



TOURING THE STARS



OLD KENTUCKY



BATTLETECH™

TOURING THE STARS

OLD KENTUCKY™

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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 ongoing 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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OLD KENTUCKY

Star Type (Recharge Time): G3V (184 hours)

Position in System: 4 (of 6)

Time to Jump Point: 8.53 days

Number of Satellites: 2 (Foster, Rowan)

Surface Gravity: 1.1

Atm. Pressure: Thick (Breathable)

Equatorial Temp: 45°C (Very Hot)

Surface Water: 56 percent

Recharging Station: None

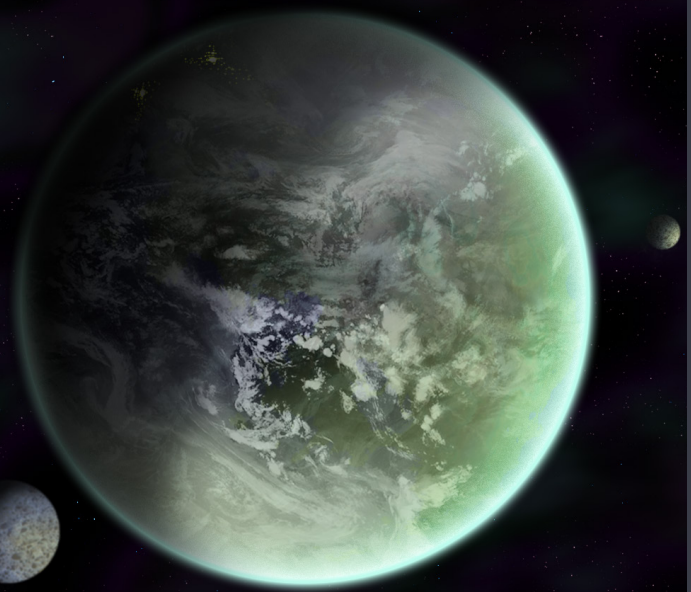
HPG Class: B

Highest Native Life: Mammal

Population: 1,103,000,000

Socio-Industrial Levels: B-C-C-B-C

Landmasses (Capital City): Argos, Dargo
(Lexington), Nugget



Old Kentucky was a very early colony of the Terran Alliance, with the first scientific teams landing in 2133 and colonization beginning in 2138. The colony, distant by the standards of the era, was entirely settled by citizens of the United States of America. At that time, the Alliance had not centralized power. Rather, the Osaka Agreement meant that voting power in the Terran Alliance Parliament was determined by a formula weighted in favor of population and wealth. In 2138, America was the third most populous nation after China and India, thanks to the fragmentation of former third-place holder Indonesia, and was second richest behind China.

America could thus afford to settle planets without the need to share them with other nations, and did not need Alliance administrators to handle issues with rival nations. Such was the case with Old Kentucky.

Ironically, Old Kentucky was as much a demonstration of its settlers' rejection of the United States as it was a demonstration of America's dismissal of "that trade alliance of convenience." Recent historical research has found that the colony's obscure name is a statement by the settlers that they were not founding a new, improved version of their home province, but rather attempting to recreate the old ways that (they imagined) existed before the "current demagogues and populists ran the nation into the ground."

Like many colonies, the Demarcation Declaration devastated Old Kentucky because the colonists had spent more time talking about independence than preparing for it. Most local industries were heavily dependent on components from Terra and a significant share of the population had received welfare in various forms, especially "colonial development stipends" meant to lure comfortable Terrans

to raw colonial planets. By 2246, Old Kentucky had sunk into abject poverty and was even facing famine. Agriculture should not have been hindered by the Declaration, but the planetary government had seized the many Terran-owned farms and handed them to government supporters who were much better political ideologues than agronomists. Local leaders avoided an overthrow for several years by directing blame toward the United States and "its masters in Geneva," but entrenched interests paralyzed the government from launching the required reforms.

Silviu Capreanu ended the deadlock. A third generation colonist, he had the family and native credentials that mattered in the post-independence political environment despite having no roots in Terran America. His family had immigrated to Old Kentucky from the Terran nation of Romania, a point raised ineffectually by opponents. His method for ending the political deadlock was to court an alliance with Sarna.

The Supremacy was, in fact, very generous with Old Kentucky, rather than immediately asserting its usual dictatorial rule. Just a few years earlier, the world had been one of the wealthiest and most developed in the region, and little of its industry and infrastructure had been ruined by independence. The Supremacy was essentially gaining that industry at firesale prices, so any growth would mean significant profits.

After the Old Kentucky senate ratified the alliance, Capreanu was appointed as the "ambassador" to the Supremacy. He oversaw the establishment of a few Supremacy institutions on Old Kentucky, specifically a better interstellar business bureau, a trade delegation, and a medical relief organization. As hoped, Capreanu and his

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Sarn backers were able to buy up the destitute industries of Old Kentucky and revive them with relatively inexpensive shipments of new tools and parts. This made them wealthy, but more importantly began re-employing large numbers of Old Kentuckians, who loved Capreanu as a result. The world's health care system was revived on the efficient, inexpensive Supremacy model. The better business bureau was used to eliminate the rampant corruption in Old Kentucky's private sector. With these successes, Capreanu breezed into the planetary presidency in 2248 and firmly wedded the world to the Supremacy.

Old Kentucky found itself welcoming waves of immigrants seeking its new prosperity. The culture and loyalty of the planet fundamentally changed in the last decades of the twenty-third century such that it was utterly loyal to the Sarna Supremacy. (And utterly loyal to Capreanu, who died in office in 2297 at the age of 103. To this day, statues and paintings of him are common across the planet.)

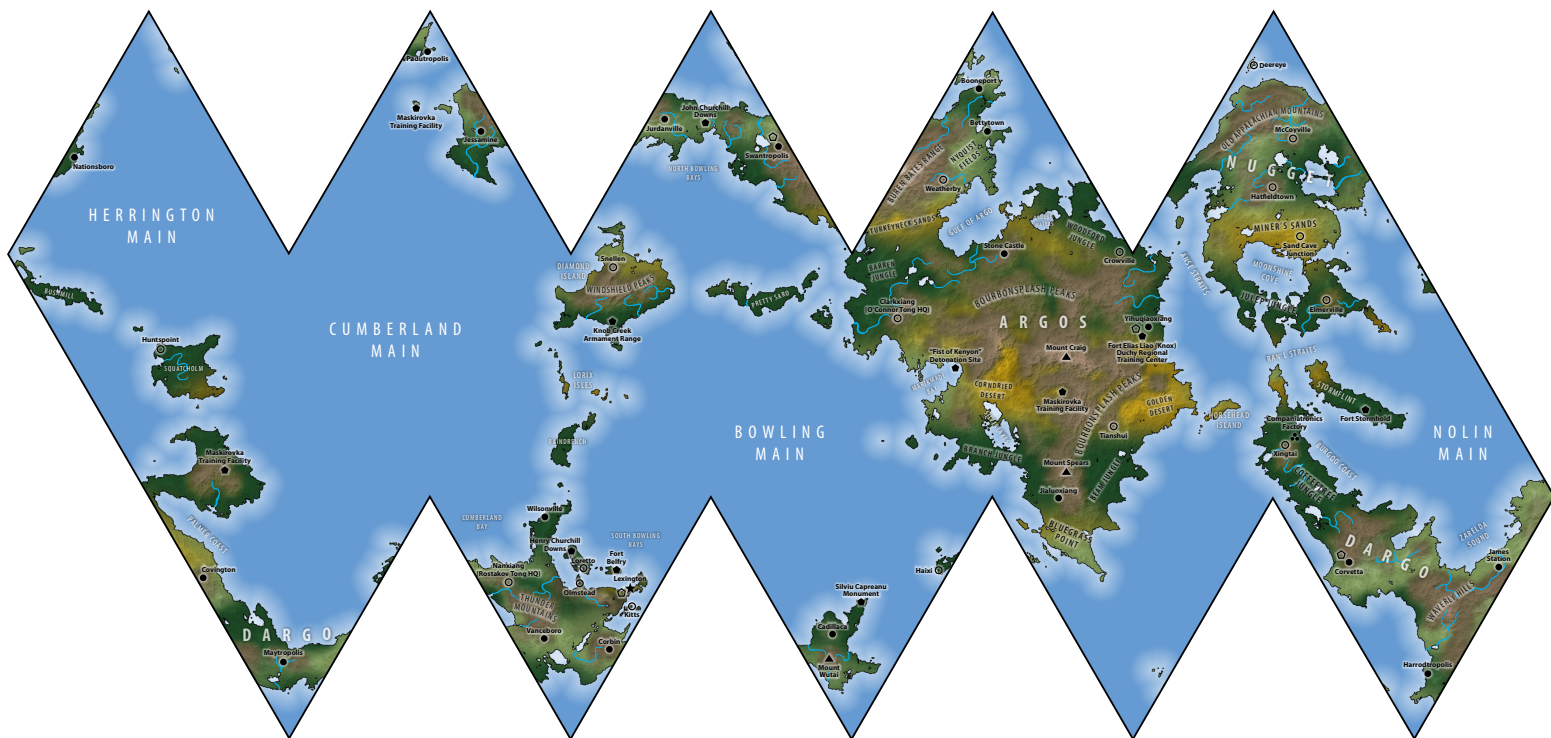
Because of that loyalty, Old Kentuckian troop levies were found on all fronts of the Capellan-Supremacy War (2305-2309). Its militias and guerillas fought rabidly against the Capellan Commonality and Free Worlds League troops who arrived to "liberate" Old Kentucky from the "tyrannical" Supremacy. The planet also steadily bled its occupiers with smaller acts of defiance, ranging from poisoned food handed out by children to roadside bombs. On the other hand, that loyalty meant Old Kentucky scarcely grumbled at Sarna's decision to join the Capellan Confederation. Its leaders had spoken. The new social order of Norman Aris erased the last vestiges of the original planetary culture.

During the Star League era, the population sought the untapped mineral wealth of the lands outside the arctic and antarctic regions, building sealed cities to survive the blistering heat. The good centuries halted abruptly in the 2780s as the FWL Navy bombarded the planet, using precision orbital fire to gut its major industrial centers and leave millions of citizens to swelter to death in the powerless equatorial cities. Old Kentucky had the dubious honor of being the target of the only gigaton-range nuclear device used in anger (or ever used at all) in 2787, when the Free Worlds eliminated a vast equatorial wind farm. The weapon failed to cow the Confederation as hoped, but it paved the way for a bluff that scattered the planetary militia ahead of the League's 2788 conquest (see *The Bomber Comes at Midnight*, p. 8).

Unlike its fiery resistance five hundred years earlier, Old Kentucky was a sullen, mostly quiet occupied world of the League. The Maskirovka was eventually able to generate a substantial resistance force to aid the 2888 Capellan liberation. The liberated world was a shadow of its Star League-era self, but its now-primitive industries were again numerous and its polar infrastructure had mostly been rebuilt.

The modest prosperity of the early thirtieth century was not to last. Repeated Free Worlds raids robbed Old Kentucky of critical factory equipment and infrastructure such as fusion plants faster than the world could rebuild them. Confederation leaders were less interested in the world's prosperity than lining their own pockets, which engendered a culture of corruption and strangled numerous reconstruction opportunities.

During the Fourth Succession War, the planetary diem secretly negotiated with the Federated Suns for fear of the Free Worlds League.



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The planetary government was so cooperative that the AFFS needed few garrison troops to pacify the world. The Suns brought all manner of well-meaning medical, technical, and economic aid to the planet, but its wholesale removal of Confederation economic regulation, castes, and leadership caused a profound economic collapse for the first decade of Suns control. This cemented local ire against the Federated Commonwealth even though the remainder of the occupation was a period of rapid economic growth and even more rapid improvement in standards of living. Even a successful FWLM raid in 3039 was blamed on the the Commonwealth's negligence.

Barrett's Fusiliers easily recovered the enriched world for the Confederation during 3057's Operation GUERRERO. The new government installed by Chancellor Sun-Tzu Liao made a loud point of rounding up members of the former pro-Davion government but was light-handed with foreign investments. Later, the Jihad largely ignored Old Kentucky except for a minor raid by the Forty-eighth Division because the world produced little in the way of militarily-useful goods. Its few exports were primarily advanced myomer bionics and some Star League-era medicines. (Confederation propaganda created a story that the Blakist raid targeted a bionics and "animated love doll" manufacturer, and looted both products, and the story has entered Capellan Jihad lore as absolute truth.)

Since the Jihad, Capellan control over Old Kentucky has tightened somewhat. Typical Capellan corruption has brought Tongs and their urban violence to the world while freedom of expression has dwindled, but Old Kentucky is otherwise a good example of a "middle class" planet of the Inner Sphere. Standards of living are reasonably high, and advanced, late Age of War technology is widely available. The government ensures almost all of the population is fed, housed, and clothed, and that adequate healthcare is available, though full-time recipients of such aid have found themselves in the revived servitor caste to be assigned to tasks as the government wills.

Old Kentucky has interesting environmental extremes. It is one of the hottest inhabitable worlds known to humanity. The pole-to-pole average temperature is 45°C, compared to Terra's 22°C. The dense atmosphere, over two bars with a Terran-like oxygen partial pressure, is responsible for much of the warmth. A runaway greenhouse effect is only avoided because two large moons stabilize the planet's tilt at nearly zero degrees, leaving it with no seasons but producing relatively broad, cool arctic regions. Its largest landmasses are located around the equator. They consist mostly of stifling deserts but also have relatively high albedo and limited thermal mass. Another important factor controlling Old Kentucky's greenhouse effect is the presence of clouds.

The hot waters of the tropical and temperate latitudes produce near-continuous cloud cover that only disappears over the dry continental interiors. The pressure helps to suppress the evaporation of water, but precipitation is still extreme in some areas. The oceans near the equator are hot enough to regularly generate "hypercanes," hurricanes with near-supersonic winds. These are understandably devastating in the hot, dense air but usually falter short of the polar lands.

Native biochemistry is obviously more temperature tolerant than terrestrial life, at least in the "middle latitudes" (between sixty degrees north and south latitude.) Plants and animals necessarily endure temperatures exceeding 60°C with little diurnal and seasonal variation thanks to the thick atmosphere and low tilt.

The unusual high-temperature proteins of such life are not compatible with terrestrial transplants. Native life in the "polar lands" (the land beyond the middle latitudes) is more compatible with terrestrial life and vice versa. Despite this compatibility, the initial settlers stripped the polar lands of native life and reseeded them with terrestrial ecosystems. Because Old Kentuckians had little affinity for the manmade ecosystem, they have never bothered with strong environmental laws. Instead, cities and their suburbs tend to sprawl, and since agriculture is nearly impossible in lands closer to the equator, little arable polar land is left to wilderness.

Due to the hostility of the middle latitudes, humanity has crowded onto the polar lands, which are a mix of island continents and archipelagos. With a twenty percent greater diameter and proportionally less water coverage, Old Kentucky has nearly twice the dry land as Terra. The polar lands are almost a planet's worth of land by themselves, one of the factors that brought the United States to Old Kentucky (the others being the moderate climate of the polar lands,

plentiful fresh water, and mineral riches). Most of the polar lands are lush with greenery and pleasantly warm. There are no ice caps, and only the tallest mountains have permanent snow packs. In the polar lands, the sun is perpetually low on the horizon, which means some valleys never see direct sunlight and the poles are in perpetual twilight, but there is never a polar night or day due to the lack of tilt.

Communities founded closer to the middle latitudes tend to be located at progressively higher altitudes, which offer lower temperatures. For example, the capital of Lexington is on a high plateau (1700 to 2300 meters) at 66 degrees south latitude, where temperatures average 20°C and the air is thin enough to let the city cool down at night. Some ten million humans crowd into the metropolis and its suburbs. Unlike other settlements on Old Kentucky, Lexington is compact and built up—or rather, down into the ground due to the plateau's small size. It is



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hemmed in partly by the cliffs and mountains (collectively, the "Thunder Mountains") north of the urban area. They earn their name for the titanic thunderstorms formed by warm, humid winds from the Bowling Ocean that collide against their flanks. The Thunder Mountains are an important barrier against the hypercanes that survive cooler waters to reach Lexington's latitude perhaps once a century, but the city still favors underground construction. "Core piercers" are buildings that reach up to one hundred floors below ground. These are interlinked into a continuous underground metropolis. Aboveground buildings are as sturdy as military bunkers and only mildly more attractive.

As of 3130 humanity has reestablished several permanent communities at the equator. In some cases, the sturdy Star League-era arcologies have been refurbished and repopulated, duties which the current government considers perfect for criminals and servitors with violent records. Losing such workers to heat and

humidity while cleaning out overgrowth and the human-hunting pseudo-gorillas ("sasquatches" in the local parlance) simplifies paperwork compared to other means of disposal. (The sasquatches apparently appreciate the large manmade shelters and are militantly reluctant to leave).

Fort Elias Liao (Fort Knox from 2147 to 3023) is the CCAF's jungle combat training center and sits near the planetary equator. Temperatures at the base average 55°C and sasquatches thrive in the natural bounty of the surrounding jungle. The CCAF considers them to be excellent training realism aids and, to keep populations up, currently bans attacks on their camps and young. In addition to sasquatches, the region around the base has particularly tortuous terrain from the region's extreme rainfall, including a number of kilometers-deep gorges, carnivorous and poisonous plants, and various animal predators.



A TIME OF WAR ADVENTURE SEEDS

THE BOMBER COMES AT MIDNIGHT

Recommended Group Size: 2-4 player characters

Recommended Group Type: Military, Covert Ops

Recommended Skill Levels: Green-Elite (Key Skill levels of 2-8)

In 2787, the Free Worlds League indelibly scarred the Old Kentuckian population by dropping a two hundred-gigaton weapon on an equatorial wind farm. This two hundred-ton weapon only killed a few dozen maintenance workers and idled several automated electrolytic titanium refineries that depended on the farm's gigawatts, but it terrified the populace. Ironically, the League considered the weapon an expensive failure; it required a modified DropShip for the delivery since the result could easily have been replicated with far less trouble by using several dozen warheads of typical yield.

The FWLM was not willing to admit its super-weapon was a boondoggle or a cause for escalating the First Succession War yet further. Instead, it turned loose the incompetent Marik intelligence agency, SAFE, on Old Kentucky with the supposed mission of finding new targets for non-existent super-bombs. The SAFE personnel were given specifications of the bombing DropShip's appearance (quite similar to a *Union*-class vessel) and preferred targets, such as military bases. Naturally, the Maskirovka personnel guarding Old Kentucky had little trouble capturing several of these SAFE scouts, thanks to a double agent on Atreus that the FWLM had been playing.

When the FWLM arrived to invade Old Kentucky in 2788, it had quite a few *Union*-class DropShips painted to resemble "super bombers." The militia's reaction was predictable; it scattered from all large bases, which made them easy for the FWLM to defeat piecemeal and drive the Eighth Liao Lancers off-world.

Complications: A few obstacles for players to tackle.

If It Walks Like a Duck and Quacks Like a Duck: Unlike SAFE and the Old Kentucky militia, the Maskirovka and CCAF are able to read DropShip recognition files and might realize that the FWLM was not returning with a dozen super bombers. The FWLM invasion force could be defeated at its spaceheads by a competent military response.

But It's a Dry Heat: Besides titanium refineries, Old Kentucky has huge zinc-lead mines in the equatorial deserts that produce a bounty of germanium. A few CCAF defenders have been ordered to make a last stand in the hopes some 50,000 tons of germanium can be pilfered away by a hastily-arranged extraction mission.

Tips: For *Total Warfare* scenarios, this is an opportunity to use the Planetary Conditions rules found on pp. 29-69 of *Tactical Operations*. Old Kentucky has a high atmospheric pressure (see p. 54, *TO*), high gravity (see p. 55, *TO*), occasional extreme temperatures (see p. 62, *TO*), and—depending on the terrain—blowing sand (see p. 62, *TO*), extreme rain (see p. 59, *TO*), and jungle (see p. 31, *TO*). Hypercanes are best represented as Tornado F1-F3 (see p. 61, *TO*) in their outlying areas and Tornado F4+ (see p. 62, *TO*) in their stronger regions.

THE MOUSE THAT ROARED

Recommended Group Size: 2 to 8 player characters

Recommended Group Type: Military, Guerrillas, Covert Ops

Recommended Skill Levels: Regular-Elite (Key Skill levels of 4-8)

Old Kentucky's population sullenly accepted its new Marik masters for several generations, but the small FWLM garrison and large population was an opportunity the Maskirovka spent decades attempting to exploit. By the time the CCAF returned to Old Kentucky in 2888, the resulting guerrilla organization had grown so large and sophisticated that it had life insurance and a dental plan. When it finally acted, a regiment of uniformed guerrillas was able to seize almost the entire pro-Marik legislature and the planetary headquarters of SAFE (which was deeply surprised to find guerrillas existed on the quiet world).

Not all battles during the liberation were so easy. In 2888, House armies had not reached their Succession Wars nadir, so the FWLM had garrisoned the world with two battalions of BattleMechs and several regiments of conventional forces. They were able to field an effective response to the CCAF troops.

Complications: A few obstacles for players to tackle.

They Mostly Come At Night: A Marik mining corporation has been working a germanium source near the abandoned Fort Knox in terrain unsuitable for almost anything but infantry. The corporation is not interested in leaving without its wealth of germanium and has a substantial security force. Also, the natives seem to hold a grudge against any of the puny little alien invaders.

Prince Imprisoned in the Tower: The guerrillas have infiltrators in the FWLM garrison, including a lover of the garrison commander. The commander had been miffed to find her handsome local was sharing her work noteputer's files with other locals. The infiltrator is a hero of the resistance and needs to be rescued (or tried and jailed in the face of resistance attempts to free him).

Tips: *ATOW* rules for sasquatches are found on p. 11. *Total Warfare* scenarios should refer to the "Bomber Comes at Midnight" tips for environmental conditions.



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 world described herein. The following rules use 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.

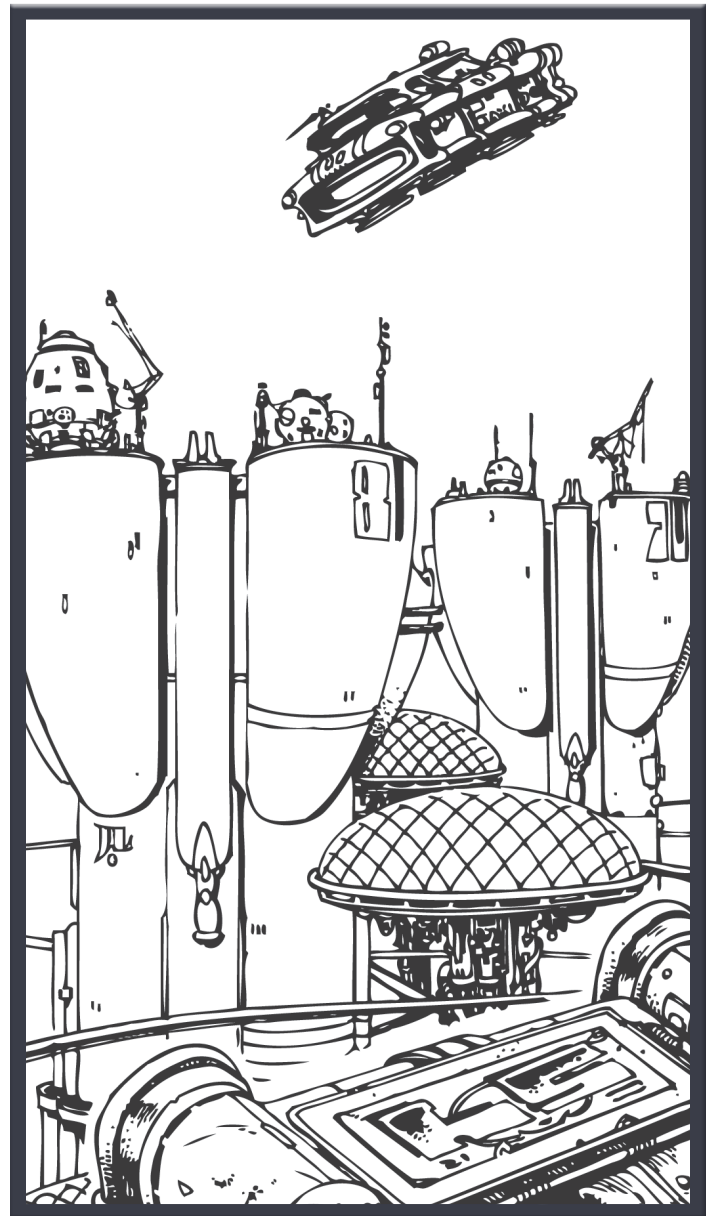
The *Time to Jump Point* indicates how many days' worth of travel DropShips accelerating (at 1 G, the same acceleration produced by gravity on Terra) would take to travel from the system's standard zenith or nadir jump points to the world. This transit time includes a mid-point turnover and 1-G deceleration 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.

OLD KENTUCKIAN SASQUATCHES

These gorilla-like omnivores are native to the hotter regions of Old Kentucky. Sasquatches are tall, long-limbed, knuckle-walking pseudo-primates with brown fur (exact coloration varying by individual). Their hands and feet are an unusual, radial splay of digits, often described as “five thumbs and no fingers.” Their hands and feet provide good grip on jungle mud and jungle tree branches, and their hands are quite dexterous. There is little visible difference between the genders unless a female is pregnant or nursing, the latter causing swelling in pseudo-mammary glands, or if a male is “stimulated.” The high temperatures and frequent rains of the middle latitude jungles do not bother them, though they must shelter from hypercanes.

There is little gender segregation in most activities. Rather, sasquatches seem to take up roles in their packs (of 10 to 50) based on personal preference. Those males and females who stay in the pack’s nest to raise children will tend to gather fruits and vegetables near the nest, while others hunt. Some seem to have a knack for tool and trap making and concentrate on that. Some packs have females who act as full-time wet nurses for a pack’s cubs.

Sasquatches are not the most intelligent animal in the Inner Sphere, though they are close. They have a limited language (sounds and gestures) able to convey location, threat identification, and numeracy, and adequate for dealing with pack socialization. Humans have been able to use some of it, and have taught a variety of human sign language gestures to the sasquatches. They have some notion of trade. Tribal wet-nurses and toolmakers, for example, often get food in exchange for their work. Some packs that worked with human scientists have been able to use and sustain fires, but have never mastered making it themselves with primitive tools.

Regarding tools, sasquatches produce crude wooden tools and early Paleolithic stone tools (similar to Oldowan Industry cutters, scrapers, and hammers.) They do use thrown stones (some very well), but not thrown spears. Their traps tend to be disguised pit traps or falling rock/log traps. They will improve their nests’ weather resistance with branches and leaves, but weaving vines or shaping wood for shelter is beyond their grasp. They can use simple human tools like knives and axes, and are able to pull weapon triggers. They like colorful objects and will paint smears of fruits on walls, but such art is entirely random and non-representative, cruder than neopithecanthropus art.

Diets vary between packs depending on local food sources, but sasquatches prefer easy food—the easier to hunt and gather, the better. If they kill a dangerous animal, it was probably because it was a threat or harmed a pack mate.

Packs are led by a mated alpha couple, but are otherwise fairly egalitarian and peaceful. Most in-pack fights are brief beatings and wrestling matches and deliberately avoid the use of the sasquatch’s fearsome teeth, and alphas tend to break up serious conflicts. Conflict resolution behaviors akin to Terra’s bonobo chimpanzees have been observed—sasquatches do not like to fight packmates. Packs do

have an “us versus them” attitude, even developing alliances of packs against some badly behaved packs or, of course, humans. Away from human habitation (i.e., places where humans and sasquatches fight), scientists and wilderness workers are able to get along quite well with sasquatches, who are easily amazed and entranced by the midget visitors and their magical tools. It should be noted that sasquatches have trouble distinguishing human groups (“all magic dwarfs are in the same pack”), and thus scientists who thought they had a good rapport with a pack may be suddenly attacked by the pack if other humans (such as soldiers) have hurt a pack member.

Sasquatches do not dwell solely in jungles, though the most famous tribes are near Fort Knox. They are found in other middle latitude environments, from seashores to deserts. Old Kentuckians enjoy teasing children, visitors, and fools with tales of the “yeti,” a species of sasquatch that can tolerate less than 20°C and prowls the woods, garbage dumps, and sewers of the polar lands.

Mass: 250 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
14	10	8	6	6	4	2

Size Class (Modifier): Medium (+0)

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

Damage (AP/BD): oM/3 (Unarmed)

Move (W/R/S): 6/12/18

Traits: Animal Cognition, Pack Hunter (2-6), Tool User, Patient

Skills: Animal Language (+3), AniMelee (+6), Climbing (+2), Perception (+4), Swimming (+2), Tracking (+2)

Note: These stats apply to the sasquatch pack hunters. Other pack members may possess different skills.

OLD KENTUCKY TERRAIN

The inhabited areas of Old Kentucky tend to comprise conventional terrain. The random terrain tables on p. 263 of *Total Warfare* provide a reasonable representation for most of the polar lands, which are warm and temperate by Terran standards.

Old Kentucky’s high-pressure atmosphere and 1.1 G high-gravity apply regardless of the local region, and are simulated by the appropriate rules found in *Tactical Operations* (see p. 54 and 55, *TO*). The Fort Knox/Elias Liao jungle training center exemplifies a particularly extreme form of terrain, and is reflected in the Fort Knox Mapsheets Table presented here.

MAPSHEETS TABLES

FORT KNOX	2d6 Result	Map*
	1	Woodland (MS6, MSC2)
	2	Heavy Forest #1 (MS4, MSC1)
	3	Heavy Forest #2 (MS4, MSC1)
	4	Box Canyon (MS6, MSC2)**
	5	Desert Sinkhole #1 (MS3, MSC1)**
	6	River Valley (MS2, MSC1, HPLR)**

*Treat all woods hexes as jungle hexes

**Apply heavy jungle terrain on all clear hexes; replace any existing woods with ultra-heavy jungle

