



TOURING THE STARS



WYNN'S ROOST



BATTLETECH™

TOURING THE STARS

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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, 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 become part of a larger 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: Ray Arrastia

Writing: Michael Miller

Editing: Herbert A. Beas II

Production Staff

Layout: Ray Arrastia

Maps: Ray Arrastia, David Kerber, Patrick Wynne

Factchecking/Playtesting: Aaron Cahall,

Geoff Swift, Chris Wheeler.

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA

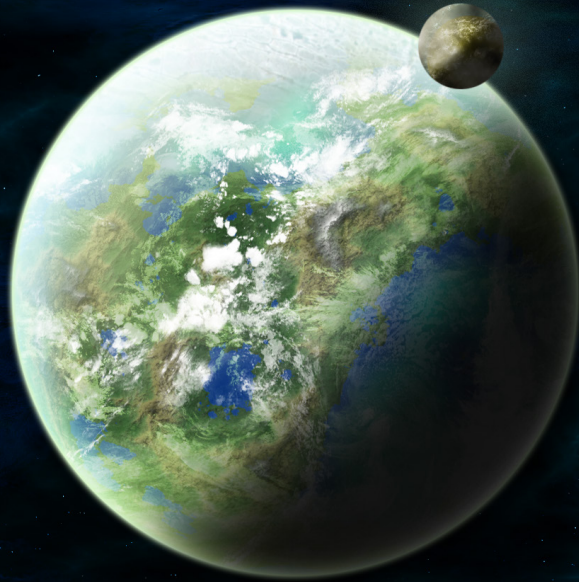


DARK AGE ERA

ATLAS

WYNN'S ROOST

Star Type (Recharge Time): K7V (198 hours)
Position in System: 2 (of 8)
Time to Jump Point: 3.70 days
Number of Satellites: 1 (Santa Monica)
Surface Gravity: 1.00
Atm. Pressure: Standard (Tainted)
Equatorial Temp: 34°C (High)
Surface Water: 50 percent
Recharging Station: None
HPG Class: B (2787), None (3130)
Highest Native Life: Amphibian
Population: 92,700,000
Socio-Industrial Levels: D-D-A-B-C (3025), C-C-A-B-C (3130)
Landmasses (Capital City): Oneland, Twoland, Threeland, Wynnland, and Turnerland (Turnerville)



Wynn's Roost was a member of the Outworlds Alliance settled during the Golden Years of the Star League. The Alliance occupied a relatively peaceful region of the Periphery, much safer for citizens of the Inner Sphere to settle than other nations, such as the Taurian Concordat. Unlike some independent worlds of the Periphery, Wynn's Roost was part of a developed region with existing industry and government. Sufficient Star League oversight, provided in part by the Sixty-first Royal Jump Division, was present in case "the natives got restless." As a result, the Outworlds Alliance received a significant share of Terran Hegemony settlers, though not so many as the Rim Worlds Republic. Settlers from the Federated Suns and Draconis Combine also colonized the passive Alliance, producing a polyglot mix of booming mining colonies and corporate satrapies nominally administered by the Alliance.

Settled by Turner Wynn of the Wynn Conglomerate, Wynn's Roost was largely a typical post-Reunification War, mining-industrial colony of the Alliance. It existed to feed the Inner Sphere with rare materials and consumer goods built with low-cost colonial labor working outside the onerous regulations of the Great Houses. Wynn's Roost orbited close to its medium-sized K7V primary and had a transit time just shy of four days, making it an ideal administrative and industrial center. Couriers and transports could complete their 198-hour recharges in approximately the same time it took for DropShips to reach the planet, switch cargos, and return to the jump points. As the private domain of Turner Wynn and the administrative center for several dozen worlds, Wynn's Roost received more extensive development and better infrastructure than most of the Alliance's Traders Domain region. That development helped it survive the Succession Wars.

During the Periphery Rebellion, Wynn's Roost—and most of the Traders Domain, Onverwacht Province, and Blommestein Province—remained loyal to the Star League. Their populations almost entirely hailed from the

Inner Sphere and owed little loyalty to the meek Outworlds Alliance. As the Succession Wars erupted, the outer provinces of the Alliance found themselves suffering from their sudden independence. Some depended on advanced technology to survive, though most were fairly habitable. Many simply had tiny, temporary populations of miners and factory workers and depended on trade with the Inner Sphere for everything from food to replacement parts. Without that commerce, the worlds became impoverished and were unable to maintain technological civilization. When their Inner Sphere corporate masters began diverting JumpShip fleets to answer wartime calls, entire populations fled (if they were small enough to be evacuated) or withered away for lack of support.

Many of the better-populated outer province worlds hired mercenaries despite objections from Alpheratz. The most desperate worlds soon launched covert raids on their neighbors to acquire the advanced technology they needed to survive. When the Alliance central government proved incapable of dealing with the escalating pirate raids, worlds began to secede, both singly and in small clusters. Wynn's Roost took most of the Traders Domain in its 2835 secession, but the new nation was short-lived. The Domain worlds were too different and too fractious to cooperate; the Hegemony-loyal worlds hated the House-loyal worlds for the destruction of the Hegemony, the Suns-settled worlds would not cooperate with the Combine-settled worlds, and many planetary governors could not resist the chance to be a pocket First Lord. By 2900, Wynn's Roost was alone and rarely visited except for pirate raids from its neighbors, which were dwindling along with the JumpShips that they could not maintain.

Gifted with bountiful water and arable land, Wynn's Roost was able to survive. Its government, based on some of the finest managerial traditions of the Terran Hegemony, kept the planet politically stable and established recovery policies that gradually filled in the gaps in Roost's industry and infrastructure. Unburdened by the Outworlds'

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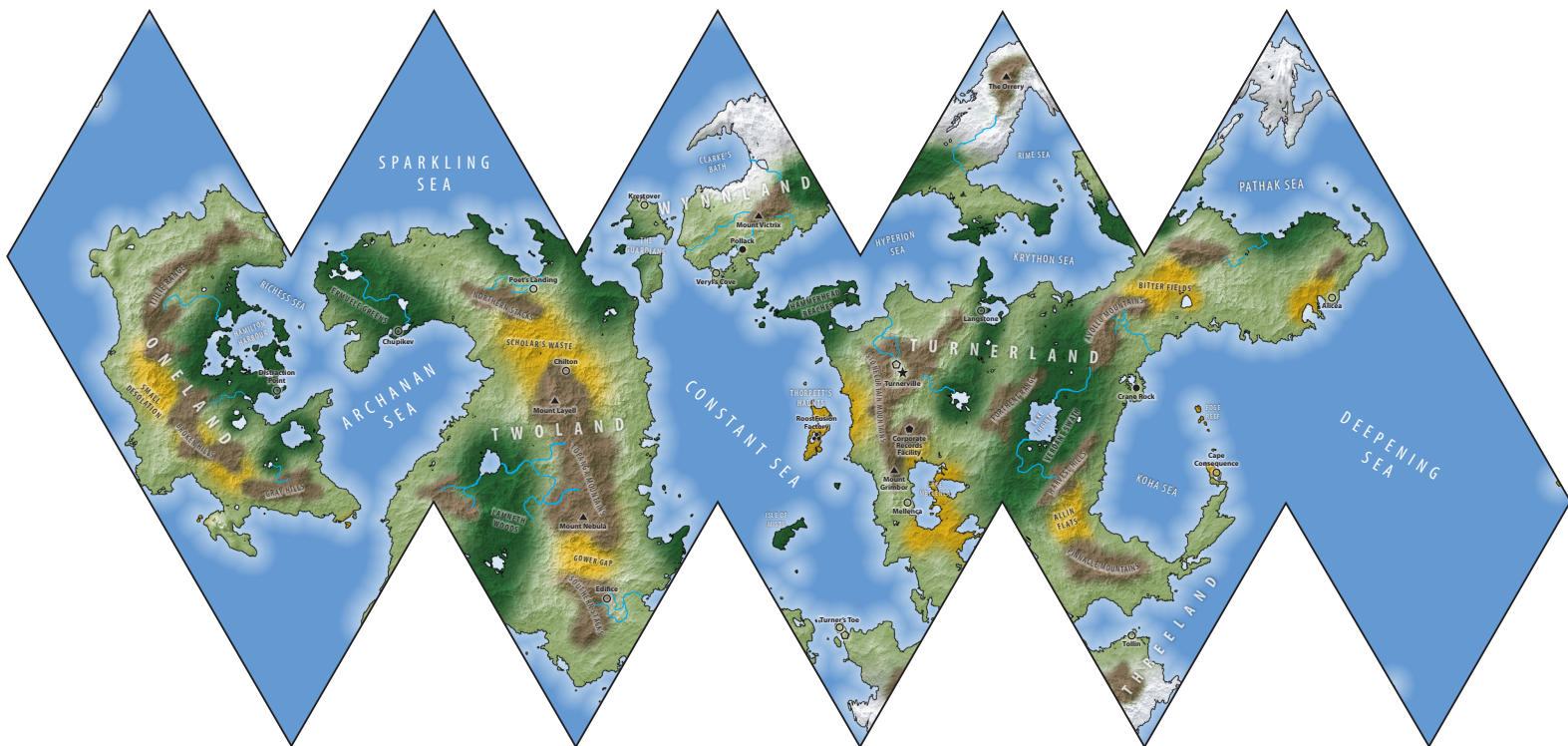
Omniss movement, Wynn's Roost faced no objections to building a militia and hiring mercenaries, paid well thanks to the world's rich ore deposits. Unfortunately, that same industry made the world a prime target for pirates, who periodically managed to overwhelm the Roost's defenders to steal industrial equipment and, in particularly vicious moments, shatter whole cities to discourage future resistance. After the native pirates of the Outworlds Wastes died off, military forces fleeing the Succession Wars replaced them. Only the decades-long efforts of the Outworlds Alliance, Federated Suns, and Draconis Combine eventually suppressed the pirate threat, though (to the greater benefit of the Wastes) their desultory pirate hunting prevented the birth of any of several possible Bandit Kingdoms. Thus, it took Wynn's Roost until the thirty-first century to reach an adequate standard of living for its population; at that time, most of its homegrown technology was only equivalent to Terra in the late twentieth century. The planet did even better in the late thirty-first and early thirty-second centuries, recovering some elements of twenty-first and twenty-second century technology.

There were other reasons for Roost's slow recovery: it is not an overly pleasant planet. From orbit, it appears serenely blue, brown, white, and green, much like Terra, with plentiful water and an oxygen-nitrogen atmosphere. However, the ultraviolet level on Roost's surface is quite dangerous to terrestrial life and has stalled the advance of Roost's native animal life from its oceans. Further, to the olfactory joy of visitors, Wynn's Roost is richer in sulfur than Terra. Geological and biological action fills the atmosphere and oceans with sulfur compounds in parts-per-million levels, primarily sulfur dioxide and hydrogen sulfide. Many smaller bodies of water are highly acidic, while in many areas the atmosphere

is dangerous to breathe unprotected. It does not require complicated technology to filter Roost's air and water, nor much to protect humans from the high UV, but these factors make civilization more expensive. Star League genetic engineering produced crops that thrive on the UV levels and effortlessly filter or even exploit sulfur compounds, but food is only one aspect of keeping humans alive on Wynn's Roost. Compounding those serious problems, Roost's single large moon masses approximately five percent as much as Roost itself and orbits quite closely to the planet, leaving both tidally locked to each other. Wynn's Roost thus has an annoyingly long seventy-seven-hour day.

Today, Wynn's Roost has a thriving population. Decades of relative quiet have allowed technology, albeit of a low level, to become widespread. Industry is sophisticated and prolific enough to give the population a good standard of living. Archaic fission reactors provide stable, plentiful power and allow Wynn's Roost to spread believable, terrifying rumors amongst piracy-minded neighbors that it has fission weapons. (In fact, such weapons have never been used by the Roost, if they even exist. There are convincing test sites, though.) As of 3130, crude deuterium-burning reactors are slowly replacing the fission reactors. The replacement is slow because the government hopes to recover modern protium-fusing designs "soon," though "soon" has been "just another decade" for the past half-century. Infrastructure is also in good shape; no urban dweller wants for electricity, fresh air, or fresh water, and transportation and telecommunication networks are well developed.

With plentiful petroleum and thriving industry, the "Roosters" have developed a car culture for long-distance travel, though their compact, tented cities favor cleaner mass transit. Most cities, based on pre-



ATLAS

planned industrial sites, are deliberately located by rivers or oceans to benefit from inexpensive water transport. Roost uses fairly standard ship designs, but its watercraft require unusually high corrosion resistance. Its relatively small population struggles to support a diverse aerospace industry, so it has few large aircraft models and no regular supersonic intercontinental flights.

The world's cities and towns possess features common to planets with breathable, but tainted, atmospheres. Buildings tend to be close together and many business districts have streets roofed over to provide a sealed, filtered environment. Because of the widespread use of internal combustion ground vehicles, the "tenting" between buildings also often serves as elevated roads while pedestrians, bicyclists, and electrified public transports travel below. This may convey the impression of an underground city and, depending on local geography, the common spaces may be excavated tunnels rather than tented. Most housing is in the form of condominiums and row houses to exploit economies of scale in air filtration systems; it is a mark of modest wealth on Wynn's Roost to have a standalone home. Similarly, it is a mark of civic pride for a community to have large, tented Terran-normal parks and other public spaces. (The Roost's modest technology means these tend to resemble large greenhouses rather than the clear domes of more advanced planets.) Buildings are typically slightly overpressurized and entrances will feature antechambers to block external air intrusion, though high traffic entrances often use air curtains. The slightly acidic rain of the planet is harmless to humans but led to widespread use of tile and acid-resistant brick façades. The "Roosters" have used the opportunity to decorate their public buildings with amazing mosaics. The prosperity of the last three generations has seen the construction of more conventional glass façade skyscrapers of the type found across the Inner Sphere, but the older tile-and-brick buildings make the cities of Wynn's Roost distinctive and colorful.

The planet exports little except minerals such as germanium, platinum, rhenium, and rare earth elements. Being two billion years old, the planet's uranium has a high fraction of U^{235} without enrichment, which eased the native development of fission reactors. It also imports a trickle of advanced goods, especially military supplies. Only a handful of traders visit annually, all from Federated Suns mineral companies. Attracting further traffic is difficult without an HPG. Wynn's Roost established a trade mission on New Avalon in the thirty-second century in hopes of bypassing that HPG gap.

The planet has a relatively out-sized conventional militia, primarily consisting of locally-built primitive tanks, mechanized infantry, and some large oceanic gunboats deployed for fast responses to pirate threats. It is barely able to support a wing of aerospace fighters and rarely affords more than a company of mercenary BattleMechs. The militia has put a great deal of thought into combating its Raven Alliance neighbors, but has thus far been ignored in return. It has a variety of contingency plans for challenging Clan opponents to trials favoring "Rooster" strengths, such as the planet's hostile terrain or sea

duels with its battleships, though assorted non-combat trials have been considered (under Contingency Plan "Dance Off"). Mostly, Wynn's Roost tries to avoid trading with the Alliance or otherwise attracting its attention, and is very polite to any Clan representatives (the "Dyson Doctrine"). Nuclear weapons, if they exist, are explicitly banned from use against Clan threats because of the likely response.

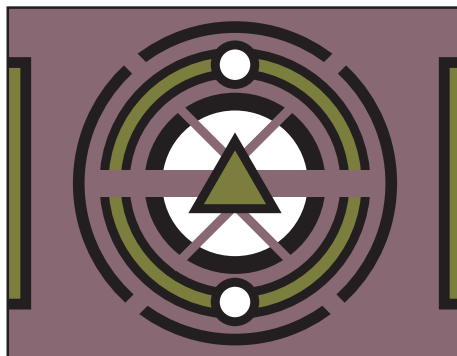
The Roost's Hegemony-pattern government is nominally a representative democracy, but most governance is handled by the professional executive branch. The legislature is primarily a rubber stamp for regulatory and tax adjustments proposed by the executive branch departments, and something of an ombudsman to the public. The past century has seen several unusually popular planetary Presidents, a role that is normally filled by faceless bureaucrats elected for up to two seven-year terms by the populace on the basis of their civil service exam results. President Annald Russolillo (3031-3044) stood out for educational reforms, attracting foreign educators to shore up the school systems, and hiring foreign technical specialists to help industry. His success was secured based on the recognition that while Wynn's Roost

has little hard currency for interstellar trade, it can lavish domestically-produced material wealth on skilled immigrants, granting them large homes, high wages in planetary scrip, and personal servants. The flamboyant President Tanala Dyson (3059-3072) faced the thorny diplomatic and military problem presented by Clan Snow Raven, and developed the "Dyson Doctrine" that has guided Wynn's Roost since then. Current President Christopher Gowens is in his second of two possible terms (ending in 3135) and is both a charismatic speaker and an outstanding economist who engineered Roost's economic boom of the 3120s. His "New Russolillo Skills Program" established the trade

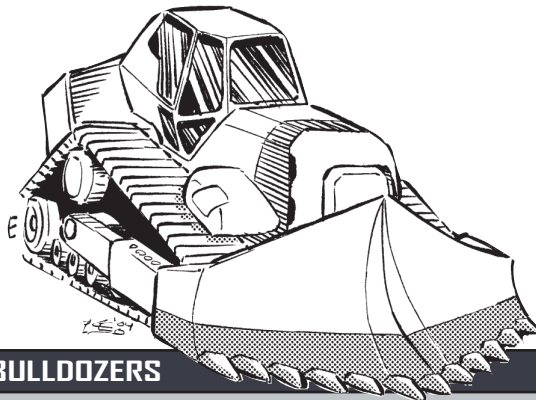
mission on New Avalon and is attracting record numbers of skilled immigrants from the Golden Five Worlds.

Aside from unusual acidity in some bodies of water and tainted air, Wynn's Roost is a typical planet. It has varied terrain ranging from arctic wastes to tropical islands and vast forests. Ecosystems, mostly ignored by human residents, are in flux as imported, advanced animals run wild against the cruder native insect, amphibian, and plant life. Many native creatures have no defenses against pigs, dogs, and rats. Imports not modified to survive the Roost's sulfuric air and ultraviolet light tend to fare poorly, but many imports were adapted to the planet during the Star League.

Visitors curious about the continental naming system should be unsurprised to find that the planet's major landmasses and capital city were named by founder Turner Wynn. The continents Oneland, Twoland, and Threeland were originally named for his wives, but after the polygamous arrangement ended in a bitter divorce that cost him tens of billions, he ordered the continents renamed. Wynn refused to ever call his wives by name again, instead referring to them numerically, and applied that same rule to the continents. Wynn has been treated reasonably well in planetary histories, and the residents seem disinclined to change the naming scheme. "They're easy to remember," is a common explanation.



A TIME OF WAR ADVENTURE SEEDS



WE WANT YOUR BULLDOZERS

Recommended Group Size: 2-6 player characters

Recommended Group Type: Military, Covert Ops

Recommended Skill Levels: Green-Regular (Key Skill levels of 2-4)

During the painful, generation-long demise of the Star League, from the Periphery Rebellion to the Amaris Coup to the final conquest of the last free Hegemony world in the 2790s, the colonial region of the Outworlds Alliance suffered.

By 2820, the critical imports that kept many worlds in the region alive, or at least technologically advanced, were gone and vital systems were failing. The Outworlds Alliance did not have the resources to support its sprawling corporate outback. In response, Wynn's Roost – which took its duties as capital of the Traders Domain seriously – developed emergency programs to build vital equipment for the worlds in its district. It did not have enough to spare for neighboring districts, who were desperate enough to launch pirate raids on Wynn's Roost. These raids, and the lack of Alliance support, led Wynn's Roost to secede in 2835 with the rest of the Domain, with the new nation retaining the name, "Traders Domain." The Domain itself would wither away in the next generation from planetary depopulation, further secessions, and the Domain's own inability to contain the pirate problem ("No defense, no taxes" was a common rallying cry by secessionists).

A typical raid of the era was Ammon's attack on Wynn's Roost in 2822. Ammon was a habitable but cold world with little industry except shut down germanium mines. It needed the earthmoving equipment built by Wynn's Roost to continue to mine coal and stay warm. One alternative—evacuating Ammon's 55,000 inhabitants to a warmer world—was unthinkable to the tenacious residents. Meanwhile, Wynn's Roost had no need for germanium but many needs for the newly-built earthmoving equipment, as its Star League-era vehicles were all but dead.

Complications: A few obstacles for players to tackle.

Amateur Spies: Ammon was two jumps from Wynn's Roost. It knew the Roosters were building crude diesel-and-hydraulic earthmovers to replace their fusion-and-myomer WorkMechs, and that the planet's militia was deployed trying to aid other Traders Domain planets. What Ammon didn't know was where the factories were or what defenses were left. The spy cell established by Ammon consisted of librarians and sheriff's deputies due to a lack of more skilled investigators, so it would be easy for Rooster police officers to respond to a company alarmed by phone inquiries about its locations and security.

Save the Children...and Bulldozers?: The city of Turner's Toe was on a vaguely toe-shaped peninsula on the northern coast of Threeland. It was popular because it enjoyed pleasant, constant trade winds, and had warm, nonacidic waters on an excellent deep water harbor. Its spaceport warranted a small militia detachment, while its factories often had facilities for employees such as daycare centers. When Ammon's militia-turned-pirates burst from the holds of an innocuous *Mule*, the Rooster militia rallied to stop them, only to find the invaders looting earthmovers and wandering a factory filled with civilians.

Tips: See *Wynn's Roost Trace Tainted Atmosphere* on p. 10. Wynn's Roost does not have a lethal atmosphere, but it can harm humans over long exposures. Also, this is an excellent chance to play amateur pirates and give players a chance to experience the early Succession Wars' piracy that helped devastate Periphery economies.

ACID TEST OF BATTLE

Recommended Group Size: 2 to 8 player characters

Recommended Group Type: Military, Pirates

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

Two final insults led President Younger Wynn V to take the Traders Domain into the 2835 secession. First, the Outworlds Alliance impounded at Alpheratz a mercenary force hired by Wynn's Roost. The mercenaries were eventually driven out of the Alliance by legal threats.

Then, in 2833, a pirate group (suspected to be mercenaries hired by Onverwacht) struck at the fusion reactor facility that Wynn's Roost had so painstakingly built over the past decade. Besides the sheer difficulty of constructing the factory in its highly defensible location, an entire new school was founded and a cadre of technicians and engineers trained to build the reactors. The resulting reactors were crude and not fit for even Age of War combat vehicles, but they were precious, transportable fusion reactors that could power desperate colonies throughout the Traders Domain.

The novice pirates planned to execute a quick combat drop into the factory's hellish terrain, and then call in their spheroid DropShips for recovery once the defenders were suppressed. Historically, the terrain—including particularly dense sulfuric fumes and acidic waters—got the better of the pirates and they called in their DropShips early. One DropShip pilot panicked when they encountered hostile defenders on the planned landing field (the factory's parking lot) and juked sideways into the factory. The factory—or rather, the flaming rubble the 11,300-ton pirate *Mule* reduced it to) also held the critical training school and the skilled personnel taking shelter there.

Complications: A few obstacles for players to tackle.

It Stings: To aid in its defense, the factory was located on an island in a dormant volcano's lake-filled caldera. Like many lakes in volcanic regions of Wynn's Roost, the sulfurous waters were highly acidic and uncomfortable for the factory's architects and maintenance personnel. The terrain was difficult for anything but infantry, while the water and heavy fumes were difficult for anything but BattleMechs.

Patrol Boats: The defenders have spent a long time considering how to defend the factory. It is not fortified or underground, as the island's geology is unsatisfactory for underground structures, but a challenging number of missile-armed patrol boats rove the sizable lake, and tanks reinforce the site's infantry.

Tips: Recommended maps included River Delta/Drainage Basin #1 and #2, and Large Lakes #1 and #2 (MS4, MSC1). Treat elevation changes as sheer cliffs (see p. 39, TO) and see the Terrain rules on p. 10 for environmental suggestions.

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 Wynn's Roost. 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*.



RULES ANNEX

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.

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.

WYNN'S ROOST TERRAIN

Wynn's Roost possesses terrain typical of other inhabited worlds. The various terrain tables found on p. 263, *TO* are reasonable representations of the planet.

In areas plagued by higher volcanic activity, it may be worth modifying the terrain by substituting hazardous liquid pools for water (see p. 49, *TO*; class 1 recommended), though elsewhere the water is not particularly dangerous, even to unprotected humans. In the vicinity of such waters, the atmosphere is often sufficiently tainted to use the tainted (poisonous) atmosphere rules (see p. 56, *TO*), though in other locations it is a long-term nuisance as discussed below.

WYNN'S ROOST TRACE TAINTED ATMOSPHERE

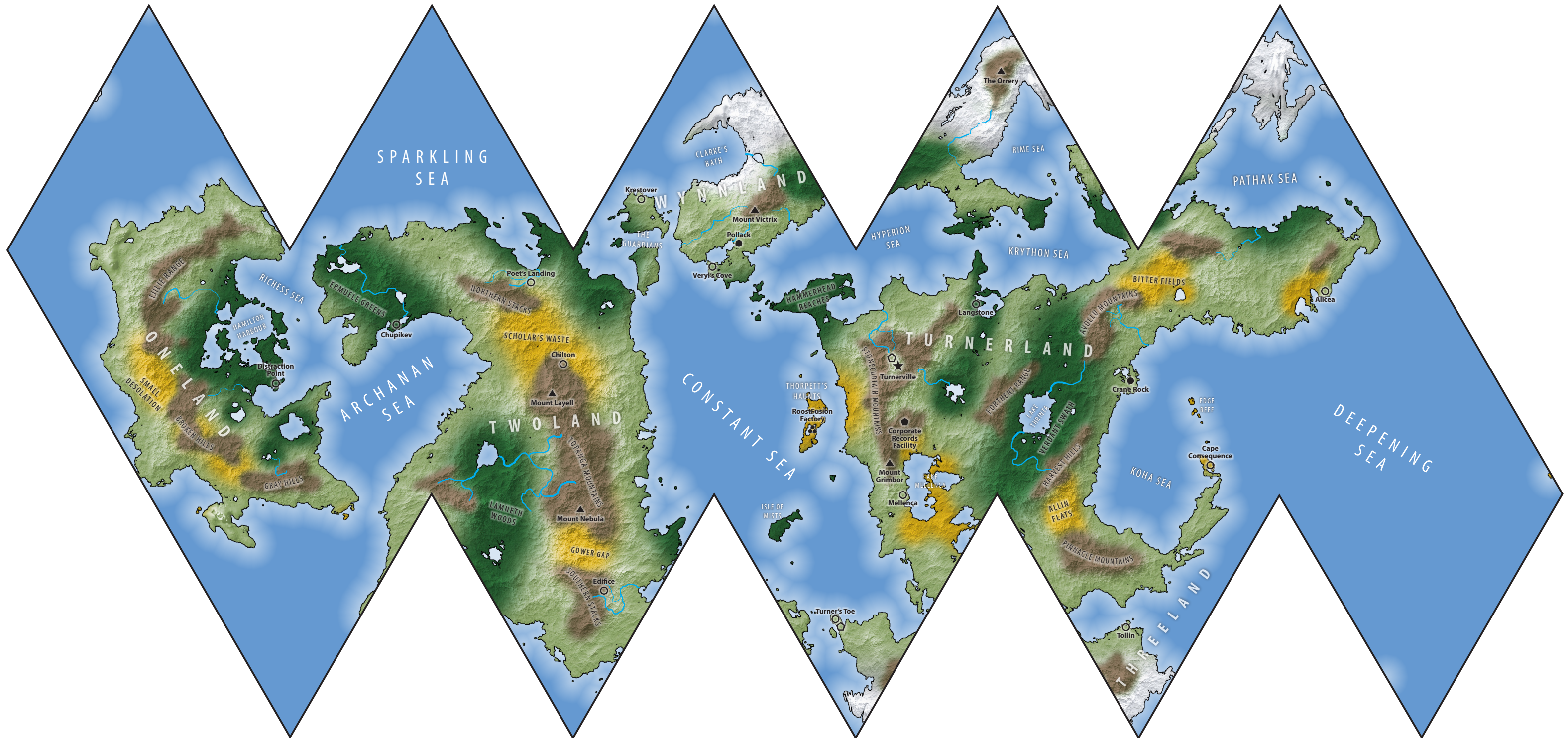
In most areas of Wynn's Roost, the atmospheric sulfur compounds are a mild nuisance, though that can fluctuate suddenly depending on the weather and volcanic activity. These traces do not rise to the level of tainted atmosphere (see p. 56, *TO*) and are thus irrelevant to a *Total Warfare* or *Alpha Strike* game. It is comparable to a trace-level tainted atmosphere (see p. 238, *AToW*).

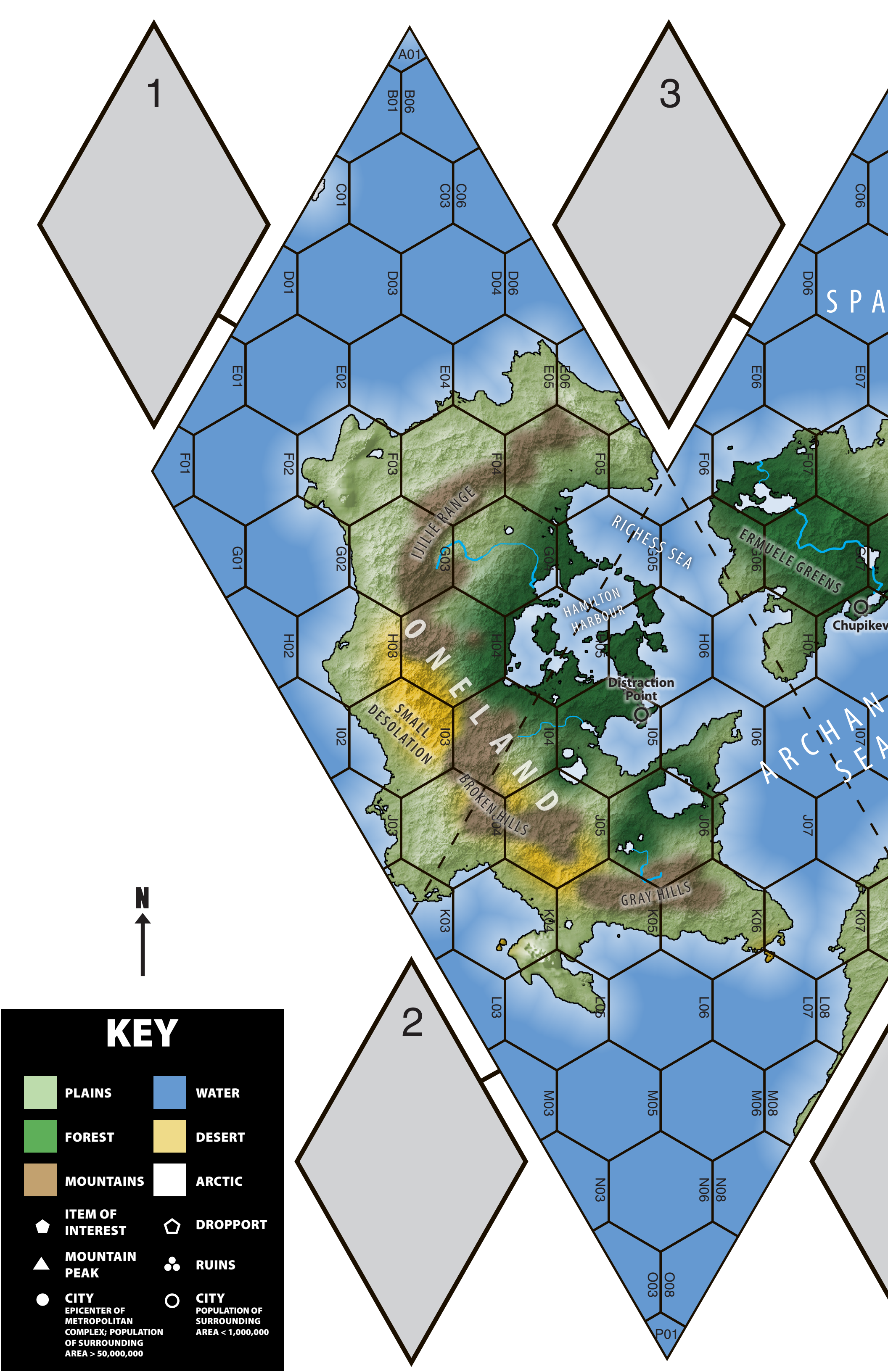
However, it is incorrect to dismiss the sulfur compounds as merely a bad smell that causes "no permanent harm." First, the atmosphere threatens characters unprotected by respirators with a 1S/1C attack once per two hours of exposure. (At the gamemaster's discretion, an exercising character—one who is hiking, running, or swimming during most of an exposure period—risks such damage every 15 minutes.)

Second, long-term exposure of six days or more may cause permanent lung, eye, and skin injuries represented by a disease (see p. 247, *AToW*) with slight effects (–1 to BOD or RFL, or Poor Vision Trait, at the gamemaster's discretion). This damage will not heal on its own, instead representing permanent lung, skin, or eye damage. Over a period of years, lung or skin cancers may develop, the latter exacerbated by the high ultraviolet light on the surface of Wynn's Roost.

It is thus a point of etiquette on Wynn's Roost that one does not hold open exterior doors to flood a building with exterior atmosphere (or challenge its filters and air curtains). Another point of etiquette is based on the fact that long-time residents of the planet do *not* have burned out senses of smell, but seem quite adroit at separating the flatulent smell of the local atmosphere from actual gastrointestinal emissions. The 2820 Ammon pirate spy ring was broken because one of the spies who otherwise blended in with the Roosters attempted to repeatedly blame building leaks for his own gaseous leakage. A native Rooster would have realized it was a hopeless excuse to make.

WYNN'S ROOST





KEY



PLAINS



FOREST



MOUNTAINS



ITEM OF INTEREST



MOUNTAIN PEAK



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



WATER



DESERT



ARCTIC



DROPPORT



RUINS



CITY
POPULATION OF SURROUNDING AREA < 1,000,000

