



TOURING THE STARS



BONE-NORMAN





BATTLETECHTM

TOURING THE STARS

BONE-NORMANTM

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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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Special Thanks: To Anna, in whose delivery room this was written. It's a big universe, kiddo. Explore every corner.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



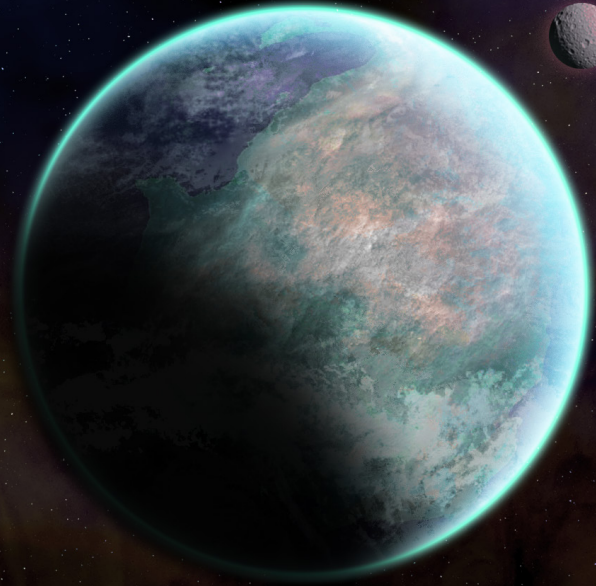
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Star Type (Recharge Time): G6V (187 hours)
Position in System: 2 (of 9)
Time to Jump Point: 7.01 days
Number of Satellites: 1 (Devil's Pinch)
Surface Gravity: 0.92
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 24°C (Temperate)
Surface Water: 65%
Recharging Station: None
HPG Class: B
Highest Native Life: Birds
Population: 6,500,000
Socio-Industrial Levels: C-D-D-B-C
Landmasses (Capital City): Hapsburg (Red Stone Palace), Renick



BONE-NORMAN

A stark world on the fringes of the Inner Sphere proper, Bone-Norman's desolate, haunting geography can spook even the most experienced warrior, convincing them that enemies lurk just out of sight and that the planet itself does not want them there.

Selected as a potential breadbasket world for the Rim Worlds Republic, early settlers to Bone-Norman encountered a major obstacle to their colonization effort. The elliptical passage of Bone-Norman's single, unusually dense moon creates powerful tidal forces that, over eons, have radically impacted the planet's two main landmasses: Hapsburg and Renick.

On the large Hapsburg continent, the tides collided with the land's normal drift to force up sharp mountain peaks along the landmass' long, western "leading" edge. These mountains, the Rücken range, stretch three-quarters of the distance from pole to pole. The result is a dramatically rocky littoral zone where the difference between high tide and low tide can be hundreds of meters, overlooked by steep mountains. Ocean winds slam into the Rückens, leaving the windward side of the mountains damp and creating a fierce, frequent Foehn wind phenomenon on the backside of the range. Over time, this warm, dry, fast-moving air scraped all vegetation from the leeward side of the mountains as it rocketed past, and created badlands stretching far to the continent's interior. The winds carved a network of rock formations and caverns across these badlands, and their unnerving, eerie howl through these formations is audible even inside the sealed confines of a BattleMech cockpit. Bone-Norman's people maintain that those on the lee side of the mountains are subject to the ancient *Föhnkrankheit*, or "wind-sickness," with symptoms ranging from migraines to outright psychosis. No serious medical study has ever proven any ill effects, but

most residents of Bone-Norman's interior accept it as a reality and give those from the Rückens a wide berth.

Hapsburg's hilly badlands eventually give way to rolling plains filled with blue grass, and thick stands of forests populated by an odd native tree the locals call werewillows. The Rücken winds lose little of their velocity crossing the plains, and the werewillows evolved to work with their windswept environment. While the trees grow to just eight or nine meters in height, their long limbs stretch nearly thirty meters downwind, supported both by small amounts of lift from the howling winds and by heavy metals drawn up by the trees' roots deep in the soil and spread through every branch and leaf. This rare phenomenon wreaks havoc with most modern sensor equipment, obscuring many types of scans and causing magres imagers to display only large, blotchy masses wherever werewillows grow.

Meanwhile, on the tiny island continent of Renick, severe tides rise high enough that every five years the world's oceans sweep across the entirety of the landmass. When the moon, named Devil's Pinch by the first Rim Worlds explorers, passes near to the world at a certain point during apogee, the moon's influence wanes, and water rushes in to turn much of Renick's rich, arable land into a bayou-like landscape. Despite the periodic flooding the hardy werewillows on Renick still persevere, sinking their roots deep into the bedrock and providing a gloomy canopy over significant portions of the island, but their branches do not grow nearly as long as their Hapsburg cousins.

The first settlers on Bone-Norman eked out a meager existence, lacking the resources to weather Renick's violent tidal shifts and enduring the screeching winds of the mainland as best they could. Among other Rim Worlders, Bone-Normanites earned a reputation for

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surliness, attributed by off-worlders to the unending irritation of living in a wind tunnel. As part of the Reunification Treaties, the nascent Star League agreed to provide its know-how and financial backing to help invigorate dozens of worlds, including Bone-Norman. On Renick, the construction of enormous seawalls and waterworks helped calm some of the more volatile tidal areas, and sturdy-stilted habitats delved deep into the planet's bedrock to ensure colonists' safety and comfort. Star League botanists also brought special quick-growing crops, a common approach for those worlds with short farming seasons. Star League engineers could do little to calm the howling gusts of Hapsburg, but economic support jumpstarted a mining industry into the ore-rich Rücken range.

The League's efforts won much of the locals' gratitude on Bone-Norman, and it was likely for that reason that this world's residents largely welcomed Kerensky's SLDF task force when it invaded the Republic during the Amaris Civil War. The planet opened its storehouses to offer the SLDF assistance, but by then those cupboards were largely bare, having been picked clean during the reign of Regent Mohammed Selim. Unfortunately, this loyalty earned little reward for Bone-Norman's residents as the SLDF completed its Republic conquest and turned quickly toward Terra. The new government born of the Rim Republican Army held Bone-Norman in little better regard than Amaris, seeing it only as a typical, semi-productive backwater that best served the nation with continued production.

Archon Robert Steiner II targeted Bone-Norman among the last worlds for invasion during Operation ALMARIC. Depleted in both resources and spirit after a half-decade of uncertainty and conflict, the

world's remaining residents nonetheless mounted a brief but fierce resistance. Their efforts were highlighted by a strike shortly after the invading forces made landfall, during which a small band of local partisans caught a Lyran company unknowingly bivouacking in an ill-advised portion of the turbulent western flood plain on the windward side of the Rückens during a season of rising tides. Hemming in the invaders long enough for the tide to come in, the partisans exulted as the encampment drowned under a rush of water.

That lone victory only drew harsh retribution from the surviving Commonwealth forces, which cracked down on civilian access and rights as special forces operators quickly identified and hunted down those responsible. The resulting public executions at the foot of Red Stone Palace, the planetary defense hub, doused any further resistance. But those harsh acts cemented widespread hatred across Bone-Norman not only against the Commonwealth occupiers, but against General Kerensky for abandoning the former Rim Worlds holding he once promised to protect. When Kerensky's children returned centuries later, the latter animosity easily transferred to the Clans and helped fuel the world's resolve against them.

Under Commonwealth rule, Bone-Norman became a reliable—if somewhat ill-tempered—exporter of luxury foods and ores over the ensuing centuries, valuable for its relatively protected location from both enemy and pirate raids. But the distribution of the Helm Memory Core brought a new industry to this world: biomedical research. Buried within the core were notes by a late Star League-era botanist on possible biomedical discoveries and applications around Bone-Norman's vast intertidal zones. An astonishing variety of life



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called these zones home, traveling with the flow of the sea between the dramatic tidal shifts. Arc Royal-based BioHarvest, Inc. was the first to recover these notes, and rushed to establish a presence on the planet in 3031.

By fortunate coincidence, the Grave Walkers, a vaunted mercenary regiment long in House Steiner's employ, had set up operations on nearby Apollo, after they were held out of Operation GÖTTERDÄMMERUNG during the Fourth Succession War. The mercenaries regularly rotated units through Bone-Norman for mountain terrain and amphibious assault training. Through well-conducted political maneuvering and favor-trading, BioHarvest executives successfully secured an ongoing, long-term sub-contract which would place one of the two Grave Walkers regiments on Bone-Norman to watch over their interests. The company hoped to leap years ahead of its competitors with research on the world, but blundered by accidentally transmitting internal correspondence revealing the existence of their facilities. A handful of other biomedical research firms began negotiations to carve out their own fiefs on Bone-Norman, but their efforts were cut short by the coming of the Clans.

The presence of the Grave Walkers served another purpose, one not disclosed to the planet's leaders or its new corporate inhabitants: the field-testing of an advanced early-warning satellite surveillance system developed by the Federated Commonwealth. For this, Bone-Norman offered several distinct advantages: it was far enough away from prying eyes to deter espionage; the Grave Walkers' modern communications technology could effectively simulate that of a Federated Commonwealth line regiment; and the mercenary unit was a trusted command with several centuries' standing, whose silence was ensured. Furthermore, the unusual terrain on both of Bone-Norman's continents would help demonstrate the advantages of early warning and deployment ahead of an enemy assault.

Colonel Dennis Merwin, commanding the First Grave Walkers regiment, expected a test to commence in the first few weeks after the system went online—but the exact timeline for the drill was not shared with his subordinates, so that he could simultaneously test his troops' response time. Rather than a drill, the mercenaries received an all-too-real test when the new system functioned perfectly, and gave them significant notice of the in-system arrival of a strike force calling itself Clan Jade Falcon.

Arriving at Bone-Norman's nadir jump point, Jade Falcon Khan Elias Crichtell and saKhan Timur Malthus tasked Malthus' own Turkina Keshik with the honor of claiming a one-time Rim Worlds holding

and leading the way back into the Inner Sphere. Eager to display the obvious superiority of his Clan against the first Spheroid barbarians they faced, Malthus pushed his bid low. His aggressiveness earned both respect and concern in equal measure from Crichtell, but the senior Khan allowed his subordinate to carry out his attack. Ignoring archived records of Bone-Norman's unusual geography, the confident Malthus planned a headhunting stroke by dropping virtually on top of Red Stone Palace with his Keshik command Star and two Trinaries.

Alerted to the Clan's arrival and what seemed to be suicidally few forces burning toward the planet, Merwin committed an uncharacteristic act of hubris. Rather than simply encapsulate the invaders and demand their surrender, the veteran battle commander opted for a crushing show of force by ambushing them as they landed at Red Stone Palace. Obliterating the interlopers would serve two purposes: the Commonwealth would see that their early-warning system worked; and BioHarvest board members, increasingly uneasy with the funds spent to retain a top-tier mercenary unit on a world that never saw conflict, would see the value of keeping the Grave Walkers on their payroll.

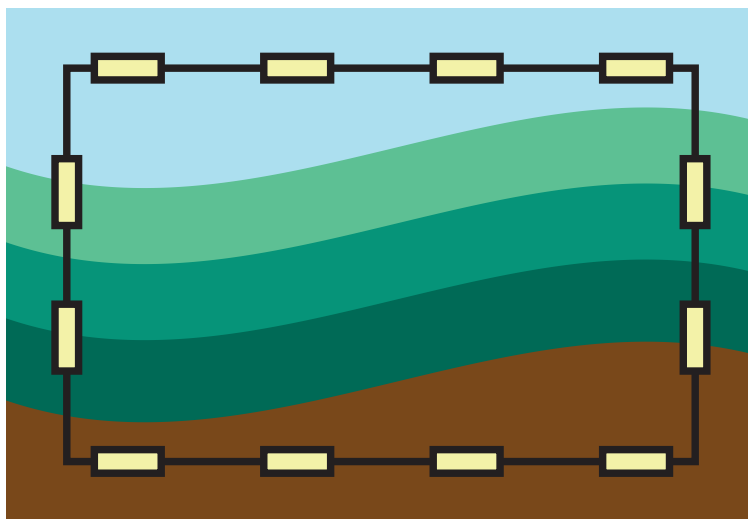
The mercenaries engaged the Falcons shortly after the Clan forces landed, using a pincer movement to cut them off from their DropShip. Though heavily damaged, the Keshik's superior technology spared them from total destruction. The Falcons broke through the Grave Walkers' lines and attempted to regroup in the wind-torn

badlands. The mercenaries reveled in their victory over the mysterious enemy, but Merwin and his senior officers held a more somber tone; reviewing battle footage in their command center, they could see the obvious power of the invading force, and the skill of their MechWarriors. Worse, the early-warning system now showed a robust contingent of reinforcements burning toward the planet.

Overwhelmed by the sudden assault, Malthus had no choice but to call in his previous bid, consisting of the Eighth Falcon Regulars. The haughty warriors of the

Keshik despised the Regulars and their Star Colonel Brikai Buhallin, whose fraternization with freeborn warriors and the lower castes was the subject of frequent Trials of Grievance. But Malthus swallowed his pride, believing that the prospect of being thwarted in his effort to seize a hated Rim Worlds planet—and one of their Clan's first targets—by a band of lucre-warriors was a worse shame.

With the sober realization that the loss of Bone-Norman was now just a matter of time, Merwin shifted strategies to attempt to equip the planet's militia and citizens as best he could, laying the groundwork for a guerrilla resistance. The Walkers' deep ties to Bone-



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Norman shone through in the way the mercenaries fought and died to buy time for those efforts, and barely two companies survived to board their DropShips. Merwin himself perished just before the unit departed, torn from his cockpit by Elementals while supporting distribution operations at a supply point. Sadly, the surviving Grave Walkers found no relief. As the remaining mercenaries attempted to regroup on Black Earth, they were shattered when the Jade Falcons surged onto that world just two months later. Malthus earned one of the Clan's first victories, but the incident on Bone-Norman did him no favors when he was ousted as saKhan following the disaster on Twycross later that year.

Ignited by the Grave Walkers' heroic sacrifice, Bone-Norman's residents rediscovered their cantankerous streak and staged a bold resistance effort during most of the 3050s. But the planet's distance behind the new Occupation Zone line began to tell in the lack of supplies and support from the Commonwealth. By the early 3060s, little in the way of organized opposition remained. The planet's mines were quickly reopened after the initial invasion, but Clan scientists only haltingly picked up some of the work left behind by BioHarvest, refocusing that research on emergency medicines rather than cures for diseases.

A few short years later, a Clan once again shattered the short-lived peace on Bone-Norman. Clan Ice Hellion targeted the world in its 3071 invasion of the Jade Falcon Occupation Zone, but severely underestimated the difficulties they would face. Facing the Hellion's elite Lithe Kill Keshik, comprising saKhan Conner Rood's 200th Attack Cluster, was the Falcons' Eleventh Provisional Garrison Cluster under the command of Star Colonel Idris. Desperately outgunned, and knowing defeat was inevitable, Idris nevertheless vowed to tie down Rood's forces as long as possible in the hopes of throwing a hitch into the invaders' strategic timetable. To accomplish this, Idris bid a Trial for the planet and chose the entire Hapsburg continent as his Circle of Equals. The choice allowed the Falcon defenders to counter the Hellions' preferred fast-strike tactics by choosing their own engagements and orchestrating ambushes without breaking *zellbrigen* and forfeiting the Trial.

Two frustrating weeks later, the Hellions were forced to expose Rood himself in a series of patrols, an opportunity that the saKhan knew the Falcons could not pass up. Indeed, the Eleventh met the Hellions on the Red Stone Plains, and the ensuing battle led to each side springing a carefully prepared trap. The pragmatic Rood instructed a subordinate to begin a general melee, allowing him to call in an additional Trinary that was not part of his initial bid. Star Colonel Idris in turn unleashed a formation of *Erinyes* ProtoMechs, which nearly succeeded in penetrating Rood's cockpit and severely burned him just a short time before the Hellions claimed victory.

Weeks later, the Jade Falcons returned in the form of the reconstituted Falcon Guards, who had embarked on an independent action to disrupt the Hellions' new holdings. The Guards successfully bid a Trial for the planet and defeated the Hellions' thin garrison within hours of landing, using mobile combined-arms forces to maximum effect and reclaiming Bone-Norman for the Falcons.



A TIME OF WAR ADVENTURE SEEDS

MEDICINE MEN *"THIS LITTLE PLANT HAD BETTER BE WORTH IT..."*

Recommended Group Size: 4-8 player characters

Recommended Group Type: Military, Mercenary, Black Ops

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

If someone has made a breakthrough, someone else is probably going to try to steal it. The players are that someone, sent to Bone-Norman to scoop up a newly discovered plant which may hold the key to curing a disease prevalent across the Inner Sphere—and unlocking handsome profits for the benevolent company offering the cure.

Complications: A few obstacles for players to tackle.

Over the Counter: The research facility housing the find isn't the local corner drug store—it's deep in a marshy bayou, well off any common transportation route. Finding the place deep in the swamp will be hard enough, but accessing the stilt-raised structure will be tricky.

Bat Country: There's a reason medicine from the plant hadn't been approved for human trials yet—the plant continually lets off spores which cause a powerful hallucinogenic reaction. The effects may be mild, for comedic play, or borderline debilitating.

Feed Me, Seymour: There's a better reason medicine from the plant hasn't hit shelves—the plant is rather large and rather hungry. Will subduing the carnivorous flora destroy the cure the players' employers are so eager to market?

Just Here for the Planet: As the players prepare to abscond with their find, an enemy force—possibly the Jade Falcons, or perhaps the Ice Hellions—lands with the intent to seize Bone-Norman. Escaping will require a low profile and some quick decisions.

Tips: Traveling to and from the research facility provides a great opportunity to showcase Renick's gloomy high-tide season, when much of the interior landscape turns into swampy marshes and gloomy bayous. Play up the uncertainty of what lurks beneath the unusual setting.

MANHUNT *"DID YOU HEAR SOMETHING?"*

Recommended Group Size: 3-6 player characters

Recommended Group Type: Any

Recommended Skill Levels: Regular-Veteran (Key Skill levels of 3-6)

A notorious criminal who sought refuge on the fringe of the Inner Sphere is at large in the badlands of Bone-Norman. Wanted by several interstellar authorities for the kind of unspeakable acts that fuel holoivid police procedurals for years, the players must venture into the howling winds and retrieve the monster, dead or alive.

Complications: A few obstacles for players to tackle.

Watch Your Step: The felon knows the players are coming and has left some lethal surprises to discourage their pursuit. The traps may be fully lethal, or may only injure group members, allowing the killer to draw out his fun.

Failure to Communicate: The winds tearing off the mountainsides make normal conversation outside very difficult, and dampen most sounds—including human screams.

Dead or Alive: The criminal has no intention of submitting peacefully, and as he fled, obtained enough devices and gear to ensure that his last stand will be a bloody affair for anyone pursuing him.

Tips: Bone-Norman's landscape is stark and foreboding, both in the murky werewillow forests of the interior, and the winding caverns of the badlands. The players should never know what's around the next corner as they hunt their quarry amid the eerie, shrieking winds.



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.

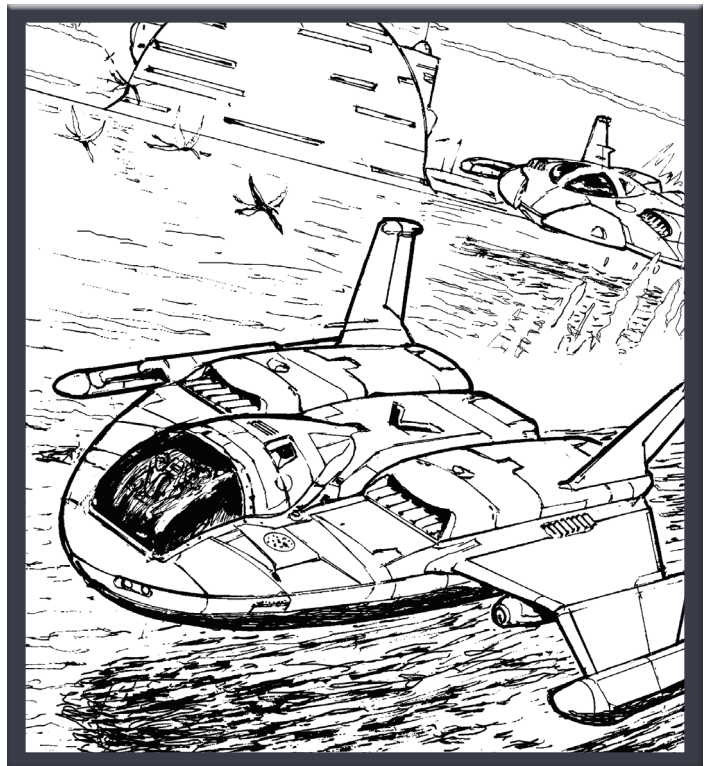
NUMBER OF SATELLITES

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*.

MAPSHEETS TABLES

	2d6 Result	Map
HAPSBURG	2	Mountain Lake (MS2, MSC1)
	3	Desert Mountain #1 (MS3, MSC1)
	4	Desert Mountain #2 (MS3, MSC1)
	5	Desert Sinkhole #1 (MS3, MSC1)
	6	Rolling Hills #1 (MS3, MSC1)
	7	Scattered Woods (MS2, MSC1)
	8	Rolling Hills #2 (MS3, MSC1)
	9	Desert Sinkhole #2 (MS4, MSC1)
	10	Desert Hills (CBT, MS2, MSC1)
	11	Heavy Forest #2 (MS4, MSC1)
	12	Woodland (MS4, MSC1)

	2d6 Result	Map
RENICK	2	BattleTech (MS3, MSC1)
	3	Rolling Hills #1 (MS3, MSC1)
	4	Archipelago #2 (MS7)
	5	River Delta/Drainage #2 (MS4, MSC1)
	6	Lake Area (MS2, MSC1)
	7	Large Lakes #2 (MS4, MSC1)
	8	Coast #1 (MS7)
	9	River Delta/Drainage #1 (MS4, MSC1)
	10	Archipelago #2 (MS7)
	11	Rolling Hills #2 (MS3, MSC1)
	12	Woodland (MS6, MSC2)



RULES ANNEX

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.

OPTIONAL RULES

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

TERRAIN AND WEATHER

Bone-Norman's inhabited areas feature harsh terrain and weather that can starkly vary with the phases of the moon. The Mapsheets Tables presented here reflect the nature of Bone-Norman's dominant terrain based on which continent the scenario is set. For scenarios taking place on Hapsburg, the Hapsburg Mapsheets Table reflects the rocky and windswept expanses of the supercontinent. Scenarios set on the island continent of Renick should use the Renick Mapsheets Table instead.

Werewillows: To reflect the sensor-scattering effect caused by the unique high-metal content of Bone-Norman's werewillow trees, treat all woods hexes on Bone-Norman mapsheets as one level of extra density for line of sight purposes. (E.g. Light Woods hexes affect LoS as Heavy Woods; Heavy Woods hexes affect LoS as Ultra-Heavy Woods.) Werewillow trees do not change movement purposes, however. Thus, a single light woods hex of werewillows will impose a +2 to-hit modifier for attacks that enter or pass through them, but will only cost +1 MP to enter or pass through. Additionally, each hex of werewillows also produces ECM effects identical to those of a Guardian ECM Suite, applicable only to attacks or sensor checks that trace a LoS through the wooded hex.

Thanks to the bayou-like conditions of Renick, the werewillows there grow much closer together than their Hapsburg cousins. Hidden Units (see p. 259, *TW*) in an Renick werewillow hex can remain hidden until an enemy unit moves to an adjacent hex.

Weather: Hapsburg is constantly punished by howling winds, especially near the extensive Rücken mountain range, so scenarios taking place there may make use of Wind effects (see p. 61, *TO*). To determine the strength of these effects, the gamemaster should roll 1D6 prior to the start of the scenario, and consult the Hapsburg Weather column of the Bone-Norman Weather Table.

For scenarios set on the Renick island continent, where flooding is a more pertinent issue, the same pre-scenario roll determines the extent of flooding that takes place. In cases of Light Flooding, all non-water map hexes adjacent to water of any depth must be treated as Mud (see p. 50, *TO*). Moderate Flooding transforms the underlying terrain of all land hexes into Swamp terrain (see p. 51, *TO*). Under Heavy Flooding, the map is so inundated with water that all Level 0 terrain is treated as though it were immersed in Depth 1 water, while all water features and other terrain hexes with a Depth of 1 or more are increased by 1 level of water Depth. Only terrain features of Level 1 and higher are treated as being above the water in Heavy Flooding conditions.

BONE-NORMAN WEATHER EFFECTS

D6 Result	Hapsburg Weather	Renick Flooding
1	No Wind	No Flooding
2	No Wind	No Flooding
3	Light Gale	Light Flooding
4	Moderate Gale	Light Flooding
5	Strong Gale	Moderate Flooding
6	Storm	Heavy Flooding

NUDIBS

Related to the sea swallow of Terra, these soft-bodied mollusks live in the vast tidal pools along the continental coastline created by the tides of Bone-Norman. Nudibs cling to the surface of the pools by sucking air into a gas sac, and expel the air to drop down onto their prey. As long as a man's forearm, the Bone-Norman nudib has developed a potent poisonous sting which can prove dangerous to humans—moreso because nudibs are often found in colonies across large pools. Swept into the pools by the rising tide, many of the mollusks are often left behind when the tide retreats and the pools begin drying out.

Mass: 2-4 kg

STR 2 **BOD** 1 **DEX** 1 **RFL** 1 **INT** 2 **WIL** 1 **EDG** 1

Size Class (Modifier): Small (-1)

BAR (M/B/E/X): Normal 0/0/0/0

Damage (AP/BD): 1M/1

Move (W/R/S): 0.5/—/—

Traits: Poisonous (Sting: [Contact; AP/Strength, 1S/1D, Duration: 1 turn]), Skittish

Skills: AniMelee (+0), Swimming (+1)

CAIMONSTOS

Legends of enormous reptiles lurking deep in swamplands date back to the bayous of old Terra, but on Bone-Norman, they are very much a reality. Drawing their name from a crude portmanteau of "monstrous Caiman," the caimonstos make their home in the flooded interior of Renick during the wet season. Growing to nearly ten meters in length, the flat-nosed reptiles grow quickly and are notoriously aggressive thanks to a rather short lifespan. As the retreating tide inexorably shrinks their swampy habitat, caimonstos turn on each other in an orgy of violence, until only a few of the largest, meanest specimens remain in the small bayous which remain wet year-round, burying themselves in the mud to await the next high tide, and their next meal.

Mass: 1,800-2,200 kg (adult)

STR 38 **BOD** 35 **DEX** 3 **RFL** 6 **INT** 3 **WIL** 5 **EDG** 2

Size Class (Modifier): Very Large (+3)

BAR (M/B/E/X): Scaly hide 2/2/1/1

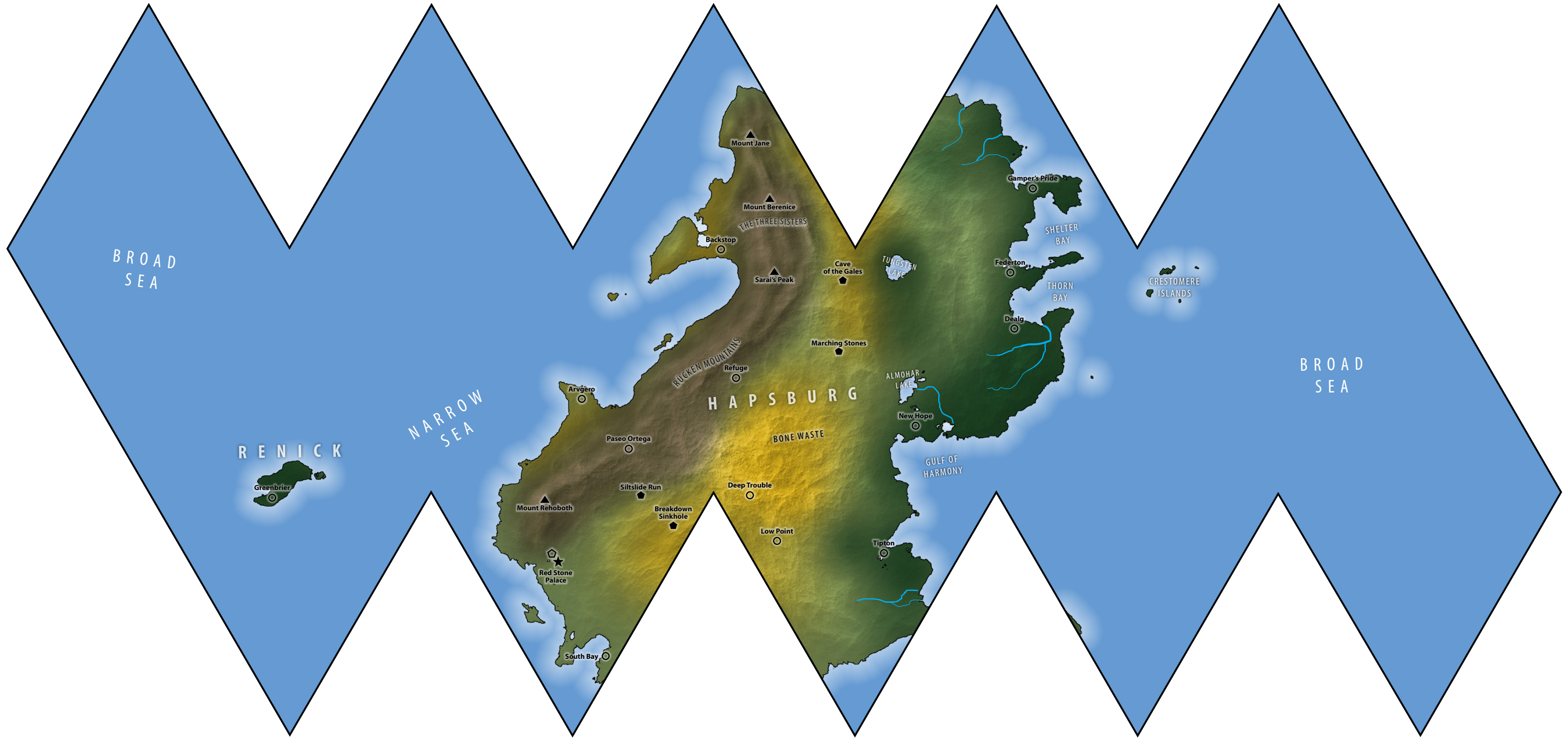
Damage (AP/BD): 1M/4

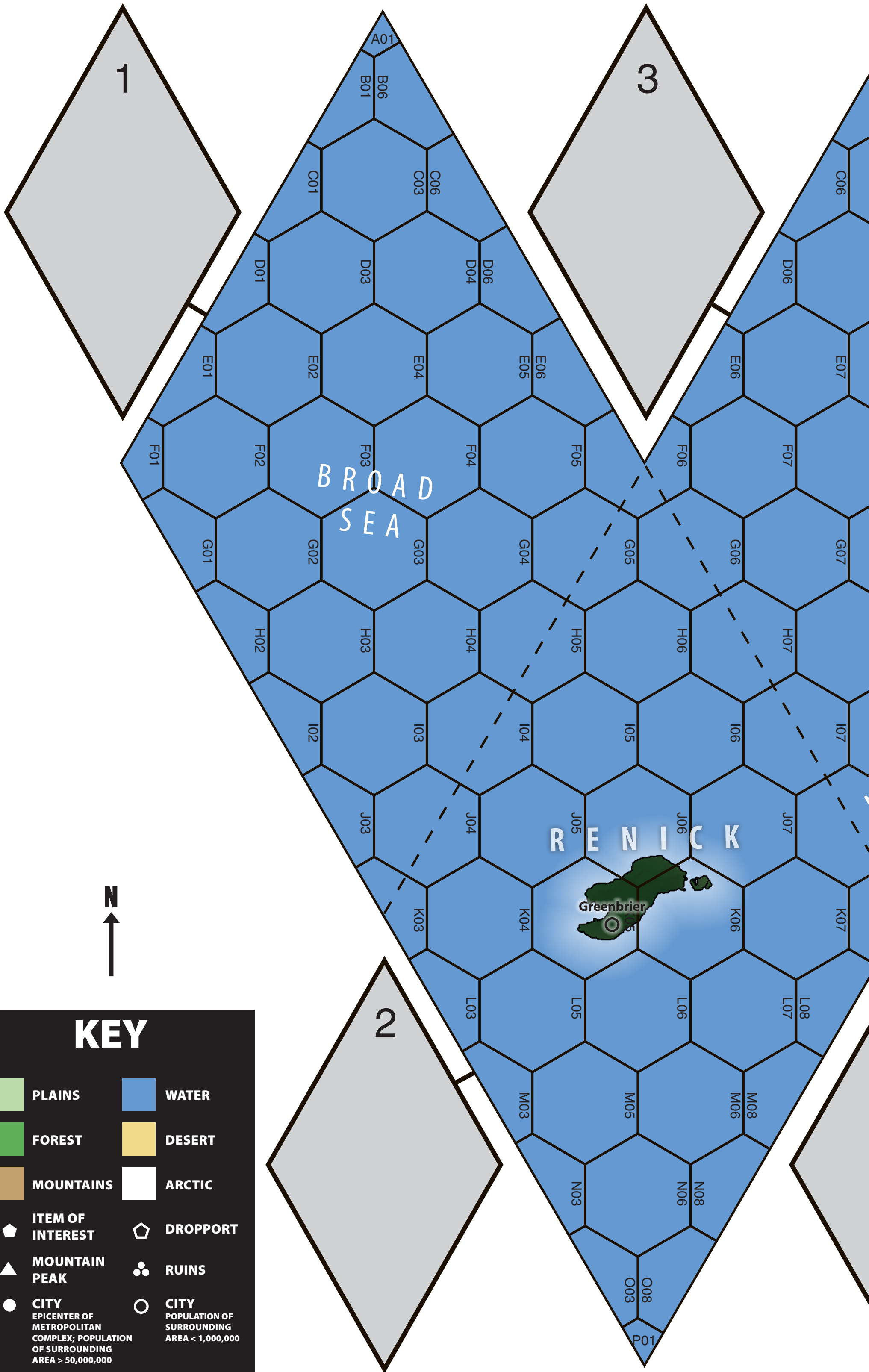
Move (W/R/S): 5/10/15 (land)

Traits: Aggressive, Armor (+2), Cold-Blooded, Patient

Skills: AniMelee (+4), Perception (+2), Stealth (+3), Swimming (+2)

BONE-NORMAN





1

3

2

BROAD
SEA

RENICK

Greenbrier

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 |



