BATTLETECH

MCEVEDY'S FOLLY

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TOURING THE STARS

MCEVEDY'S FOLLY™

CATALYST
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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.

STAR LEAGUE ERA   CLAN INVASION ERA   JIHAD ERA

SUCCESSION WARS ERA   CIVIL WAR ERA   DARK AGE ERA

RESET

MCEVEDY'S FOLLY

Star Type (Recharge Time): K4V (195 hours)
Position in System: 2 (of 4)
Time to Jump Point: 4.31 Days
Number of Satellites: 1 (Gossamer)
Surface Gravity: 1.08
Atm. Pressure: Standard (Breathable)
Equatorial Temp: 20ºC (Cold-Temperate)
Surface Water: 77 percent
Recharging Station: None
HPG Class: None
Highest Native Life: Birds
Population: 3,500 (3070); 2,400 (3150)
Socio-Industrial Levels: Advanced-A-A-A-A (2750); F-F-F-B-B (3150)
Landmasses (Capital City): Equatorial Zone (Camp McEvedy)

During the Star League's rapid expansion, many planets previously overlooked for colonization were discovered and surveyed by the Star League Expeditionary Brigade. Few of these worlds were immediately opened to settlement, as the majority required terraforming or were deemed to be of scientific interest in their "natural" state. The world now known as McEvedy's Folly fell into both categories and became the focus of a select team of planetary engineers and xeno-biologists from the Department of Mega-Engineering (DoME) in the last decade of the Star League. When discovered in 2710, this world was in the midst of an ice age that showed signs of a runaway cooling effect, perhaps resulting in a situation similar to Terra's "Snowball Earth" age. Year-round ice was reaching from the poles down to roughly twenty degrees of latitude from the equator, and many native species were on the verge of extinction; a complete ecological collapse seemed inevitable.

DoME designated the world Project SAGITARIUS UMBRELLA (PSU), the sixth of twelve experimental terraforming projects in 2732. Records detailing the UMBRELLA projects from DoME headquarters in Greenwich, Terra are fragmentary at best, but more detailed back-up records, found in the Skyfog system (Project LIBRA UMBRELLA) in 3118, fill in many of the missing details. PSU was led by Doctor Alpheus McEvedy, a brilliant DoME specialist with degrees from the University of Unity City and the University of Aberdeen. McEvedy was known for his less-than-orthodox experimentation, and his use of "gut instincts" to solve problems. Working initially from the terraforming vessel *Galapagos*, McEvedy directed teams of biologists to recover as many species from the planet's surface as they could. The scientists determined that there were no surviving animal species left on PSU any larger than a Terran house cat. More importantly, the planet's bioforms had evolved four distinct genders, rather than the two genders common throughout most of the Inner Sphere. A complex genome, with a rapid genetic drift in the native species, allowed them to adapt to different ecological niches and the changing environment. McEvedy reported to Terra that it was possible to bring back many of PSU's extinct species by simply re-engineering the environment and allowing the plants and animals to re-adapt.

The directors of DoME agreed, and terraforming began in 2740. Large orbital mirrors were constructed in orbit to begin warming the planet's remaining ice-free areas, but surface research slowed when this generated massive hurricanes over tropical waters where the mirrors focused. During this time, McEvedy continued experimentation with the local life forms, developing a new DNA-editing process and selective breeding techniques. With these techniques, he was able to recreate a genetically stable avian form nearly indistinguishable from the long-dead Terran dodo bird. DoME HQ received his status reports from *Galapagos* with great interest, as McEvedy's breeding program appeared able to recreate species that had been accidentally wiped out on hundreds of worlds. Extra security forces, on top of the normal troops typically deployed with DoME assets, were sent to PSU to help safeguard McEvedy's discoveries and the Star League's extra investment there.

Dr. McEvedy moved his experimentation to the planet's surface as DoME began the second stage of its terraforming process in 2750. Scientists at the planetary installation termed the site "Camp McEvedy," as little happened there without McEvedy's direction (or interference). No historical records remain of DoME's second-stage processes or the technology involved at the PSU site except on and around Gossamer, the planet's single moon. Current research suggests that the engineers focused the orbital mirrors on several pre-prepared craters on Gossamer's surface, melting vast swaths of crust and spinning out

ferro-alloys and carbon into strands that were centimeters thick, but hundreds of kilometers long. During this time, McEvedy continued his experiments into reversing extinction by releasing his "dodos" onto the surface and recreating three other avians patterned on extinct Terran birds: the passenger pigeon, the bush moa, and the massive, two-meter tall, giant moa.

McEvedy's superiors began to question his fitness as Project SAGITARIUS UMBRELLA's leader in 2752, when news came back to Terra about his increasingly obsessive focus on resurrecting dead Terran species, amid rumors of mental instability. Instead of replacing him, DoME ordered *Galapagos* and McEvedy's team back to Terra after an unknown force jumped into the system and engaged the anti-asteroid defenses around Gossamer, destroying the DoME security forces assigned to protect them. Before leaving the system, the unknown forces looted the DoME supply bunkers on Gossamer's surface, leaving fewer resources available for the engineers to work with. Declaring his work incomplete, McEvedy refused to leave "his world," and stayed behind with two dozen other volunteer scientists, who expected DoME to resume terraforming operations as soon as more security could be assigned. DoME's return never came, and what became known as "McEvedy's Folly" passed into legend amongst the department's few survivors during the early years of the Succession Wars.

The fate of McEvedy's Folly would not be known until its rediscovery by a Canopian planetary survey team in 3065. The remains of the extensive terraforming infrastructure in orbit around the habitable planet and the haze of shattered metallic strands around its moon suggested that the world might still have technologies worth their weight in platinum. Dr. McEvedy's final days came to light after the Canopian team returned with an Interstellar Expeditions archeology team for assistance. The Canopian/IE team discovered that Dr. McEvedy's research group continued its program of restoring both native and terrestrial species, but by 2756, McEvedy's sanity began to slip as he realized that the Hegemony had abandoned him. Records left by some of his lab assistants told stories of the doctor's efforts to force an evolution of the native avian-analogs into more mammalian forms—an effort that apparently succeeded. McEvedy began taking DNA samples from willing (and sometimes unwilling), lab assistants, and using them as building blocks in recreating extinct mammals. Soon afterward, these experiments began to bear fruit, but then a rebellion of sorts occurred amongst his assistants when they discovered the human-like "failures" he had been burying secretly in a nearby ice-flow. The former volunteers fled Camp McEvedy with as many supplies as they could carry, and became the ancestors of the "native" human tribes who live on the planet to this day.

Interstellar Expeditions also learned that McEvedy's experimentation didn't stop after the "rebellion". Before his eventual suicide in 2783, his nearly incomprehensible research logs tell the tale of a man losing his grip on reality through a combination of schizophrenia and isolation. Many of his later creations, amazingly, are still alive—including the mammalian crested mammoths, hook wolves, and the chameleon sloth. Without human intervention to repair slight errors creeping into the created species' genomes, however, many of these creatures began to reassert their native, alien features. Indeed, the mammalian creations have since reasserted avian traits, including egg-laying and feathers over fur.
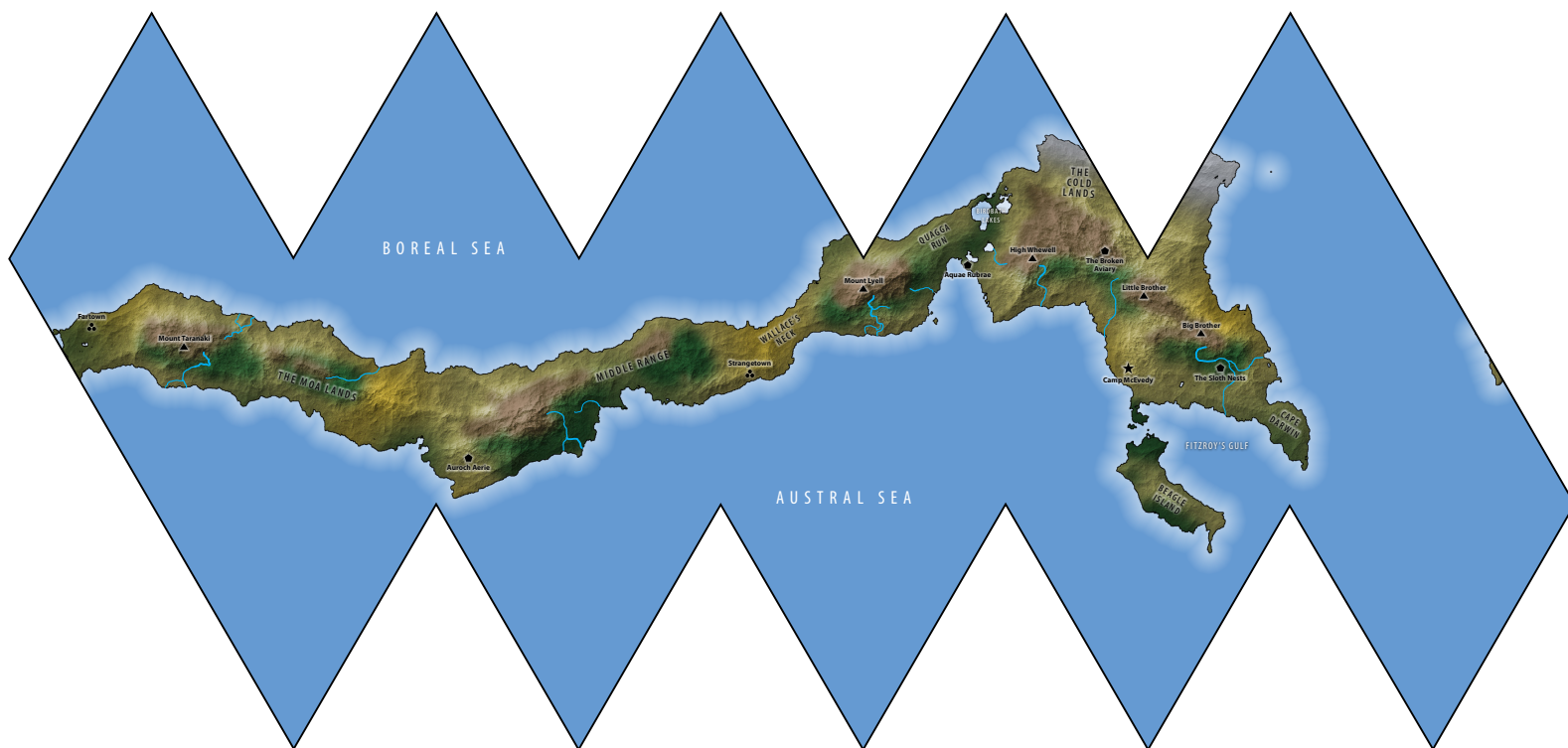
Outside of the ruins of Camp McEvedy, what IE found was a world that resembled a funhouse mirror version of Terra's Pleistocene era. Creatures once engineered to resemble Terran mammoths now resemble elephants with brightly multicolored plumage. Feeding on these large herbivores are hook wolves that now vaguely resemble Terran dire wolves with scaled bird-like legs and feet. But the apex predator, which terrified even the most hardened IE team members, is the thunderbird. It is unknown what McEvedy was trying to recreate, but today's Folly thunderbird is a flightless, moa-like creature standing nearly ten meters tall, with primitive wings that possess an opposable, thumb-claw at the main joint.

The Magistracy of Canopus claimed sovereignty over McEvedy's Folly in 3067. The vast amount of knowledge contained in the engineered species on the planet, combined with the left over pieces of terraforming technology meant that the costs associated with finding and defending the system were well worth it. Meanwhile, IE was allowed to investigate everything they recovered. Immediately, rumors began to spread about the mega-terraforming project found in the Periphery's deep coreward reaches, drawing bandits and treasure hunters alike. In late 3067, the first of many bandit raiders—the "Keystone Gang"—hit the research and salvage teams still on McEvedy's Folly. This group's attack easy destroyed the few Canopian mercenary forces present, and the IE team—armed with little more than personal firearms to defend themselves—was taken hostage. The Keystone Gang threatened to destroy the ruins of Camp McEvedy and kill the hostages unless IE paid a ransom. The response—though long in coming thanks to the Folly's remote location—was severe. One company of the Markson's Marauders mercenary command, along with two companies of mercenary infantry forces, arrived in system via non-standard jump point and executed a combat landing at Camp McEvedy. Their assault wiped out the bandit forces with only a fifty percent loss of the civilian hostages.

Archeological digs and anthropological studies on McEvedy's Folly continued in relative peace until the end of 3067, with the Magistracy subcontracting mercenary forces to IE until their work could be completed, but the onset of the Word of Blake Jihad effectively ended this arrangement. With mercenary forces needed back in Canopian space to fight Blakist invaders, the research on McEvedy's Folly was suspended as the local personnel were left without protection. But McEvedy's Folly wasn't forgotten; between the years of 3068 and 3088, the system saw three separate clashes between rival pirate groups, and even between elements of the Marian Hegemony's military, against a Word of Blake-employed mercenary group.

In 3070, the Marians' *Ordo Vigilis* received intelligence from a captured Blakist DropShip that the Word was sending a military force to McEvedy's Folly in search of bio-engineering systems, with a goal of manufacturing a better plague. The MHAF immediately dispatched elements of the Third Legion, with additional aerospace assets, to interdict the Word's space-based assets. The Marians arrived in system at the opposite jump point from the Blakists, but detected Word of Blake DropShips lifting off from the planet. The Marian commander, Carolus McDermott, ordered his JumpShip crew to quick-charge their drive and jump to the Word's jump point three hours before the hostile DropShips would rendezvous with it. The intra-system jump was successful (with some damage occurring to the Marian JumpShip's core) and the Marians managed to board the enemy *Merchant*-class JumpShip. Their transport compromised, the Blakist ground forces doubled back for the planet surface, where they were eventually pursued by the MHAF. The ground battle was much less decisive, with the Word of Blake using their DropShips in suicide runs against the Marian LZ in an effort to buy time for their 'Mechs and battle armor to fade into the landscape. It would be five weeks before the last Blakist combatant was killed while he attempted to use the native population as human shields.

When the Marians left McEvedy's Folly, the native human population was nearly half of what it was when they first landed, and some of the most valuable Star League-era equipment left functioning on the planet was reduced to smoking wreckage. Another loss was the extinction of the McEvedy's dodo; the populations of the bird had always been tenuous, as their flightless and clumsy bodies made them easy prey. Proposals made on Terra in 3138 to "re-re-engineer" the dodo with recovered technology from McEvedy's Folly have been met by scorn by the public as many see the twice-extinction of the Dodo as a sign that it just isn't fit for the modern universe on *any* planet.

After the Jihad and the rise of the Republic of the Sphere, McEvedy's Folly was declared a special protectorate jointly monitored by the Republic, the Marian Hegemony, and the Magistracy of Canopus. The world is nominally independent as the remaining native populations tend to stay far away from any sign of advanced technology and refuse to speak with outsiders. Beginning in 3089, Interstellar Expeditions restarted its research there, protected by combined security forces from the three governments overseeing the system. Surprisingly, much of the funding for these forces come from profits made from children's toys based on a popular tri-vid animated series "Mr. Morsel, the Multi-Colored Mammoth" featuring many of the Folly's more terrifying animals, made less-so by the magic of holovid editing for a younger audience. Approaching ninety years after its rediscovery, the Folly is still providing mankind with important insights into the genetic engineering and terraforming technologies of the late-Star League era.

TERRORFORM *"HOW MUCH FOR JUST THE PLANET?"*

Recommended Group Size: 4 to 6 player characters

Recommended Group Type: Mercenary, Pirates, Special Forces, or Covert Ops

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

The value of the technology and equipment that DoME (The Department of Mega-Engineering) uses in the terraforming of worlds is in the trillions of Star League Dollars. While most of the equipment is so large that it deters smaller pirate and bandit groups, pirate groups with sizable transport capabilities are still a threat.

Complications: A few obstacles for players to tackle.

Upon Gossamer Wings: The technology for Stage One terraforming for Project SAGITARIUS UMBRELLA is fairly easy to come by, solar reflectors and ground based heat exchangers. The real prize is around the planets moon Gossamer. How will the players prepare defenses or their assault on the airless moon? How will they deal with the congested space around the moon? The long strands of ferro-alloys being manufactured on Gossamer seem to reflect radar and create sensor ghosts. Will the confusion this provides be the undoing of the players?

Weekend Warriors: The Terran Hegemony assigns security forces to all DoME projects, but most of them are volunteers or retired enlisted from the Hegemony forces with equipment many years older than what most Periphery States utilize. If the players are working for DoME perhaps their well-equipped nature breeds jealousy or contempt, or maybe the players won't be able to plan on the security forces being able to assist in the defense of the terraforming projects at all? If the players are attacking DoME, maybe the rumors of under-equipped forces were wrong, or maybe the skill and numbers of the defenders more than make up for their lack of equipment.

Unconventional Warfare: The amount of energy needed to terraform a planet is immense, but DoME plays with that technology like it's a child's toy. Will the engineers of DoME turn the orbiting solar mirrors into space-based weapon systems in order to defend its other installations? Will DoME go so far as to scorch the earth to remove the threat? Will the players try to convince the civilians not to fight or to join the fight and become legitimate military targets themselves?

Tips: McEvedy's Folly during the time DoME is terraforming it represents the Star League at its most advanced. If a gamemaster wants to impress upon the players the kinds of technological magic that Terra of the 28th century used and what it lost during the Succession Wars, this is the place to do it. This is also the perfect place to showcase that the Golden Era of humanity wasn't all perfect with state-sponsored pirate groups trying to tear down what the Star League was trying to build, or with people still suffering from delusions of grandeur and madness. This is also the perfect place to showcase the differences between civilian and military engineering, and where do the players draw the line.

STOP THE TICKING CLOCK *"REMEMBER TO WASH YOUR HANDS WHEN YOU GET BACK..."*

Recommended Group Size: 4 to 8 player-characters

Recommended Group Type: Military, Mercenary, Special Forces, Covert ops

Recommended Skill Levels: Regular to Elite (Key Skill levels of 3-8)

The Marian Hegemony gained intelligence that the Word of Blake was stripping repairable bio-engineering equipment off of McEvedy's Folly for use in the development of a new bioweapon. Arriving in time to stop the Blakists from leaving the system was lucky, but now it's time to stop them in their tracks and maybe get the technology for yourself.

Complications: A few obstacles for players to tackle.

Thunderbird!: Before his suicide, Dr. McEvedy created a large number of different extinct species, and even some that only existed in his deteriorating mind. The largest of these is the Thunderbird, the size of a BattleMech, these creatures may pose a significant threat to the players and their battle armor/vehicles/BattleMechs/etc. as they are fiercely territorial and don't like other creatures as large as they are anywhere near them.

What You See Is What You Get: Fighting on a world less than a jump away from a major manufacturing center may have gotten the players reckless with how they use their equipment. Now that they are more than two jumps away from the closest inhabited Periphery system, every round is going to count. How are the players going to handle the logistical challenges fighting a well-equipped enemy will cause?

Who Is The Real Savage?: How will the players handle the Word of Blakes' willingness to use the native population as human shields? Will the players see the evil the WoB represents as being greater than killing the innocent people who have no idea what is happening to them? If the players are assisting the Blakists, will they be willing to take the same road as their employers?

Tips: While this adventure could be used as just another combat oriented action campaign, it could also be used as a way to show how two cultures who believe in things not acceptable to the average person in the Inner Sphere (the Word of Blake and their use of WMDs and disdain of civilians compared with the Marian Hegemony with its use of slaves) both see themselves as the heroes and the others as the villains. This adventure can also be used as a way to introduce lostech from the Star League, having the players deal with a bizarre semi-engineered ecology, or even as 'combat-archeologists' trying to save artifacts before they are destroyed by the warring factions on world.

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.

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.

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.

MCEVEDY'S FOLLY FLORA AND FAUNA

McEvedy's Folly has much of its water locked up in or under the world's giant ice caps, still stretching down to near thirty degrees of latitude from the equator. The very low sea levels mean that much of the worlds ice-free landmass is connected, making the plants and animals homogeneous across the planet's surface. Native plants and animals all have four genders, two male and two female. This, along with other odd genetics, make the plants and animals widely adaptable to most normal conditions, not including the total ice coverage that was the fate of McEvedy's Folly.

This adaptability has made the radical genetic changes made by Dr. McEvedy to the native species temporary, at best. Virtually all of the species modified by him and his team during the final days of the Star League are doomed to either regress or entirely fail (though exactly when is unclear; many have reverted to a hybrid state after three centuries, but it could be another three or more before all traces of their genetic tampering vanishes entirely). McEvedy introduced many Terran-like animals, based on the native life, but all have regressed to having (or always have had) the four-gender reproductive systems that were native to this world, and many of their avian-like features have begun to assert themselves anew, such as feathers instead of hair, bird-like claws instead of paws, and egg-laying births, instead of live births. Many people visiting McEvedy's Folly for the first time experience confusion as they see the nesting habits of the crested mammoth, or the mating dances of the saber-beaked Tucan-tiger.

Because of the highly unstable nature of McEvedy's genetic alterations, all modified fauna from McEvedy's Fauna receives the Susceptible Trait.

CRESTED MAMMOTH

One of the first species re-introduced by Dr. McEvedy was the woolly mammoth, and after his death it quickly spread across the land surface of his world. The Crested Mammoth is as large as its extinct cousin from Terra, but instead of thick shaggy hair the mammoth is covered in brightly colored downy feathers that help keep it warm. The Crested Mammoths travel in extended family herds with the young hatchlings surrounded by the adults. When threatened, the males of the herd 'fluff up' making themselves look bigger by extending meter-long red, green, and blue feathers from along their back. The mammoths have no tusks, but if they do become aggressive they resort to using their fore-claws normally reserved for plowing up the permafrost as they dig for food.

STR	BOD	DEX	RFL	INT	WIL	EDG
40	40	3	4	2	5	2

Mass: 5000-6000 kg (adult), 100 kg (hatchling)
Size Class (Modifier): Very Large (+3)
BAR (M/B/E/X): 2/2/1/1 (Scaly-Feathered Hide)
Damage (AP/BD): 4M/14
Move (W/R/S): 40/50/80 (land) (Crested Mammoths are flightless)
Traits: Armor (+2), Hardy, Offensive Adaptation (Talons), Pack Hunter (10-50), Poor Vision (−2), Susceptible
Skills: AniMelee (+3), Swimming (+1)

THUNDERBIRD

The Thunderbird is the largest living animal descended from Dr. McEvedy's experiments, and is also the largest animal currently living on McEvedy's Folly. Clearly a product of his madness near the end of his life, the thunderbird is a ten-meter tall, flightless avian that from a distance looks like an oversized giant moa. On closer inspection, the thunderbird possesses primitive feather-covered wings, with an opposable thumb-like claw at the main joint that can be used for gripping. The thunderbird is a solitary predator, and the only time more than one are seen together is during mating season, where groups of up to twenty thunderbirds gather, fight, eat their wounded companions, and finally mate (assuming enough of the needed genders are left alive by that point). Thunderbirds are incredibly aggressive and reports from Word of Blake prisoners taken in 3070 by Marian forces reported one incident where a thunderbird attacked a Blakist *Tessen*, grappling with it and raking its claws across the 'Mechs legs, destroying them and cracking the cockpit with its beak before weapons fire brought the beast down. Starting in 3145, IE started reporting the appearance of poachers trying to steal thunderbird eggs for eventual blood sport on Solaris VII.

STR	BOD	DEX	RFL	INT	WIL	EDG
75	40	3	3	2	5	2

Mass: 35,000 kg (adult), 2,000 kg (hatchling)
Size Class (Modifier): Very Large (+3)
BAR (M/B/E/X): 2/2/1/1 (Scaly-Feathered Hide)
Damage (AP/BD): 4M/23
Move (W/R/S): 75/85/150 (land) (Thunderbirds are flightless)
Traits: Aggressive, Armor (+2), Blood Rage, Hardy, Good Vision (+1), Offensive Adaptation (Beak and Talons), Susceptible
Skills: AniMelee (+5)

MCEVEDY'S FOLLY PLANETARY CONDITIONS

McEvedy's Folly is a cold and desolate world, with a narrow range of biomes outside of its icecaps. Possible terrain modifications and conditions to choose from (see p. 28, *TO*) include using Tundra instead of standard Clear terrain on mapsheets, and replacing all water hexes with ice. Keep in mind extreme low temperatures when operating away from the planets equator, and the use of wintery weather conditions (Snow and Wind) are highly recommended.

MAPSHEETS TABLE

	2d6 Result	Map*
MCEVEDY'S FOLLY	2	Heavy Forest #2 (MS4, MSC1)
	3	Heavy Forest #1 (MS4, MSC1)
	4	Desert Hills (MS2, MSC1)
	5	Open Terrain #2 (MS5, MSC1)
	6	Open Terrain #1 (MS5, MSC1)
	7	Open Terrain #1 (MS5, MSC1)
	8	Open Terrain #2 (MS5, MSC1)
	9	Woodland (MS6, MSC2)
	10	Rolling Hills #2 (MS3, MSC1)
	11	Rolling Hills #1 (MS3, MSC1)
	12	River Valley (MS2, MSC1)

*See rules for additional conditions

MCEVEDY'S FOLLY

BOREAL SEA

THE COLD LANDS

BIRDBATH LAKES

QUAGGA RUN

High Whewell

The Broken Aviary

Mount Lyell

Aquae Rubrae

Little Brother

WALLACE'S NECK

Fartown

Mount Taranaki

THE MOA LANDS

MIDDLE RANGE

Strangetown

Big Brother

Camp McEvedy

The Sloth Nests

Auroch Aerie

CAPE DARWIN

FITZROY'S GULF

AUSTRAL SEA

BEAGLE ISLAND

KEY

	PLAINS		WATER
	FOREST		DESERT
	MOUNTAINS		ARCTIC

ITEM OF INTEREST

DROPPORT

MOUNTAIN PEAK

RUINS

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

CITY
POPULATION OF SURROUNDING AREA < 1,000,000

1

3

2

A01

B06

B01

C01

C03

C06

D01

D03

D04

D06

E01

E02

E04

E05

E06

F01

F02

F03

F04

F05

F06

F07

G01

G02

G03

G04

G05

G06

G07

Fartown

Mount Taranaki

H02

H03

H05

H06

H0

I02

I03

I04

I05

I06

I07

J03

J04

J05

J06

J07

K03

K04

K05

K06

K07

L03

L05

L06

L07

L08

M03

M05

M06

M08

N03

N06

N08

O03

O08

P01

B O R

C06

D06

E06

E07

THE MOA LANDS

N

BOREAL SEA

AUSTRAL SEA

MIDDLE RANGE

WALLACE'S NECK

Strangetown

Auroch Aerie

Mount Lyell

4

5

6

7

THE COLD LANDS

BIRDBATH LAKES

QUAGGA RUN

High Whewell

The Broken Aviary

Aquae Rubrae

Little Brother

Big Brother

Camp McEvedy

The Sloth Nests

CAPE DARWIN

FITZROY'S GULF

BEAGLE ISLAND

9

8

10

+0

+6 P
+6 P +6 P
+6 P +6 P +6 P
+6 P +6 P +6 P
+6 P +6 P
+6 P

N
+0