



TOURING THE STARS



BROWNSVILLE



BATTLETECHTM

TOURING THE STARS

BROWNSVILLETM

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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

BROWNSVILLE

Star Type (Recharge Time): K3V (194 hours)

Position in System: 2 (of 5)

Time to Jump Point: 4.62 days

Number of Satellites: Rings, and several shepherd moonlets

Surface Gravity: 0.90

Atm. Pressure: Standard (Breathable, before 2811); Tainted, after 2811)

Equatorial Temperature: 22°C (Arid, before 2811); 50°C (Arid, 3150)

Surface Water: 75%

Recharging Station: Zenith, Nadir (before 2850); None (after 2850)

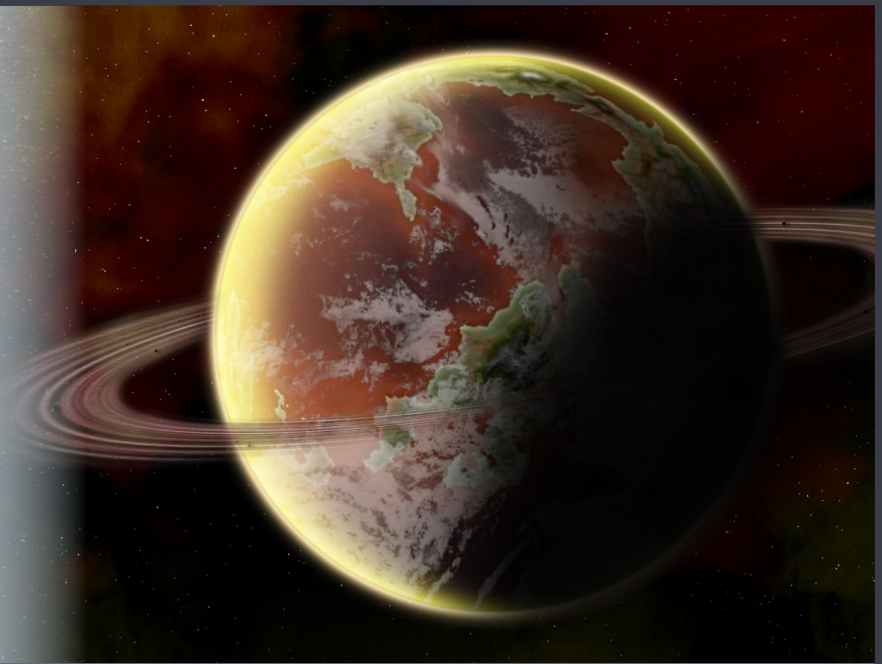
HPG Class: A (before 2850); B (after 2850); None (3150)

Highest Native Life: None

Population: 573,000,000 (2780); 25,000,000 (2850); None (after 2860)

Socio-Industrial Levels: A-A-A-A-A (2780); C-D-A-C-D (2850); N/A (3150)

Landmasses (Capital City): Florida, Illinois, Indiana, Iowa, Ohio, Texas (Dallas)



BROWNSVILLE

Brownsville is a tragedy of the Star League Civil War and early Succession Wars, and its death eventually helped seal the fate of many of other worlds.

The planet was settled by the newborn Terran Hegemony, under a policy aimed at breaking up Terra's entrenched ethnic and nationalist groups who remained loyal to the obsolete member-states of the pre-colonial era. Brownsville, like New Dallas, was presented as a reward for such groups, to encourage their loyalty to the Hegemony. Though it was close to Terra, and possessed bountiful water supplies, this world was ignored prior to 2315 because it was not quite habitable. In 2315, it became the subject of an intensive, Hegemony-backed terraforming campaign. Thanks to its abundant water and a nitrogenous atmosphere, Brownsville proved much easier to transform than Terra's sister-planets Mars and Venus (Terra IV and II), and it took only a few decades to fill the atmosphere with oxygen and create stable, flourishing ecosystems.

The first settlers, drawn from North America, found their paradise in the continental interiors, where young forests and verdant grasslands thrived in temperate climates with rains of good, clean water. Lakes were filled with game fish and the artificial soil created through techniques developed for Venus was perfect for the engineered crops the colonists brought with them. The dense, striated rings circling the planet produced spectacular skies. Settlement was fast, as the armies of terraforming workers were joined by their families and millions of North Americans throughout the 2350s. Most of these settlers preferred the temperate continents of Indiana and Iowa to the steamy equatorial lands of California or the arid, fjord-pierced continent of Texas. They brought with them a conventional Hegemony planetary

constitution, creating a republic with long terms for its aloof elected officials and a very professional bureaucracy.

Despite the vast oceans their new homeland had to offer, the majority of Brownsville's new settlers clustered inland, well away from the planet's many coastlines. The reason for this, put simply, was that the beaches and coasts were astonishingly ugly. After establishing a breathable atmosphere and a thriving ecosystem, the Hegemony officially ended its terraforming process early, because there were more worlds to rehabilitate and resources were finite. However, Brownsville's pre-terraforming environment had been anoxic, so its oceans were filled with vast amounts of dissolved metals. Those oceans—once an incredible, emerald green thanks to an abundance of nickel compounds—had turned to an ugly, red-brown as the new atmosphere began oxidizing iron, and the beaches where land and ocean met tended to become unsightly slicks of blood-colored mud.

Although the rusty waters were not particularly toxic, Brownsville's metal-rich oceans posed another problem in the long term. Without constant atmospheric processing, the seas would act as gigantic "air sinks," their metals scrubbing oxygen levels in the atmosphere below habitable levels. During the heyday of the Terran Hegemony, this was seen as a minor matter, and the colonists eventually settled on a bare minimum of atmospheric processing because there was no rush to oxidize more than they needed when simpler filtration technologies could meet their demands.

Brownsville was an unexciting member of the Terran Hegemony for its first centuries of life. During the Age of War, it was raided once each by the Federated Suns and Capellan Confederation, but suffered very little damage from either attack. In fact, fewer Brownsvillians

ATLAS

were killed as a result of the Age of War conflicts than died during the twenty-fifth century civil unrest locally known as the "Hooligan Years" (when young residents favoring hockey or baseball took to the streets to battle fans of the opposing sport).

Financially, Brownsville was wealthier than most worlds in human space, but hardly stood out from its counterparts in the Hegemony. It contributed no unusual foods, technologies, or arts to the great tapestry woven by the Star League. Few people, even the locals, were aware that Brownsville had become an important center for the manufacture of atmospheric processors and the Star League's inexpensive water filters. To the locals, these exports were merely an extension of the terraforming infrastructure that kept Brownsville alive, and held negligible importance to the planetary economy.

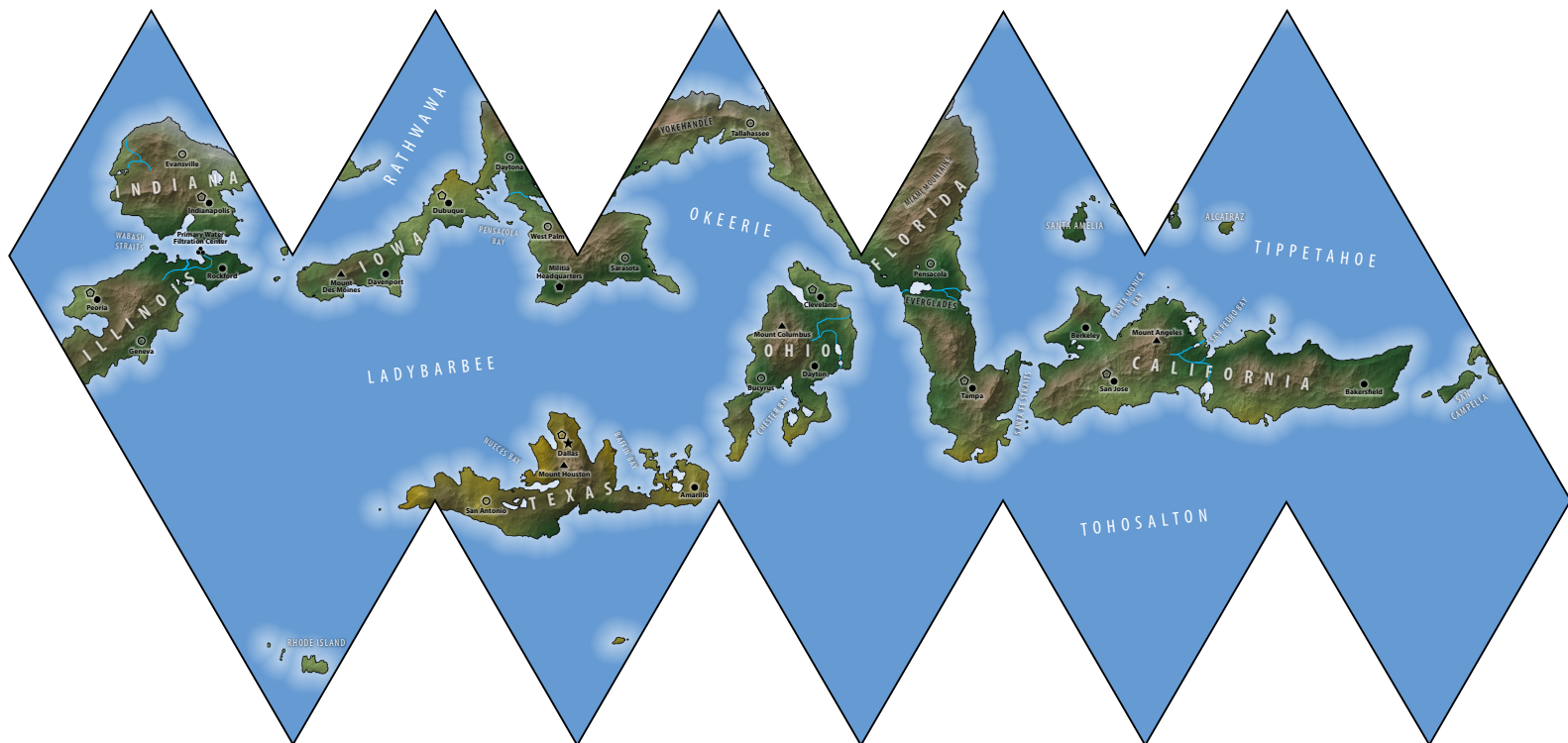
If Brownsville had a reputation abroad for anything during the Star League era, it was notoriously poor sportsmanship. The planetary hockey and baseball teams were banned from Hegemony and Star League sports leagues for a total of twenty-two years between 2371 and 2765, with reasons including the widespread abuse of illegal performance-enhancing medicines, illegal cybernetics, throwing games for gambling, and excessive violence. (On at least two occasions, in fact, Brownsville-based sport franchises were found guilty of hiring hitmen to cripple key opposing players.) Ironically, despite that reputation, Brownsville's own violent crime rate was below the Hegemony's average.

The economic recession of the mid-twenty eighth century hit Brownsville relatively hard. Its banks were intertwined with with Star League-wide industries such as tourism, when Richard Cameron

reached his majority and plunged the League into political and economic chaos. Brownsville's leadership and business community thus proved quite receptive to Stefan Amaris' "suggestion" of a change in dynasties.

With guidance from Rim Worlds Republic troops, themselves mostly of Hegemony descent, Brownsville's militia worked swiftly to subdue the few SLDF troops on planet during Amaris' takeover. Compared to bloodbaths elsewhere, Brownsville's role in the Amaris Coup was largely a simple matter of changing locks and passwords. When the Usurper made his move, many of the local SLDF troops had been enjoying an "Armed Forces Day" at the expense of the planetary baseball league. Sozzled on beer and fried butter bites, most of these soldiers had no idea what was going on across the Hegemony until well after they found their chartered buses and limousines diverted to prison camps. In the first month of the Coup, only thirty Star League troops were killed on Brownsville, mostly while trying to break out of the prisons.

A successful planet-wide media campaign rolled out, arguing in favor of Amaris as Emperor. Brownsville embraced Amaris as Director-General, but within a year, the euphoria of incompetent Richard Cameron's deposal and Amaris' ascension gave way to unease and worry. By 2767, the Houses had still not recognized the Hegemony's "justly elected" Director-General as Emperor. Worse, Brownsvillians learned that Aleksandr Kerensky was in open rebellion against Amaris' "lawful superiors." Reports even claimed that some of the stern tactics Amaris favored against the Houses, such as financial sanctions, only appeared to hurt the Hegemony's economy and irritate the fence-sitting Houses.



ATLAS

With war on the horizon, Brownsville began to militarize. Amaris offered contracts to replace House suppliers who were now supporting Kerensky, and these were excellent means of stimulating the local economy. When the SLDF finally left its ironic Rim Worlds bastion to assault the Hegemony, Brownsville's militia found itself on the frontlines among the Patriot regiments throughout the Hegemony. The planet's military factories were hardly the largest in the years-long conflict, but they contributed their share.

Brownsville remained largely unimportant to either side throughout much of the Star League Civil War. The SLDF largely ignored it until 2775, at which point Amaris' forces made a nuclear scorched Earth retreat without contesting Brownsville. Because the nuclear charges were set by Brownsville volunteers among Amaris' forces, the targeted complexes were evacuated before the detonations. Amaris decreed that the SLDF would find nothing of use on Brownsville, and he was not wrong. The SLDF did use Brownsville as a staging point for its attack on New Home, but they found scant weapons to support their crusade.

In the aftermath of the war, Kerensky's army had few resources to spare for Brownsville's recovery, and there were other war-ravaged worlds in desperate need of aid. Left to its own devices, and with only a trickle of aid from the Houses, the planetary economy and infrastructure struggled along for two years. The planetary government, grown autocratic under Amaris' rule to suppress simmering discontent, proved adequate to the task, however. This same government—which had suspended local elections to prolong the rule of its pro-Amaris leadership—was free to make hardnosed decisions to triage its postwar population. These efforts included concentrating resources on saving the largest, most easily aided groups, while abandoning other districts.

Though much has been made of the pollution and fallout from Amaris' scorched earth retreat, popular histories have overstated these effects. The fallout from the surface detonations was only a threat for a few weeks because the modern, all-fusion weapons used were themselves "clean", and the neutron-activated elements in the ground had short half-lives. More damaging was the contamination to the thousands of square kilometers of productive river deltas downstream from Brownsville's wrecked industrial facilities, where industrial chemicals released by the explosions rendered vast tracts of agricultural land useless. Despite these effects, there were millions of square kilometers of undamaged agricultural land elsewhere. In fact, the largest problem for Brownsville was that its industrial complexes were sensibly co-located with transportation hubs. When the complexes were destroyed, every industry on Brownsville

simultaneously lost access to key suppliers (at the very least), and large-scale transport came to a halt.

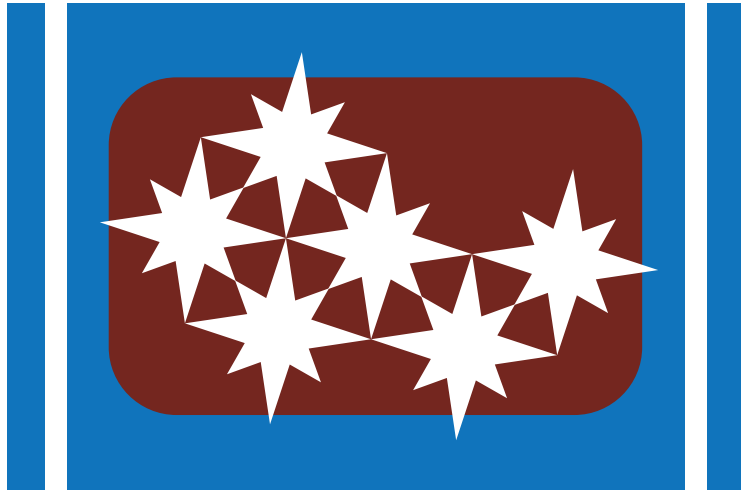
The most immediate problem was food distribution. The Indiana continent's undamaged farms produced bumper crops while their giant agribots worked (spare parts were a medium-term issue), but the food could not reach other continents because ports and rail junctions were now cooling radioactive craters. At the cost of the lives of thousands of political dissidents, Brownsville's government quickly established temporary ports on the coasts. While the government efforts verged on brutality, there was also heroism: hundreds of volunteers laid temporary railways and installed new cargo handling equipment in blast zones before the radioactivity had faded. With food supplies stabilized by 2776, Brownsville's leadership turned to the longer-term issues of rebuilding industry to keep its population fed and housed,

and eventually to maintain a technological civilization. Perhaps because these emergency conditions proved so effective, Brownsville was one of the few Hegemony worlds not to lynch its pro-Amaris officials or throw them from office, despite growing interstellar outcry and the urgings from the small SLDF garrison. In all probability, this likely contained the world's death toll in the wake of the Civil War to just several hundred thousand, where others suffered the loss of millions.

Caught up in its own troubles, Brownsville was blindsided by the SLDF Exodus. While its government blamed the crumbling state of the Terran Hegemony on "the coward Kerensky's flight," its scant reserves were tapped to procure military hardware. By equipping its out-sized militia, raised for the ongoing suppression of localized revolts, with SLDF equipment, the planetary leadership created an effective defense force against interstellar predations. Brownsville's leadership dismissed overtures from Confederation and Free Worlds diplomats in 2785, instead seeking to ally with its Hegemony neighbors. But these Terran neighbors rebuffed Brownsville in turn, considering its people and government tainted by their enthusiastic support for Amaris, and the retention of their Amaris-era leadership.

Brownsville thus stood alone when the first Capellan "peacekeepers" arrived in 2786 in support of a minor rebel group. The Confederation claimed that the rebels represented "the legitimate interests of the oppressed Brownsvillians," and hoped to intercede "to effect a peaceful transition of regimes." The inexperienced CCAF troops were unprepared for the hardened veterans of Brownsville's militia. After brief clashes—and the delivery of the heads of their allied rebel leaders in boxes of salt—the Capellans retreated.

When the Capellans returned in 2789, they not only brought considerably more force, but also considerably more diplomatic skill.



ATLAS



This time, they offered Brownsville protection against the “rampant imperialism” of the Federated Suns and Free Worlds League if it joined the Confederation under generous terms. To make their point about the planet’s vulnerability to the Houses, Capellan *Soyal*-class cruisers destroyed several of the shepherd moonlets in Brownsville’s rings with their mass drivers—not coincidentally the moonlets which contained Star League-era naval weapon batteries. The planetary government signed the unification treaty and even kept the original terms; in 2789, the Confederation could afford to be generous.

For close to twenty years after its capitulation to House Liao, Brownsville managed to escape the violence and brutality of the First Succession War. The Federated Suns and Free Worlds League both probed the planet’s defenses, but found an impoverished world hardly worth conquering. This gave the people of Brownsville time to rebuild, and the government kept its public distracted from politics with a series of successful four-year reconstruction plans.

To meet domestic needs and pressing demands from the Confederation, Brownsville’s industries even managed to resume the production of advanced water filtration systems. Unfortunately, as the First Succession War neared its end, water filter factories had become strategic targets in the “total war” mindset that dominated the House Lords. It was for this reason that the Free Worlds ultimately decided to invade the planet in 2811. Although the Confederation was heavily engaged against the Federated Suns at the time, Brownsville’s planetary militia managed to beat back the Marik attackers. As was the tactic of the time, the defeated FWLM retreated behind a barrage of nuclear weapons meant to cripple the planetary infrastructure, and destroy the objectives they sought for themselves.

Unlike Amaris’ scorched earth action, the League forces wantonly targeted population centers with no chance for evacuation. Over one hundred million people died outright, including the ruling junta, which left Brownsville paralyzed. Because of this, another 150 million people perished by 2813 from fallout, famine, disease, and exposure. Millions more lives would be lost over the next ten years before the nuclear winter passed.

Reeling from multiple setbacks, the Confederation could scarcely offer Brownsville sufficient aid to stem its losses. Birthrates plummeted as planetary conditions worsened, leading to a continuous drop in population through the 2850s. The destruction of now-irreplaceable atmospheric processors in the League bombardment was the real deathblow: by 2850, the global oxygen levels had fallen almost too low to support animal life. Humans could survive with respirators, but the ecosystem itself had been profoundly compromised by then. Carbon dioxide and methane levels climbed, creating warming that further disrupted the already destabilized weather systems. Though many Brownsvillians did attempt to flee their doomed world, JumpShips had become desperately scarce by the middle of the twenty-ninth century.

ComStar formally abandoned Brownsville in 2862, making a dramatic show of evacuating the several thousand refugees living near its dismantled HPG compound. The world was stricken from interstellar navigation maps and declared “dead”, but some contemporary estimates placed a few million survivors on-world at the time, scattered in small enclaves around the planet. Today, Brownsville has once again reverted to its lifeless, pre-colonial state. Its atmosphere has returned to its fully anoxic composition, and surface temperatures now average fifty degrees Celsius.

A TIME OF WAR ADVENTURE SEEDS

I'M NOT DEAD YET

Recommended Group Size: 2-4 player characters

Recommended Group Type: Military, Dissidents, Security/Spy

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

In 2785, the Houses began courting the valuable Hegemony worlds in what would become an ever more blatant and desperate effort to gobble up the remains of House Cameron's legacy. In some cases, diplomacy and historical ties proved sufficient; worlds that had been jointly administered by Terran and House regimes alike often accepted House suzerainty without a fight. But some worlds—including Brownsville—were not ready to accept the Hegemony's failure. Brownsville was unique, however, in that its pro-Amaris leadership made it a pariah to the interstellar community, rebuffed by even its neighbors.

Brownsville thus stood alone against the Capellan Confederation's first, ham-handed attempt to seize the isolated world. House Liao reckoned the key was Brownsville's anti-government rebels, who were protesting decades of their own leader's autocratic repression of the people. By defeating key loyalist military forces, the Confederation hoped to spark a general uprising and install handpicked, pro-Capellan leaders into the planetary government.

Complications: A few obstacles for players to tackle.

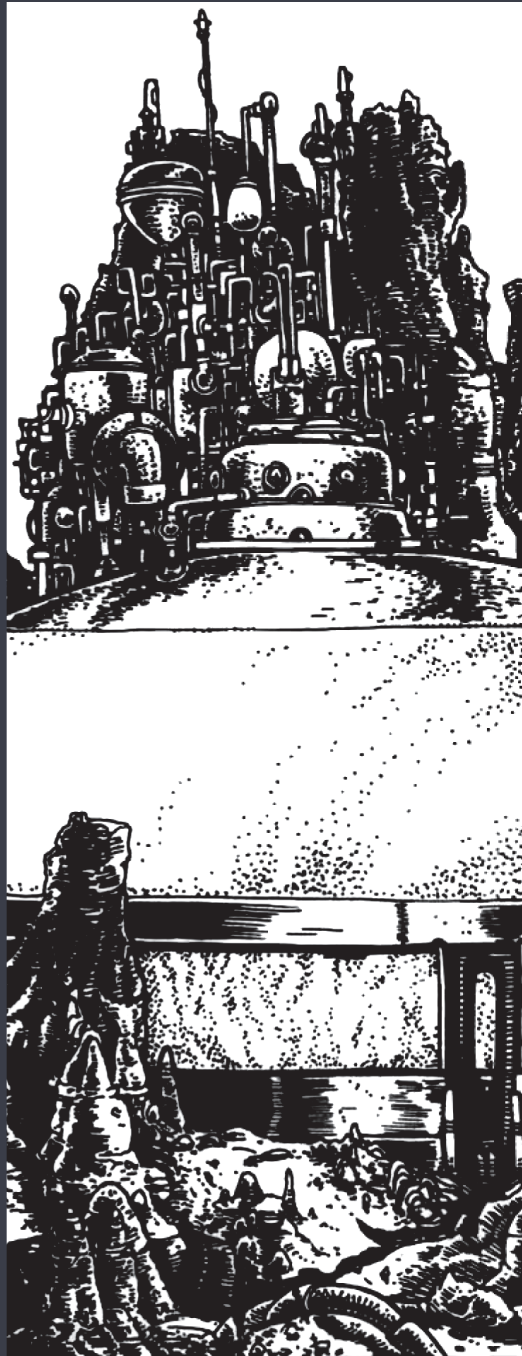
You Want Us to Do What?: Maskirovka agents attempting to build a unified rebel front had the first inkling of trouble. Most of Brownsville's "rebel groups" spoke vigorously against the government on planetary computer networks, but rarely protested in person because that led to bad encounters with riot police and prison camps. As Liao's agents painfully learned, the groups that were taking action in the streets were often undercover security stings aimed at culling such dangerous would-be rebels. Meanwhile, other power groups—the business community and security services—were happy with the status quo.

First Kerenskyites, Now You Punks: The Brownsville militia was filled with veterans of the long Civil War, and after 2784, the planetary government wasn't picky about which side they fought for. They were also well-equipped with Civil War surplus that Brownsville was buying rapidly; other Hegemony worlds might not treat with Brownsville, but they would trade for its hard currency. The Capellan regiments that hoped to quickly destroy the planetary militia (and clear the way for a carefully stage-managed rebellion) faced troops that were much more skilled, had a significant technological advantage, and were more numerous.

Tips: This is an easy opportunity to play "the bad guys" in a secret rebellion under *A Time of War* rules, since both sides in this conflict are "morally challenged." A *Total Warfare* or *Alpha Strike* battle between the CCAF and Brownsville militia, meanwhile, is an opportunity to try out the late Star League Civil War equipment found in the *Liberation of Terra* publications. The CCAF position is untenable, but it can be the start of a "fighting retreat" campaign.



A TIME OF WAR ADVENTURE SEEDS



YOU CAN'T FIGHT IF YOU'RE THIRSTY

Recommended Group Size: 2-8 player characters

Recommended Group Type: Military

Recommended Skill Levels: Regular-Veteran (Key Skill levels of 2-6)

Despite being located at ground zero of the bloodiest war in human history, Brownsville escaped damage for most of the First Succession War. Its militia brushed aside three of the four attacks that followed the Star League Civil War with little damage to the planet. Even the Capellan conquest in 2789 had largely been negotiated: after the Confederation destroyed key battle stations, the planetary government acceded before losing most of its militia or suffering more damage to its cities, industry, and population.

Of course, Brownsville had little to recommend it; Amaris had destroyed the valuable, advanced Hegemony industries in 2775. The probes by the FWLM and AFFS early in the First War were desultory because Brownsville was not nearly as valuable as its hotly contested neighbors. But by 2811, Brownsville had spent decades rebuilding in relative peace. Its new industrial base was not the pinnacle of Star League technology anymore, but it was comparable to the best of the Inner Sphere, and had even resumed producing the Star League's miraculous water filters. This proved ironically unfortunate.

The First Succession War had started as a conventional land grab but escalated quickly when the Houses invoked strategies aimed purely at destroying their foes' ability to wage interstellar war. This entailed attacking everything from BattleMech factories and shipyards to JumpShips of every type. It also meant targeting vulnerabilities like terraforming systems, which would cripple many worlds in a hostile House.

This strategy left the Free Worlds League in need of water filters after the Capellans and Lyrans destroyed the League's factories, and in 2811, Brownsville had a functional filter factory. If the League couldn't secure that factory, they would destroy it.

Complications: A few obstacles for players to tackle.

Maskirovka as a Strategy: It's not just an intelligence agency. The Confederation was supposedly removing Brownsville's sizable militia for years to shore up its faltering operations in the Chesterton region, but this has been mostly a shuffling of forces on paper. In fact, it was new recruits from Brownsville being assigned to old militia regiments and sent to support the CCAF. The veterans from the old militia regiments were consolidated into fewer, larger formations that the Free Worlds' incompetent intelligence service, SAFE, mistook for simply fewer defenders. There's an opportunity for an *A Time of War* campaign to reveal or protect this deception, and a reason to field uneven forces in *Total Warfare* and *Alpha Strike* scenarios.

Nuke it from Orbit: Intelligence oversights may cut both ways. By 2811, it was almost standard practice for invasion forces to include "boomers": DropShips fitted with capital missile launchers and large magazines that could douse a planet in nuclear weapons. It was likewise standard practice to hunt boomers. Historically, Capellans didn't identify, let alone intercept, the converted freighter that the Free Worlds used to bombard Brownsville. But can the PCs be more on their toes than the rest of the Maskirovka or Brownsville aerospace defense?

Tips: Hunting for nuclear weapons may involve *A Time of War* scenarios ranging from infiltration of FWLM field camps on Brownsville, to zero-gravity boarding and inspection operations of suspicious DropShips. It could also include *Total Warfare* aerospace interceptions.

RULES ANNEX

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 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*.

BROWNSVILLE TERRAIN

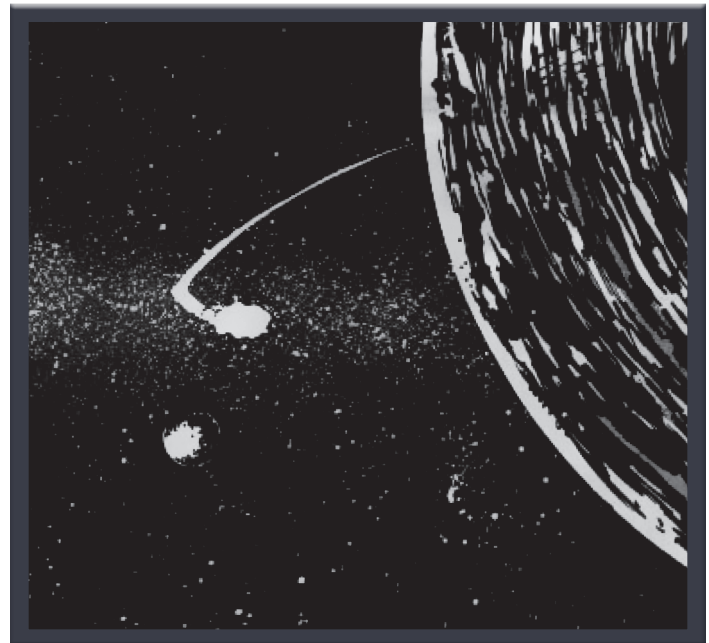
Brownsville has a diverse range of terrain like any planet. Its ugly oceans are simply ugly, neither truly toxic nor made up of 'Mech-dissolving acids. Its Indiana continent is unusually flat and covered with fertile soils that have made it an ideal center for agriculture, but the other landmasses possess every shade of geography and ecosystem found on Terra.

The random terrain tables found on p. 263 of *Total Warfare* will cover most of the planet's varied landscape, but for scenarios set on the Indiana continent, players may use the Indiana Mapsheet Table provided here.

MAPSHEETS TABLES

INDIANA	2d6 Result	Map
	2	Heavy Forest #2 (MS4, MSC1)
	3	Scattered Woods (MS2, MSC1)
	4	Lake Area (MS2, MSC1)
	5	River Delta/Drainage Basin #1 (MS4, MSC1)*
	6	Open Terrain #1 (MSC5, MSC1)
	7	Open Terrain #2 (BT, MS5, MSC1)*
	8	Open Terrain #1 (MSC5, MSC1)*
	9	Large Lakes #1 (MS4, MSC1)
	10	River Delta/Drainage Basin #1 (MS4, MSC1)
	11	Woodland (MS6, MSC2)
	12	Rolling Hills #2 (MS3, MSC1)

*Treat open terrain hexes as Planted Fields (see p. 38, TO).



RULES ANNEX

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 effect to secure a realm's communications hub and disrupt responses to a border-wide campaign.

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

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



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.

IRONFIN TUNA

One of many slightly engineered species in Brownsville’s oceans, the “ironfin tuna” gets its name from the red iron oxide deposited in its scales, which is one of its several mechanisms for coping with the high metal content of the water. In conjunction with the proteins of its scales, the ironfin tuna had a lacquered appearance with colors ranging from ochre to crimson. Because of this filtration, the fish was mostly safe to eat. Fishers needed to be careful to remove scales, kidneys, and gills, which is where metals concentrated. The ironfin was an important commercial fish and popular sport fish during the Star League era. Mature ironfins could reach 500 kilograms.

Mass: 300-500 kg (adult)

STR	BOD	DEX	RFL	INT	WIL	EDG
12	12	2	5	5	5	2

Size Class (Modifier): Large (+1)

BAR (M/B/E/X): Scaly hide 1/0/0/0

Damage (AP/BD): 1M/1

Move (W/R/S): 50/105 (Swimming)

Traits: Thick-Skinned

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





DISPLAY



13

BROWNSVILLE

