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TOURING THE STARS

REGIS ROOST

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TOURING THE STARS

REGIS ROOST™

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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

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.

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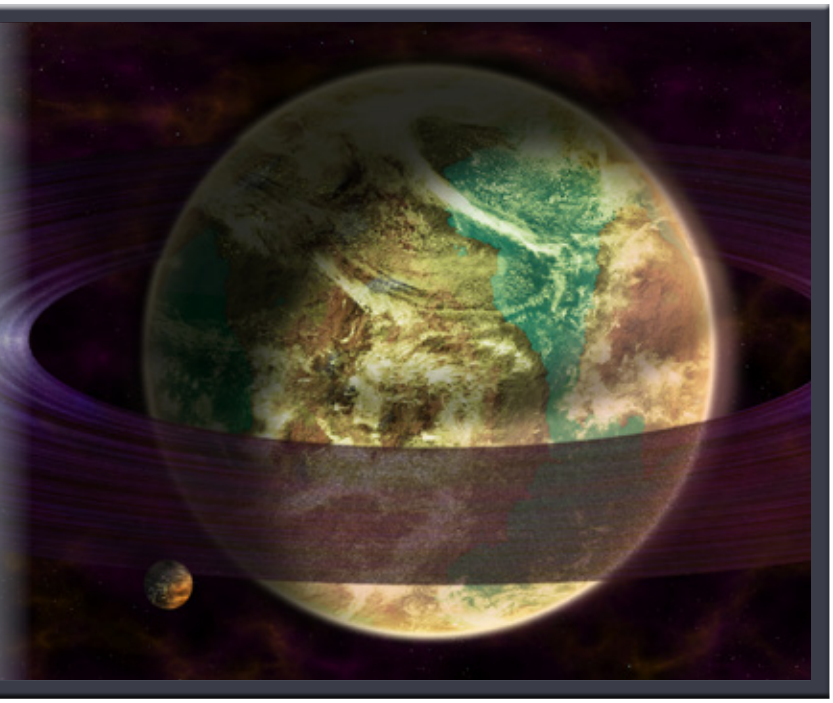
Special Thanks: I'd like to thank Joshua Perian for giving me the opportunity to once again write for BattleTech and to expand the universe that we all love.

REGIS ROOST

Star Type (Recharge Time): M6V (207 hours)
Position in System: 1 (of 2)
Time to Jump Point: 2.34 days
Number of Satellites: 2 (Tagaen and Morrison), plus Ring System
Surface Gravity: 0.85
Atm. Pressure: Standard (Breathable)
Equatorial Temp: 28°C (Temperate)
Surface Water: 41 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Insects
Population: 44,000,000* (3150)
Socio-Industrial Levels: C-D-D-C-A
Landmasses (Capital City): Greenfield (Landhere), Sienne (Toscane), Borlal (Basilica), Down Under (Lighthouse)
* The combined population of Ring System, Tagaen, and Morrison is approximately 1,500,000 in 3150.



Unlike many worlds added to the Taurian Concordat during the thirty-first century, Regis Roost was not a colony world, nor did it enjoy its status as a member of the Concordat. The world was originally settled in 2977 by the Regis Company, a conglomerate of families similar to the Terran system's Belters led by the wealthy Regis clan. The star system they found was a small one, with only two planets: a large gas giant, and a single, habitable world that possessed an extensive ring system. When Neville Regis, patriarch and CEO of Regis Company, discovered that the habitable world's ring system and its shepherd moons were more metal-rich than most of the asteroids his family had mined over the past hundred years, he decided that this world would be where fortunes were made.

Regis Roost quickly became one of the best-kept secrets in the Taurian corporate sector. Once every two months, the Regis Company JumpShip *Orsini* appeared in the New Vandenburg system and unloaded DropShips full of titanium, germanium, and iridium before disappearing back to where it came from, taking with it thousands of workers from Regis, Regis-friendly corporations, and their families. Rival corporations across the Concordat attempted to ascertain the location of the conglomerate's deep-space holdings in hopes of either buying them out, or employing mercenaries to attack and control their lucrative mining facilities. None of these efforts met with any success. The close-knit family structure of the Regis Company's upper echelons made it difficult for outsiders to gain the information needed to backtrack *Orsini*'s course. It would not be until 3030 that Regis Roost was finally "discovered" by an Interstellar Expeditions vessel trying to complete an archive of potentially habitable systems found in one of their partial Star League Stellar Catalogs.

What the IE team discovered was a temperate world, with a breathtaking ring system that was swarming with small craft. Scattered stations and small refineries, devoted to mining the ring fragments, doubled as living spaces for the locals. Each of the planet's small, shepherd moons—located at opposing edges of the ring system—possessed larger, more durable structures built by the Regis Company. The inner moon, Tagaen, served as the distribution point for material collected on the planetary surface, including most of the food supporting the ring system workers. The outer moon, Morrison, acted as the system's primary spaceport, refinery, and corporate headquarters for the Regis Company. With little gravity of their own, both of "the Roost's" moons enabled the microgravity-dwelling Regis workers to move between their worksites and orbital communities with little difficulty or adjustment.

Before the IE craft left the Regis Roost system with knowledge of the mother lode, the Regis Company delivered a team of lawyers to accompany them back to New Vandenburg, where they formally staked their claim to the entire system, and requested the Concordat's protection against banditry. Seeing the Regis Roost system as a resource amounting to trillions of C-Bills, the Concordat government refused to grant full rights of exploitation to Regis Company. While Regis had demonstrated its ability to exploit the vast resources in the Roost's orbit, the Concordat felt the company had not shown as much interest in developing the planet beyond limited agriculture to support its employees. The Concordat courts thus ruled that the Regis Company could not claim the entire planet for itself, and opened the system for immediate colonization in 3031.

Tensions immediately rose between the space-based Regis Company personnel and the quickly growing population of dirtside Concordat settlers. The first incident occurred in late 3031, when the Ministry of Trade and Colonization claimed the right of eminent domain to seize Tagaen, its port, and trans-shipment facilities "to better serve the citizens settling the surface." Although the MoTC offered to compensate the Regis Company for its loss by providing free transport of foodstuffs from the surface for the next one hundred years, this did

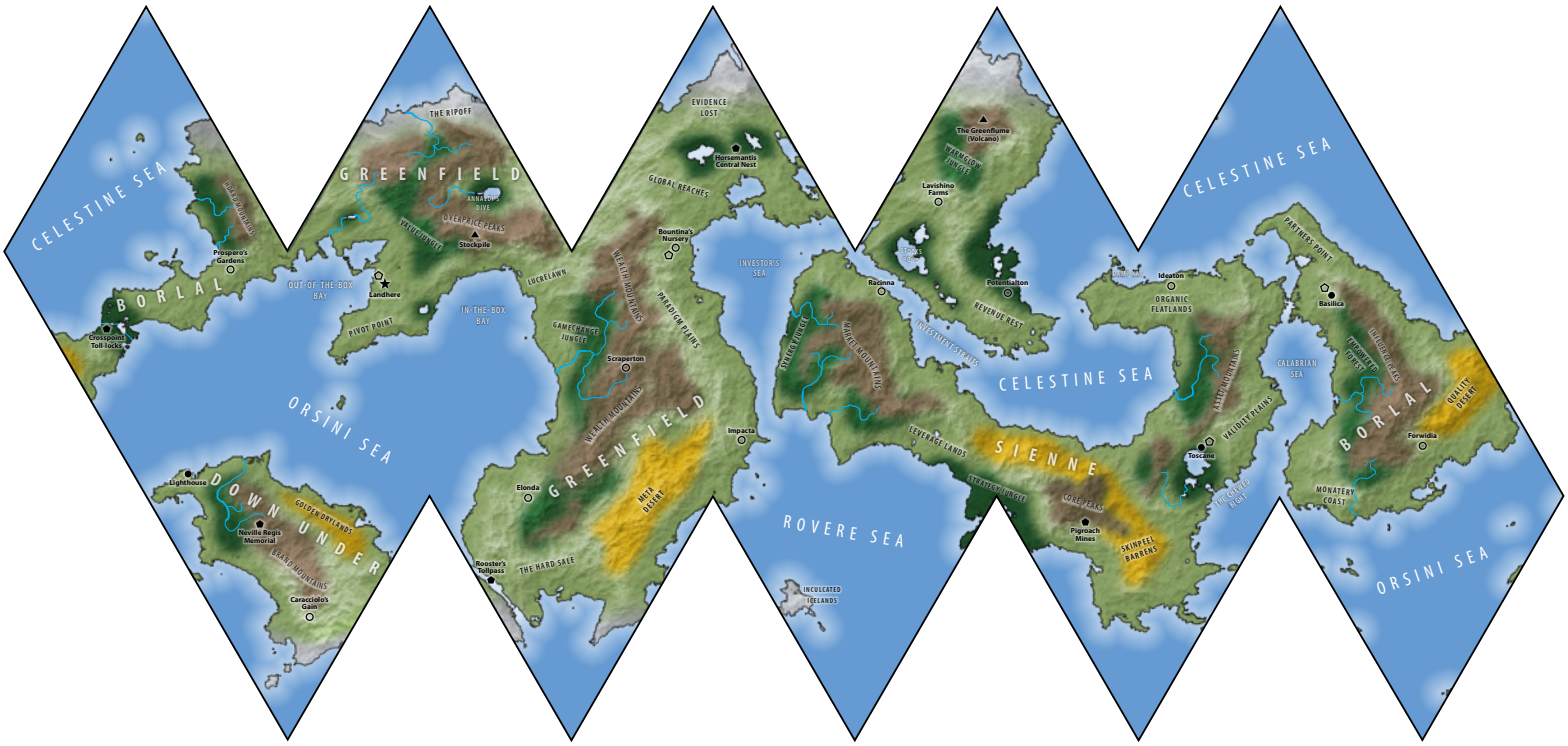
little to offset the independence Regis and its employees had grown to enjoy. The strain of railing against the MoTC proved too much for Neville Regis, who died on 4 February 3032 from a brain aneurysm while meeting with a Concordat arbiter over the "Tagaen Incident." "Remember Neville" would become a company-wide rallying cry against the Concordat government for decades to come.

The death of Neville Regis solidified a growing gap between the original ring settlers and the waves of ground colonists. The "Ringers," as they came to be known, began to see themselves as tenants on their own land, with little protection for the facilities and culture they'd built, and few benefits from those who lived on the world below. The "Roosters"—as they called the surface-dwellers—were Concordat loyalists, who often defended their position with the opinion that the Ringers were benefiting from Taurian markets, while failing to provide decent jobs and infrastructure to those outside of their space-based corporate families. The growing divide became exceptionally clear during the first planetary elections held in 3035.

Running for the presidency of Regis Roost was the Regis Company's new CEO, Karl Regis (Neville Regis' son), who represented the Ringers' interests. Unfortunately for him, in the mere three years since the world was opened to colonization, the Concordat delivered millions of settlers whose voting clout easily outnumbered that of the smaller Ringer population. Karl had little recourse except to publicly congratulate his opponent, Tamara Boudon, for her victory. In the election's wake, however, he brought the Regis Company's considerable economic might to work against the now-exclusively dirtside government "elected" by the Concordat citizenry.

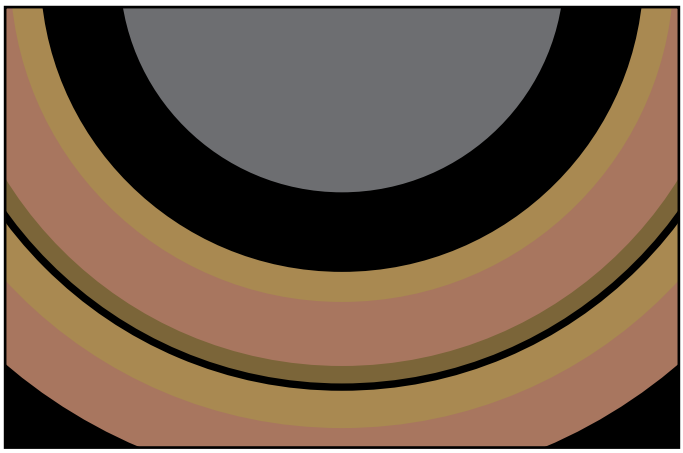
On 6 July 3037, President Boudon began eminent domain proceedings to formally acquire the moon Morrison—including the Regis Company headquarters and primary Ringer spaceport located there—for use as a permanent base for a future TDF aerospace garrison. Despite the protests of Karl Regis and the knowledge that the planetary government would have to resettle nearly 500,000 corporate employees and their dependents, the vote was nearly three-to-one in support of the proposal. On 30 September 3037, Karl Regis reportedly watched as the first shuttles from the planet's surface approached Morrison to begin an enforced resettlement of Ringers. He subsequently broadcast a widely popular speech decrying the Concordat government for not only abusing the right of eminent domain, but also prosecuting a war of aggression against non-planetary dwellers. He ended his speech shouting "Remember Neville!" as Ringer cargo ships approaching Morrison released gravel-sized pellets of titanium. With the high velocity enabled by fusion rocketry, the pellets ripped through the shuttles, killing their crews and the company of planetary police accompanying them.

The violence between Ringers and Roosters continued to escalate for nearly two years, but neither gained the upper hand. The Concordat government declared the Regis Company a terrorist organization and froze its financial assets, a move that did little to harm the conglomerate as it had already moved a significant amount of its holdings to Davion banks. The colonists took control of the Regis Company's agricultural concerns, nationalizing them in the hopes of starving the Ringers out, but Regis used its business connections (and outright bribery) to prevent TDF involvement while hiring mercenaries to protect their assets.



Following a series of aerospace strikes against Rooster ground targets, mercenary forces hired by the Regis Company assaulted Tagaen on 5 June 3039. Ringer forces encountered heavy resistance as soon as they landed, in the form of a task force consisting of Concordat Constabulary units advised by Special Task Groups from the Taurian Ministry of Intelligence. Casualties were extraordinarily high, thanks to the low-oxygen environment on Tagean's surface and within its exposed tunnels. Despite possessing only transport craft equipped with low-power civilian weapons systems and facing TMI-operated anti-vehicle weaponry, the Ringers' lightly armored low-gee infantry and seemingly endless numbers drove the Taurian forces into retreat after hours of heavy combat.

After the Battle of Tagaen, a sort of status quo developed between the two groups. The Regis Company and other orbit-based companies came to see themselves as a single group with shared goals, finally and formally uniting in 3040 as the Ringer Cooperative with Karl Regis as its CEO. The same year, President Boudon was removed from office in the second planetary election, and replaced with a more diplomatic (and Ringer-friendly) choice in Alan Mouisse. Peace seemed possible at last, with two separate states operating in the Regis Roost system. While not ideal, both President Mouisse and CEO Regis knew that an uneasy peace was better than trying to force together two groups who distrusted each other so intensely. Each also knew that any further violence could bring down the TDF on both sides, removing many of the freedoms each enjoyed.



In the years between 3040 and the breakaway of the Calderon Protectorate in 3066, Regis Roost saw sustained economic growth and a population boom. The Ministry of Trade and Colonization negotiated the use of Ringer orbital facilities and warehouses to assist in transferring material to new Taurian colonies such as Carthage, Argos, and faraway Hellespont. Those same warehouses also saw enormous wealth returning from the new colony worlds. Just a tiny fraction of these profits proved enough to boost Regis Roost's economy and nearly eliminated unemployment entirely. The average living conditions for both Ringer and Rooster citizens rose to standards enjoyed on Taurus itself.

These boom times ended with the breakaway of the Calderon Protectorate. The loss of resources to the Protectorate meant the Concordat government was even less willing to tolerate the Ringers' semi-independence, and even less so their continued financial ties to Federated Suns banks. Against the wishes of the planetary government, the TDF assigned multiple small-sized, combined-arms mercenary commands to the Regis Roost system in order to ensure resources and taxes kept flowing to New Vandenburg and the Hyades Cluster.

Local media became heavily censored and filled with pro-Taurian propaganda; mercenary forces "policed" major population centers and spaceports on Morrison, Tagaen, and the planetary capital of Landhere, and Ringer mining and transport craft were routinely boarded and confiscated for weeks at a time for "possible terrorist connections." Fearing the Regis Roost system would follow the same path to independence that the Hellespont system took in late 3066, Protector Grover Sharplen sent Vince Olya to dissolve the planet's elected government and act as its "President Pro Tempore." To enforce his rule, a reinforced regiment of mixed infantry and armor, raised from training centers across the Hyades Cluster, backed Olya.

Fighting immediately erupted across the system as Roosters and Ringers alike united against Olya. The Roosters relied on high explosives used in mining, and large-caliber firearms designed to hunt the planets' native basking crabs for their resistance, while the Ringers used small mining spacecraft and high-velocity rocks. The Taurian government eventually went so far as to allow the Word of Blake's Twenty-Sixth Division to stage in the occupied ring facilities in 3069 in an effort to suppress the rebellion.

During one engagement in 3068, mercenary forces loyal to Olya attempted to capture former President Walter Rogers at a disused spaceport while mercenaries hired by Rogers and his loyalists fought a delaying action to ensure the government officials could escape to a waiting Ringer Cooperative DropShip. In orbit, a Ringer mining ship let loose a rock large enough to survive atmospheric reentry. Not intending to make a direct hit on Olya's forces, the rock struck an area two kilometers away, releasing the explosive equivalent of approximately 100 kilotons of TNT. The blast wave and flying debris caused heavy casualties amongst Olya's unarmored infantry forces and provided enough of a distraction for the government-in-exile to board their waiting DropShip and escape to orbit.

After nearly twenty years of guerrilla warfare against their own government, the combined forces of Regis Roost celebrated as the Taurian government finally pulled the last of its forces out of the system. Overstretched by its campaign in the Pleiades Cluster, and lacking the support of a Word of Blake division, the Concordat simply no longer had the resources to fight rebellions on its border worlds. Declaring its independence in 3088, Regis Roost's newly united government formed as a parliamentary republic with a legislative branch split into two houses—one representing the Ringers and the other the Roosters. This system has proven stable, providing a political and economic environment that has helped to make Regis Roost one of the wealthiest independent systems rimward of the Hyades Cluster.

A TIME OF WAR ADVENTURE SEEDS

THE EARLY YEARS

"MAYBE I SHOULDN'T BE ASKING HOW MUCH IT'S WORTH…"

Recommended Group Size: 4-6 player characters

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

Recommended Skill Levels: Regular - Veteran (Key Skill levels of 3-5)

The Regis Company is making so much money from its hidden source that people are getting interested. The Very Important People don't really care about how they learn where all of this material is coming from, as long as they learn it first.

Complications: A few obstacles for players to tackle.

Black Hat, Will Travel: While most of the Inner Sphere is distracted with the buildup of the Fourth Succession War and its aftermath, many companies and states in the Periphery see the vast resources exploited by the Regis Company as a way to break into the big leagues. Even mercenary forces are playing at spying to try to become independently wealthy. With so many spies and information brokers, the players will have a lot of competition in trying to steal the location of Regis Roost from the Regis Company.

Making it Personal: Once the players have the information, word will get out quickly that they have it. Not only will every other group that has been out to get the data be after the players, but the Regis Company, with its large wallet, will be in on the action. How will the players keep the information safe, and how will they keep themselves safe?

Worth Killing For? Worth Dying For?: Will the players stay true to their contract or original orders once they know how far some groups are willing to go to get ahold of the location? Will the players decide that the risk of trying to auction off the information is worth the danger? After they hand over the data to the person they were working for, it's possible the Regis Company won't hold back its hired thugs. Are the players' lives worth more than some ones and zeros?

Tips: This type of adventure is perfect for a gamemaster who wants to give players a less combat-oriented mission in favor of a focus on espionage, intrigue, and double-dealing. With so many groups seeking the location of Regis Roost, the gamemaster should have a number of NPC spies and agents ready with distinct personalities and goals in order for players to easily distinguish them from each other. This also gives the gamemaster the opportunity to introduce ideas and plot hooks from across the rimward reaches of known space. While New Vandenburg was the center of the historical spy game involving Regis Roost, by no means is the gamemaster limited to using that world; any world in or near the Taurian Concordat could quickly become a center of clandestine activities.

COCK FIGHT

"ONE MAN'S TERRORIST IS ANOTHER MAN'S FREEDOM FIGHTER."

Recommended Group Size: 4 to 8 player-characters

Recommended Group Type: Military, Mercenary, Police, Special Forces, or Covert Ops

Recommended Skill Levels: Green to Elite (Key Skill levels of 1-8)

Both sides of the Regis Roost conflict are trying to gain an upper hand, but that is difficult when one is based in the rings and the other on the planet's surface. Perhaps the players can break the deadlock and give either the Ringers or the Roosters the advantage they need.

Complications: A few obstacles for players to tackle.

Eyes in the Sky: If the players are working for the Roosters, how will they handle having little to no ability to recon enemy positions? If the players are working for the Ringers, how will they deal with assaulting opponents who have become adept at hiding their movements from the always-watching eyes in the sky? Stealth? Misdirection? Blunt force?

It's Just Like Shooting Basking Crabs Back Home!: With no military industry on Regis Roost, how will the players cope when they start running low on the supplies they brought with them? Will they try to leave on a supply run, or will they "go native" and rely on locally-produced slug-throwers and body armor that looks like it came out of a post-apocalyptic tri-vid?

When Things Get Bad: It's a rare occurrence, but how will the players handle the possibility of the Ringers dropping rocks from orbit onto threats they feel are getting out of control? How will the players try to avoid making the Ringers believe that they have no other option? Will the players even think about the morality of using what is effectively a weapon of mass destruction?

Tips: This part of the campaign is directed toward a combat-oriented player group. This seed also can be used as a basis for the planet's rebellion against 'President' Olya, not just the fight between the Ringers and Roosters. The gamemaster should keep in mind that neither the Ringers nor Roosters should be seen as heroes or villains—they are a combination of both. Both have done horrible things in the past, and among both are people who want to do the right thing for both groups. This grey area isn't present for the fight against the Taurian puppet president, and the gamemaster may find many opportunities for players to become involved in resolving old conflicts between the Ringers and Roosters as they attempt to work together against "President" Olya. The gamemaster should also keep in mind how far the players are from any sort of resupply, as the only sort of material coming through the orbital spaceports are minerals, not weapons. How will the players handle the destruction of their man-portable PPC? Perhaps going into combat with a muzzle loading black-powder gun is better than going in with just a combat knife.

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

Players and gamemasters alike should realize that these rules are substantially less rigid than core rules. Players creating tracks and scenarios using the material in this annex are encouraged to accept, modify, or even completely ignore these guidelines if they prove too cumbersome.

USING PLANETARY DATA

The world featured in this product was presented with a block of basic planetary data. This data provides key details that players can use to further tailor their game play, reflecting the unique features of the world. The following rules identify the core rules that apply, based on the indicated world data.

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

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

Star Type identifies the color, size, and stability of the world's primary star, as well as how long an arriving JumpShip requires to charge its K-F drive while in system (using only its jump sail). Particularly large and/or unstable stars can be prone to odd lighting effects that can affect combat, such as glares and solar flares. Rules for Glare and Solar Flare effects may be found in *Tactical Operations* (see p. 58, *TO*).

Position in System indicates how many orbital positions away from the star the world orbits; an "orbital position" may be held by other planets or asteroid belts.

The *Time to Jump Point* indicates how many days' worth of travel DropShips accelerating (at 1 G, the same acceleration produced by gravity on Terra) would take to travel from the system's standard zenith or nadir jump points to the world. This transit time includes a mid-point turnover and 1-G deceleration rate as well, which are standard transit rates to and from most worlds. Longer distances between the world and its local jump point mean longer transit times for incoming vessels and thus more time for local defenders to arrange defenses once they realize there are inbound attackers.

NUMBER OF SATELLITES

This line indicates how many natural satellites (moons) the world has (and their names, if applicable). Many orbital facilities may be found in the LaGrange Points (regions where the gravitational forces between the planet and its moon or moons cancel each other out), and some of these same points (specifically, places near the L-1 points) are occasionally used as "pirate points" by daring raiders who wish to radically cut down transit times and local defense preparations.

In night combat situations, worlds with one or more moons or rings may produce lighting effects caused by solar reflections off the lunar surfaces (depending, of course, on lunar phases), while worlds without any moons at all may present equally distracting effects. To reflect these possible effects as applicable, see the Full Moon Night, Moonless Night, or Pitch Black rules, on p. 58 of *Tactical Operations*.

SURFACE GRAVITY

Surface Gravity has a distinct effect on the performance of virtually all combat units in game play. Values higher than 1.00 reflect worlds where units are significantly heavier than they are under normal Terran gravity, while values lower than 1.00 reflect worlds where units are significantly lighter. The full effects of gravity on combat may be found on p. 55 of *Tactical Operations*.

ATMOSPHERIC PRESSURE

This detail describes the relative density and breathability of the local atmosphere, and can have a profound impact on game play if the atmosphere is anything but "Standard (Breathable)". Thinner or Thicker atmospheres can affect the use of several unit types in gameplay and may even have an impact on weather conditions. Likewise, atmospheres classified as Tainted or Toxic can affect how various combat units' function and suffer damage in game play. For rules covering Atmospheric Pressure, see pp. 54-55 of *Tactical Operations* for pressure variations, and p. 56 of *Tactical Operations* for Tainted and Toxic Atmosphere effects.

EQUATORIAL TEMPERATURE AND SURFACE WATER

A world's *Equatorial Temperature* helps define whether the world can be broadly classified as hot, warm, or cold by indicating the temperate (in degrees Celsius) it averages at the equator—typically the warmest region on the planet's surface. Temperatures at the north and south pole of most worlds may average as much as 30 degrees colder than at the world's equator, but it is always important to know that local conditions such as weather and terrain can vary these averages somewhat. Nevertheless, the equatorial temperature helps players gauge whether much of the world will likely be arctic, tropical, desert, and so forth. If gameplay falls in regions where temperatures are extreme (below –30 Celsius or above 50 Celsius), Extreme Temperature rules (see p. 62, *TO*), will apply.

Surface Water reflects the percentage of the world's surface that is covered in water, and essentially defines whether the world might be covered in vast, lifeless wastelands, lush forests, or miniscule, rocky islands. Worlds with low Surface Water values (50 percent or less) will rarely see much rainfall or snowfall weather effects, and water or woods features on terrain maps may instead be considered sinkholes, craters, and rough terrain instead to reflect the lack of significant water sources and vegetation. Worlds with higher Surface Water values, meanwhile, will much more likely have active, precipitation-heavy weather patterns, and support more water and woods terrain features.

RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

These details describe other noteworthy features of a target system that could affect campaigns to greater or lesser degree.

Recharging Stations describes whether a system has any space station capable of recharging a JumpShip's KF drive (and, if so, at which of the two standard Jump Points they are located). Recharging stations are often small and fairly unarmed, but also act as spaceborne hubs of trade and communication to the local world. Raiders often avoid these stations by taking non-standard jump points, so their arrival cannot be blown to the locals, but more significant invasions often begin by seizing the local recharge stations instead, to secure effective strategic control over the jump point.

HPG Class defines the presence of a local hyperpulse generator on the planet, indicating its ability to transmit signals to other systems nearby. Such stations are always located on the planetary surface, and are largely considered inviolate by all but the most serious attack forces. (Attacking an HPG is still considered a crime against humanity by most civilized realms, even in the post-Clan Invasion eras.) Class A stations reflect major interstellar communications hubs, while Class B stations usually send transmissions in massive bundles less frequently. Although any HPG can send an emergency signal to a nearby system within hours of an attacking force's discovery, many raiders target worlds with Class B stations (or no stations at all), in the hopes that their arrival will raise the alarm among nearby systems more slowly. Assault forces, meanwhile, may target Class A worlds in an effect to secure a realm's communications hub and disrupt responses to a border-wide campaign.

Native Life describes (in very basic terms) the highest level of native-born life forms the world has. More life-barren worlds in the Inner Sphere may be host only to microbes or plants, while more evolved planets often host their own species of animal life up to and including mammals. Though this rarely impacts a planetary campaign, it cannot be ignored that many local creatures can pose a threat—or a boon—to raiders and invaders in some circumstances, ranging from being a source for local food in the event of supply shortage, or a hazard to establishing secure perimeters while operating outside of vehicular protection. This detail, however, does not cover introduced species the human population may have imported to the world, so while a target world may be host only to native-born trees, horses originally raised on Terra may yet make an appearance.

Population defines the number of humans estimated to be living on world. Worlds with particularly high populations—those numbering in the billions—are often highly developed, with many major cities. Sparsely populated worlds—with populations in the millions or less—are less likely to have major cities than they are small towns or even tiny outposts and domed arcologies. As a more densely populated world often raises the threat of local armed resistance or merely more eyes to spot incoming invaders and more voices to raise an alarm, raiders tend to target less populace worlds, while invaders often attempt to secure the greater manpower and infrastructure reflected in high population worlds.

SOCIO-INDUSTRIAL LEVELS

The world's Socio-Industrial Level is a five-letter code used to broadly define the world's level of wealth and development using a series of classic A-F letter grades. The more "A"s and "B"s that appear in this code versus "D"s and "F"s will generally denote a world that is more self-sufficient, technological sophisticated, and resource wealthy than the average. As many of these factors can be used to enhance role-playing aspects of game play, an in-depth explanation of this code structure may be found on pp. 366-373 of *A Time of War*.

LANDMASSES AND CAPITAL CITIES

The major landmasses (continents, regions, and/or island chains) identified on each world are then listed, with the planetary capital city listed (in parentheses) beside the name of the landmass where it is located. Traveling between landmasses often requires the use of high-speed rails (overland), aerospace transit (via DropShips, airships, and other aerospace craft), or seagoing vessels.

The following additional special rules are intended to provide further flavor to games set on the world featured in this product. For the most part, these rules may be considered advanced and optional, as they primarily reflect conditions and/or features unique to this one planet or planetary system.

REGIS ROOST FLORA AND FAUNA

Evolutionarily speaking, Regis Roost is in the same developmental stage as Earth in the Carboniferous Period. Regis Roost's dense forests and thick algae, with colors ranging from very dark green to black, produce high oxygen levels that led to large arthropods. On Regis Roost, these massive insect-like creatures look more terrifying than they really are, but generally avoid humans because they are too warm to be seen as food. They only become dangerous if spooked or panicking, such as if an individual steps on a Basking Crab, falls into a nest of Velvet Shelled Milkapedes, or finds their vehicle's vents clogged by a swarm of meter-wide Cockerelflies.

BASKING CRAB

The Regis Roost Basking Crab is notable for being the one of the largest arthropods found on any planet so far. Basking Crabs are two meters wide with six upward facing eyes, a large segmented jaw on the top of its body, and six legs. The Basking Crab is seen during the days, buried halfway in beach sand and resembling large smooth rocks. During the night, the Basking Crab hunts the coastal waters for fish-analogues or other smaller arthropods. During the day, it buries itself in the warm sand to use the day's heat to help digest its meal. Old and large Basking Crabs present the most significant danger to people unaware of their presence, as they tend to dig themselves deeper and can lurk just below a thin layer of sand. Stepping on these hidden Basking Crabs is a sure way to lose a foot as the animal panics and bites at the foot, grinding the appendage away with its interlocking jaws.

Mass: 60kg

STR	BOD	DEX	RFL	INT	WIL	EDG
4	8	1	6	1	5	2

Size Class (Modifier): Medium (0)
BAR (M/B/E/X): 3/2/1/2 (Chitin Hide)
Damage (AP/BD): 2M/2
Move (W/R/S): 2 (land), 10/20/40 (Water)
Traits: Aggressive, Armor (+3), Camouflage (+1), Poor Vision (-4)
Skills: AniMelee (+2), Stealth (+1), Swimming (+5)

REGIS ROOST, TEGAEN, AND MORRISON TERRAIN AND PLANETARY CONDITIONS

Regis Roost is a fairly typical inhabited world, with a wide range of biomes and possible terrain modifications and conditions to choose from (see p. 28, *TO*) with some being more applicable than others. Bug Storms (see p. 40, *TO*) are an excellent example of the local fauna interfering in combat situations. Meteor Showers (p. 56, *TO*) could occur on Regis Roost or its two moons due to bombardment by the Ringers, or from collisions between large ring fragments sending rocks on a collision course with the players.

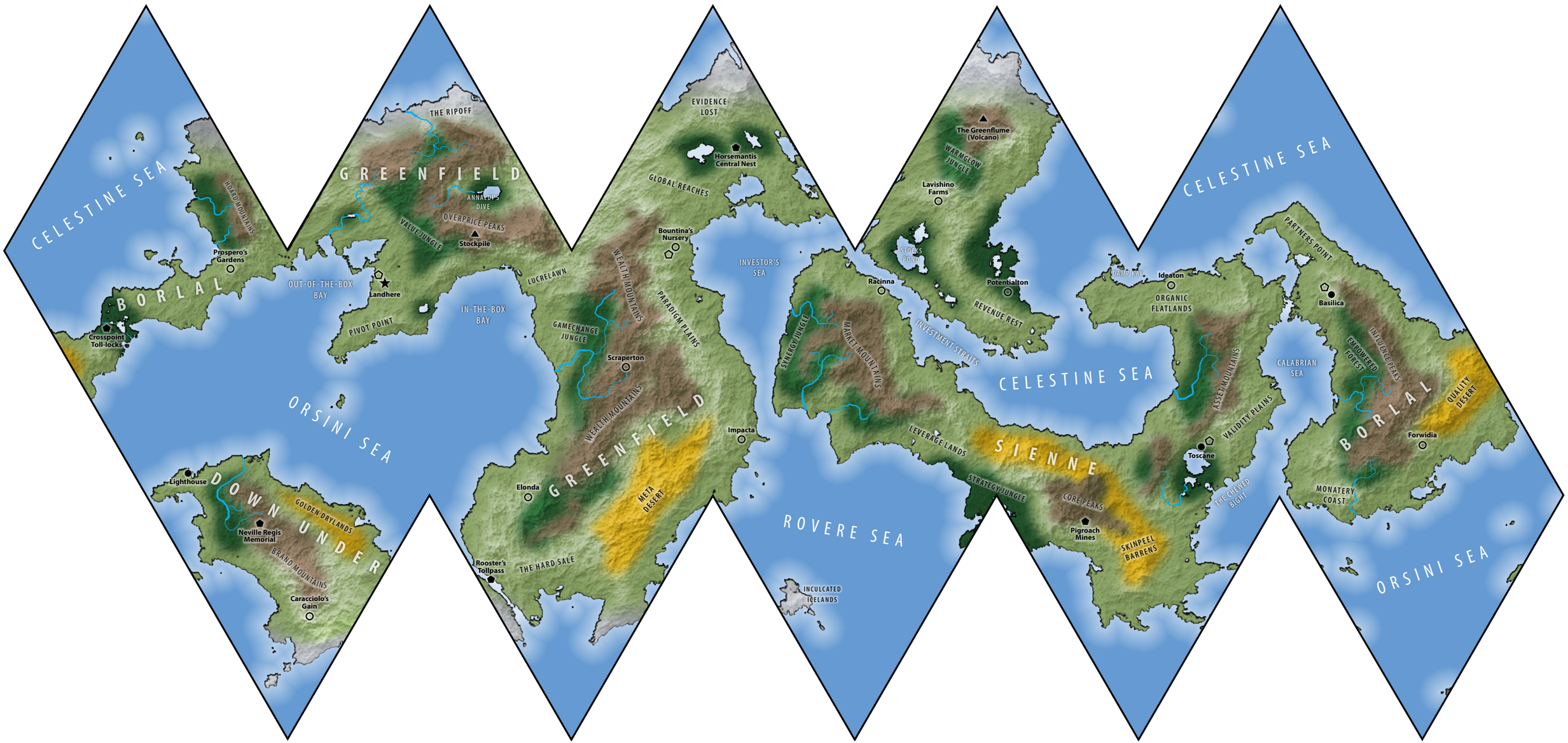
MAPSHEETS TABLES

	2d6 Result	Map*
REGIS ROOST	2	Heavy Forest #2 (MS4, MSC1)
	3	Heavy Forest #1 (MS4, MSC1)
	4	Scattered Woods (MS2, MSC1)
	5	Open Terrain #2 (MS5, MSC1)
	6	Open Terrain #1 (MS5, MSC1)
	7	Open Terrain #1 (MS5, MSC1)
	8	Open Terrain #2 (MS5, MSC1)
	9	Woodland (MS6, MSC2)
	10	Coast #1 (MS7)
	11	Rolling Hills #1 (MS3, MSC1)
	12	City (Suburbs) (MS6, MSC2)
	2d6 Result	**Map****
TAGAEN AND MORRISON	2	Moonscape #2 (MS5, MSC2)
	3	Moonscape #1 (MS5, MSC2)
	4	Moonscape #1 (MS5, MSC2)
	5	DropPort #1 (MS7, MSC2)
	6	DropPort #1 (MS7, MSC2)
	7	DropPort #2 (MS7, MSC2)
	8	Moonscape #1 (MS5, MSC2)
	9	Moonscape #2 (MS5, MSC2)
	10	Moonscape #2 (MS5, MSC2)
	11	Desert Sinkhole #1 (MS3, MSC1)
	12	Desert Sinkhole #2 (MS3, MSC1)

*Because of the dense vegetation of Regis Roost, all Light Woods hexes are considered Heavy Woods (see p. 32, *TW*). Players may also choose to add extra Light Woods Hexes equal to the number of hexes upgraded to Heavy Woods. These extra hexes should be divided equally amongst players and placed however they may wish.

**If for any reason the maps used for Tegean or Morrison have Light Woods, Heavy Woods, or Water these hexes should be replaced with Rubble (see p. 33, *TW*) due to both moons lacking atmospheres and any life on their surfaces. Players should also use the following terrain conditions: Atmospheric Pressure: Vacuum (p. 54, *TO*), and Low Gravity: 0.05G (Tagaen) and 0.10G (Morrison) (see p. 55, *TO*).

REGIS ROOST


CELESTINE SEA
BORLAL
HOARD MOUNTAINS
Prospero's Gardens
Crosspoint Toll-locks
OUT-OF-THE-BOX BAY
Landhere
PIVOT POINT
IN-THE-BOX BAY
ORSINI SEA
GREENFIELD
THE RIPOFF
ANNALEE'S DIVE
OVERPRICE PEAKS
Stockpile
VALUE JUNGLE
LUCRELAWN
GAMECHANGE JUNGLE
WEALTH MOUNTAINS
Scraperton
WEALTH MOUNTAINS
Impacta
Elonda
META DESERT
THE HARD SALE
Rooster's Tollpass
DOWN UNDER
Lighthouse
GOLDEN DRYLANDS
Neville Regis Memorial
BRAND MOUNTAINS
Caracciolo's Gain
EVIDENCE LOST
Horsemantis Central Nest
GLOBAL REACHES
Bountina's Nursery
INVESTOR'S SEA
PARADIGM PLAINS
ROVERE SEA
INCULCATED ICELANDS
The Greenflume (Volcano)
WARMGLOW JUNGLE
Lavishino Farms
STOCKS POINT
Racinna
Potentialton
REVENUE REST
INVESTMENT STRAITS
SYNERGY JUNGLE
MARKET MOUNTAINS
CELESTINE SEA
ASSET MOUNTAINS
VALIDITY PLAINS
LEVERAGE LANDS
SIENNE
STRATEGY JUNGLE
CORE PEAKS
Pigroach Mines
SKINPEEL BARRENS
Toscane
THE CHEWED RIGHT
CELESTINE SEA
PARTNERS POINT
DAMP KAY
Ideaton
ORGANIC FLATLANDS
Basilica
CALABRIAN SEA
INFLUENCE PEAKS
EMPOWERED FOREST
BORLAL
QUALITY DESERT
Forwidia
MONATERY COAST
ORSINI SEA

1

2

3

CELESTINE SEA

BORLAL

ORSINI SEA

DOWNUNDER

GREE

VA

HOARD MOUNTAINS

OUT-OF-THE-BOX BAY

PIVOT POINT

GOLDEN DRYLANDS

BRAND MOUNTAINS

Prospero's Gardens

Landhere

Crosspoint Toll-locks

Lighthouse

Neville Regis Memorial

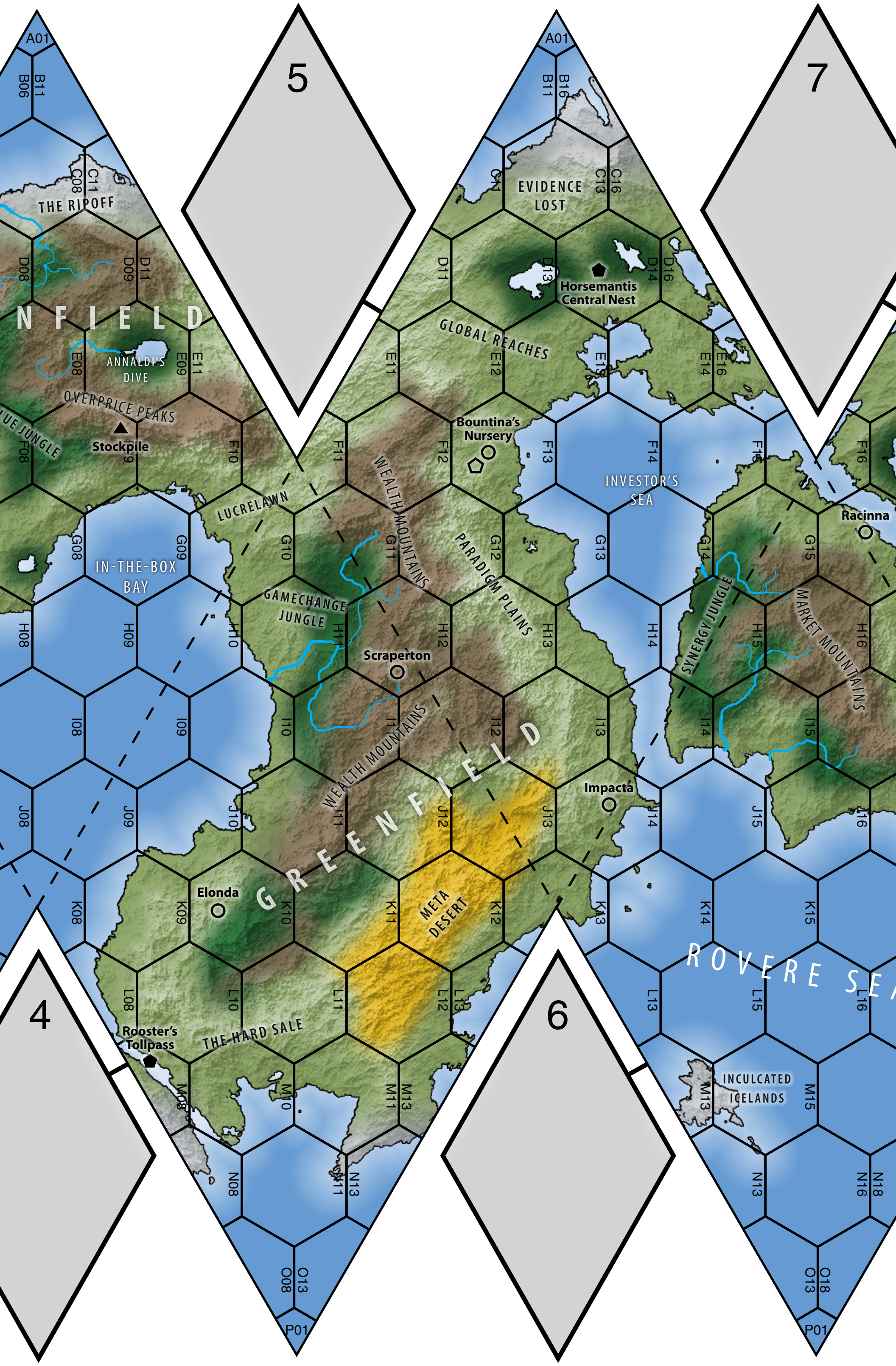
Caracciolo's Gain

A01 B01 B06 C01 C03 C06 D01 D03 D04 D06 E01 E02 E04 E05 E06 E07 F01 F02 F03 F04 F05 F06 F07 G01 G02 G03 G04 G05 G06 07 H02 H03 H04 H05 H06 H07 I02 I03 I04 I05 I06 I07 J03 J04 J05 J06 J07 K03 K04 K05 K06 K07 L03 05 L06 L07 L08 M03 M05 M06 M08 N03 N06 N08 O03 O08 P01

N

KEY

- PLAINS
- WATER
- FOREST
- DESERT
- MOUNTAINS
- ARCTIC
- ITEM OF INTEREST
- DROPPORT
- MOUNTAIN PEAK
- RUINS
- CITY — EPICENTER OF METROPOLITAN COMPLEX; POPULATION OF SURROUNDING AREA > 50,000,000
- CITY — POPULATION OF SURROUNDING AREA < 1,000,000


5
7
4
6
A01
B06
B11
B16
C08
C11
C13
C16
THE RIPOFF
EVIDENCE LOST
D08
D09
D11
D13
D14
D16
Horsemantis Central Nest
N F I E L D
E08
E09
E11
E12
E14
E16
ANNALDI'S DIVE
GLOBAL REACHES
OVERPRICE PEAKS
Stockpile
Bountina's Nursery
F08
F09
F10
F11
F12
F13
F14
F15
F16
INVESTOR'S SEA
LUCRELAWN
WEALTH MOUNTAINS
PARADIGM PLAINS
Racinna
G08
G09
G10
G11
G12
G13
G14
G15
IN-THE-BOX BAY
GAMECHANGE JUNGLE
SYNERGY JUNGLE
MARKET MOUNTAINS
H08
H09
H10
H11
H12
H13
H14
H15
H16
Scraperton
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I09
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I11
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I13
I14
I15
WEALTH MOUNTAINS
G R E E N F I E L D
Impactá
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J09
J10
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J12
J13
J14
J15
J16
Elonda
K08
K09
K10
K11
K12
K13
K14
K15
META DESERT
R O V E R E S E A
L08
L10
L11
L12
L13
L15
L16
Rooster's Tollpass
THE HARD SALE
INCULCATED ICELANDS
M08
M10
M11
M13
M15
N08
N11
N13
N16
N18
O08
O13
O18
P01

9

8

10

The Greenflume (Volcano)

WARMGLOW JUNGLE

Lavishino Farms

Potentialton

REVENUE REST

INVESTMENT STRAITS

STOCKS POND

DAMP KAY

Ideaton

ORGANIC FLATLANDS

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VALIDITY PLAINS

CALABRIAN SEA

EMPOWERED FOREST

INFLUENCE

BOR

LEVERAGE LANDS

SIENNE

Toscane

STRATEGY JUNGLE

CORE PEAKS

Pigroach Mines

SKINPEEL BARRENS

THE CHEWED BIGHT

MONATERY COAST

0101 0102 0103 0104 0105 0106 0107 0108 0109
0201 0202 0203 0204 0205 0206 0207 0208 0209
0301 0302 0303 0304 0305 0306 0307 0308 0309
0401 0402 0403 0404 0405 0406 0407 0408
0501 0502 0503 0504 0505 0506 0507 0508
0601 0602 0603 0604 0605 0606 0607
0701 0702 0703 0704 0705 0706 0707
0801 0802 0803 0804 0805 0806
0901 0902 0903 0904 0905 0906
1001 1002 1003 1004 1005
1101 1102 1103 1104 1105
1201 1202 1203 1204 1205
1301 1302 1303 1304 1305 1306
1401 1402 1403 1404 1405 1406
1501 1502 1503 1504 1505 1506 1507

+0
P +6
N +0

F01 F25
G01 G25
H01 H02 H25
I01 I02 I25
J01 J02 J03 J25
K01 K02 K03 K25
L01 L02 L03 L25
M01 M03 M25
N01 N03 N23
O03 O23
P01

QUALITY DESERT
Forwidia
RSINI SEA