

# BATTLETECH™



TOURING THE STARS

**BOB**

AKA DUNKLEWÄLDERDUNKLERFLÜSSENSCHATTENWELT



# BATTLETECH<sup>TM</sup>

## TOURING THE STARS

# BOB<sup>TM</sup>

### AKA DUNKLEWÄLDERDUNKLERFLÜSSENSCHATTENWELT

Under License From



©2016 The Topps Company Inc. All rights Reserved. Touring the Stars: Bob, Classic BattleTech, BattleTech, BattleMech and 'Mech are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC.

E-CAT35SN206





# 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



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

The background information contained in the **Atlas** section gives players a world's geography, history, notable events, and other tools needed 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.

## CREDITS

**Project Development:** Joshua C. Perian

**BattleTech Line Developer:** Randall N. Bills

*Assistant Line Developer:* Ben H. Rome

*Products Developer:* Ray Arrastia

**Writing:** Herbert A. Beas II

**Editing:** Herbert A. Beas II

### Production Staff

*Layout:* Ray Arrastia

*Maps:* Ray Arrastia, David Kerber, Patrick Wynne

**Factchecking/Playtesting:** Ray Arrastia, Herbert Beas, David Kerber, Johannes Heidler, Joshua Perian, Paul Sjardijn

**Special Thanks:** A special thanks to Øystein Tvedten, for a reason to have this world at all, and to Paul Sjardijn and Johannes Heidler for their help in providing plenty of mangled German names for the planet the Draconis Combine was all too happy to forget!

### STAR LEAGUE ERA



### SUCCESION WARS ERA

### CLAN INVASION ERA



### CIVIL WAR ERA

### JIHAD ERA



### DARK AGE ERA



RESET

# ATLAS

## BOB

(DUNKLEWÄLDERDUNKLERFLÜSSENSCHATTENWELT)

**Star Type:** M1IV (202 hours)

**Position in System:** 1 (of 4)

**Number of Moons:** 1 (Riesenschild)

**Days to Jump Point:** 2.96

**Surface Gravity:** 1.1

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

**Equatorial Temp:** 15 °C (Cold-Temperate)

**Surface Water:** 72 percent

**Highest Native Life:** Birds

**Recharging Station:** None

**HPG Class:** None

**Population:** 346,000,000 (2765); ca. 956,000 (3130)

**Socio-Industrial Levels:** C-D-D-D-D (2765);

F-F-C-F-C (3130)

**Landmasses (Capital City):** Ketznerheimat,

Klüfterlande (Krimhildshausen—2765), Lamarae,

Lunarblessed (Ruprecht—3130)



## DUNKLEWÄLDERDUNKLERFLÜSSENSCHATTENWELT (LATER KNOWN AS “BOB”)

Lit only by the dim glow of an M1-class subdwarf star, Dunklewälder dunklerflüssenschattenwelt (later known as “Bob”), was never much of a paradise—at least, not by human standards. First surveyed in the late 2500s, shortly before the Draconis Combine’s entry into the Star League, the world was considered for use as a base of operations against the nearby Outworlds Alliance when the Reunification War broke out. Although the DCMS cancelled those plans, the still-unnamed system was later given a second look during the height of the Star League—this time by Frontiers Unlimited, a “colonial brokerage firm” based in the Lyran Commonwealth. In an operation backed with a number of Combine and Terran developers, FU sent an expedition to the planet to establish its claim, under the leadership of Mission Director Thaddeus Øystein.

Director Øystein and his team made landfall in February of 2689, and finished establishing their initial settlement—Krimhildshausen—by the following April. It was only then that the new colonists announced the name of their new homeworld: Dunklewälder dunklerflüssenschattenwelt. Literally translated (from the corrupted form of German that Mr. Øystein spoke) as “shadow world of dark woods and darker rivers,” Dunklewälder dunklerflüssenschattenwelt was easily the longest world name on record at the time—or since. Indeed, it would even gain an extra “n” when House Kurita incorporated the planet in its own registries as a part of the Draconis Combine’s Galedon Military District.

When challenged about the name, Øystein justified his choice for two solid reasons. The first of these was that the coined name was a perfectly accurate description for the new planet; thanks to a variety of factors, the world existed in a near-continuous state of shadow, with forests and rivers tinged nearly black in casual observation. For the second reason,

the director noted how easy it was to find on a map; where many Star League-era colonies tended to receive short, easy to remember names like Capra and Enif, the thirty-six (or, rather, thirty-seven) letter name he bestowed on Dunklewälder dunklerflüssenschattenwelt stood out on maps like a mountain among ant hills.

Nomenclature aside, Dunklewälder dunklerflüssenschattenwelt’s development was fraught with a number of issues. Although it orbited its parent star within the habitable life zone, possessed a human-friendly gravity and climate (albeit on the colder side), and was blessed with ample water supplies, the planet’s evolution had created some unique complications.

For starters, its subdwarf sun was not only noticeably dimmer and cooler than that of an equivalent main sequence star, but its ultraviolet radiation was significantly higher—a condition the settlers termed “ultraviolet excess.” Although the planet had a sufficient magnetosphere to protect against cosmic rays, its ozone layer was weak against the continuous bombardment of ultraviolet. This resulted in a biosphere that wanted for warmth, but was rich in all manner of plant-life. To adapt to these needs, the flora of the planet developed darker pigmentation to draw in as much heat from the light as possible, while the ultraviolet radiation infused them with energy to spare. Trees on the planet regularly grew to dizzying heights, extending canopies of thick, green-black leaves that virtually blotted out the sunlight along the forest floors, while equally dark algae and aquatic plant life transformed even the shallowest freshwater ponds into inscrutable expanses that could be mistaken for tar pits. Even the planet’s air was tainted by this gloom, as pollens from the abundant plant life created unnatural clouds of organic, green-gray dust on a seasonal basis.



# ATLAS

Fortunately for the first settlers, the water and air contaminants could be managed well enough with basic filtration technologies, but the danger of exposure to the ultraviolet excess all but forced them to locate most of their settlements under the shade of Dunklewälder dunkleflüssenschattenwelt's obsidian hyper-sequoias. Human encroachment thus began amid the planet's forests, which soon revealed the existence of several unique predators, including the jet-black, blood-sucking nachzehrers (a native, toothy, bat-like bird named for vampires of ancient Germanic lore), and the shambling valdvicts (a large, ambulatory plant capable of launching barbed vines to stun and ensnare prey).

These alien predators—particularly difficult to handle, thanks to their large numbers and tendency to blend in with the surroundings—were especially dangerous to the colonists' food supplies. Because human biology could not process the majority of the planet's native species, virtually all of the local agriculture and ranching grew dependent on imports. Efforts to create adequately protected havens for transplanted livestock and crops often drew more attention from native fauna, and it was only through carefully coordinated culling programs that Dunklewälder dunkleflüssenschattenwelt's developers gained enough breathing room to grow. In addition to these plant and animal hazards, many of the world's residents suffered from regular bouts of various illnesses and allergic reactions traced to other impurities found throughout the global biosphere. While Star League medicine largely kept these cases in check and lethality was rare, additional mental health issues continued to plague the first generations of settlers—a result of their extended living in a world of such perpetual darkness.

Despite the challenges, Dunklewälder dunkleflüssenschattenwelt persevered, its population growing past 300 million by the 2760s. By this time, House Kurita's leadership had seen fit to establish a permanent garrison base on the planet, ostensibly to keep an eye on the nearby worlds of the Outworlds Alliance and guard transit routes to and from other frontier worlds such as Antallos.

In 2784, after the dissolution of the Star League, General Aleksandr Kerensky and most of the surviving SLDF gathered at New Samarkand in preparation for their final exodus from the Inner Sphere. Alarmed at the sudden military build-up, House Kurita began scrambling its military forces in anticipation of a possible assault by a vengeful Kerensky. Located relatively close to the region, the DCMS garrison on Dunklewälder dunkleflüssenschattenwelt—the Twelfth Dieron Regulars—was among those redeployed.

When the Combine troops failed to return after Kerensky's departure, and news of war with Houses Steiner and Davion came just two years later, Governor Patton MacDonald decided to make several sweeping changes. Some of these common-sense efforts aimed to improve local security and infrastructure, but others focused more on keeping the people distracted in these uncertain times. In 2788—one year before the centennial celebration of the planet's initial settlement—Governor MacDonald announced a global referendum to replace the planet's cumbersome name. On 1 April 2789, amid much fanfare, the votes were tallied and a surprising new name (chosen decisively by the unlikely of grassroots campaigns ever waged in recent history) was found.

From that day forth, Dunklewälder dunkleflüssenschattenwelt became known, simply, as "Bob."



# ATLAS

Of course, what nobody imagined happening was the complete collapse of all interstellar travel to the planet once the name change took place. With the DCMS invasion of the Federated Suns well underway, the communiques reported from Bob—delivered by courier ship, as the planet's HPG had failed during the Amaris Crisis years—never found their way to all the necessary officials. The oversight, which would go unnoticed for more than half a century, led to calamity as Dunklewälder dunklerflüssenschattenwelt vanished from the maps, and was replaced by a new world named Bob...

While all shipments earmarked for the planet's very survival still bore the old name.

Worse still, the Combine's growing need for ships to support their war effort stripped away all "non-essential traffic" in the area. Within months of the name change ceremonies, trade to the frontier world had abruptly ceased. With no working HPG station to report in, "Bob" was completely cut off from the interstellar community. Efforts by the MacDonald administration to keep the crisis quiet while they sought a means to get word out before starvation ensued failed. Soon, the cessation of traffic and news from off-world became painfully apparent, creating an economic downturn that went from bad to worse with each passing month. Agricomplexes failed, medical facilities ran out of supplies needed to keep local pathogens in check, and illness became widespread. With no native fuel sources—Bob lacked reasonably accessible native fuel sources, and thus relied heavily on imported fuel, fuel cells and fusion technology—on-world travel across the planet slowed to a crawl, further undermining the local infrastructure.

The rioting began in the fifth year of Bob's isolation. Governor MacDonald started ordering crackdowns, diverting security forces optimally raised to maintain the culling cycles. As the increasingly paranoid and desperate citizens fought back, the populations of nachzehrers and valdvicts rebounded at an alarming rate. Whole cities burned, while outlying towns fell to rampaging predators.

Between the fighting, starvation, and collapse of infrastructure, more than half of Bob's planetary population succumbed over the next ten years. When the last vestiges of the planetary government collapsed entirely in 2805, the various survivor settlements found themselves left to their own devices. By 2815, ComStar survey teams found the world's many cities burned out and abandoned, their streets filled with skeletal remains stripped bare by local predators, while the air and water tested high in a variety of native toxins. Bob—still recognized under its old name of Dunklewälder dunklerflüssenschattenwelt in ComStar's database—was written off as another incidental casualty of the First Succession War.

*[Editor's Note: As was the case for many such worlds, however, there were many pockets of human survivors left behind and overlooked by these survey teams. Those on Bob managed to survive in small, scattered communities with varying level of success, while nature overran their abandoned cities and towns—in many cases, literally.]*

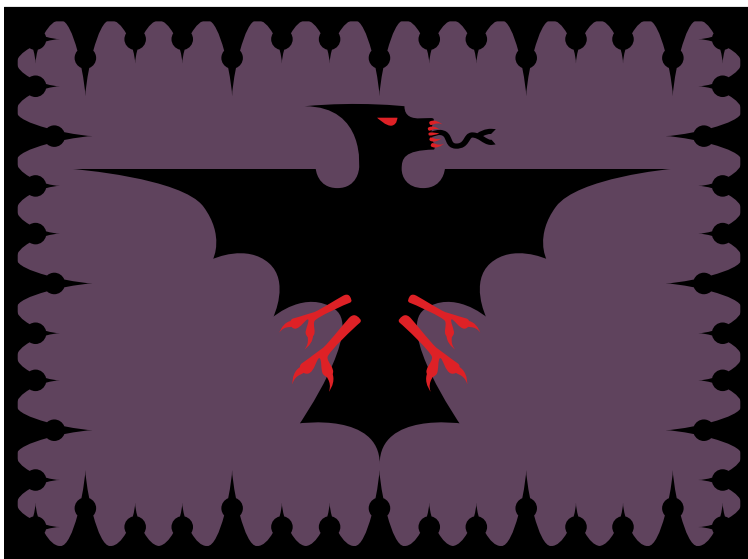
Bob is remarkable not only for the interesting species of flora and fauna that call its dark lands home, but also for the obvious signs of a great cataclysm that clearly befell the planet perhaps as recently as ten thousand years before mankind came along. At some point in the planet's past, its single moon was struck by a large, fast-moving celestial object—possibly another moon, spun off from one of two ice giant planet that occupy the system's outermost orbits.

The impact tore a chunk of Bob's own moon away, sending large hunks of lunar debris into the planet below, creating numerous craters that can still be seen in the geography today. Most of these impacts struck the vast expanse of the planet's largest continent (Ketzerheimat), while a particularly violent strike near the shores the smaller, southern continent of Klüfterlande formed a gulf the locals named Kesselmeer. Volcanism triggered by this particular impact formed a prominent spike of igneous land that rises from the center of this gulf, and was named the Himmelsspitze ("Heaven's Point"). Other evidence of the so-called "Great Lunar Fall" can be seen in the form of island chains created by impact ejecta, and there are even signs of strikes beneath the frozen wastes of the northern Lamarae continent. Indeed, only one major land mass on Bob appears to have been

spared the direct effects of the ancient cataclysm: Lunarblesst—the planet's other southern continent.

*[Editor's Note: Because the early surveys suggested that the presence of Bob's moon likely prevented a more direct hit on the planet itself, the surviving remnant was named Riesenschild ("Giant shield") by the Øystein Expedition. Today, with all the major fragments long since fallen to Bob or spun away entirely, only a fine trail of smaller debris follows Riesenschild's progress across the sky, creating an irregular and incomplete dust ring that shares the lunar orbit and makes it appear as if the planet is being perpetually circled by its very own comet.]*

It is interesting to note that most of the planet's occupied settlements stand on this landmass today, with the largest township (Ruprecht; population: about 25,000) serving as the closest thing the planet has to a capital city. These people—descendants of the few survivors of the planet's collapse centuries ago—have only a fragmentary knowledge of what followed in the wake of their ancestors' downfall. What they do seem to recall, however, paints a picture of horrors that suggest a





# ATLAS



period of barbarism, in which many of the locals turned on one another. Some even claim that tribes of cannibalistic men—called Dunkels by the locals—still linger in the forgotten woodlands of the distant lands, their existence devolved to pre-civilized times. *[Cursory surveys to these regions by reputable explorers have yet to reveal whether any “Dunkel” groups actually survive today, or whether they are spoken of only in the manner that one might use to scare children into good behavior.]*

Reduced to a technological sophistication roughly analogous to Terra’s European region during the nineteenth century, the Bobbies (as they call themselves) have developed a hardy resistance to the planet’s natural toxins that would have made their forefathers envious. While visitors to their world still must rely on filtration technologies to drink the water or breathe the air—especially in the local spring and autumn seasons—today’s Bobbies require no such aid. This might be attributable to a remarkable addition made to the people’s diet: the pulpy “flesh” of the valdvict.

Evidently, this ambulatory floral predator held within its thick hide a secret ability to process the nutrients of its animal kills in a way that could—with some effort—be consumed by humans. Although this “plant meat” is tougher and chewier than cattle jerky (and is still unpalatable and barely digestible to non-natives of this world), the people of Bob have learned to harness this new food source in a way that has enabled them to live on past their own “dark age,” and enter a new age of enlightenment.

Despite their throwback existence, it is clear that the Bobbies never forgot that humanity came from the stars, and the locals still remember childhood tales of a “Great Red Dragon” that once ruled over their world generations past. But they know nothing of the Clans, the Jihad, or the Republic of the Sphere. The Bobbies speak in a language that is mostly English, but mashes in some words of Germanic and Japanese origins, and they retained the basic principles of mechanical and electrical engineering possible for such technological conveniences as artificial lighting, recorded music, printing presses, and indoor plumbing. With a lack of even fossil fuels to work with, however, engine technology on Bob has regressed to steam and hydroelectric power sources. Local literature exists, with many samples clearly transcribed from copies of ancient Star League-era texts, as well as original tales—some of which appear to be romanticized versions of their own half-forgotten past.

Curiously enough, however, there is one word that has been forgotten completely by the people of Bob:

Dunklewälder dunklerflüssenschattenwelt.

# A TIME OF WAR ADVENTURE SEEDS

## IT SEEMED LIKE SUCH A GOOD IDEA AT THE TIME!

**Recommended Group Size:** 2-4 player characters

**Recommended Group Type:** Military, Security, Resistance, Survivors

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

For the people of Dunklewälderdkunlerflüssenschattenwelt, April Fool's Day of 2789 was the beginning of a long and grisly end. Governor MacDonald, of course, had no way of knowing that the planet's name change to "Bob" would prove so disastrous, but when he found that his world and its people were suddenly and inexplicably shut off from the very universe, he quickly entered panic mode.

Aware that the cessation of off-world traffic and news would not go unnoticed for long, MacDonald began preparing the various security and police agencies for the inevitable unrest. Stalling for time, he told his fellow "Bobbites" (the original term the rechristened planet's inhabitants gave themselves) an endless series of lies. Local merchant JumpShips, he claimed, had been "temporarily reassigned" or "experienced technical difficulties," while the planet's HPG techs were receiving word "almost daily" from the Kurita leadership, and would be able to restore transmission services to properly report the crisis "any day now."

Meanwhile, MacDonald's administration desperately tried to reestablish some form of contact with the Draconis Combine, the Outworlds Alliance, or even the equally isolated world of Antallos. Planetary communication satellites were turned outward, beaming distress calls into deep space, and several of the planet's resident merchant DropShips were commandeered for "special errands," their skeleton crews tasked with "slow-boating" their way to the nearest star systems—missions that, tragically, would never succeed.

As the people gradually became aware of just how dire the situation was, and that their governor had hidden it for so long, the tensions fueled by years of lies and dwindling supplies reached their boiling point. In the years to come, Bob's entire civilization would plunge into chaos.

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

**The Natives are Restless:** Whether assuming the role of security personnel working for the MacDonald government, or citizen agitators struggling with the very real threat of imminent starvation, these will be dangerous times indeed. MacDonald's efforts will aim at restoring calm with minimal bloodshed at first, but when things turn ugly, the fighting will be devastating. Lacking heavy equipment beyond police vehicles, riot control will not happen in the form of unassailable BattleMechs; it will get up close and personal.

**Warriors of the Road:** Food will not be the only precious commodity drying up as traffic to Bob stops. Every consumable resource, from fuel sources and batteries, to engines, equipment, and ammo will begin to grow scarce. Having not anticipated such a sudden disruption of access to the local trade routes, stockpiles will be non-existent, and it will not take long before the authorities or common survivalists realize their only hope may lie in securing as many of these limited resources for themselves.

**Survival of the Fittest:** As the months and years go by, and society crumbles entirely, the desperate and increasingly hungry populace will have to consider securing alternative food sources. With few digestible options that do not come at the cost of lingering illness, and carefully tended crops and cattle herds overrun by predators or consumed by other humans, the unthinkable may be necessary to survive.

**Tips:** For *A Time of War* scenarios, this is going to get nasty. As basic filtration technologies fail, Bob's environment itself will turn on its surviving humans. Illnesses of various types—most side effects of consuming local food, drinking poorly filtered water, or even breathing the air during the planet's spring and autumn months—will grow commonplace. Gamemasters should use the Disease rules (see pp. 245-249, *AToW*) as a guide. Many of the local illnesses are recoverable, but it will take the survivors on Bob several generations to develop enough tolerance to these dangers. It will also be necessary to keep track of any and all consumables the characters use in the aftermath of society's collapse; scavenging and scrounging will be only way to survive in what will quickly become a wild wasteland.





# A TIME OF WAR ADVENTURE SEEDS

## YOU'RE NOT FROM AROUND HERE, ARE YOU?

**Recommended Group Size:** 2 to 8 player characters

**Recommended Group Type:** Pirate, Explorer, Mercenary

**Recommended Skill Levels:** Veteran (Key Skill levels of 4-6)

The oversight that led to Bob's demise on interstellar maps took over fifty years to come to light. By then, of course, the Succession Wars were in full swing, and both technology and casual travel across the Inner Sphere were in decline. With little to recommend it before the collapse, and a death sentence passed by ComStar after all was said and done, few saw any reason to give the world another look.

Naturally, this made the system a haven for bandits and a destination for explorers. With so much left in ruin, and an environment far from hospitable, visitors never stayed long—though some may have never left, depending on where they landed, how lacking they were in defenses, and who (or what) emerged to greet them.

Welcome to Bob!

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

**The Forest is Alive!?:** The dark woodlands of Bob provide shadow for many forgotten settlements, and an ideal place to hide from pursuit for those living a life on the lam. It also tends to protect visitors to the planet from the worst of the sun's ultraviolet excess. Unfortunately, they are also host to a wide array of alien predators, which includes some of the nastiest flora and fauna on the planet. The worst of these are the dreaded valdvicts and nachzehrers. Adapted to blend into their surroundings, or to lurk so high up in the towering foliage as to be effectively out of sight and mind entirely, these creatures often lie in wait, striking at their prey with little to no warning, day or night.

**Meet the Locals:** Depending on where visitors to Bob set down, they might encounter the planet's remaining human inhabitants. On the continent of Lunarbled, these humans will tend to be the relatively civilized Bobbies, who live a primitive existence similar to Terra at the turn of the twentieth century, and will be rather non-violent—though not necessarily friendly or trusting. The Bobbies see the worlds beyond theirs as people who abandoned them, and thus hold a deep belief that they have no real need for the humanity that rejected them. They will fight if threatened, using rather primitive—but nevertheless effective—weaponry. Visitors who land elsewhere—particularly on the continents of Ketzerheimat and Klüfterlande—will more than likely encounter the barbaric "Dunkel" tribes. These harsh wilderness survivors have regressed to a truly primitive existence, and their language has degraded to the point of near incoherence. Like the Bobbies, they are largely immune to the planet's tainted biosphere, but their diet is often supplemented with human flesh—as much a result of desperation as a remnant of their brutal existence. Dunkles are tight knit and completely untrusting of outsiders; they are as likely to attack as they are to flee, and are capable of laying traps to snare anyone or anything they consider a potential food source.

**The Ruins of Fliegerabwehrbataillon:** Among the more curious artifacts of Bob's fallen greatness still standing, the ruins of Fliegerabwehrbataillon are located in northern Ketzerheimat, where the planet's largest continent meets the barren, arctic expanses of Lamarae. Judging by the vast expanses of cracked ferrocrete and the nature-overflowed towers, Fliegerabwehrbataillon was a large spaceport and military base that dates back to the days when a DCMS garrison called this world home. The surrounding fortifications include a number of ancient, corroded weapon emplacements, and an assortment of bunkers underground have collapsed, flooded, or are now home to unknown surprises. Curiously, a cautious inspection may reveal signs of repeated visits over the last few centuries, including a segment of glassy ferrocrete indicative of fairly recent DropShip landings on the ancient tarmac. The mysteries of who has been coming to visit this ruin—and for what purpose—are excellent fodder for explorers and lostech scavengers alike.

**Tips:** *A Time of War* gamemasters should read up on the rules for creatures (see pp. 238-244, *AToW*; and pp. 106-119, *AToWC*) to handle encounters between player characters and the local fauna. Consult the Optional Rules for Bob's Flora and Fauna for more information (see p. 12). Likewise, bear in mind that Bob's environment is generally inhospitable for human life. Although its atmosphere is considered Toxic, the fact that most effects are not immediately lethal so much as they are continuously debilitating, consult the appropriate Tainted Atmosphere rules (see p. 238, *AToW* or pp. 56-57, *TO*).

Among the human survivors, the Dunkel peoples possess very primitive, improvised weaponry no more advanced than sticks, stones, and slings, and limited personal armor. Their civilized Bobbie counterparts are better equipped, but still primitive by modern standards. More information on this is also found in the Optional Rules (See p. 12). If fighting either group on the tactical level, the locals will work as conventional infantry; there simply hasn't been much demand for armored vehicles on Bob since the world's collapse.

# RULES ANNEX

The following section is designed to assist both players and gamemasters in using this series to create games and/or campaigns based on the worlds described herein. The following rules primarily rely on the players' understanding of the core game rules found in *Total Warfare (TW)*, *Tactical Operations (TO)*, and *A Time of War (AToW)* but additional references may be made to *Strategic Operations (SO)* and other rulebooks.

Players and gamemasters alike should realize that these rules are substantially less rigid than 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 world featured in this product was 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 rules identify the core rules that apply, based on the indicated world data.

**Across the Ages:** It should also be noted that many of the worlds presented in this series will have data that actually changes greatly over time—as in the case of Lone Star, which radically changes between 2822, 2825, and beyond. Players and gamemasters should thus account for the time period their games are set in when using worlds that have such variable data values.

## STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

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

## 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, 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.



# RULES ANNEX

## 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, even in the post-Clan Invasion eras.) Class A stations reflect major interstellar communications hubs, while Class B stations usually send transmissions in massive bundles less frequently. Although any HPG can send an emergency signal to a nearby system within hours of an attacking force's discovery, many raiders target worlds with Class B stations (or no stations at all), in the hopes that their arrival will raise the alarm among nearby systems more slowly. Assault forces, meanwhile, may target Class A worlds in an 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 less 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 product. For the most part, these rules may be considered advanced and optional, as they primarily reflect conditions and/or features unique to this one planet or planetary system.

## BOB'S FLORA AND FAUNA

Bobbian flora and fauna largely reflect and amplify the planet's dark, shadowy nature. Most plant life has a deep green to black coloring, which allows them to draw and retain heat better, while an abundance of ultraviolet light has given them energy to spare, resulting in some truly impressive growth. (The average height of Bobbian trees ranges from 20 to 50 meters, with the native "hyper-sequoias" reaching dizzying heights of 300 meters or more.) Because such gigantic foliage requires extensive root systems and branch spread, however, a typical Bobbian forest actually tends to have enough open land to move vehicles and BattleMechs through unhindered. The tactical gameplay effects of this may be found under Bob's Terrain (see p. 14).

Some of Bob's flora is so energized that it has taken on animalistic qualities. Bob has a number of plant forms that are carnivorous and/or mobile, with attack features that include toxic secretions, "exhaled" poisons, and prehensile limbs. Of these killer plant-animal hybrid forms, the valdvict is arguably Bob's apex predator, capable not only of remarkably fast movement and a kind of thermal "perception," but also a deadly, short-ranged vine grapple attack. Worse still, even when a Bobbian plant form is *not* actively trying to hunt and kill something, the pollen of most Bobbian flora has proven toxic to human beings. Regular seasonal releases of Bobbian pollen—which looks much like blowing ash—can cause outbreaks of various seasonal illnesses and severe allergies. Fortunately, few of these are lethal in nature, but only the natives of Bob have lived on the planet long enough to withstand these ill-effects completely.

The animal forms on Bob include insects of various sizes, fish, some amphibians, reptiles, and toothy, bird-like avians. Most of these creatures mimic the darkness of their environment, largely for camouflage purposes, but also for some degree of heat retention. Of these animal forms, the nachzehrer is the most vicious of the planet's avian predators (but not necessarily the largest). Having long developed an affinity for perching in the high limbs of Bobbian trees, this bat-like creature tends to swoop down on its prey in small flocks that can quickly overwhelm even a human adult in seconds.

## BOB'S CHILDREN

The human survivors on Bob are divided into two broad groups: the primitive and tribal Dunkels, and the much more organized and sophisticated Bobbies. Both groups have developed a tolerance to the planet's normally sickening ecosystem, and both may pose a threat to unfamiliar visitors. To reflect this, all natives of Bob who are born or live after 2850 automatically possess the Fit Trait (see p. 117, *AToW*).

Among the Dunkel, personal weaponry consists of nothing more advanced than sticks, stones, slings, and other improvised low-tech weapons—none of which use refined metals in any way. Some Dunkels have developed a kind of personal armor made from flexible bark-hide of the valdvict (BAR 2/2/1/1). Dunkels have no functional knowledge of advanced firearms or heavy equipment, and all are considered illiterate (see p. 119, *AToW*).

The civilized Bobbies have retained a level of industrial technology, but in the absence of economical fuels and full-scale production facilities, most of their equipment is hand-made by dedicated craftsmen. Bobbie weapons typically include bows (including crossbows), steel swords and knives, and basic slug throwers—most of which use simpler technology (represented by Tech Level B equipment in *AToW* Equipment Tables). Bobbies don't often make use of personal armor, but some town guardsmen have been known to wear a kind of locally-produced, valdvict leather-backed chainmail that functions much like a vintage bulletproof vest (BAR 1/3/1/2). Bobbies maintain an economy largely based on barter, but there is also a form of local print currency used as a means of credit.

## VALDVICT

The name valdvict—evidently an Anglicized corruption of "Wald Wicht" (or "Forest Wretch")—refers to one of the nastiest predators on Bob...one that is not an animal in the true sense of the word. This ambulatory plant form typically stands anywhere from three to four meters in height, with the bulk of its body resembling the stout trunk of a local hyper-sequoia sapling. Its "feet" are a knotted group of 20 to 30 small, prehensile appendages that resemble thick roots anywhere from 30 to 60 centimeters in length, which enable the creature to move by coiling and uncoiling in concert.

Wrapping around the trunk of the valdvict are a number of leafy vines that otherwise blend in with the creature's flexible brown-black bark skin. These vines descend from a cluster of thicker limbs that spread out from the top of the plant like the branches of any other tree, with an ample number of black-green leaves that gather much of the creature's energy during long dormancy cycles. "Buds" among these limbs and among the creature's root-like "toes" serve as sensory organs that detect the presence and position of nearby water and heat sources.

The valdvict normally remains stationary for long periods, preying only on small creatures that happen by while absorbing water, nutrients, and ultraviolet energy in the same manner as most plants. During this time, the creature tends to bury its root-feet into the soil, and remains largely stock-still for days, weeks, or even months at a time, gathering energy slowly. Indeed, until it attacks (or a dearth of nutrients in the immediate vicinity forces it to move in an effort to stave off its own starvation), valdvicts look and act just like most common plant forms in the universe. Only when the creature has stored enough energy for extended movement will it generally do much more than passively absorb the minerals it needs, sometimes even casually snaring small creatures lured by pheromones excreted from the base of its trunk. As a result of this habit, it is not uncommon for larger animals or people to pass a valdvict many times over a span of several days before finally triggering an attack. Because their senses are more acute at night, most valdvict strikes tend to happen after sunset.

When the valdvict does launch an attack, however, the movement is alarmingly swift. A whip-like twist of the creature's trunk is usually the only warning, giving alert prey only one or two seconds to react. At that point, the creature releases one or more of its dangling vines, each of which can extend as far as five meters in any direction to ensnare and stun its prey. The combination of the vines' impact, and the paralyzing toxins released by rows of retractable, fang-like "thorns" along their length, is typically enough to stun a creature long enough



# OPTIONAL RULES

for the valdvict to then move toward it as its vines begin to constrict, further immobilizing the victim. Once a valdvict reaches its prey, it clambers atop the fresh kill's body, and begins to dig its roots back into the surrounding soil, while gradually widening its trunk base to accommodate its meal. It is the crushing and suffocation that results from that which typically kills the valdvict's prey, even as numerous channels in the creature's base begin to absorb the proteins of the hapless animal. Digestion of a valdvict's prey can take hours, but the valdvict usually retains enough energy to move away if it senses danger nearby.

Like most pseudo-animal plant forms, the valdvict appears to have no distinct brain or complex organs to speak of, but its behavior suggests a kind of rudimentary predatory intelligence more complex than other ambulatory plants. Furthermore, much like a tree, valdvicts can survive the loss of several limbs, leaves, vines, and roots before it loses the ability to function. That most of these appendages can be grown back in time means that the most reliable way to truly kill a valdvict is to shatter its trunk (though burning and poisoning the creature can be effective means as well).

STR	BOD	DEX	RFL	INT	WIL	EDG
17	25	1	1	2	0	0

**Mass:** 320-480 kg

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

**BAR (M/B/E/X):** 4/4/3/3 (Bark Hide)

**Damage (AP/BD):** 2M/6\*

**Move (W/R/S):** 4/12/35

**Traits:** Armor (+4), Camouflage (+2 [E/I/C: 0/0/5]), Exceptional Attack/Constrict, \*Exceptional Attack/Whip (base damage on successful attack, plus Poison; Range: 2/4/5/6), Poison (Injected: AP/Strength: 25/6; Duration: 4 turns; Continuous, Subduing), Offensive Adaptation (Retractable Thorns)

**Skills:** AniMelee (+2), Perception (+2)

## NACHZEHRER

Compared to Bob's homicidal plant forms, the nachzehrer is much more easily understood. Named for vampires of ancient Germanic lore, these black-feathered avians look almost like terrestrial bats in their wing and tail shape, and indeed were initially classified as bats, thanks to their behavior and appearance, until closer inspection revealed their feathers, hollow bone structure, and the eggs that they lay in their high-altitude nests.

Unlike most bird species, the nachzehrer does not have a beak, but rather a lamprey-like snout, ringed by sharp teeth that the creature uses to latch onto its prey. Four sharp-taloned feet enable the creature to maintain its grip on the high branches of the Bobbian trees this species calls home, and also helps them capture and restrain smaller victims. As dedicated blood-suckers, nachzehrer favor all manner of land animals, and appear to be just as content feeding off of native fauna as they do humans, even though it is known that human blood is nearly as indigestible to these creatures as most Bobbian fauna is for humans.

The favored tactic of nachzehrer is to hang from the branches of their trees, patiently scanning the grounds below for signs of movement while remaining motionless for hours on end. To maximize



their potential for finding prey, nachzehrer work in flight packs of six or more creatures, often spaced out to cover a wider area. When a suitable victim is sighted, the lead bird typically lets out a short, ultra-high frequency cry that lets its pack know to attack, before beginning its dive. The entire group then converges on the target, each latching onto a different body location to feed.

Because the various ambulatory plant forms on Bob offer no nutritional value to nachzehrer, these bird-bats almost never seem to attack them. Even though nachzehrer are known to be drawn to movement, the species has apparently learned to ignore the motion of the resident foliage—possibly for their own good. After all, it appears certain that creatures like the valdvict don't really care what their prey is when they strike.

STR	BOD	DEX	RFL	INT	WIL	EDG
3	4	5	5	4	6	4

**Mass:** 2-3 kg

**Size Class (Modifier):** Very Small (-2)

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

**Damage (AP/BD):** 2M/3

**Move (W/R/S):** 1/75

**Traits:** Aggressive, Blood Sucker, Camouflage (+1 [E/I/C: 0/0/3]), Offensive Adaptation (Fangs/Talons), Patient, Night Vision (+3), Pack Hunter (6-10)

**Skills:** AniMelee (+4), Perception (+6), Stealth (+2), Tracking (+1)

# OPTIONAL RULES

## GEFERLIXING

For those inclined to think that the only real hazards to life live on land, the geferlixing exists to remind them that even Bob's rivers are unsafe. The name is another Anglicized corruption of the species original Germanic designation—*Gefährliches Ding*—which literally translates to “dangerous thing.” Encountered early on by the first colonial expeditions to the world, the geferlixing was originally identified as a mysterious marine life form of unknown shape, size, and capabilities, because the dark river waters of the planet made visual contact impossible. It thus took nearly five years before the settlers could agree that their “Ding” was, in fact, a long-bodied, fang-mouthed eel.

The geferlixing—available in both saltwater and freshwater varieties, as well as some oceanic versions with truly titanic proportions—nominally feeds on the floating concentrations of pollen-infused seaweed and algae found along the planet's coastal and inland waters. However, these creatures are actually omnivorous, since their diet can also include smaller fish, as well as any other creatures that dare to enter their waters. Like most of Bob's native marine animals, geferlixings do not rely on visual sensory organs to guide them, but use a mix of magnetic and sonographic sensory organs for navigation. As a result, these six-finned eels (the river-dwelling versions of which can measure up to two meters in length) possess no identifiable eyes, and look mostly like a mouthful of teeth connected to a long, oily black tail.

Geferlixings appear to have no fear or sense of scale, which is what truly made them so dangerous to the human settlers. While their normal diet consisted of small morsels of floating detritus and marine life, these creatures often attack any larger land animals that step deeply enough into their watery domains. In most such cases, a geferlixing will swim swiftly toward the intruder, and either latch directly on its feet with its jaws, or simply encircle the legs in an attempt to force its prey to trip. Human survivors of geferlixing attacks have even claimed that these beasts have enough strength to snag and pull an unsuspecting leg or arm, attempting to drag their victims down much the same way terrestrial alligators do when trying to drown larger prey.

STR	BOD	DEX	RFL	INT	WIL	EDG
4	6	4	6	2	6	3

**Mass:** 31 kg

**Size Class (Modifier):** Medium (+0)

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

**Damage (AP/BD):** 2M/3

**Move (W/R/S):** 12/25

**Traits:** Aggressive, Blood Rage, Camouflage (+1 [E/I/C: 0/0/3]), Good Hearing (+4), Offensive Adaptation (Fangs/Bite Grip)

**Skills:** Animal Agility (+3), AniMelee (+4), Perception (+4), Stealth (+2), Swimming (+3)

## BOB'S TERRAIN

The terrain on Bob is significantly dominated by massive woodlands, river valleys, and mountains, most of which are tinged with darkness, even when lit by the planet's weak sun. Many of Bob's larger mountain chains, small islands, and coastlines are actually the remnants of the huge craters that formed during a massive catastrophe the early colonists called The Great Lunar Fall.

## MAPSHEETS TABLE

WOODLANDS	2d6 Result	Map*
	1	Scattered Woods (MS2, MSC2)
	2	BattleTech (CBT, MS2, MSC1)
	3	Woodland (MS6, MSC2)
	4	River Delta/Drainage Basin #1 (MS4, MSC1)
	5	River Delta/Drainage Basin #2 (MS4, MSC1)
	6	Scattered Woods (MS2, MSC2)

\*See rules for additional conditions

Because of the sheer height and size of Bobbian trees, the floor of a typical woodland on Bob is actually quite open. To reflect this, for any scenario set inside a Bobbian woodland, use the Bobbian Woodlands Table presented here, and treat all heavy woods hexes on the map as impassible terrain that blocks line of sight (representing the massive trunks of a Bobbian super-tree). Light Woods hexes on the same mapsheets are treated as Heavy Woods for line of sight and cover purposes, while any Rough/Rubble hexes should be treated as Light Woods. Water features and elevation changes are unmodified under these rules. In addition to this, combat inside a Bobbian woodland is treated as though it is happening under Full Moon Night conditions (see p. 58, *TO*) during the planet's daylight hours. If the battle takes place at night, the effects become those of a Moonless Night instead (see p. 58, *TO*).

Finally, as noted under the Tips for the *You're Not From Around Here* Adventure Seed, treat the atmosphere on Bob as Tainted (see p. 56, *TO*).

## BOB'S WATERS

Bob's waters, especially in the rivers and coastal areas, are chronically darkened by a blackish muck thanks to its forests' common black pollen drifts and the various species of marine plant forms that have inherited the same tendency to assume extra-dark green-black colors as their surface analogs. Because of this, little light penetrates the waters' surface, drawing in heat and allowing little of it to escape.

While basic filtration technology can easily make the waters safe and clean enough for drinking and indoor plumbing, moving through rivers or coastal waters can be a unique and hazardous endeavor, especially as there are a number of Bobbian marine species just waiting for unsuspecting surface fauna to intrude upon their bleak realm. The almost tropical warmth of these waters, however, has made many of the planet's inland rivers and lakes an inviting place for the more cold-blooded native species.

To reflect these characteristics, any time a character or unit enters Bobbian waters, it must make a relevant Action Check to avoid falling (a RFL Attribute check for characters, or a Piloting Skill check). To reflect the increased difficulty in seeing and gauging the underwater terrain, all such rolls for entering and moving through the black Bobbian waters must apply a -2 modifier to the dice roll's result. Units or characters that become fully submerged in Bobbian black waters will find the darkness cannot be penetrated by searchlights, and thus must apply all visual modifiers for Pitch Blackness when performing any actions while submerged (see p. 236, *AToW*; or p. 58, *TO*).



## BOB (DUNKLEWÄLDERDUNKLERFLÜSSENSCHATTENWELT)

