

BATTLETECH™

TOURING THE STARS



GULF BREEZE



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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 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.

CREDITS

Project Development: Joshua C. Perian

BattleTech Line Developer: Ray Arrastia

Writing: Michael Miller

BattleTech Line Editor: Aaron Cahall

Production Staff

Cover Design and Layout: David Kerber

Maps: Ray Arrastia, David Kerber

Fact Checking/Playtesting: “Geoff Doc” Swift

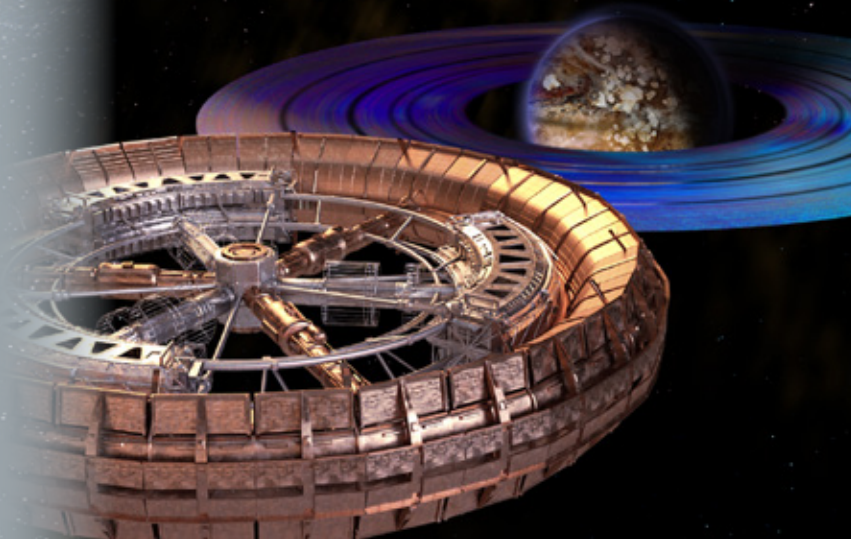
Special Thanks: Zenith Station by KuhnIndustries



ATLAS

GULF BREEZE

Star Type (Recharge Time): A6V (167 hours)
Position in System: 5th (of 14)
Time to Jump Point: 32.76 days
Number of Satellites: None (planetary ring)
Surface Gravity: 1.89
Atm. Pressure: Low (Toxic)
Equatorial Temperature: 193°C (Tide-locked)
Surface Water: 19 percent
Recharging Station: Zenith, Nadir
HPG Class: B
Highest Native Life: None
Population: 33,000,000 (2,000,000 orbital)
Socio-Industrial Levels: B-A-A-B-B
Landmasses (Capital City): "The Surface" of Gulf Breeze VI (Gulf Breeze Station)



GULF BREEZE

Gulf Breeze, formerly Commonwealth Mining Operation 26 (CMO 26), is an uninhabitable but mineral-rich world in the heart of Lyran space. Due to a monstrous proto-planetary impact near its birth, Gulf Breeze VI consists of little more than a giant nickel-iron core, a thin mantle, and a continuous metal-rich crust simply called the "The Surface." The exposed riches made the world worth settling in 2556 despite its numerous drawbacks, which included 1.89 G surface gravity on the planet, a thin, unbreathable nitrogen atmosphere, high seismicity due to a thin crust and hot core, and improbable tidal-locking to its distant primary. The permanent dayside temperatures are so high that the planetary equatorial average is 193°C despite a near-cryogenic night side.

Local naming conventions can confuse visitors because the term "Gulf Breeze" is applied to the system, star, inhabited planet, and capital station. Residents and veteran contract workers may add a suffix for clarity. In order, they are Gulf Breeze System, Gulf Breeze Actual (or Prime), Gulf Breeze Five, and Gulf Breeze Station. Confusing visitors by withholding the suffix is a source of entertainment for bored locals.

Since its initial settlement, Gulf Breeze has seen little excitement. For centuries, the closest thing to conflict it knew was when an SLDF logistics fleet mustered at CMO 26 to support the invasion of the Rim Worlds Republic during the Reunification War. During the Star League era, the fantastically mineral-rich system made the transportation of hundreds of thousands of workers and their families for one- to five-year contracts well worth the cost.

Unlike many other uninhabitable systems, Gulf Breeze's population grew during the Succession Wars. The Great Houses mostly ignored

the system, though on several occasions the Free Worlds League and Draconis Combine conducted anti-shipping raids on its packed jump points. The Succession Wars' annihilation of JumpShips made personnel rotation difficult, but the intense conflicts also gave the backwater system appeal. Simply put, Gulf Breeze was a low-priority target. Mines were too easy to replace compared to BattleMech factories and shipyards, so the Houses often focused on the latter. Gulf Breeze's original owner, the Commonwealth Mining Corporation (CMC), collapsed during the Second Succession War, causing a period of economic uncertainty. Still, Gulf Breeze's slow population growth continued; indeed, the loss of CMC transport for contract workers meant out-system hires were encouraged to settle permanently. CMO 26's population thus grew with a steady influx of new surface workers and declining emigration.

However, another issue led to most of the system's population living on the surface: the robotic and teleoperated mining facilities on-planet were built by factories across the Commonwealth, and those advanced industrial operations were rapidly destroyed by the Succession Wars. So, prior to its demise, CMC turned to an unlikely source of new workers: the Free Worlds League. The planet Promised Land and its 1.7 G native gravity—one of the highest of any known habitable world—was home to residents with slight genetic adjustments to help them survive. Despite possessing only minor edits to their joints and cardiovascular systems, the "Landers" were hated by the rest of the League. Like most of humanity, the Lyrans were leery of these biological changes as well, but were also happy to exploit internal divisions of the League. In the lull between the First and Second Succession Wars, CMC and the Lyran Intelligence Corps' Loki division reached out to Promised Land

ATLAS

to recruit colonists for CMO 26. Some two million Landers immigrated to CMO 26/Gulf Breeze over the next two centuries, drawn by reports of Lyrans tolerance.

Following CMC's collapse, the system renamed itself "Gulf Breeze" after the major space station that became its capital and developed a parliamentary government typical of the Commonwealth. The former corporate owners were replaced with an Archon-appointed landgrave in 2869, who today hails from the Johansen family. The system has a local, unicameral parliament, the "House of Ombudsmen," numbering one ombudsman per million subjects and elected to six-year terms. The House elects the system's prime minister, who chairs the Cabinet. The Cabinet consists of thirteen members including the prime minister, the eight executive departments' ministers, the planetary landgrave, the system's popularly elected Estates General representative, a representative of the Lyrans Civil Service, and a representative of Nashan Diversified. The Cabinet is a *de facto* second house of the legislature, because it can review and rewrite House bills. There are also two forms of local governments, the semi-autonomous "city" governments and the smaller "township" governments used by habitat stations and large mining camps, respectively.

Another outcome of CMC's collapse was the formation of the Gulf Breeze Mining Union. The newly renamed "Gulf Breeze" government nationalized the CMC assets faster than creditors could liquidate them and continued mining activities. Interstellar shipping transport shifted to the large Gulf Breeze station, where the new government was born. The Mining Union thrived after discovery of the Helm Memory Core and the early years of the Steiner-Davion union, attempting to diversify into lostech production. But the same technological advances that enabled such diversification also depressed commodity prices by reducing mining costs around the Inner Sphere. Several consecutive failed lostech ventures became a deathblow for the Mining Union. The company's wreckage was bought by Nashan Diversified in 3053 and survives as Nashan Mining of Gulf Breeze.

The quiet system saw a spate of violence in the thirty-first century. In 3060, a daring "pirate" raid of well-informed, well-equipped raiders attempted to board Gulf Breeze Station and seize rare alloys and components meant for XL engines and ER PPCs. The surviving raiders were taken into custody by the Lyrans Intelligence Corps and remain officially unidentified—though some "pirates" were mercenaries personally known as the Basilisk Assault Squadron, which had been defending the system.

Gulf Breeze's greatest period of political unrest in generations came in 3064, amid the FedCom Civil War, between harried teachers and

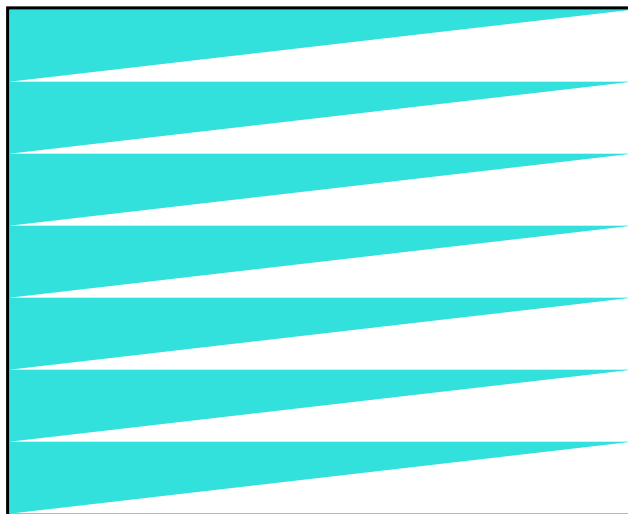
meddling parent groups who wanted new educational standards and tax cuts with associated teachers' pay cuts. The ruling parliamentary coalition's support for the parents triggered a two-month general strike when industrial unions struck in solidarity for the teachers; the furor led the prime minister to resign and resulted in a snap election.

Then, in 3072, local biologists investigating "terrestrial fungal and bacterial surface proliferation" found that a small tellurium mine was not occupied by a Nashan subcontractor with numerous WorkMechs, but rather by Manei Domini with advanced BattleMechs. After the Word repulsed one militia attack, Gulf Breeze eliminated the invaders by simply dropping a dilapidated cargo DropShip full of several thousand tons of fertilizer-diesel slurry explosive on them. Loki has denied that any activity occurred on Gulf Breeze Five at that time, but contemporary local news agencies reported violent gunfights involving "cyborgs" elsewhere on the planet.

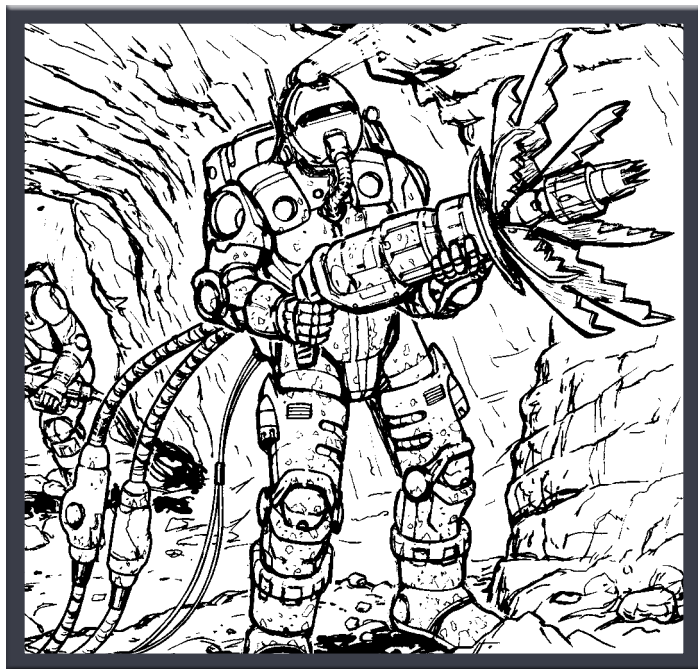
Of the 35 million residents in the system, 33 million are descended from Landers and live on Gulf Breeze. Including temporary workers, two million more people live in space stations around Gulf Breeze Five and a few other sites in the system. Contrary to racist propaganda disseminated by sources in the Free Worlds League, the Lander-descended Gulf Breeze inhabitants do not stand out in a crowd; they tend to run short and slim like gymnasts or equestrian jockeys. It is non-Lander planetary residents who stand out, often being thick with muscle and prone

to early heart failure. Periodic labor struggles have taken place, though the latest to require government intervention was 3031's "Great Food Fight," when contract laborers held industry-paralyzing sit-in strikes for greater food variety. Police eventually intervened when miners took their managers hostage and began dunking them in algal food synthesis vats. Crime is generally low and is concentrated in the stations housing contract workers; seven casino-brothels generate two-thirds of the violent crime in the system.

Unlike Gulf Breeze's earliest years, only a small part of the planetary population currently finds work with Nashan. Most residents are simply developing the world as a colony, and the skilled, technologically adept population is able to produce replacement parts, food, and mining equipment less expensively than by importing what they need. Further, the colony is able to process ores into finished goods, enhancing their value and avoiding the waste of scarce JumpShip and DropShip capacity to haul unprocessed ores. Such industrial development on the planet has led to numerous industrial space stations and shipyards being mothballed, but Nashan appreciates the savings. To date, the relationship between the colony and Nashan is amicable. However, there is a persistent worry on the corporate board that the colony, which is a member



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Insulating clothes and an oxygen supply are adequate for exterior operations. Most facilities are slightly over-pressurized to guarantee leaks seep outward, preventing suffocating conditions from developing inside. Abundant geothermal sources supply heat and electricity for homes, businesses, and farms, though industry favors small fusion plants. There is no native life, but also no shortage of freshwater ice and life-critical elements such as carbon, oxygen, and nitrogen.

Gulf Breeze's quakes led the planet's twenty-two cities to favor decentralized "suburban" construction, usually on well-planned wheel-and-spoke road patterns. City domes are less common than street-level interbuilding "tents," similar to those found on planets with tainted atmospheres like Euclid and Wynn's Roost, because of a dome's vulnerability to catastrophic failure in a quake or storm. The common architecture of the planet is mildly unusual: buildings are smooth-sided cylinders, spheres, or round-cornered blocks reflecting excessive concern for pressurization loads and heat-shedding surface area. Currently, vibrant, even fluorescent colors are in vogue to exploit street lighting and ringlight. (Gulf Breeze's rings are far brighter than most moons.) The cities are concentrated in a crescent around the north, east, and south of the icecap, but inhabitants avoid its western side. The tidally locked planet's scorching westerlies cause fogs, rainstorms, and glacial outburst floods as they reach the western side of the icecap.

The recovered technology of the Helm Memory Core greatly aided the system, but the Core's impact only started to manifest by 3067. Since then, infrastructure, industry, and homes have all improved, mostly due to survival becoming less expensive in numerous ways. The most dramatic change (in residents' opinions) is food production, both in the planetary farms and the *Wheeler* stations' aquaculture systems. Diets have diversified and expanded to support the slowly growing population. For centuries, residents joked that the national food was "Textured Algal Protein Slab, Flavor 11," but Gulf Breeze now has food and drinks of which it is proud, including curried cuy al horno, garlic grilled goatfish, Station 111's fruit-and-cream desserts, and the heavily hopped Station 59 Ale. Currently, the only deficiency in Gulf Breeze's diet is meat and milk from large animals like cows and pigs, who neither fit well in station farms nor adapt to planetary gravity. Hand-knit sweaters sourced from the planetary "Chthonian sheep" breed are a minor luxury export.

Transport on-planet favors road trains and cars for several reasons. Roads, which are usually gravel outside of metropolitan areas, handle Gulf Breeze Five's quakes better than rail lines. There are no navigable bodies of water. Winged aircraft are hindered by the thin air and high gravity. After ground vehicles, airships are the other major form of planetary transport. These do struggle in the thin atmosphere, but are favored for long-distance travel because they can cut across the tortuous icecap much faster than ground vehicles can circle it. The star system has a prodigious civilian DropShip fleet by Inner Sphere standards, both to lift cargo and passengers from the planet and to service mines elsewhere in the system, but these barely dent transport needs on Gulf Breeze Five. The *Wheeler* stations' common orbital band uses numerous small craft and "de-rated" DropShips—old ships no longer fit to access the planet—for inter-habitat flights.

of the Commonwealth with Estates representation, might use its eminent domain to nationalize corporate-owned real estate.

Given the scorching heat of the world's day side, all planetary residents live in sealed buildings on the night side, clustered in a string of cities around the night side ice cap that covers almost a fifth of the planet's surface. (This is the only significant source of water on the planet, and is almost pure freshwater that is able to meet local needs.) The star system also has one of the highest spaceborne populations outside the Terran system as hundreds of thousands of contract workers cycle between the surface and 1 G orbital habitats on multi-week work shifts. The planet is not the only resource-rich part of the system; mining operations on moons and asteroids turn a profit and account for a small portion of the spaceborne population.

The 200 *Wheeler*-class habitat stations circling Gulf Breeze just beyond its rings occupy a common orbit 165,000 kilometers in radius, and represent one of the greatest concentrations of stations in human space. At one time, dozens of industrial stations interspersed the *Wheeler*s, but as noted above, these have been mostly mothballed and shifted to graveyard orbits. One surviving shipyard, known as *Spider* for its numerous giant zero-gravity crane-arms, is a specialized semi-automated facility designed to build *Wheeler*-class stations. It produces one or two such stations per year, staying ahead of older station attrition and population growth. Despite some suggestions to diversify, Gulf Breeze has never developed a noteworthy aerospace industry—the population and industrial base are ill-equipped to build DropShips or JumpShips.

For those able to tolerate the punishing gravity, it is considerably cheaper and technologically easier to live on the planet. The atmosphere is thin (0.5-bar) and the night side is frigid, but the nitrogen atmosphere is only unbreathable, not actively poisonous.

A TIME OF WAR ADVENTURE SEEDS



WE BE HERE FOR YOUR OSMIUM DOUBLOONS

Recommended Group Size: 2–4 player characters

Recommended Group Type: Military, Mercenary, Black Ops, Security/Police

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

An unidentified pirate group with heavy aerospace assets has lit up space around Gulf Breeze Station, engaging militia forces and their mercenary hires. It has even daringly deployed BattleMechs on the inner curve of the wheel-shaped station, releasing them from inside the structure. This all speaks to a level of planning and preparation beyond a typical pirate raid.

Complications: A few obstacles for players to tackle.

Undocking Permission Now?! A civilian DropShip is insistent on leaving at the height of the aerospace battle, and the panicked-sounding captain threatens to use his engines to burn his way out of the hub dock's doors. Can the PCs board the vessel and get control? Can they deal with the unexpected group of hostile mercenaries guarding the DropShip's bridge and its pirated payload of XL engine and ER PPC components?

Food Fight: While dealing with pirate 'Mechs on the station's hull and panicking (?) civilian DropShips, the PCs are alerted to heavily armed, unidentified soldiers leaving one of the wheel-section warehouses by way of an aquaponics farm.

Those are Big Rats in the Attic: While the PCs are dealing with security problems inside the giant station, the cargo elevators on the spokes to the station's hub disgorge pirate BattleMechs to the exterior hull. The interior curve of the wheel gives them a 1.5-square kilometer environment of nearly 1 G from which they can fire at station defenses and militia aerospace fighters, all the while whirling in a circle about once every seven turns. If the pirates' situation turns grim, they can always threaten to shoot at their feet and puncture the habitat.

Tips: This adventure seed gives players an opportunity to battle in the unusual environment of a rotating space station, with conditions including zero gravity (see p. 237, *A Time of War*) and vacuum (see p. 238, *AToW*). A BattleMech clash on the inner curve of the kilometer-diameter wheel may be conducted as if on eight clear terrain maps with uniform "pavement" terrain (see p. 32, *Total Warfare*) that effectively join at the narrow ends and "wrap around" in an uninterrupted line of maps. Units that walk off the farthest narrow end reappear on the nearest narrow end. "Overhead shots" are ignored owing to the obstruction of the station hub. Fighters on neighboring space hexes are engaged (see p. 120, *Strategic Operations*), while 'Mechs that deliberately leave the station map begin space movement (see p. 24 and p. 120, *SO*). Reboarding the moving surface from open space is not possible.

A TIME OF WAR ADVENTURE SEEDS

WHY DO MINERS NEED ASSAULT 'MECHS?

Recommended Group Size: 2–4 player characters

Recommended Group Type: Military, Mercenary, Intelligence, Explorers

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

In 3072, local university researchers reported seeing battle armor and BattleMechs at a tellurium mine on Gulf Breeze Five's surface, near the ice cap. The scientists were investigating unusual strains of *E. coli* bacteria consistent with Terran gut flora when they were menaced by a C-GRG-O *Grigori*. The first militia probe found the *Grigori* was backed by *Preta* and *Archangel* companions. The militia and planetary LCAF detachment were simply overmatched in raw firepower, but not resourcefulness—special forces militia and Loki infiltrated the complacent Word base to learn about their foes. If the militia had better luck in its first attack, then dropping a *Mule* filled with 8,000 tons of mining explosive slurry on the Word might have been unnecessary.

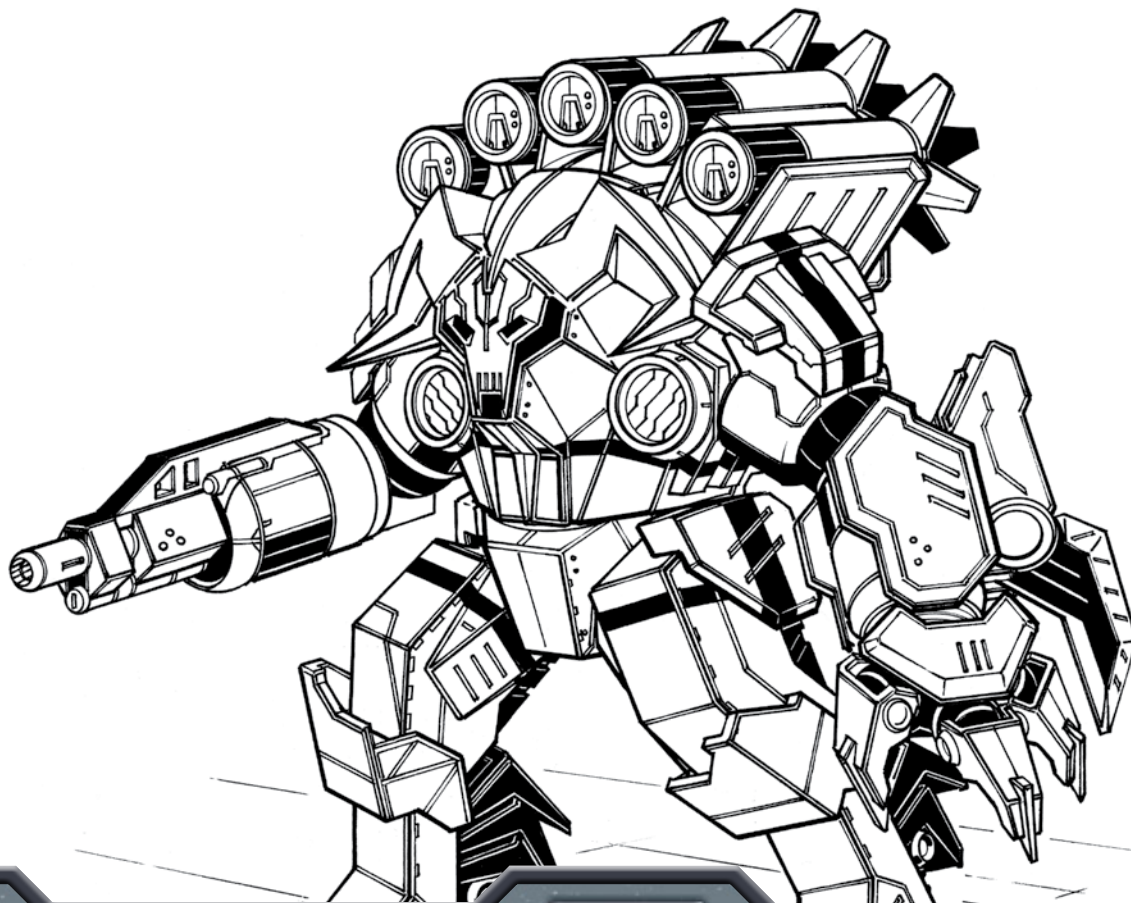
Complications: A few obstacles for players to tackle.

Slow Dressers: Infiltrators entering the pressurized, underground mining facility find that the crushing gravity made the Manei Domini slow to suit up in their battle armor. Instead of engaging the militia troops outside, they're just leaving the squad bays as the infiltrators enter.

You Can't Handle The Truth: The encrypted and locked computers of the Word base are military-grade, harsh-environment cabinets too heavy and armored for PCs to spirit away or destroy in a timely fashion (depending on their chosen side in this fight). Creativity is required to evacuate the valuable data.

Final Countdown: The "chemically enhanced lithobraking excavation maneuver" was proposed for the first militia push on the Word base, but conflicting intelligence estimates of Word troop strength caused the local brass to shelve the option in the ambitious hope of capturing Manei Domini personnel for questioning. However, the decision to hold off on the *Mule* drop was close and could create an ultimate deadline for the end of combat and PC evacuation of the site. Attempts by ground fire to halt the unmanned DropShip would be fruitless; its vertical plummet will only leave it in range of ground fire on the final turn of combat. At best, destroying the ship will simply scatter the numerous multi-ton containers of explosive slurry over a slightly larger area.

Tips: This adventure seed offers the mismatched, innovative militia units adapted to the exotic environment of Gulf Breeze a chance of success versus the overconfident Manei Domini. Extreme temperatures (see p. 237, *AToW*), extreme gravity (see p. 237, *AToW*), and deadly taints (see p. 238, see *AToW*) are applicable combat conditions.



RULES ANNEX

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.

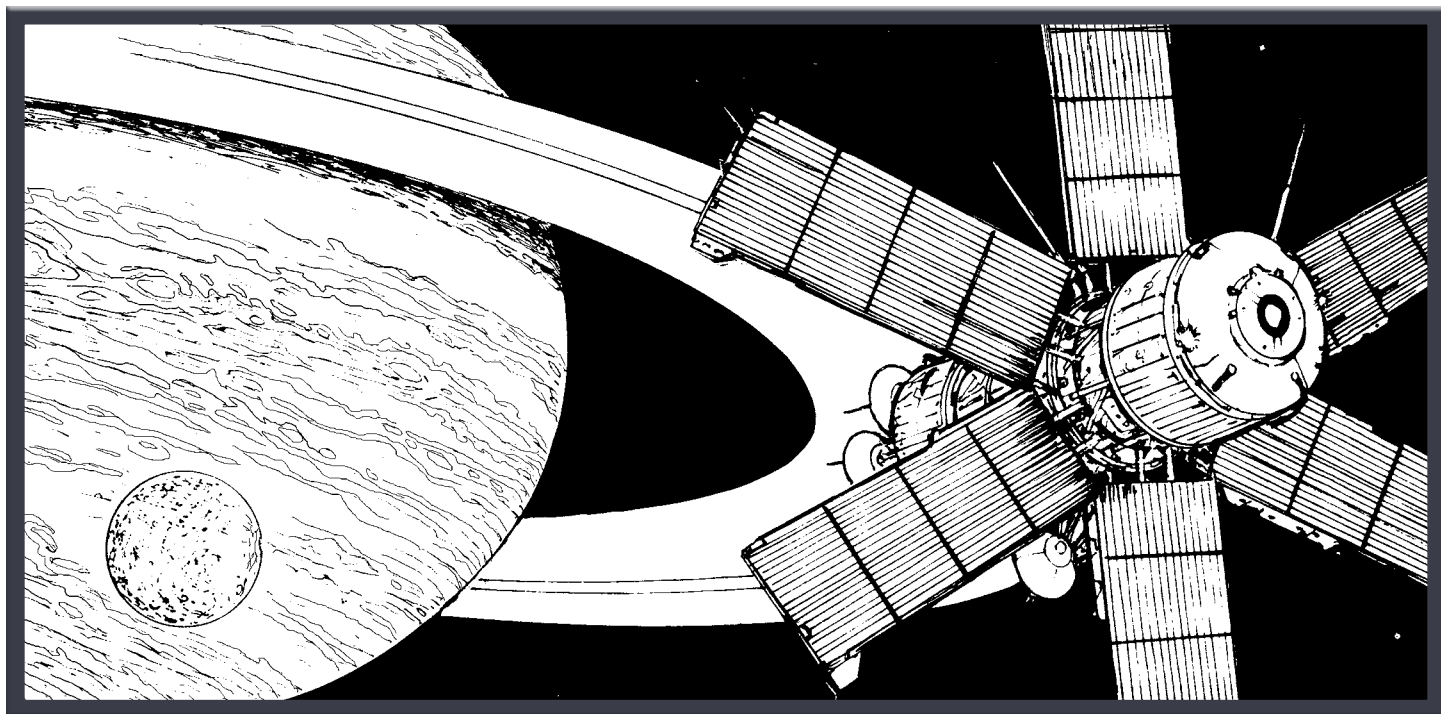
Surface Water reflects the percentage of the world's surface that is covered in water, and essentially defines whether the world might be covered in vast, lifeless wastelands, lush forests, or miniscule, rocky islands. Worlds with low Surface Water values (50 percent or less) will rarely see much rainfall 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.

RULES ANNEX



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 effort 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.

OPTIONAL RULES

Gulf Breeze features a unique civilian space station. The planetary terrain and environment is also unusual and detailed with a random map table.

WHEELER-CLASS STATION

Part of the massive investment required to begin mining CMO 26 were the *Wheeler*-class stations. Given the unhealthy gravity of the planet and the resource-rich asteroids in the system, workers needed a terrestrial environment in which to recover during their weeks-long downtime. CMC established a specialized shipyard, *Spider*, in Gulf Breeze Five's orbit that produced simple, standardized habitat stations.

Originally named "*Stanford*-class habitats" due to some obscure bit of aerospace historical trivia, the first contract workers in the system immediately dubbed them "*Wheel* stations" and then "*Wheeler*s."

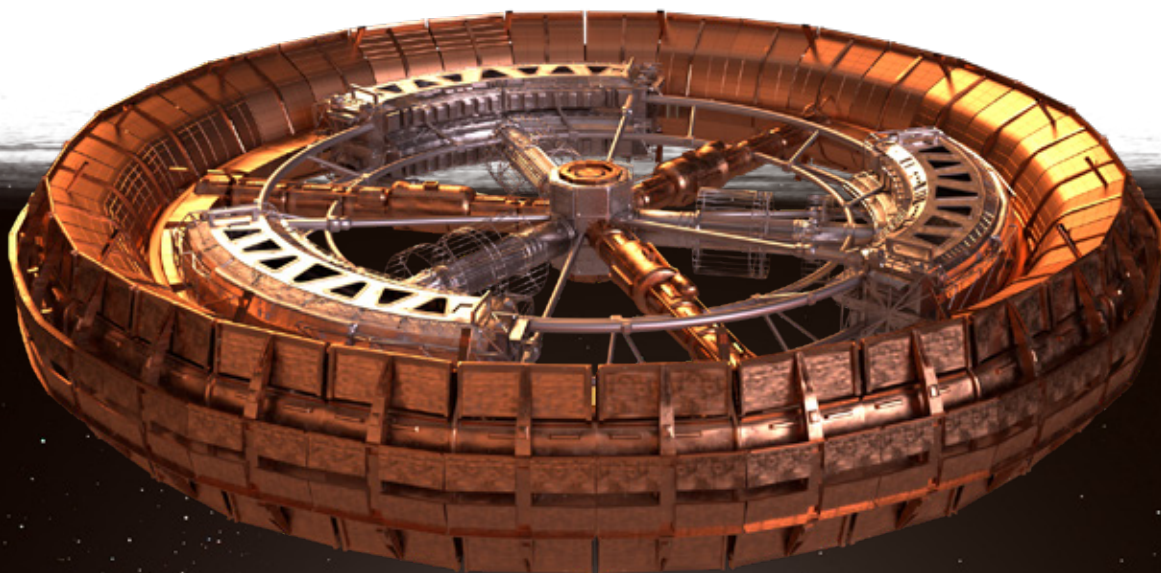
*Wheeler*s could be described as "flying gravdecks." These 200,000-ton stations are shaped like a 1,250-meter diameter wagon wheel. The flattened outer rim is 25 meters thick and 100 meters wide. A 200-meter diameter, 200-meter long cylindrical hub holds the limited pressurized docking facilities of the station and connects to the rim by a half-dozen spokes, each of which is filled with several elevators—cargo shafts big enough for WorkMechs and multiple personnel elevators. Part of the hub is de-spun and mounts four docking collars, as the pressurized bay is barely able to hold a single *Mule*-class DropShip. The stations are technically armed, but their lasers are intended to deal with dust and debris from the nearby Gulf Breeze Five's rings, not hostile forces. The few *Wheeler*s elsewhere in the Gulf Breeze system often eliminate weaponry for lack of need outside of Gulf Breeze Five's rings. *Wheeler*s began up-arming in 2802 as the Succession Wars showed no sign of abatement; the few surviving older models have a tenth of the listed armor tonnage.

The exact interior configuration of a station varies based on specifications of the buyer, who is typically either a new township looking for room to grow or Nashan looking to accommodate more

workers. The standard *Wheeler* hull subdivides the torus with six major bulkheads to form damage-tolerant sectors, and it is up to the new owner to contract aftermarket architects to fit out the interior. Typical *Wheeler*s have spacious single- and multi-resident apartments for the average station population of 10,000, plus one or two recreational and business districts. These typically include multi-floor atria and "streets" to give a sense of living in open spaces.

Life on most *Wheeler*s is pleasant, though the dozen stations that host contract workers and the associated recreational facilities can be rowdy and seedy. In the near-windowless stations, solar-spectrum lamps provide public lighting and day-night cycles. The 1.2 rpm used by the 1,250-meter torus to create 1 G bothers some sensitive visitors, but long-time residents orient themselves with the Coriolis effects. The over-sized life support systems guarantee stable temperatures, bountiful air, and plentiful water. Sound damping is also important to avoid turning the metallic stations into ear-shattering echo chambers: discrete shrubs, acoustic tiles, and sound traps keep public spaces habitable, while advanced passive acoustic engineering makes air vents and intakes almost silent. The robust life support systems handle smoke well (a feature critical in pubs catering to contract workers) and have such large oxygen margins that combustion is often used for cooking and small vehicles. Puttering rickshaws inexplicably called "golfers" leave sweet or yeasty trails of pollution as they zip through crowded public halls, the scent of burned alcohol or propane often identifying the culprit behind outraged pedestrians' toes and shins.

During the Succession Wars, the stations' aquaponic farms produced a narrow range of algae, shrimp, fish, and vegetables that were processed into a limited selection of synthetic foods; the farms are one of several redundant life support systems on the stations. Recovery of Star League-era closed ecological life support management techniques have vastly diversified food choices from *Wheeler* farms. In the past couple of generations, most stations have specialized their farm output in response to market needs (e.g., Station 59's hops and cereal crops).



OPTIONAL RULES

While the *Wheelers* are often described as “marvels of technology” and Gulf Breeze system’s artificial ring of stations described as “one of the greatest engineering achievements in human space,” the actual technology behind the stations is unexceptional. The hulls are built out of widely available alloys. The greatest materials refinement in a *Wheeler* is merely the finicky attention to internal corrosion and mold mitigation, problems that often plague long-lived space stations. Most critical systems requiring some electronic intelligence use a few standardized systems-on-a-chip built with Terran Alliance-era turnkey colonial microchip fabricators. The station-keeping drives, which are rarely utilized since most *Wheelers* are in stable orbits, are specialized derivatives of the *Mule*-class DropShip engine. The life support systems are not advanced, just oversized, and they require large maintenance crews; the reversible zeolite scrubbers and supercritical water oxidizers that back up the farms are early spaceflight technology with eleven centuries of knowhow behind them.

With good maintenance, a *Wheeler* is expected to last 200 years before refurbishment becomes uneconomical, though Gulf Breeze has several that date to the Star League. They have not been good exports; *Spider* can only build a peak of two frames per year. The large habitats cannot be jumped intact and the simplified monocoque hull is not in any sense modular.

The 200-kiloton mass of a *Wheeler* is dominated by its 10,000 quarters. The nominal “cargo tonnage” that accounts for the balance of the design mass includes little “true” cargo beyond consumables. Rather, this is furnishing mass for quarters and public spaces. A large public pool can add thousands of tons, as can a sector-sized public park with real soil and ponds. Businesses often favor “authentic” storefronts, so brick and stonework may greatly increase the mass of public-area buildings.

A distant derivative of the *Wheeler* station is the elderly Gulf Breeze Station, the capital of the system and home to 50,000 residents. The 930,000-ton Gulf Breeze Station is the largest habitat station in the Inner Sphere outside of the Terran system. (Various larger stations exist in many locations, but these are not purely habitat stations.) The station was largely assembled with resources available in the system, such as five *Wheeler* stations attached hub-to-hub, but required custom engineering for systems such as its station-keeping drive. One end of the kilometer-long hub is anchored to the north pole of a lumpy 5-kilometer shepherd moon that polices Gulf Breeze Five’s outer ring edge. While the multi-gigaton moon is often addressed as part of the station, residents sometimes call it by its formal name of “Potato” if they want to differentiate between the works of human engineering and gravitational accretion. ComStar’s HPG is buried in Potato’s heart to prevent hyperpulses from disturbing the station’s electronics, as are some data facilities used by Interstellar Expeditions, which has its HQ in the main station. Because of Potato’s mass, Gulf Breeze Station cannot maneuver with its station-keeping drive until it is laboriously cut from its foundations, a weeks-long effort at best. The station was retrofitted in 3071 with 480 tons of ferro-carbide armor to somewhat improve protection, but even decades later the public considers the expensive armor a boondoggle.

Type: Space Station

Tech: Inner Sphere

Introduced: 2556 (2802 uprated armor)

Mass: 200,000 tons

Dimensions

Length: 1,250 meters

Width: 1,250 meters

Fuel: 600 tons (3,000 points)

Tons/Burn-day: 3.952

Heat Sinks: 114

Structural Integrity: 1

Armor

Nose: 50

Fore-Sides: 50

Aft-Sides: 50

Aft: 50

Cargo

Bay 1: Small Craft (12) 4 Doors

Bay 2: Pressurized Repair Bay 1 Door
(12,000 ton capacity)

Bay 3: Cargo (59,430 tons) 1 Door

DropShip Capacity: 4

Grav Decks: 1 (1,250-meter diameter)

Life Boats: 2,000

Escape Pods: 0

Crew: 15 officers, 70 enlisted/non-rated, 4 gunners, 9,911 First-class passengers. All crew quarters assigned as First-class (10 tons per crewman).

Notes: Equipped with 500 tons of standard armor.

Weapons:

Arc (Heat) Type	Capital Attack Values (Standard)					Class
	Heat	Short	Medium	Long	Extreme	
Nose (18 Heat)						
2 Large Lasers	16	2 (16)	2 (16)	—	—	Laser
2 Small Lasers	2	6 (1)	—	—	—	Point Defense
FR/FL (18 Heat)						
2 Large Lasers	16	2 (16)	2 (16)	—	—	Laser
2 Small Lasers	2	6 (1)	—	—	—	Point Defense
AR/AL (18 Heat)						
2 Large Lasers	16	2 (16)	2 (16)	—	—	Laser
2 Small Lasers	2	6 (1)	—	—	—	Point Defense
Aft (18 Heat)						
2 Large Lasers	16	2 (16)	2 (16)	—	—	Laser
2 Small Lasers	2	6 (1)	—	—	—	Point Defense

OPTIONAL RULES

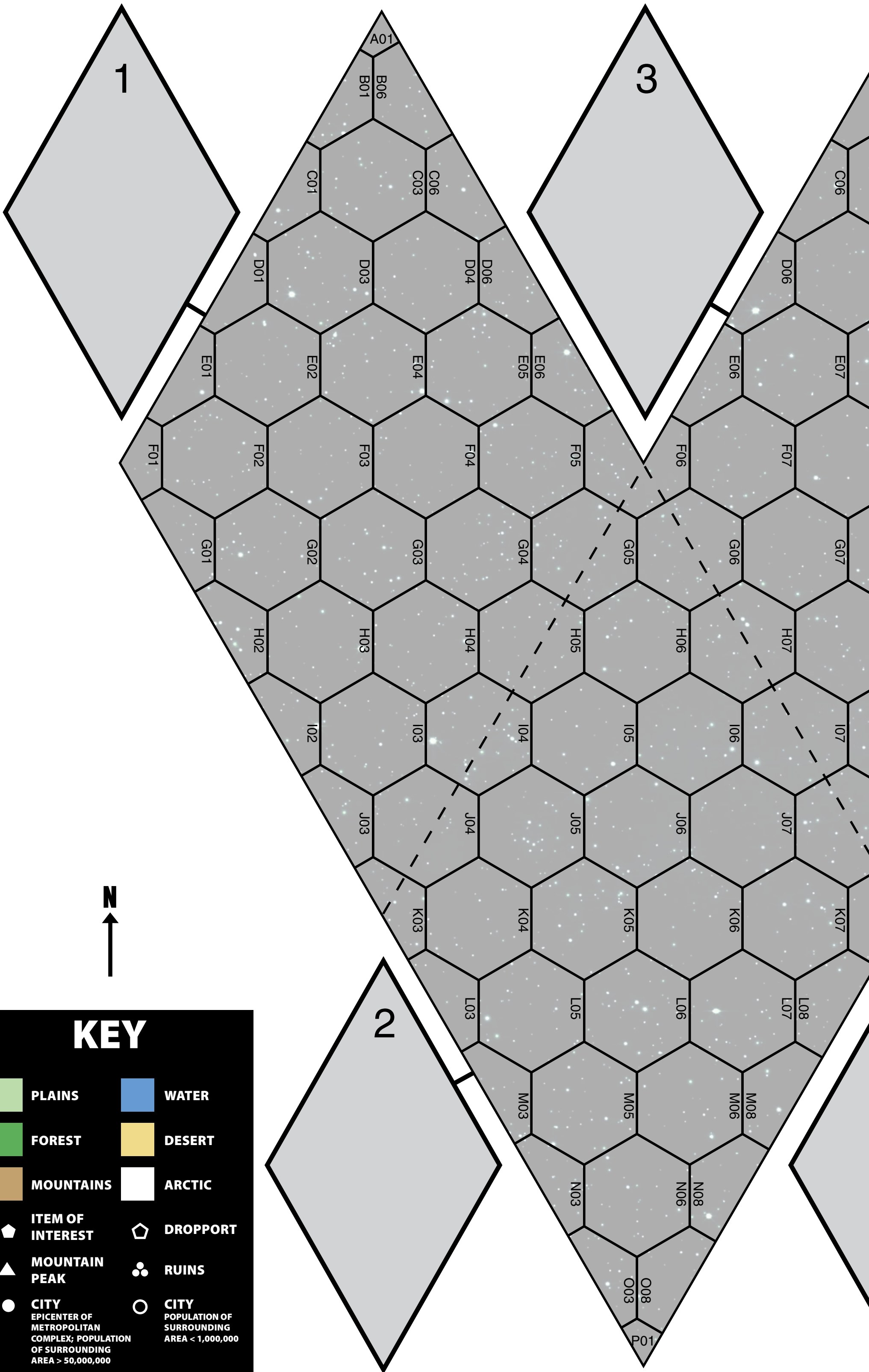
GULF BREEZE TERRAIN

In the following random map results, replace woods hexes with clear hexes and replace water hexes with ice hexes (see p. 50, *TO*). An exception are the urban maps identified below, which may have parkland inside their controlled environments. All maps have thin atmospheric density (see p. 54, *TO*), while non-urban maps have toxic/poisonous atmospheres (see p. 56, *TO*) reflecting the quick suffocation risk of the anoxic nitrogen atmosphere. The blistering dayside of the planet is uninhabited, so most combat will occur on the frigid, ring-lit nightside. Outside of city maps, this imposes the lighting condition of Full Moon Night (see p. 58, *TO*) and extreme temperatures of -50°C to -100°C (-40°C – $[10 \times 1d6]^{\circ}\text{C}$); see p. 62, *TO*.

MAPSHEETS TABLE

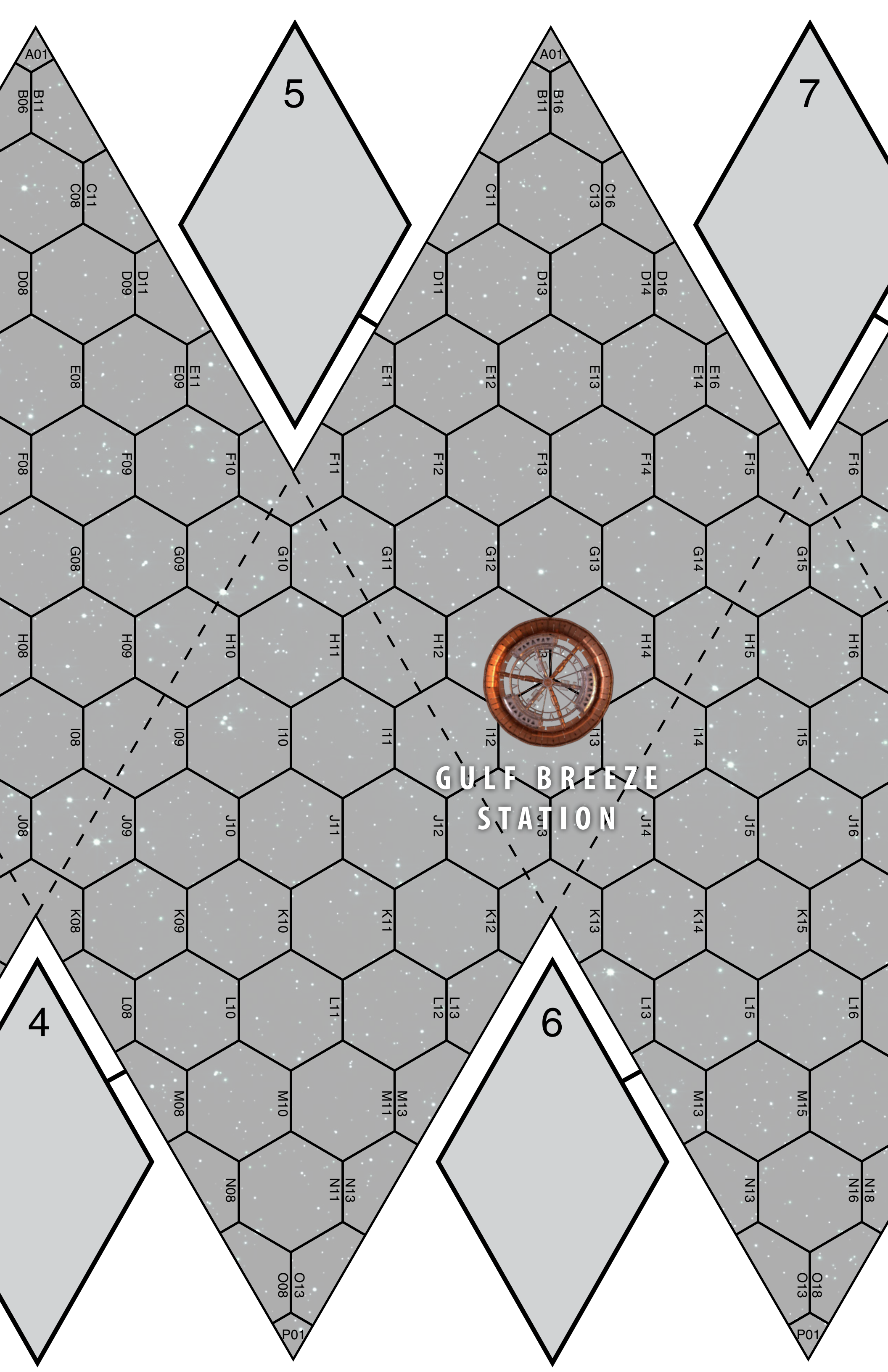
	2d6 Result	Map
GULF BREEZE	2	Streams (Map Pack: Grasslands)
	3	Rolling Hills #1 (Map Pack: Grasslands)
	4	City Street Grid/Park #1 (MS4, MSC1)
	5	CityTech Map* (MS2, MSC1)
	6	Desert #1 (Beginner Box)
	7	Moonscape #1 (MS5, MSC2)
	8	Open Terrain #3 (Map Pack: Grasslands)
	9	River Delta/Drainage #2 (MS4, MSC1)
	10	DropPort #2* (MS7, MSC2)
	11	Rolling Hills #2 (Clan Invasion Box)
	12	Desert Sinkhole #2 (MS3, MSC1)

*Urban map



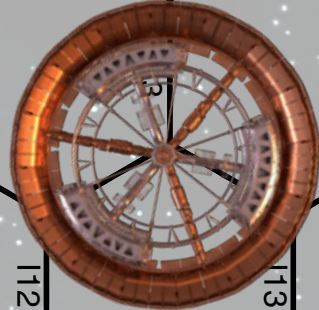
KEY

- | | | | |
|--|---|---|---|
|  | 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



GULF BREEZE
STATION

4

6

