



TOURING THE STARS



TYRFING



BATTLETECH™

TOURING THE STARS

TYRFING™

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INTRODUCTION

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

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

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

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

SORT A / B / C

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

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

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

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

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA

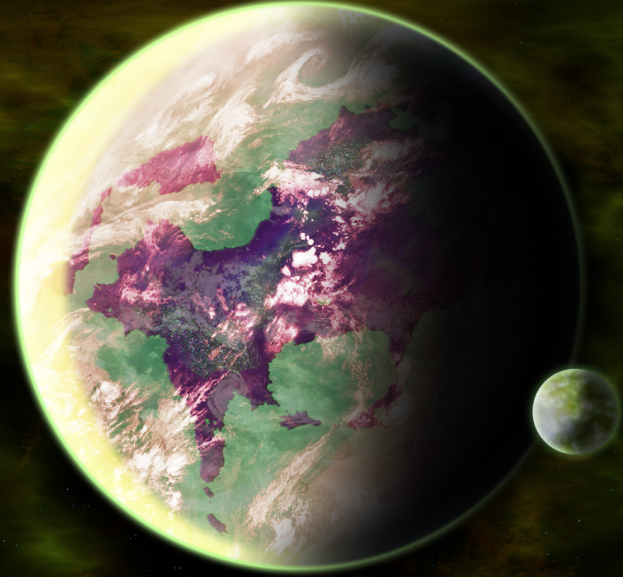


DARK AGE ERA

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Star Type (Recharge Time): F6V (177 hours)
Position in System: 5 (of 9)
Time to Jump Point: 13.87 Days
Number of Satellites: 2 (Dvalli, Durin)
Surface Gravity: 1.04
Atm. Pressure: Standard (Breathable, until 2780;
Tainted, 2780-2820; Toxic, after 2820)
Equatorial Temp: 33°C (Arid, 2765); 38°C (Desert, 3150)
Surface Water: 47 percent
Recharging Station: Zenith (until 2780),
Nadir (until 2788); None (after 2788)
HPG Class: B (2788); None (after 2788)
Highest Native Life: Microbes
Population: 2,865,000,000 (2765); 340,000 (3150)
Socio-Industrial Levels: A-A-A-B-B (2765);
F-F-D-D-D (3150)
Landmasses (Capital City): Angantyr,
Arngrim (Hjalmar), Heidrek, Svafhlami



In the early days of mankind's expansion into deep space, the Tyrfing system was surveyed and found to be a borderline candidate for colonization. With a stable orbit within the habitable zone of a brilliant, stable sub-dwarf star, and possessing a Terran-friendly gravity, abundant reserves of free water, and a magnetic field strong enough to protect against harmful cosmic rays, its only real problem was an atmosphere comprised of far too much carbon dioxide and far too little oxygen. With other, more promising colonial prospects already at large, the system—then identified as Tabit—was flagged for later development; a waystation was placed at the zenith jump point to support ships heading deeper into the sectors that would eventually form the core of what is now the Free Worlds League.

It was not until the early 2200s that the fifth world in the Tabit system got a serious second look. Noting high concentrations of industrial-grade minerals in many of the planet's lowlands—particularly within the equatorial landmasses and their surrounding sea beds—the Terran Alliance government approved access to the world for Pacific Trans-Stellar, a conglomerate of several North American mining and refining concerns. PTS established several self-contained outposts on the planet surface, focused primarily on harnessing the planet's resources for further colonial shipbuilding. Though the conglomerate held little real interest in developing Tabit V for full-scale settlement, a rider in its claim deal with the Alliance insisted on an effort to maintain and encourage the world's potential habitability. Paying lip service to this clause, PTS subcontracted a number of exoplanetary agricultural firms to begin work on "seeding" the planet with imported plant life, including modified trees, grasses, and algae. By specifying "ideal"

locations for these efforts far from their mining concerns, the industrial conglomerate planned to argue that these efforts would effectively enable unrestricted growth for what they termed a "low-intensity terraforming effort." Given a wide berth, the agro-firms could seed as much imported, genetically modified flora as they liked, allowing their natural processes to gradually transform the planet's CO₂-rich atmosphere into something more suitable for human lungs.

What escaped the Alliance government's knowledge was the fact that, among these subcontractors, was a hydroponics company affiliated with the Ryan Iceship Cartel—an organization that was secretly backing a number of "rogue colonies" right under the Alliance government's nose. Under the guise of routine supply shipments to Tabit V's agro facilities, the hydroponics company shipped a large number of dissidents and migrants from Terra to establish their own fledgling settlements in the planet's hinterlands. By the mid-2230s, unbeknownst to both Alliance authorities and the local PTS mining camp directors, Tabit V had over 90,000 unregistered residents, living in a hidden city of interconnected habitats amid a vast stretch of fast-growing jungle in the southern-most continent.

Then the Outer Reaches Rebellion erupted, and all contact with Tabit V was lost.

It is unclear exactly what fate befell the mining and agricultural interests on the planet. All that is known for certain is that, somewhere in the years leading up to the Terran Alliance's Demarcation Declaration, the system's waystation was destroyed, and the PTS mining settlements somehow discovered and subsequently invaded the hidden colony. Cut off from Alliance support, with its waystation destroyed, and all

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Fueled by an abundance of water in and near their original cultivations, and the energy of Tabit's brilliant white sun, rampant growth spread across the planet's northern and southern temperate zones first, before gradually encroaching on the polar and tropical reaches. In the meantime, the Inner Sphere underwent political changes every bit as dramatic as those happening on the forgotten planet. The Terran Alliance, grown insular and unstable, collapsed in civil war in 2314, and was reborn a year later as the Terran Hegemony. Other nearby powers arose, such as the Marik Commonwealth and the Federation of Skye. It was not until the late 2340s that humans once more visited the Tabit system, and were astonished to find a world within that was warm, green, and inviting enough for colonization—at least in its highlands.

Once more drawing on old Norse lore, the Tyrfinders dubbed these subterranean ruins *Svartálfaheimr* (world of the dark elves), and established the site as a protected historical landmark.

Under Hegemony rule, Tyrfing's development continued at a brisk pace. The mineral mines reopened, while terraforming accelerated to the point where even the lowlands became safe for sustained living. More than that, the world became increasingly well known for its sheer, exotic beauty. Overlooked entirely during the first colonists, and in the early years of its resettlement, much of Tyrfing's geology in the lowland valleys—particularly on the Angantyr continent and in western Arngrim—was rich with large, naturally occurring, crystalline formations. Sparkling in the planet's bright sunlight with a riot of brilliant colors, many of these alien formations were laced with pockets of phosphorescent chemicals that enabled them to glow in the early



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evening hours just after local sunset. The largest, and arguably most dazzling, of these glowing giant crystals were found throughout the Great Crystal Valley—a kilometers-long expanse in eastern Angantyr, which likely formed as a result of ancient tectonic activity and water erosion. Adding to the (slightly embellished) legends of archaeological sites like Svartálfaheimr, these crystalline formations ensured a booming tourist industry on Tyrfing throughout the Hegemony era.

In the time of the Star League, Tyrfing's prominence was such that it became a provincial capital for the Terran Hegemony. Heavily industrialized by this point, it was home to some three billion people at the time of the Amaris coup, and possessed both a sophisticated space defense network and no less than five of the Star League's Brian Castles. Unfortunately, these features made it a veritable fortress during the Amaris years, when Aleksandr Kerensky launched his campaign to liberate the Hegemony. Tyrfing was thus assaulted by the SLDF's Fifth Army, escorted by its Twelfth Fleet, in the latter half of 2775. The fighting for Tyrfing, from the first engagements in space to the final actions on the ground, was long and bloody. Amaris' defenders were quick to deploy nuclear weapons to hold back the Star League troops as soon as they made landfall. Though the SLDF invasion commander did his best to minimize the risk to civilian lives—with evacuations of populated areas and sweeping containment actions aimed at driving the Usurper's forces deeper into their fortifications—widespread destruction still resulted between orbital fire and a combination of nuclear and chemical strikes by both sides.

By the time the SLDF siege ended, in mid-2777, Tyrfing's planetary infrastructure and economy lay in ruins. Severe ecological damage from the use of various nuclear and chemical weapons—combined with the uncontrolled spread of toxins from the industrial cities firebombed and shelled early in the campaign—rendered much of the world's most developed regions uninhabitable. The postwar reconstruction efforts on Tyrfing had only just begun by the time of Kerensky's Exodus, but that did not stop the emigration of local residents as the planet's atmosphere and weather patterns grew ever more inhospitable. Even so, the world was still significant enough for the Free Worlds League to annex it in the midst of the Star League's collapse.

In late 2788, just three years after the start of the First Succession War, the still-struggling planet came under attack once more—by not one new invader, but all four of the other Great Houses. Attracted by rumors of significant weapon caches and equipment abandoned there by the SLDF and Amaris forces—along with reports that House Marik was making progress in reactivating the remnants of the planetary SDS network—strike forces from the Lyran Commonwealth and Capellan Confederation arrived first in the month of July. Even as these raiders clashed with each other and the on-site FWLM defenders in a three-way war for Tyrfing, they were joined less than a month later by a Federated Suns attack group. The Draconis Combine—either intent on thwarting the Suns' expedition, or simply eager to capture their own technological advantages from the ruins—landed its own forces in October.

The five-way fight for Tyrfing unleashed even more of the chemical and nuclear horrors the world had suffered during Kerensky's liberation, all but annihilating the last of its major cities and Castles Brian alike. An untold number of skirmishes, temporary alliances, and inevitable betrayals took place in the months to come, culminating in one of the most dramatic firefights in the Great Crystal Valley, where elements from all eleven of the involved 'Mech regiments clashed amid the vivid landscape of what was once the planet's most breathtaking nature preserve. The six-day, five-sided battle for the valley tore apart and burned away what remained of its now-poisoned woodlands, and most of the ancient and iconic crystal growths throughout the land were trampled or blasted to dust.

By the time the last of the invading ships departed, in late February of 2789, Tyrfing was beyond saving. None of its major industrial cities remained standing, and the resident population was less than eight million. In the wake of the fighting, Captain-General Kenyon Marik ordered hostile-environment salvage crews to recover whatever equipment they could from the ruins of the planet's devastated Castles Brian, before scorching the remainder with incendiaries. Afterward, he reduced Tyrfing's garrison to specialized conventional troops while volunteers and government agencies attempted to bring relief to the local survivors. By the end of the First War, Tyrfing's population was five million and still falling, with the majority of the decline attributed to after-effects from all the fighting, and a global lack of effective



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medical infrastructure. The Free Worlds League officially quarantined the system in 2824.

And yet, long after its second great collapse, life persisted on Tyrfing. Isolated pockets of human survivors continued to eke out a meager existence amid the ruins, many in small communities scattered among the planet's mountains and remote valleys. Although several of these survivor communities did perish in the generations to come, either from sickness, lack of resources, or conflict with rival groups, an astonishingly large number managed to persevere to modern times. An IE survey of Tyrfing, in 3090, broadly identified two large and distinct remnant populations of local humans: the mountain-dwelling Highland clans of Heidrek and Arngrim, and the deformed agrarian enclaves of the lowlands nearby. Both of these populations have been reduced to a scavenger existence, but retained sufficient technological and engineering knowhow to adapt to their environs, passing down knowledge by word of mouth and practical apprenticeship. Amazingly, after all these years, many of these populations remain largely isolated from each other, and it seems as though even the Highland clans rarely encounter fellow clans. A huge part of why is in the nature of their survival, and a complex weave of lore that varies a bit from community to community.

For the highlanders, the lowlands are a place of savage monsters, sickness, and poisons—the legacy of the wars that ruined their world and drove them to the relatively untainted lands of their mountains—and each clan seems to share a fear of travelling too far down from their mountain havens. With each clan homed in a different peak, living off whatever sparse, but edible animals and plants live there (all descended from imported stock gone wild), and drinking waters from the snowmelt, the most amazing of these groups are those that still make use of modern technology. Guns, electric lighting, and indoor heating are available in several highland clan communities, courtesy of scavenged technology. The most powerful of these clans even possess BattleMechs,

IndustrialMechs, and combat vehicles—or at least the decrepit husks of same—whose engines and parts have been repurposed or simply jury-rigged for more mundane purposes. Exactly how many of these clans have managed to obtain and keep these machines is unknown, but at least one family—the Olsek Clan—boasts a pair of fully operational Griffins, which they claim that some of their special huntsmen (called *jotun-rytters*, or “giant-riders”) can actually operate.

In the lowlands live the genetically damaged descendants of those survivors who never made it to the high grounds. Suffering from generations of sustained living in the toxic and radioactive ruins below, the lowlanders are less technologically sophisticated and some communities seem downright barbaric. Yet most have established agricultural enclaves, complete with ranches and pens to maintain food animals, and farmlands for growing crops. Less reliant on wild growth and conservation of resources, the lowland enclaves are actually more populous than those of the highland clans, but they have less in the way of high technology. Conventional vehicles have been observed among these communities—most now in extreme states of disrepair, and jury-rigged to work on crude bio-fuels for purposes other than originally intended (such as a skeletal sports car, which had been fitted with wooden-spoked wheels and an improvised farming plow to till fields). Many of these lowlanders are dimly aware of the existence of the highland clans, but they too have an ingrained lore that tells them to avoid them. For security against “monsters” (a term they use broadly for a host of wild creatures also mutated by the lowland environs), many of these groups maintain parties of hunters, with the most elite among them—the *Dødsbringere* (“Death bringers”)—tasked with tracking and killing of the most dangerous prey of all: other humans.

Interstellar Expeditions maintains an anthropological observation site in the mountains of Tyrfing to this day, just far enough from the locals to avoid interference in their affairs, but close enough to keep an eye on the continuing evolution of this ruined world's peoples.



A TIME OF WAR ADVENTURE SEEDS

IT'S A PARTY IN THE VALLEY AND EVERYONE'S INVITED!

Recommended Group Size: 2-4 player characters

Recommended Group Type: Military

Recommended Skill Levels: Regular-Veteran (Key Skill levels of 2-5)

The five-way battles for Tyrfing in the early days of the First Succession War culminated in a massive clash in the Great Crystal Valley. But that was just one firefight among a months-long crossfire that began when LCAF and CCAF units raided the planet and clashed with its resident FWLM defenders in July of 2788. By the time it was over in February of 2789, Tyrfing was a bombed-out ruin whose ultimate loser was the planet itself.

Complications: A few obstacles for players to tackle.

Who to Trust, When to Dust: With so many players on the stage, winnowing down the contenders can involve a few short-term truces between parties whose realms are not technically at war with each other: Davions collaborating with Mariks; Liaos partnering with Steiners; Steiners aiding Davions. Of course, all bets are off the instant the mutual enemy is destroyed; the trick is being the first one to shoot an ally when he's at his weakest.

Room for One More?: In the midst of this mayhem, it seems that everyone overlooked one more faction that had plans for this world—the Tyrfinders themselves. Evidently armed with equipment from caches yet uncovered by the other powers, they have thrown together their own ad hoc little army to join the battle.

It's All Fun and Games Until Someone Brings the Nukes: As if it isn't bad enough that the fight has turned into a chaotic free-for-all, *someone* is getting ready to flip the nuclear reset switch. Guess whose job it will be to head them off before they can clear their own forces out, roll out their launchers, and drop the Big One?

Tips: With so much worth fighting over on Tyrfing, there will be forces everywhere, and almost anything worth fighting for will be targeted by at least two enemy commands at any given time. Be ready for complex Initiative rolls for three or more sides, and consider the introduction of Negotiation Skill checks for anyone trying to establish temporary ceasefires. If weapons of mass destruction come into play, consult the rules in *Interstellar Operations*, but try to make *preventing* a nuclear attack a viable option; it's not really all that fun to have an entire hard-fought battle decided by the single press of a button.

WAR OF THE MOUNTAIN GIANTS!

Recommended Group Size: 2 to 8 player characters

Recommended Group Type: Pirate, Explorer, Mercenary, Military

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

Centuries ago, several surviving clans of Tyrfinders retreated to the snowy mountains high above the toxic remains of their homeworld. There, they have subsisted on what scarce resources remained available to them, while simultaneously growing increasingly insular. After generations of harsh living, several clans have begun to spread out, widening their territories by moving toward the lower lands. It was only a matter of time before these clans encounter one another, or meet their mutual enemies: the hulking mutants of the lowlands.

Complications: A few obstacles for players to tackle.

Lowland Savagery: Some of the surviving Tyrfinders have actually eked out an existence in the poisoned lands below the mountains. One of the largest such groups are those who call the toxic wastes of the Great Crystal Valley home. After generations of harsh living, genetic damage from the biological and nuclear devastation of old, and inter-breeding, many of these savages are twisted mutations of the human norm, but still quite intelligent, and remarkably adaptable. Indeed, contrary to what some might think, these "lowlanders" may not be barbarians at all...

Unleash the Titans! A few of the surviving highland clans have managed to retain the *true* gems of Tyrfinders' past: BattleMechs. Handing down skills from generation to generation, these machines have received just enough technical support to remain operational, relying on their fusion reactors to power and heat their small communities. Using them for more than power sources is rare, but as the clans begin to clash, the time has come for the *jotun-rytters* to step up to their birthright and fight for their clan!

Wait, You Have a Ship?: Although intelligence based on Interstellar Expeditions reports isn't nearly as misleading as some pre-Clan ComStar documents, things can escape their notice. In this case, it turns out that at least one more distinct survivor community exists on Tyrfing, holed up in the partially excavated husk of a Star League-era Castle Brian that didn't quite fully collapse the last time House armies clashed here. These survivors have lived, effectively underground, for generations, and as insular as the highland and lowland groups are today, these bunker-dwellers are downright xenophobic. Yet, strangely, they have a desire—ingrained upon them through centuries of self-indoctrination, and access to Star League-era documentation "proving" the existence of worlds beyond their own—that they are destined to leave their ruined world behind. Naturally, of course, they will need a ship to do so...the kind any unwitting explorers might happen to have arrived in.

Tips: Adventures involving the survivor communities on Tyrfing can be fun, especially when bearing in mind their isolated nature, fears of one another, and primitive-yet-knowledgeable existence. Of the various groups, the highland clans will be most normal, having lived above the poisons and radiation that tainted their world for so many years. The lowlanders will likely *look* frightening and dangerous, with their mutations, poisoned communities, and larger numbers, but many are actually rather civilized, and may actually turn out to be more welcoming. If bunker-dwelling groups exist, however, they may be the worst of both types—hyper-paranoid, technologically savvy, and mutated by their exposure to habitats that were the very focus of many of the nuclear and chemical weapons that ruined their world.

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 temperature (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.

RULES ANNEX

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.

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.

TYRFING'S FLORA AND FAUNA

Tyrfing's native life forms, when the planet was first discovered, amounted to little more than microbial forms. To make the planet habitable, humanity imported numerous genetically modified plants and algae forms meant to help reprocess the carbon dioxide-heavy air into something humans could breathe without respirators. Designed specifically to spread fast and "breathe" heavy, these plants quickly overran the landscape after the first settlers died out. When the planet was settled again, additional flora and fauna were imported to provide for sustainable crops and meats that human residents would be able to consume for a more balanced diet and greater sustainability. Many species were allowed to go wild, and the result was an ecosystem suitable enough for human living and long-term stability, especially as other miracles of Star League engineering kicked in to reinforce the ecosphere.

Because of these factors, the plant and animal life on Tyrfing is readily familiar to any human. The majority of the cattle, fish, and game species on planet hail from those creatures usually found on Terra itself, although many have adapted to the somewhat warmer nature of Tyrfing. The plant life, itself modified from Terran forms, also looks readily familiar to anyone who hails from a terrestrial environment.

In the wake of Tyrfing's devastation during the fall of the Star League and the First Succession War, many of the planet's animal and plant species perished, were severely reduced in number, or have been badly altered by the effects of long-term exposure to toxic chemicals and radioactive fallout. The ecosystem proved solid enough to survive all this, but deformities, illness, and stillbirths remain much higher among the people, plants, and animals of Tyrfing than one would find in an unblemished biosphere. This means that encountering mutated animal forms is common, and gamemasters may feel free to create some rare, exotic alterations to any common terrestrial species a visitor to post-war Tyrfing might come across. It is strongly recommended that any mutations that change a creature's stats be limited to no more than 10-15 percent of the original base stat for that creature, and that most are obvious due to a physiological deformity. Characters consuming Tyrfing animal or plant matter should also check for random illnesses (see pp. 245-249, *AToW*), unless they are born from among the populations of Tyrfing's lowland communities.

TYRFING CLANS

The human populations on Tyrfing are divided into (at least) two broad groups: the mountain-dwelling highland clans and the lowlanders of the valleys. While Tyrfing's native ecosystem was ruined, both groups have managed to survive thanks to sustained populations of terrestrial plant and animal species, many of which have been allowed to grow wild. Unfortunately, this has presented both groups with unique problems relating to their food sources. For the more arctic reaches of the highlands, the mountains have provided little room for sustainable agriculture, forcing the highland clans to rely more on meat from hunted

animals—many of which are now growing scarce, despite their best efforts—and strict birth control measures and "culling rites" used to keep their populations sustainable. For the lowlanders, the tainted soils and water of their native environs has only perpetuated their effects over the generations; although their diets are more balanced, the toxic effects are rampant, resulting in consistently high rates of illness and birth defects (which may be reflected by applying the Mutation Trait effects to such characters—see p. 53, *AToWC*).

Both of these groups descend (at least to significant degree) from the planet's original Hegemony-era settlers, and thus they both speak a warped version of Star League Standard English, with a lot of Scandinavian terminology thrown in. The separation between the groups, however, has resulted in several dialects of this language. Technologically, they are scavengers first and foremost, with many in each group trained in a variety of technological and mechanical skills to keep what little advanced equipment they have left in working order. Operators for such equipment tend to be as revered as those with technical skills as well. In the few cases where a highland clan has one or two functional 'Mechs to its name, it may have maybe two or three warriors (hunters) trained to operate them—all of which would rate as "Green" against the professionally trained forces of any true military organization.

The lowlanders, strangely enough, speak a slightly different dialect of the same tongue, suggesting a common root, but their survival in the more poisonous lands beneath the mountains has led to lifetimes' worth of genetic damage. Players and GMs can find rules for mutations in *A Time of War Companion* (p. 53, *AToWC*), which can apply not only to the Lowland peoples, but any animal life found in the lowlands as well. The lowland terrain also remains rather poisonous today. Consult the Optional Rules section to see how these will affect gameplay.

Personal weaponry on Tyrfing is largely restricted to slug-throwers for firearms, regardless of the groups encountered. Swords, knives, and other archaic weapons (including bows and arrows) are also accessible by all Tyrfing groups.

TYRFING'S TERRAIN

In most cases, Tyrfing's terrain and environmental conditions remain as varied as any found on Terra, and before the First Succession War, the planet was pretty much a temperate paradise with the added allure of the Giant Crystal formations (see p. 12). After the Amaris Crisis and the five-way battles over it in the early years of the First War, however, the lower lands were irrevocably tainted by environmental damage.

Scenarios set in the "highlands" of Tyrfing should largely make use of mapsheets and terrain features that are sparsely wooded, uneven, and rocky. The Hills, Flatland, and Mountain Terrain Tables found in *Total Warfare* (see p. 263, *TW*) reflect the features of this landscape, while weather can run the gamut from mild or rainy to windy and snowy. Under a fairly hot sun, Tyrfing's temperatures in the mountains gets cold enough for some heavy snowfall but can be survived easily enough using basic winter attire.

Scenarios set in Tyrfing's "lowlands" are more varied and much more consistently wooded, despite being far less hospitable to unprotected humans. Virtually all Mapsheet Tables in *Total Warfare* may apply to the lowland areas, with the exception of the Mountain Terrain Table. Lowland terrain regions can also make use of the Hazardous Liquid Pools and Tainted Atmosphere rules found in *Tactical Operations* (see pp. 49 and 56,

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TO, respectively), and will have Poisonous/Radiological to any unprotected humans other than those born in the lowlands. Because toxic pools and radiation tend to collect in lower areas, it is recommended that when using such environmental hazards, the effects be localized to any water features and sinkholes on the terrain maps; in the case of the Tainted Atmosphere rules, treat lower-level terrain features not filled with hazardous liquids and/or water as Toxic Atmosphere instead of Tainted.

GIANT CRYSTALS

Although their occurrence in nature is quite rare—especially in the glowing, outsized form typically depicted in fiction—giant crystal formations are an exotic and visually appealing sight on the terrain tables of many science fiction and fantasy games. The crystalline formations on worlds like Arcturus and Tyrfing are an example of such massive formations, as are the subterranean selenite crystals found in several locations on Terra. The following rules cover the use of such giant crystal formations in the context of *BattleTech* scenarios, regardless of their real-world improbability.

As terrain features, Giant Crystal formations are placed and function on the game map in the same manner as Buildings, with each individual, single-hex formation receiving a Construction Factor (CF) and height. For the purposes of these game rules, the maximum height and CF of a Giant Crystal formation is up to the players, but for a

general rule of thumb, it is recommended that such formations should not stand taller than 2 levels above the underlying terrain, and should not possess a CF value greater than 15 times the formation's height in levels. While truly massive formations can be represented by placing multiple Crystal Formations in adjacent hexes, each hex of crystals must track its damage separately.

Unlike Buildings, Giant Crystal formations are considered solid structures, and so cannot be "entered" or passed through by non-infantry ground units. Non-Infantry units capable of doing so may climb and stand on top of Giant Crystal formations, but doing so requires a Piloting or Driving Skill check, with an additional +2 modifier to the target number (to reflect the extremely uneven surface). As with Buildings, Giant Crystal formations can only support a total weight equal to their current CF value in tons, and will collapse if this weight limit is exceeded.

Because of their smaller size and greater ability to take advantage of the natural irregularities in the formation's surfaces, infantry units (including battle armor), may enter and climb a Giant Crystal formation's hex as though it were a normal Building. However, such infantry units will not receive the damage reducing benefits of infantry inside Buildings. Instead, any infantry units occupying a Giant Crystal formation hex—whether they are inside or on top of the formation—are treated as if they are occupying a hex of Heavy Woods for line of sight and combat formations.

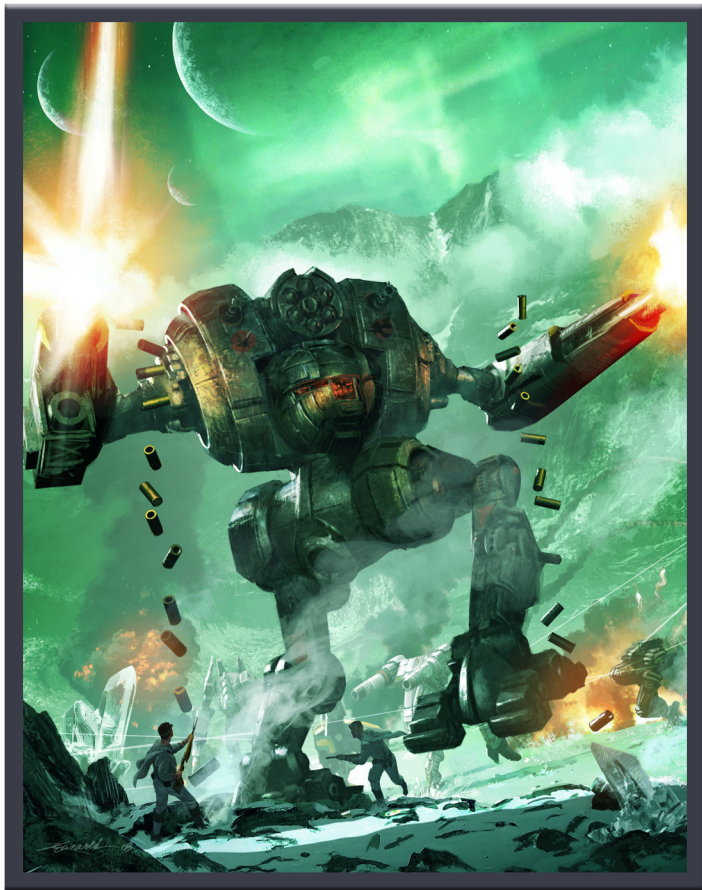
Giant Crystal formations may suffer damage from direct attacks or Missed Shots (see pp. 81-83, TO) as a normal structure. If the damage source is fire and/or heat-based (e.g. flamers, Inferno munitions, and plasma weapons), divide the weapon's rated damage in half, rounded down (to a minimum of 0). Weapons that deliver *only* heat damage—such as the Clan Plasma Cannon—treat their "heat" damage as physical damage instead when attacking a Giant Crystal formation, before halving their effects. Lasers and PPCs, which have a much more focused point of impact, are not considered heat-based weapons for the purposes of these rules.

Giant Crystal formations reduced to a CF of 0 or less, are treated as a Rubble hexes.

Shard Damage: For any conventional infantry unit adjacent to or on top of a Crystal Formation when it is struck by weapons fire, roll 2D6, subtracting 4 from the result if the infantry unit is on the opposite side of the formation from where the attack is coming. On a result of 8+, the infantry unit suffers $1D6 \div 2$ points of damage (rounded up). This reflects injuries from large shards of crystals being blown off the main structure.

Glowing Crystals: Though ultra-rare (at least in nature), some Crystal Formations may glow, their colors depending on the source of the glow and/or the crystals' chemical composition. Regardless of color or reason, glowing Giant Crystal formations are considered illuminated in any scenario where Darkness rules are in play; this illumination also affects all adjacent hexes, illuminating any units adjacent to or on top of the formation itself.

If a glowing Giant Crystal formation is destroyed by damage, it will no longer illuminate the adjacent hexes, but may continue to glow brightly enough to continue illuminate the rubble hex they become. To determine whether or not one of these destroyed Giant Crystal formations continues to glow, roll 2D6 when the formation is reduced to rubble. On a result of 10 or more, the hex continues to illuminate itself for the remainder of the scenario.



TYRFING

