-paved hex.

DONNER COUNTY	2D6 Result	Map
	2	Rolling Hills #1 (MSC1)
	3	CityTech* (MSC1)
	4	CityTech* (MSC1)
	5	City Street Grid Parks (MSC1)
	6	City Downtown* (MSC2)
	7	Rolling Hills #2 (MSC1)
	8	City Residential* (MSC2)
	9	Rolling Hills #2 (MSC1)
	10	Scattered Woods (MSC1)
	11	Open Terrain #2 (MSC2)
	12	CityTech* (MSC1)

*Place Light and Medium buildings of varying heights in each clear non-paved hex.

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

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

USING PLANETARY DATA

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

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

Star Type identifies the color, size, and stability of the world's primary star, as well as how long an arriving JumpShip requires to charge its K-F

drive while in system (using only its jump sail). Particularly large and/or unstable stars can be prone to odd lighting effects that can affect combat, such as glares and solar flares. Rules for Glare and Solar Flare effects may be found in *Tactical Operations* (see p. 58, TO).

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

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

NUMBER OF SATELLITES

This line indicates how many natural satellites (moons) the world has (and their names, if applicable). Many orbital facilities may be found in the LaGrange Points (regions where the gravitational forces between the planet and its moon or moons cancel each other out), and some of these same points (specifically, places near the L-1 points) are occasionally used as "pirate points" by daring raiders who wish to radically cut down transit times and local defense preparations. In night combat situations, worlds with one or more moons or rings may produce lighting effects caused by solar reflections off the lunar

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

ATMOSPHERIC PRESSURE

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

EQUATORIAL TEMPERATURE AND SURFACE WATER

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

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

RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

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

Recharging Stations describes whether a system has any space station capable of recharging a JumpShip's KF drive (and, if so, at which of the two standard Jump Points they are located). Recharging stations are often small and fairly unarmed, but also act as spaceborne hubs of trade and communication to the local world. Raiders often avoid these stations by taking non-standard jump points, so their arrival cannot

be blown to the locals, but more significant invasions often begin by seizing the local recharge stations instead, to secure effective strategic control over the jump point.

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

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

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

SOCIO-INDUSTRIAL LEVELS

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

LANDMASSES AND CAPITAL CITIES

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

OPTIONAL RULES

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

DEATH MISTS

Benet III has become famous for the so-called “Death Mists” that caused the planet’s complete abandonment in the mid-3090s. The atmosphere pre-3094 should be considered Tainted (Poisonous), although the farther one gets from the volcanic peaks in the northern reaches of Gakken County, the more breathable it becomes. Down south, in Marquis County and the Donner Administrative District, the air is breathable without external support, and thus the Tainted atmosphere condition will no longer apply. Player groups operating in the badlands or deeper into Gakken can be subjected to random venting of deadly gasses. So close to the source, these gasses are considered Caustic rather than Poisonous (see p. 56, *TO*) with effects levels that vary from Tainted to Toxic, depending upon the location and time period (as determined by the gamemaster or via random roll).

Post-3094, after the runaway outgassing of Death Mists, all of Benet III’s atmosphere is considered to have a Toxic (Poisonous) atmosphere, with Caustic effects added for any scenarios set within 20 kilometers of a volcano or other gas vent.

The rules for Tainted and Toxic atmospheres are found in *Tactical Operations* (see pp. 56-57, *TO*).

SCREE RAT

The Benetian scree rat, despite its name, is a lizard-like creature quite a bit larger than the average rat. Native to the badlands of central Sierra, this creature is well adapted to life among the region’s rocks and rough terrain. As an ambush predator, the scree rat’s scaly, rock-like skin allows it to hide among the post-glacial talus and await its prey. It is adept at scrambling at great speed across the badlands’ uneven surfaces. Scree rats hunt in packs, and have little fear of humans; many intruders into a scree rat domain have found themselves on the wrong end of a horrifying assault by half a dozen or more these creatures suddenly emerging from cracks in the ground and surrounding rocks.

The scree rat’s resistance to the poison gasses so common in its home territory has made its blood desirable as a folk remedy to treat those who have been exposed to the toxic air. It is believed, however, that not even the scree rat survived the Death Mists.

Mass: 30 kg

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

Size Class (Modifier): Small (–1)

BAR (M/B/E/X): Scaly hide 2/2/1/1

Damage (AP/BD): 1M/2

Move (W/R/S): 10/20/40

Traits: Aggressive, Armor (+2), Camouflage (+1), Pack Hunter (6-10), Poison Resistance (+2)

Skills: AniMelee (+2), Climbing (+4), Running (+4)

BENET III TERRAIN

Benet III’s Sierra supercontinent is broadly divided into four counties. The dominant terrain features of these counties are reflected by the various mapsheet tables presented here. Remember that for any scenarios set on Benet III, the planet’s volcanism and geysers create an ever-present hazard of toxic and sometimes caustic chemical taints in the local atmosphere. These effects are covered by the Death Mists rules on this page.

Eruptions: As an added option, scenarios set in the Gakken County region—where the planet’s geology is most unstable—may feature volcanic or chemical eruptions that take place right where the action is. To reflect these effects, the players may consider using the rules for Magma and Hazardous Chemical eruptions found in *Tactical Operations* (see pp. 36-38, and p. 49, *TO*, respectively). The rules for geysers (see p. 48, *TO*), may also prove handy. If the Hazardous Liquid Pools Table is used to randomly determine the severity of a chemical-outgassing eruption, apply a +3 modifier to the 1D6 roll, and treat any modified result of 6 or more as Deadly.

RAPIER FISH

The largest aquatic animal on Benet III, the rapier fish inhabits the warm coastal waters off Marquis County and sport fishing for this creature was a favorite pastime of the rich and well-to-do. Covered in a bony carapace and possessing a thin, sharpened snout for offensive purposes, the rapier fish was a deadly hunter of smaller species but usually was not aggressive towards humans unless provoked. The favorite prey of the rapier fish was the colored kettlefish, which it would spear on its namesake feature and then draw into its mouth using a muscular ridge that undulated along the sides of the spike. Rapier fish rapiers were considered the best tool to use in the popular Benetian sport of spearfishing and a good quality one could fetch high prices on the open market. The status of the rapier fish following the atmospheric catastrophe is unknown.

Mass: 80 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
3	5	5	7	2	2	5

Size Class (Modifier): Medium (0)

BAR (M/B/E/X): Bony carapace 3/2/1/2

Damage (AP/BD): 2M/3

Move (W/R/S): 17/36 (Swimming)

Traits: Armor (+3)

Skills: AniMelee (+3), Swimming (+6)



DISPLAY



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BENET III

