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TOURING THE STARS

STOTZING

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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 create an unlimited number of *BattleTech* games for play, while the **A Time of War** section offers plot seeds and details for the planet's more notable events. These plot seeds can be used as stand-alone games, woven into an existing game or as part of a larger on-going campaign.

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

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

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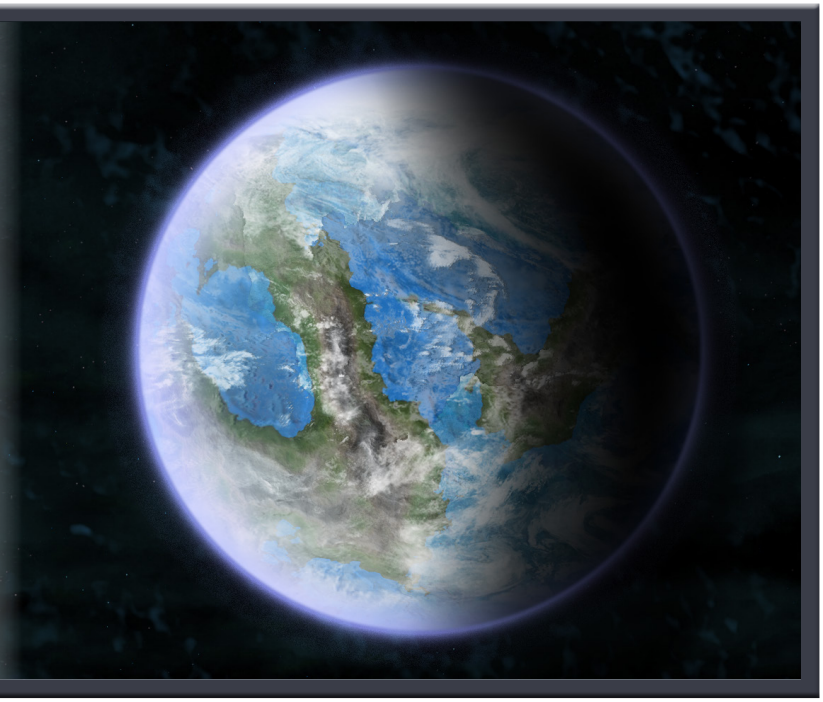
STOTZING

Star Type (Recharge Time): K5V (196 hours)
Position in System: 2
Time to Jump Point: 4.12 days
Number of Satellites: None
Surface Gravity: 0.85
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 22°C (Temperate)
Surface Water: 52%
Recharging Station: None
HPG Class: B
Highest Native Life: Bacteria (extinct)
Population: 53,000,000
Socio-Industrial Levels: B-C-A-C-B
Landmasses (Capital City): Burgenland, Mattersburg, Oberwart (Sophia), Umgebung



STOTZING

Modern inhabitants of Stotzing would describe its history as one of ongoing manipulation by ComStar and the constant threat of invasion by the slave-raiding Marian Hegemony. Practically speaking, however, the world almost never saw violence during the Succession Wars or Jihad, and the deadliest period in Stotzing's history occurred when its own government bungled the response to the planet's collapsing environment.

Stotzing was identified and roughly mapped by Terran Alliance telescopes more than a generation before a JumpShip reached it. That JumpShip, the TAS *Peekaboo*, did not need long to verify the astronomer's findings: Stotzing was a fourth-rate colonization prospect, interesting only to hungry terraforming corporations. Such an uninteresting system had no investors to appease nor astronomical guidelines for names, so Stotzing's name comes from a district on Terra's European continent, about which the *Peekaboo*'s captain was writing a report for a correspondence-based history course.

Assorted scientific missions maintained a small but near-permanent human presence on the world beginning in 2250. Researchers studied the native ecosystem, sometimes for potential bioweapons, until twenty-fifth century terraforming sterilized the bacteria. A first colony at Eisenstadt was founded in 2345, but failed when genetically engineered crops did not thrive in the harsh environment of high ultraviolet light, a nitrogenous atmosphere of only 5 percent oxygen, and voracious native bacteria. The world was considered officially settled in 2598, when its new capital of Alt-Eisenstadt—now known as Sophia—was founded.

The harsh environment made the original Eisenstadt colony anomalous because there were many superior colonization choices in the Inner Sphere in the twenty-fourth century. Late thirty-first century archeological expeditions discovered that the original colony was funded by an odd group of Terran Hegemony and Free Worlds League "post-humanists" who wanted to engineer both crops and humans to survive in harsh environments. The group apparently lacked sufficient skill in genetic engineering to create crops that could resist the native bacteria, and lost backers over ethical concerns with failures during simulations of their proposed human genetic engineering. The near-universal hatred for human genetic engineering, extant since at least the Terran Alliance years, encouraged secrecy among the group and the destruction of its own records.

Eventually, a new effort funded by Regulan bankers in the 2400s initiated terraforming efforts to "build a perfect colony," but the project went broke in the early twenty-sixth century. Several financial rescue efforts were made after the bankers' assets were picked up inexpensively at bankruptcy proceedings, but each failed in turn. Meanwhile, the army of on-planet terraforming personnel became a colony in all but name, and eventually appealed for help to the new Star League in the 2580s. When the end of the Reunification War freed up substantial funds in the Star League's budget, Stotzing, like Promised Land, became a public relations charity project for the League.

The Star League declared the colony founded in 2598 when it broke ground on Alt-Eisenstadt. Terraforming work continued until 2650, by which time the world was truthfully advertised as a paradise where land was cheap and fruitful. However, the race to develop the Periphery in the Star League's golden age meant that Stotzing had trouble finding colonists, and its population numbered barely ten million by 2700. Not until the tensions of the mid-twenty-eighth century did Free Worlds

citizens look closer to home for new worlds to settle, and Stotzing finally entered a period of sustained growth that continued even after the Amaris Coup.

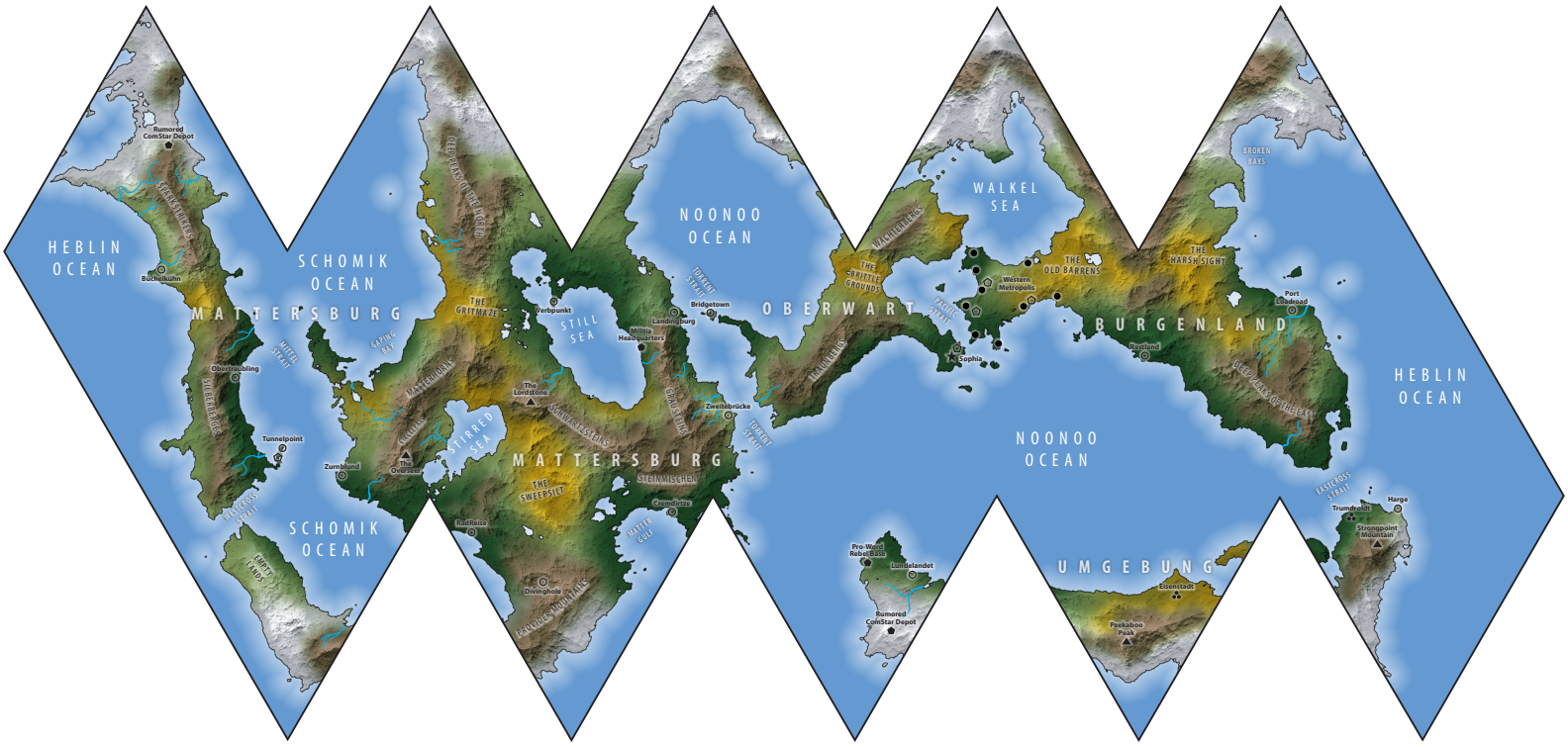
The beginning of the First Succession War benefited Stotzing somewhat. As a water-rich world with a terrestrial ecosystem, it was attractive to anyone who wanted to leave the war-torn Lyran and Capellan borders. Stotzing did not have "nuke magnet" industries—or much industry at all, except the service industry. This meant that some of its most vital systems, such as fusion power plants and stratospheric ozone generators, were imported. Stotzing's star Austria emitted enough ultraviolet light to be dangerous to terrestrial life, but not enough in the ultraviolet C-band to generate ozone, so it was dependent on continuous, artificial ozone generation. When worlds such as Karachi lost their advanced industries to the First or Second Succession War, planets like Stotzing were placed in difficult situations.

The required technology was not impossible for Stotzing to duplicate with effort, but local leaders concentrated on building their militia instead. It was thought that the First Succession War would not be repeated, the Inner Sphere's industry would recover, and there were still decades until Stotzing's ozone layer became dangerously thin. When the Second Succession War began, the government erred again and focused on greenhouses, which were cheaper and simpler than fusion-powered ozone aerostats. But the greenhouses were awarded to the planetary duke's allies rather than competent managers and farmers.

A generation into the Third Succession War, the entire imported ecology of Stotzing was collapsing and turning the former paradise into a wasteland. Badly-managed greenhouse yields hovered just above starvation levels, though inequitable distribution by nobles led to continuous famine. The planetary population decreased every year from 2883 to 2977, when it sat at a quarter of its First Succession War peak of fifty-nine million.

The collapse of Stotzing's population mirrored that of many worlds rendered uninhabitable by the Succession Wars, killed by destruction of industry and technology in distant systems. Stotzing's situation, however, was relatively correctable. The declining population made labor more precious and eventually empowered the planetary parliament's lower house, the House of Commons, and ended the mismanagement of the nobility. Though the Commons-dominated government would commit many missteps of its own, they accomplished at least one useful thing: acquiring aid from ComStar by hiring the organization for recovery assistance in 2943.

ComStar found enormous success on Stotzing, though its definition of "success" differs from those of modern Stotzingites. While the surviving urban populations were resistant to ComStar's pseudo-religious doctrines, the planet at large embraced most of its programs and eventually provided many proselytizing acolytes to spread word of ComStar's great deeds. Its telecommunications business restored services to most of the planet, albeit in a limited and censorious form. Its rebuilt schools refurbished Stotzing's underfunded educational system, though graduates were heavily indoctrinated in ComStar beliefs. And its ecological restoration program put much of the population to work, if for a pittance and at ComStar's behest. This program was made possible with "xenological plants from distant



Periphery worlds," which was half true: ComStar found many species for the restoration program on distant, UV-blasted worlds, though they were actually re-engineered Terran species that the under-educated Stotzingites did not recognize for decades.

ComStar's low-tech, labor-intensive ecological reconstruction is now sometimes derided as a "manual terraforming program," but it worked. Food production was an early beneficiary of the effort, with bumper crops ending the slow decline of Stotzing's population by 2977. The restoration program continues to the current day, though at slower pace and with much more automation.

For all its success in re-greening Stotzing, ComStar's restoration program also led to the greatest violence the world experienced in its entire, largely peaceful history. Millions of migrant laborers working to restore rural Umgebung loudly sided with the Word of Blake during the ComStar Schism, while the urban elite accepted Focht's revelations about ComStar's dark history. The urban-leaning majority in the Commons took the Schism as a cue to deregulate Stotzing's telecommunications industry, open the ComStar-run postal service to competing bids, and begin importing new technology and teachers. However, when the Word's hold within the Free Worlds League strengthened, opposition to the government's steady reforms grew among migrant restoration workers.

While none of the major powers in the Free Worlds' Jihad-era civil war touched Stotzing directly, domestic pro-Word unrest turned into a terrorist problem in 3068, and then a well-armed revolution when some militia forces defected to the rebels. Disastrous loyalist militia defeats in 3069 greatly emboldened the rebels, but also hardened the majority of Stotzing's population against them and the Blakist aid which the loyalists imagined the rebels received. (Despite these beliefs, all evidence indicates that the Word never directly intervened on unimportant Stotzing.)

A no-confidence vote brought a new government into Parliament, and this wartime government took a methodical, long-term approach to dealing with the rebels. First, it bottled them up on Umgebung with blockades of the local ports. Second, it recognized the rebels represented a small, acceptable loss to the economy and initiated total war against them, destroying Umgebung's infrastructure, transportation nexuses, and industry. Third, it raised numerous regiments of light infantry to occupy retaken territory. The particularly bloody Mountain Campaign devastated the rebel heartland in 3075, breaking the spirit of rebel civilians and leading to the final surrender of the rebel government in 3076. The collapse of the rebels was so thorough that the militia safely demobilized to half of its wartime strength by 3080.

Key to the restoration of domestic peace was the resumption of the ecological restoration project, with many of the defeated rebel soldiers and civilians employed as laborers. This employment—including better pay, better tools, and better housing—undermined revolutionary attitudes. More subtle was the replacement of the old, ComStar-based educational system. Over the course of a few generations, the pro-Word attitude on the former rebel continents was almost entirely erased.

Stotzing emerged from its civil war to find the Free Worlds League sundered, and accepted its independence with little complaint, as the League had done nothing for the world during the planetary civil war. However, the lack of foreign trade hindered Stotzing's long-term goal of developing a profitable, advanced technological sector. Several successive governments continued supporting this goal for decades, influenced by enthusiastic lobbying from domestic businesses that hoped to profit from the eventual trade.

The League's restoration in 3139 came at a time when Stotzing's further growth required better off-world trade. With modest debate, Stotzing petitioned the new League's Parliament for admission in 3140 and was accepted.

Stotzing is typical of worlds with moderate amounts of ocean cover such as Arcturus, with its four continental masses surrounded by bands of saltwater oceans. The small, eight million-kilometer island continent of Oberwart hosts the capitol of Sophia, formerly Alt-Eisenstadt, and almost bridges the narrowest point of the Neu Neusiedler Sea ("Noonoo Ocean," in modern Stotzingite parlance) between Mattersburg and Eisenstadt. Large bridges and tunnels link Oberwart to the neighboring landmasses, making about eighty percent of Stotzing's land area accessible to ground transport. Only Umgebung, site of so much violence during the world's civil war, is not connected to the great road and railway web of the planet.

The compact landmasses have very arid and underpopulated interiors, while the better-watered coastal regions are rich with imported plant life and support most of the population. There are no seasons on Stotzing, which has a negligible tilt and year only sixty-five standard days long (or fifty-two of the local thirty-hour days). The low tilt makes the world's polar regions and ice caps relatively large, since they never experience a warmer season, but there is no shortage of temperate land for the small human population.

That population, slowly recovering toward its First Succession War peak, is concentrated in a 1,000-kilometer strip of cities along the western coast of Burgenland, which stretches from temperate to subarctic climates. These nine cities, collectively "The Western Metropolis," lie across the "Pacific Strait" of the Noonoo Ocean from

Sophia. With Sophia and surrounding suburbs, they account for forty-five million inhabitants and most of the planet's industry. Though core cities of the Metropolis are mostly well-planned examples of Star League "Exuberance" and Succession Wars-era "Guerra Brutale" architecture, their interlocking and sprawling suburbs are unpredictable mixtures of architectural styles and roads that range from efficient to nightmarish gridlock. Despite the dense population, the region draws immigrants from across the planet because of its beautiful climates. A warm current running through the Torrent Strait moderates temperatures and brings plentiful rain, particularly to the cooler northern cities of the Metropolis.

The only other city with more than a million inhabitants, Bridgetown, is on the far side of Oberwart from Sophia. As the name suggests, Bridgetown sits on a peninsula that nearly closes the "Torrent Strait" between Oberwart and Mattersburg, and hosts numerous bridges and tunnels. While the Metropolis and Sophia rely on primitive fusion reactors built by local technology, Bridgetown (which ironically houses the planet's fusion industry) is powered by the tides and fierce winds of the Torrent Strait.

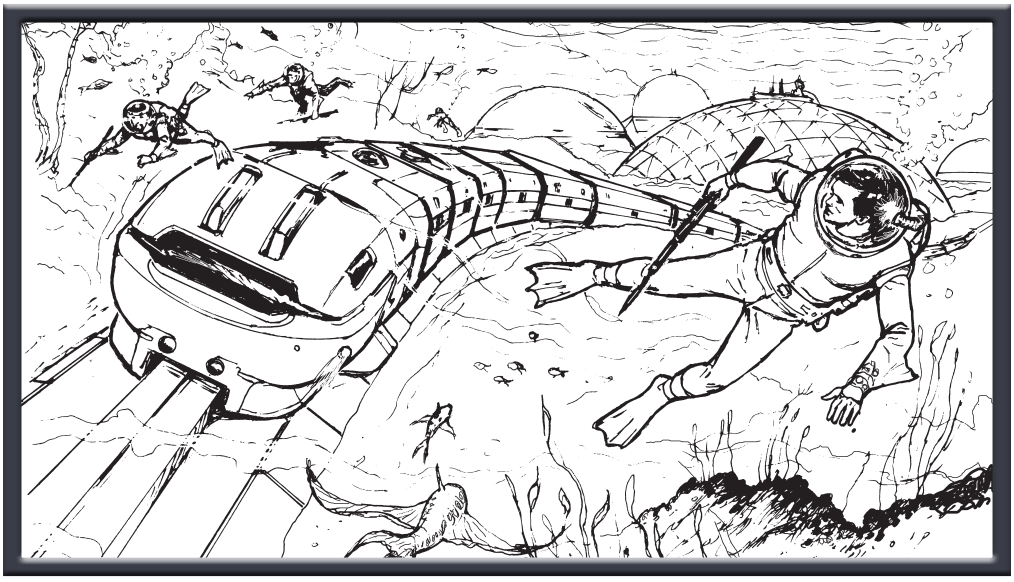
The remainder of the world's population dwells in small cities and towns along the coasts of the landmasses, or sometimes inland at particularly rich mineral veins. These coastal cities are linked by capacious "ring roads" and "ring railways," greatly expanded in the past fifty years by automated construction efforts. Many of these coastal cities are well-planned, manicured contrasts to the convoluted Metropolis, built as turn-key cities for the flood of immigrants at the end of the Star League.

The planet's steadfast reclamation of technology despite ComStar interference, the loss of interstellar trade, and the civil war has begun to bear fruit. Stotzing's colleges might not see many interstellar exchange students, but they are doing an adequate job of educating locals in early Star League-era science. The world's native industrial sector is lagging behind due to the expense of building advanced factories, but its output of commercial goods is enough to give its citizens a reasonably high standard of living and there are bountiful mineral resources to draw on. Whatever hindrance ComStar's presence may have been, the organization reconstructed Stotzing's water, electrical, and telecommunication utilities, all of which have been modernized steadily since the thirtieth century. (Though, in some cases, the modernization programs were carried out solely to eliminate imagined "backdoor systems" installed by ComStar.)

The presence of land animals suited for human consumption remains rare due to governmental resistance to bringing in engineered, UV-resistant breeds, but Stotzing's oceanic ecological recovery puts a diverse abundance of seafood on tables. Likewise, farms and greenhouses yield a cornucopia. Entrepreneurs have imported rabbits, poultry, and guinea pigs—animals that can be raised in UV-shielded barns—in hopes of further diversifying the Stotzing diet. There are several regionally-famous luxury food exports from Stotzing: seafood gumbo, whale chili, and cherry cider.

Despite the coastal populations, water travel on Stotzing is mostly limited to cargo. The ring roads enable fast, long-distance travel by common battery- and fuel-cell powered cars; other than natural gas, Stotzing is deficient in fossil fuels. However, most travel beyond a few hundred kilometers tends to use extremely fast maglev trains, which have been steadily displacing rolling stock for several generations. The convenience of maglev transit has kept air transport limited to airships providing inland freight services. In fact, small-craft aerospace flights to Stotzing's limited orbital infrastructure carry more passengers than long-ranged airplane companies. Since joining the revived Free Worlds League, the nine little spaceports of the Western Metropolis, one in each component city, have been expanding to handle larger and heavier DropShips. Stotzing is not the most advanced or industrious world in its region of space, but it is able to export some of its technological goods to worse-off neighbors.

Stotzing's government remains on its first constitution, dated to 2598, but the constitutional monarchy has evolved enormously with a few amendments. Laborer strikes in the twenty-ninth century saw the Parliamentary House of Lords forced to rely on the House of Commons to introduce legislation and tax bills. The planetary Duke is now a nigh-powerless head of state; the Commons-elected Prime Minister is the head of government, and responsible for selecting representatives for the League Parliament. Since the civil war, new educational requirements and civil service testing given to House of Lords candidates has eliminated most nobles from that institution. Instead, numerous professional civil servants have been introduced, and shifted the tone of government again. Now less populist than in the thirty-first century, Stotzing is run by rival technocratic parties interested in further stimulating technology and industry.



BRIDGE OVER THE TORRENT STRAIT

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 3069, Stotzing's pro-Word rebels were at the height of their military success and sought an offensive to knock loyalist government forces out of the war. Having secured ports and freighters at Umgebung, they brought a force of defector BattleMechs and rebel infantry to the unprotected, lightly defended coast of Mattersburg near the Torrent Strait. They planned to cross the great bridges to Bridgetown on Oberwart, link up with rebel sympathizers in the blue-collar workforce of that industrial city, and secure a sizable portion of the planet's industry for the rebel cause. From there, they could march on the planetary capital on the far side of Oberwart. The plan hinged on avoiding the heavy coastal patrols near Sophia and the Western Metropolis, instead making the conflict as land-based as possible.

The rebels' poor communications security, combined with the obvious vulnerability of Bridgetown, the closest major city to Umgebung, led the government to secretly deploy a significant portion of its surviving BattleMech forces to Bridgetown. Unfortunately, the surprise appearance of government 'Mechs only made the fight fairly equal; the government's earlier defeats on Umgebung left it short of 'Mechs.

Historically, the Battle of the Bridge turned in favor of the government. Thirty-second century "Lost Cause" enthusiasts like to imagine how the Battle of the Bridge could have turned in favor of the rebels if one charge had gone better or the government troops had been less stalwart. Then, they say, Stotzing would be a Word of Blake paradise to this day. The outcome of the Jihad rarely impinges on the counterfactual musings of these romantics.

Complications: A few obstacles for players to tackle.

Why are BattleMechs Hiding in the Warehouse?: Among all the turning points of the Battle of the Bridge, an oft-overlooked one is the attack of a government force of 'Mechs hidden in a warehouse which struck the rebel command lances from behind. Their premature discovery would have trapped them in a thick-walled warehouse with limited exits.

They've Got My Family: The defectors forming the core of the rebel BattleMech force often left family behind, a fact which the government was not above exploiting by threat or bribe. At the peak of the Battle of the Bridge, up to a quarter of the rebels may retire from the battlefield to surrender to the government to save their families—or guarantee an offer of wealth.

Tips: For *Total Warfare* scenarios, this adventure is an opportunity to use urban maps and bridge rules (see p. 116, *Tactical Operations*). The bridges across the Torrent Strait are up to five kilometers long and two hexes wide, and should be considered heavy bridges.

GREEN GHOSTS AND FRANKENFREAKS

Recommended Group Size: 2-8 player characters

Recommended Group Type: Military, Covert Ops

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

The original Stotzing colony of Eisenstadt was thought lost for seven hundred years until its re-discovery in 3068, just before the planetary civil war erupted. (Despite the timing, the two events appear unrelated.) The city was located in the center of the Umgebung continent far from later settlements on the world, and today is in the middle of a harsh desert.

Early findings by Stotzing's archeologists revealed that large-scale human genetic engineering had been planned by colonists. The "post-humanists" had selected this inhospitable, low-oxygen world because no one else would bother them, and because the environment gave them a focused challenge for their experimentation. The news might have produced outrage if Eisenstadt had been found at any other time than during the early days of the Jihad. Still, the planetary government expected a raid by the archeologist-hunting "Green Ghosts" and deployed both FWLM and militia troops to protect the excavation site. Within two months, the Green Ghosts dropped as expected on the dig site and into the ready defenders.

Complications: A few obstacles for players to tackle.

But It's a Dry Heat: The Green Ghosts did not consult local weather advisories before launching their raid into the middle of local wasteland heat wave; temperatures are in the fifties and windstorms drive scouring sand. It's a situation that suits the prepared defenders.

Tips: *A Time of War* rules for Stotzing's "Desert Scorpions" are found on p. 11. The environment of the dig is a hyper-arid wasteland readily depicted by desert maps and wind, sand, and high temperature conditions (see p. 36, *TO*).

The following section is designed to assist both players and gamemasters with guidelines and reference tables for using Objectives to create games and/or campaign based on the target systems, factories, or cities described herein. The following rules primarily rely on the players' understanding of the core game rules found in *Total Warfare* (*TW*) and *Tactical Operations* (*TO*), but additional references may be made to *Strategic Operations* (*SO*).

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 planet in this supplement is 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 information identifies the core rules that apply, based on the indicated world data.

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 affect 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.) 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.

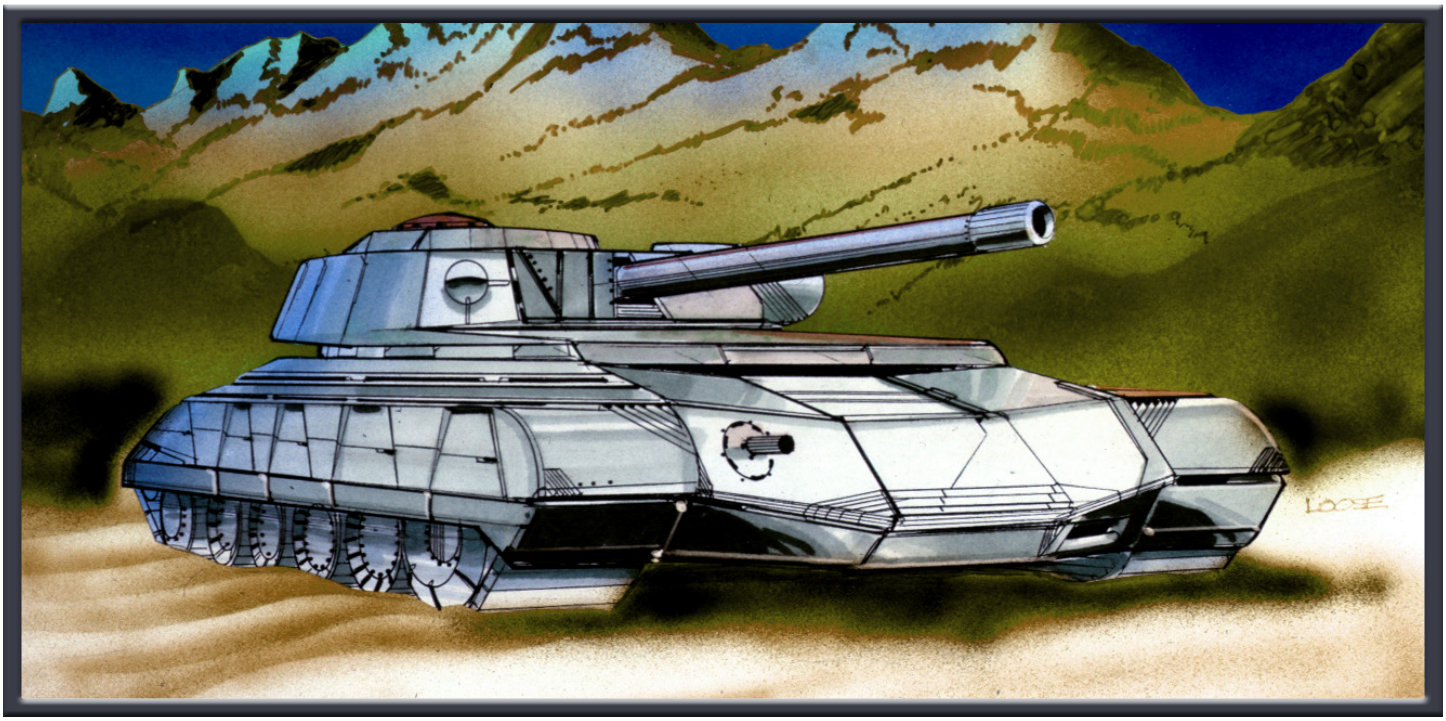
Population defines the number of humans estimated to be living on world. Worlds with particularly high populations—those numbering in the billions—are often highly developed, with many major cities. Sparsely populated worlds—with populations in the millions or less—are less likely to have major cities 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 lower 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.



DESERT SCORPION LIGHT TANK

Mass: 25 tons
Movement Type: Tracked
Power Plant: 125 GM Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Armor: ProtecTech 9 Standard with CASE
Armament:
1 Bulldog Large Laser
2 Bulldog Minigun Machine Guns
Manufacturer: Stotzing Coastal Shipyards
Primary Factory: Stotzing
Communications System: Scarborough Talky-1
Targeting and Tracking System: Scarborough Track-1-1

Bitterly disappointed by the performance and reliability of Quikscell products throughout the Third Succession War, Stotzing became proficient at almost entirely rebuilding those vehicles. The "Desert Scorpion" conversions of the planetary militia's original armored regiments proved so popular that Stotzing regularly purchases more Scorpions for conversion.

CAPABILITIES

The "Desert Scorpion" retains virtually nothing of the Scorpion except the original's chassis and turret ring. The rebuilt tank reflects the Stotzing militia's need to operate across the mostly-empty planet by employing an up-rated version of a common light 'Mech fusion engine and an energy-based main weapon. Better electronics were also imported for the tank.

Stotzing engineers also equipped the tanks with external power connections, allowing them to support the militia's laser infantry and fuel cell-powered troop transports, and keep the entire combined arms militia as light on logistics as possible.

DEPLOYMENT

Stotzing's industry is not up to the task of building many of the Desert Scorpion's systems, but can assemble, alter, and maintain them. Oddly, the primary conversion contractor is a shipyard, as Stotzing Coastal Shipyards often worked with similarly advanced imports for luxury yachts and the militia's coast guard. The conversion of existing militia Scorpion regiments was accomplished in the 3050s, giving the planetary government a large, well-trained armored force when Stotzing's civil war began in 3068.

The opening eighteen months of Stotzing's civil war devastated the world's 'Mech forces, leaving a sizable loyalist tank corps to lead the counterattack. Much of the Desert Scorpions' work was at the lance scale, or even individual tanks, in support of the numerous light infantry regiments deployed by the government to retake and occupy the rebel-dominated continent of Umgebung.

However, in 3070, two full regiments of the converted tanks were deployed on an undefended coastline of Umgebung. This brigade then demonstrated the strengths of the Desert Scorpion by advancing overland several hundred kilometers to assault the less-defended landward side of the rebels' coastal capital city. While not a swift knockout punch – the civil war continued until 3076 – it devastated the rebels' last 'Mech forces. The government, meanwhile, was usually able to replace losses in its armored and infantry forces.

NOTABLE UNITS

Captain Prospera Lewis: This Stotzing militia company commander used his Desert Scorpion, the sole survivor of its lance, to rally and support a broken infantry battalion that was besieged by rebels. The tank's engine powered water condensers, recharged laser batteries, and even ran air conditioning that allowed the militia to outlast the rebels in the scorching Great Desert of Umgebung. The rebels eventually retreated, but were defeated in detail when they crossed paths with the government relief force.

Type: **Desert Scorpion**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 25
Battle Value: 554

Equipment		**Mass**
Internal Structure:		2.5
Engine:	125	6
Type:	Fusion	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1
Armor Factor:	112	7
	Armor Value	
Front	32	
R/L Side	20/20	
Rear	20	
Turret	20	

Weapons and Ammo	**Location**	**Tonnage**
Large Laser	Turret	5
Machine Gun	Turret	0.5
Machine Gun	Front	0.5
Ammo (MG) 100	Body	0.5
CASE	Body	0.5

Notes: Features the following Design Quirks: Easy to Maintain

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Desert Scorpion (Standard)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Large Laser	TU	8 [DE]	—	5	10	15
1	Machine Gun	TU	2 [DB,AI]	—	1	2	3

Ammo (CASE):(Machine Gun) 100

BV: 554

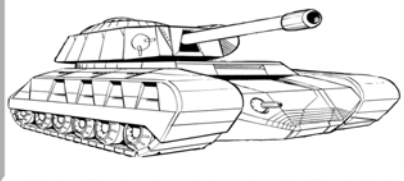
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

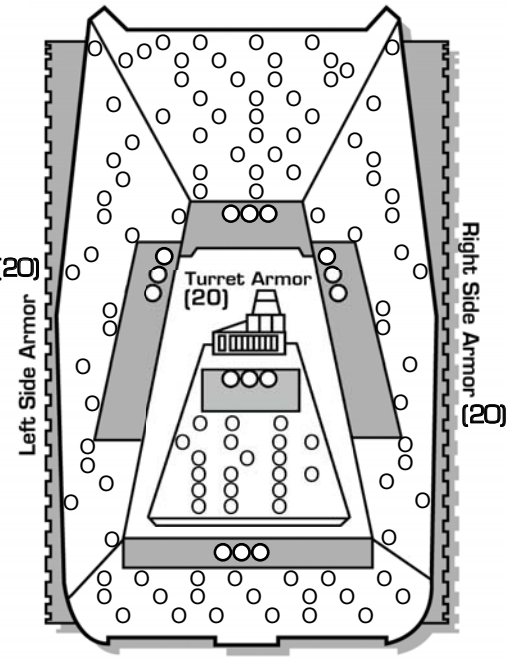
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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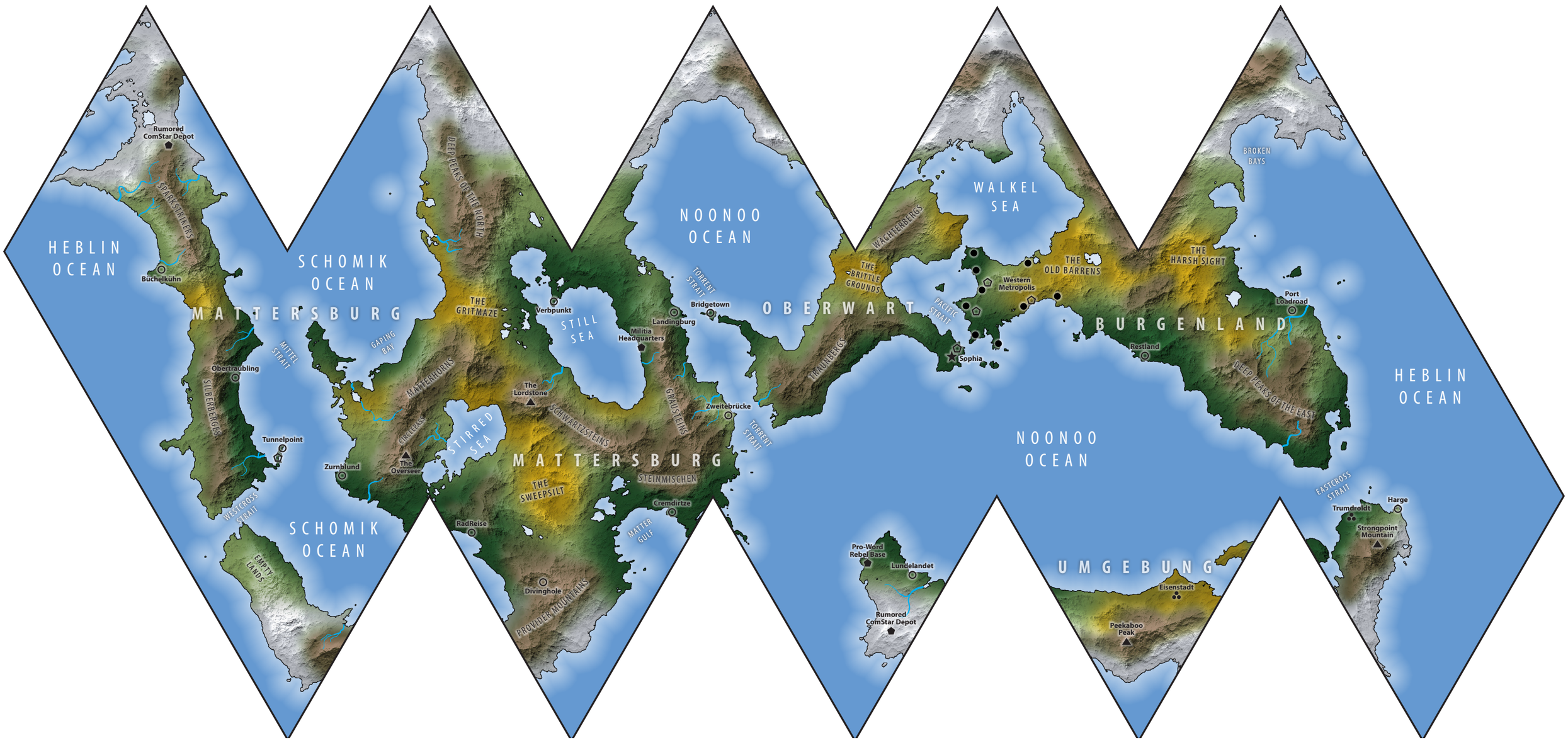
STOTZING


HEBLIN OCEAN
SCHOMIK OCEAN
NOONOO OCEAN
WALKEL SEA
HEBLIN OCEAN
MATTERSBURG
OBERWART
BURGENLAND
UMGEBUNG
Rumored ComStar Depot
SPARKSTRIKERS
Büchelkühn
MITTEL STRAIT
Obertraubling
SILBERBERGES
Tunnelpoint
WESTCROSS STRAIT
EMPTY LANDS
Zurnblund
GAPING BAY
MATTERHORNS
CHILLPASS
The Overseer
STIRRED SEA
DEEP PEAKS OF THE NORTH
THE GRITMAZE
Verbpunkt
STILL SEA
Militia Headquarters
Landingburg
TORRENT STRAIT
Bridgetown
The Lordstone
SCHWARTZSTEINS
GRAUSTEINS
Zweitebrücke
THE SWEEPSILT
STEINMISCHEN
Cremdirtze
MATTER GULF
RadReise
Divinhole
PROVIDER MOUNTAINS
TORRENT STRAIT
WACHTERBERGS
THE BRITTLE GROUNDS
PACIFIC STRAIT
TRAUNBERGS
Sophia
Western Metropolis
THE OLD BARRENS
Restland
DEEP PEAKS OF THE EAST
THE HARSH SIGHT
BROKEN BAYS
Port Loadroad
Pro-Word Rebel Base
Lundelandet
Rumored ComStar Depot
Eisenstadt
Peekaboo Peak
EASTCROSS STRAIT
Trumdroldt
Harge
Strongpoint Mountain

1

2

3

HEBLIN OCEAN

SCHOMIK OCEAN

MATTERSBURG

SCHOMIK OCEAN

Rumored ComStar Depot

Büchelkühn

Obertraubling

Tunnelpoint

Zurnblund

SPARKSTRIKERS

SILBERBERGES

MITTEL STRAIT

GAPING BAY

WESTCROSS STRAIT

EMPTY LANDS

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

NOONOO OCEAN

OBERWAR

MATTERSBURG

DEEP PEAKS OF THE NORTH

THE GRITMAZE

THE BRITTLE GROUNDS

TORRENT STRAIT

TORRENT STRAIT

STILL SEA

STIRRED SEA

MATTERHORNS

TRAUNBERGS

SCHWARTZSTEINS

GRAUSTEINS

STEINMISCHEN

THE SWEEPSILT

MATTER GULF

PROVIDER MOUNTAINS

Verbpunkt

Landingburg

Bridgetown

Militia Headquarters

The Lordstone

Zweitebrücke

Cremdirtze

RadReise

Divinghole

Pro-Word Rebel Base

9

WALKEL SEA

BROKEN BAYS

THE OLD BARRENS

THE HARSH SIGHT

Western Metropolis

Port Loadroad

PACIFIC STRAIT

BURGENLAND

Sophia

Restland

DEEP PEAKS OF THE EAST

NOONOO OCEAN

EASTCROSS STRAIT

Trumdroldt

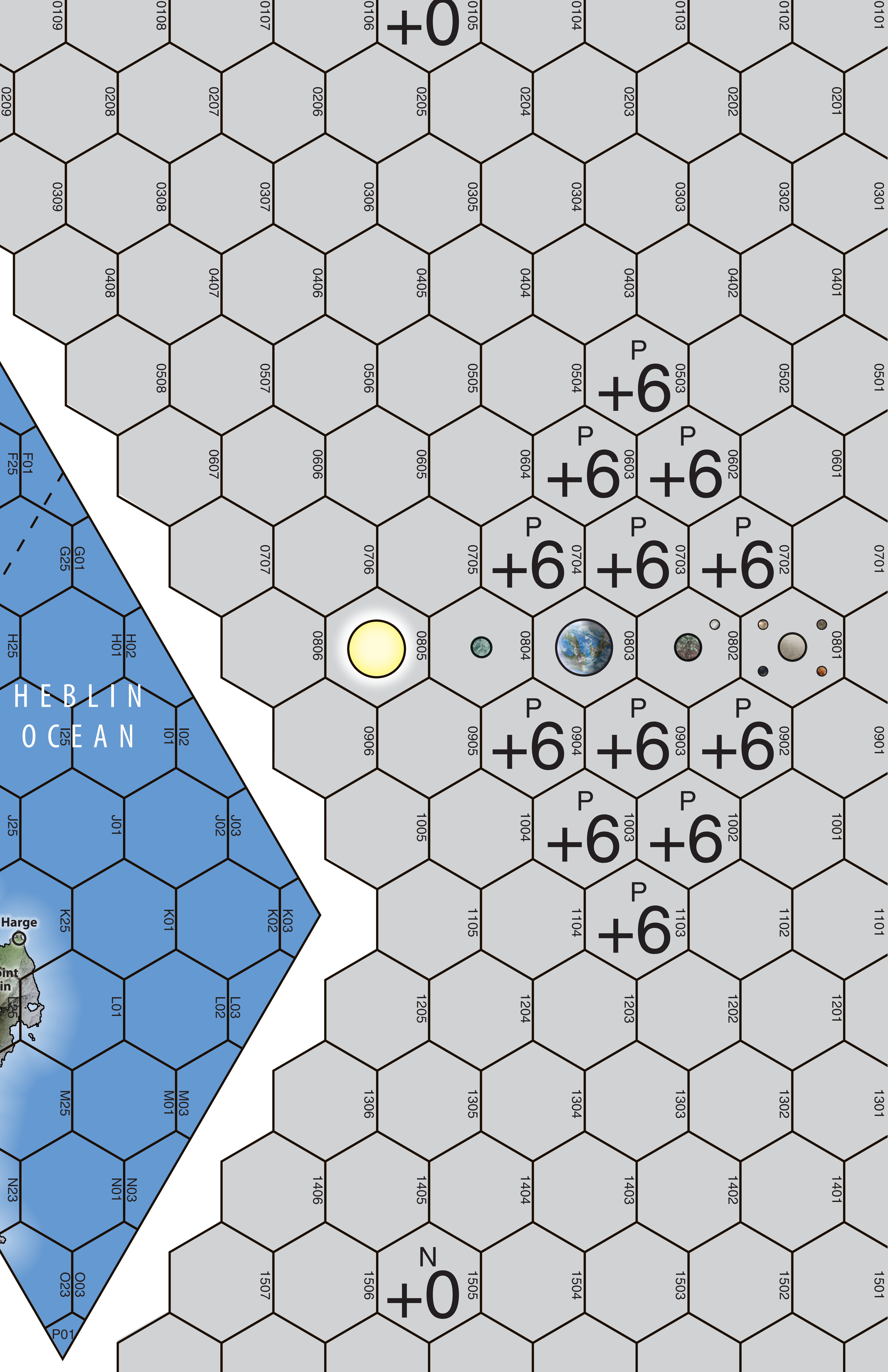
8

UMGEBUNG

10

Eisenstadt

Peekaboo Peak



HEBLIN
OCEAN
Harge
P
+6
N
+0