

BATTLETECH



TM

TOURING THE STARS



BUTTE HOLD



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BUTTE HOLDTM

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

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

Haha, Butte Hold!



ATLAS

BUTTE HOLD

Star Type (Recharge Time): G8V (189 hours)
Position in System: 3 (of 7)
Time to Jump Point: 6.19 Days
Number of Satellites: None
Surface Gravity: 1.02
Atm. Pressure: Standard (Breathable)
Equatorial Temp: 39°C (Desert)
Surface Water: 43 percent
Recharging Station: None
HPG Class: B (2750, and post-3120)
Highest Native Life: Fish
Population: 205,000 (3150)
Socio-Industrial Levels: D-F-F-D-B
Landmasses (Capital City): Throline (Butte Hold, aka Raider's Roost)



Butte Hold has had a long history of being the home of criminals and iconoclasts, and this nearly 700-year history continues to influence the planet's destiny today. The planet had less nefarious beginnings when a group of ichthyologists and aqua-culturalists originally settled it from Apollo in 2597 who felt that selective breeding of the native fish-analogue species could produce a high protein food source for Rim Worlds Army field rations. The large, shallow, and briny seas of their world provided ample species to experiment on and the relative old age of the planet (nearly a billion years older than Terra) meant genetic diversity was high. The scientists and farmers set up their research colony on the wide salt flats on the planet's single equatorial landmass, along the northern Selenide Sea. They named the world Butte Hold after the tall rhyolite butte they built their research and storage facilities into.

After two decades of inhabitation, the Rim Worlds Republic claimed the world. While this did little to impede the scientific research or change the lifestyle of the few dozen permanent inhabitants, the growing awareness of Butte Hold started to draw the wrong kind of attention. Even during the arrival of the original waves of colonists, the first large criminal organization began to set its roots into the dusty soil of the world spanning equatorial Throline Desert. Known as the Cavemen, the bandits would prey on new colonists settling the edge of the Throline Desert and disappear into the deep limestone cave networks common under the desert floor.

The original colonists did find success in engineering a better protein source. But with more desirable and productive farming locations for the newly bred krill on Apollo and Crellacor the farming of the new micro-krill was moved off-world along with the planet's largest employer. The native micro-krill remain the primary native

food source to the present, with the compressed (and tasteless) micro-krill cubes lovingly called "Butte Bricks". A centuries-long economic depression took hold, and many analysts in the Rim Worlds government considered relocating the few inhabitants as the cost of policing the world against the Cavemen and other bandit gangs outweighed the profits of the strip mining of selenium and tellurium salts from the Throline Desert. Many historians see the Butte Hold Compromise of 2640 as a blunder, the RWA police force was removed from the planet and the population was tasked with forming their own police force from assets already on world. That meant miners, farmers, and fishermen with no training and little more than basic firearms would be left to defend themselves against much better armed bandits. The lawlessness that followed came to define Butte Hold.

During the Third Hidden War, the Draconis Combine made use of the world as a staging ground for mercenary forces striking at the Lyran Commonwealth. As the planet had no space traffic system, no permanent staff for the HPG system, nor an official spaceport, the Combine mercenaries were able to arrive and depart without any official notice by anyone other than lone prospectors that knew how to keep their mouths shut. The mercenaries used the same vast limestone cave systems to hide their supply caches and repair bays as the Cavemen of centuries before. This would all end in 2742 when the Lyran Intelligence Corps traced a raid by the Combine mercenaries from The Edge back to Butte Hold. Archon Michael Steiner deployed both the entire Twelfth Lyran Regulars and a LIC team to Butte Hold. The assault was a success with the Regulars wiping out the regiment of mercenaries and LIC learning the origins of the mercenaries. The lack of governance on Butte Hold was so great that the Rim Worlds Republic

ATLAS

didn't learn of the battle for nearly six months, when Archon Steiner and Coordinator Kurita came to blows over it in the winter Star League Council session of 2742.

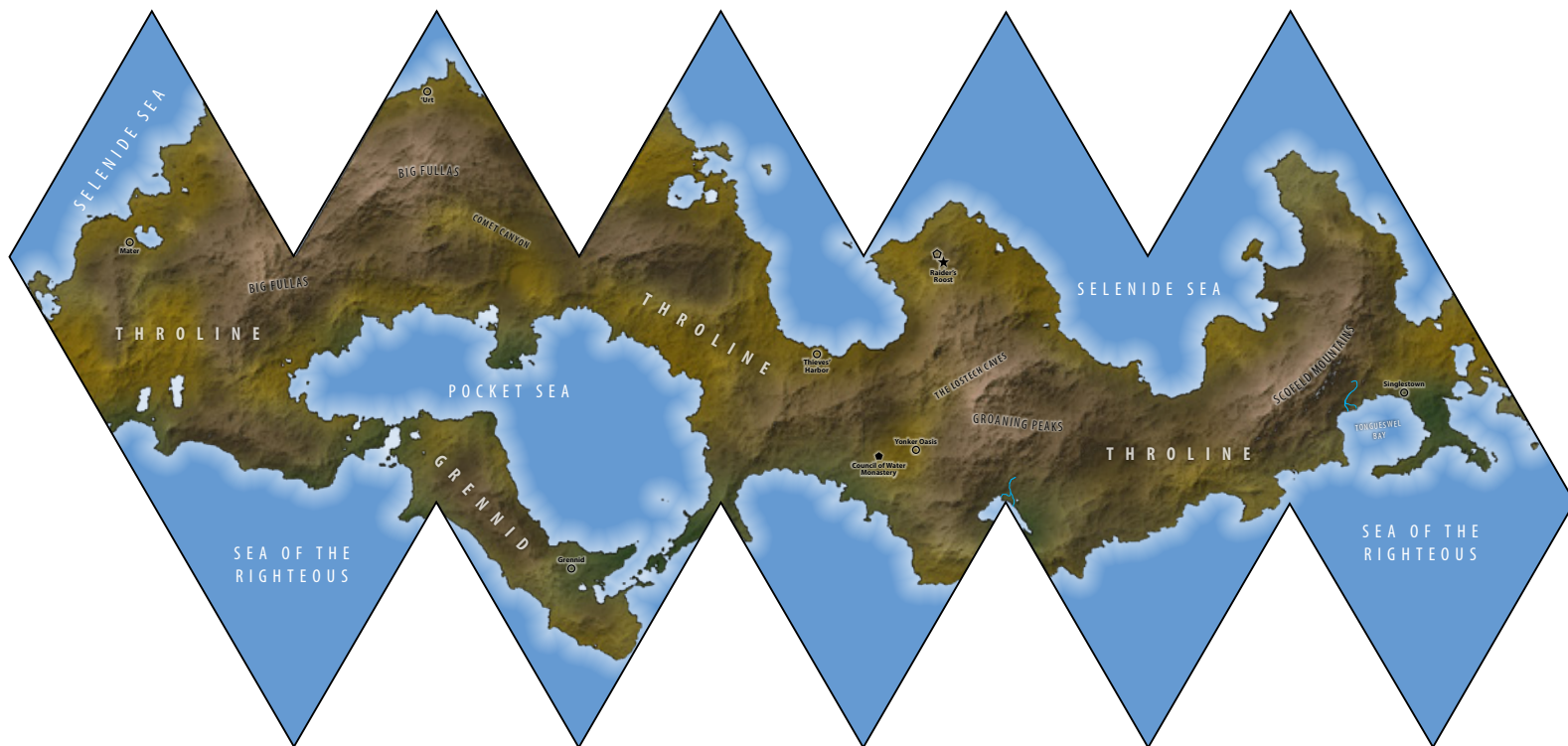
The dissolution of the Star League and the Rim Worlds Republic did nothing to change life on Butte Hold. Foreign interest waned after the last of the Lyran regiments passed through the system to conquer worlds that were more important. In 2865 Butte Hold gained some renewed interest as salt prospectors broke into an unknown cave network that contained military rations, small arms, and ammunition left over from the Third Hidden War. A brief land grab ensued with other prospectors and families claiming areas of worthless desert in an attempt to uncover more relics of the Star League era, with little to show for it besides worthless wreckage left from the battles of 2742 and the occasional small find of repair parts or munitions. What good did come of the land rush was limited to having nearly ninety-eight percent of the population armed with pistols from the Star League era. This statistic included even small children who were given guns and taught how to defend themselves and their families. A saying that circulated in the coreward Periphery at the time was, "Welcome to Butte Hold, here's your gun, here's your ammo, and the hole in the desert where you'll end up is yours to find."

The knowledge of the cave network and the possibility of more hidden caches across the Throline Desert brought the attention of Butte Hold's most infamous citizen, Redjack Ryan. After splitting from the Oberon Confederation and holding thousands hostage with the threat of chemical weapons and the eventual death of half of the population of Fianna, Ryan "borrowed" a JumpShip that he used to

flee to Butte Hold along with a battalion of BattleMechs formerly of the Oberon Guards in 3017. Ryan proclaimed himself "King" of Butte Hold—a title that had never existed before, nor had any meaning to the locals besides how to address Ryan respectfully when they were brought before him.

Redjack Ryan's rule over Butte Hold was the strongest felt on the world in its history, with BattleMechs patrolling the deserts and heavily armed pirates in the small ocean-side settlements ensuring the only law followed was theirs. Ryan placed his throne at the same butte on the Selenide Sea that the original colonists had abandoned centuries before and only now notable for the small abandoned HPG station on the top of the butte. Declaring it the planetary capital, Ryan used the tunnels and storerooms as his palace, his hostage camp, and his harem of unwilling victims. Being brought to "the Butte" (or "Raider's Roost" as Ryan called it) as a citizen of Butte Hold meant death, life as a sex slave, or worse—depending upon Ryan's whims.

Between 3017 and 3028 Ryans' forces grew along with his war coffers after a series of successful interstellar raids. His pirate gang grew to encompass more than two battalions of BattleMechs and an assortment of combat vehicles used to guard his most important convoys. DropShips full of stolen artwork, weapons, clothing, food, and even ice were stored across the planet in the Throline Desert cave complexes. The average citizen saw nothing of these riches unless they were buried alive with the loot to serve as a warning to others. Even other planetary and interplanetary governments hesitated to move against them due to his previous use of chemical weapons and the risk to many of the hostages he held.



ATLAS

In 3028 Ryan married his old lover Maria Morgraine and with her formed a new bandit kingdom called the Greater Valkyrate. Many on Butte Hold hoped that with Ryan now having a wife and a legitimate heir, Susie Morgraine-Ryan, would temper Ryan's passions and bring relief to the terrified citizenry. This would not be the case. One eyewitness from late 3029 reported that while visiting from Gotterdammerung, Morgraine with her eleven-year old daughter Susie watching, took part in the horrible mutilation of an algae farmer who refused to part with his last Butte Brick when asked by one of Ryan's bandits. Over the tortured screams of the farmer, who was learning firsthand about Ryan's experience with a scalpel and magnesium salts, Morgraine coolly explained to Susie how best to cause pain to gain respect through fear of those around them.

Starvation, torture, and poverty were the three words that best described Butte Hold in the years leading up to the Clan invasion. When Clan Wolf made its uncontested landing on Butte Hold in September of 3049 they found a planet worse off than their Star League records indicated. Teetering on the edge of becoming entirely uninhabited, the population welcomed Clan Wolf and the rations they brought. Clan Wolf quickly rounded up Redjack's scattered forces on Butte Hold. Meanwhile, Clan Jade Falcon destroyed nearly all that was left on the other worlds of the Greater Valkyrate bringing the terror of Redjack Ryan's rule to an end.

The Clans brought much needed stability to Butte Hold. Lostech advanced hydroponic systems from the Star League helping to feed the hungry population and the rule of law where not every infraction meant torture and death. Without fear of Redjack Ryan many salt prospectors and miners quickly changed professions and became treasure hunters. The first of Ryan's caches of loot was discovered in early 3050 by Eli Yonker, a man now famous for donating the fifty-thousand cubic meters of water he found to the planet he called home. The Yonker Oasis became the most popular spot for other prospectors to stop and trade tales or treasure they had found in the desert. The peace was kept by Yonker himself along with volunteers that made sure the water was freely available to those who needed it, and after six months of operation Clan Wolf assigned the Oasis a point of *solahma* Elementals to act as a reminder of who really ran the show.

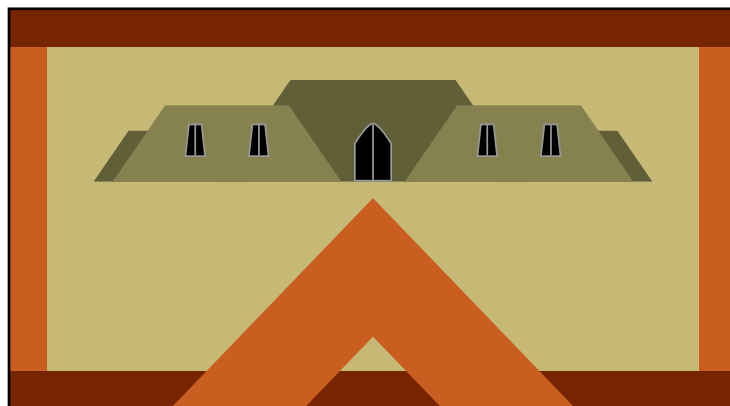
Over the next three decades, little changed on Butte Hold except for a change in ownership from Wolf to Hell's Horses, a distinction totally lost on the majority of the population. Dozens of Redjack's caches were eventually uncovered, providing wealth and a better life to those that found them, but even to the present records show the vast majority of Redjack's stolen goods have never been found. While the Jihad

raged across the Inner Sphere, Butte Hold saw none of the horrors. The planet was so peaceful that the *solahma* Elementals left behind by Clan Wolf (and ignored by Clan Hell's Horses) became convinced that their duty was to peace more than fighting. Drawing on ideas of peace and friendship from the old Star League, the Elementals started a monastic-like group called the "Council of Water." The Council's membership, which quickly grew, tasked itself with guarding all caches of water found in the vast Throline Desert but also to wander the desert with as much water as they could carry, to seek out those that needed it and provide fellowship and friendship.

As the Clans pulled back from their far flung holdings in the coreward Periphery in 3083, a new interstellar entity began to pull together from the old administrative centers on Oberon VI. Reportedly, Butte Hold joined the fledgling New Oberon Confederation due to a simple hands-up vote of two dozen citizens gathered around the planetary HPG that was unanimous due to the promise of free alcohol and an hour at the 'Butte Brothel' from the representative of Oberon VI. With the vast majority of the population living in temporary settlements of less than twenty people changes in government or law meant nothing to the

planet as a whole. An example of this occurred soon after the inclusion of Butte Hold into the Confederation; a new currency was started and introduced to massive confusion. The paper bills were such a novelty on the treeless world that most people used the money as artwork in their drab homes, as a surface to write notes to themselves or letters to each other, or even as long desired toilet paper. Barter was still the norm on Butte Hold and that meant the world did little to add to the interstellar economy of the New Oberon Confederation.

The Confederation's presence on Butte Hold soon disappeared and left the planet on its own once more. Since the collapse of the Republic of the Sphere, the lives of Butte Hold's citizenry have been improving. Most historians and economists agree that Butte Hold is currently seeing its golden era, with Clan technology holding starvation at bay and nearby star systems interested in trading for the easily obtained industrial minerals that can be found amid the salt lands of the Throline Desert. The Council of Water's continued existence, and the emergence of small bands of heavily armed "peacekeepers," has brought even more normalcy to the wastelands of Butte Hold. With war raging once again across the Inner Sphere, media outlets such as INN have gone out of their way to make documentaries showing the tenacious and rugged people who have made Butte Hold their home. Perhaps it is to show their viewers that no matter how bad things are, people will survive; but perhaps it is to remind their viewers they could always have it worse.



A TIME OF WAR ADVENTURE SEEDS

THE THIRD HIDDEN WAR *"BUSINESS IS BUSINESS"*

Recommended Group Size: 4-8 player characters

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

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

The Lyran Intelligence Corps, along with the Terran Hegemony, has back-tracked the well-equipped pirate forces that have been raiding the coreward Commonwealth to Butte Hold. The Twelfth Lyran Regulars (along with select small mercenary/black ops forces) is deployed to take out the.

Complications: A few obstacles for players to tackle.

"Who Cares? Big Deal!": The Throline Desert is a big place with a lot of places to hide. Even with ships in orbit it's tough to find a regiment that has spent years using cave networks to hide in. The natives aren't very helpful either, either not knowing anything at all, or knowing enough not to say anything. How are the players going to find the bandits? On the other side of the story, if the players are working for the "bandits", how are they going to monitor the Lyrans' progress? With kilometer after kilometer of salt flats, anyone is going to stick out like a sore thumb as soon as they come above the horizon.

Bunker Busters: Now that the players know where the bandits are hiding, it's time to blast through their well-defended underground positions. As the attack begins, will the players try and sneak in, to get intel or sabotage key defenses in advance of the main assault, or will they opt for a shock-and-awe strike to push the bandits back on their heels by sheer brute force? As the defenders, how do the players plan to defend themselves from the oncoming Lyrans that have space superiority and have the choice to bring in reinforcements?

When the Killing is Done: After the main battle is over, how will the players mop up the opposing forces that may be scattered across the vast unexplored wastes of the Throline Desert? The harsh temperatures, lack of food and water, and unexpected sinkholes make any sort of expedition into the desert one that the players need to plan out in detail.

Tips: The gamemaster can use this seed during the Late Succession War days of Redjack Ryan just as easily as they would during the Star League era's Third Hidden War. Doing so simply requires adjusting the opposing forces for the times. Also, keep in mind the full ruthlessness of Ryan and his pirate forces, who are perfectly willing to sacrifice innocents and able to justify the destruction of huge swaths of land just to save their own skins. As with any adventure on Butte Hold, the gamemaster is encouraged to think of the planet itself as an antagonist. Whereas the bandits, or even Ryan's pirates, might take prisoners, the planet itself cares not who suffers, and will kill off anyone unprepared to meet the challenges it presents.

GOLD RUSH! *"SQUATTERS RIGHTS!"*

Recommended Group Size: 4 to 6 player-characters

Recommended Group Type: Military (Clan or non-Clan), Mercenary, Police, or Pirates

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

The combination of vast wealth that can be found in the lost caches of the Third Hidden War or Redjack Ryan and the general lawless nature of Butte Hold provides ample need for strong arms to defend or even to take away found loot held by a small group of prospectors.

Complications: A few obstacles for players to tackle.

"...Then Go East for Twenty Kilometers after you See the Bones of Poor Uncle Abraham.": Unless the players have brought their own surveillance satellites with them, they are going to be horribly lost when trying to find their way around the featureless salt flats common on Butte Hold. How are they going to find a guide both willing and able to lead them to where they need to go? Maybe the guide they obtained is selling out the person who found the cache and is leading the players into a trap.

Circle the Wagons! Even if the cache is next to worthless spare boots hundreds of years old, there will always be someone more desperate to get hold of the find than the group that has it now. More valuable caches might even bring out and unite different feuding groups or families that will do their best to take out the players and the owners of the cache to claim it as their own. Without knowing all the groups on the planet, it's going to be tough for the players to plan for every eventuality.

"That was our Last Compressor. Looks Like it's Going to Get Hot.": The extreme heat at the center of the continent and the ever present corrosive salts make modern vehicles luxuries at best on Butte Hold. Even brand new trucks and transports don't stand up well, having clogged air intakes, components shorting out, or lubricants becoming muddy grit. Even directing DropShips in for a landing is dangerous without navigational satellites and the collapsing salt domes that they may find themselves on top of. While transport animals might be more common (albeit still rare), they require food, water, and rest. How are the players going to get the loot back to what passes for civilization on Butte Hold?

Tips: As before, the gamemaster should treat the planet of Butte Hold itself as the primary antagonist. Unless the players have their own vehicles, getting hold of any transport will be difficult at best and animals to haul things may have owners not willing to leave them alone with the players without having a share of the find. This seed should be seen as not just an action adventure with the players fighting off enemy prospectors, the gamemaster should do their best to make NPCs that have real motivations to do the things they are doing, maybe even sympathetic reasons the players may agree with. Desperate women and children willing to kill for a cup of water or an ancient krill farmer that will go to any lengths to get his wife's necklace back since it is the last thing left of her after Redjack Ryan kidnapped and killed her.

RULES ANNEX



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

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

USING PLANETARY DATA

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

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

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

Star Type identifies the color, size, and stability of the world's primary star, as well as how long an arriving JumpShip requires to charge its K-F

drive while in system (using only its jump sail). Particularly large and/or unstable stars can be prone to odd lighting effects that can affect combat, such as glares and solar flares. Rules for Glare and Solar Flare effects may be found in *Tactical Operations* (see p. 58, *TO*).

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

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

NUMBER OF SATELLITES

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

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

RULES ANNEX

SURFACE GRAVITY

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

ATMOSPHERIC PRESSURE

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

EQUATORIAL TEMPERATURE AND SURFACE WATER

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

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

RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

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

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

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

SOCIO-INDUSTRIAL LEVELS

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

LANDMASSES AND CAPITAL CITIES

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

OPTIONAL RULES



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

BUTTE HOLD FLORA AND FAUNA

With no native life that has evolved to live outside of its shallow and briny seas, Butte Hold is one of the most inhospitable places in human settled space. While the air is breathable, thanks to the thick algae mats that float on the northern Selenide Sea and the southern Perrhenate Ocean, the land is lifeless, its soils leached of any nutrients millions of years ago, leaving only harsh salts, heavily weathered rocks, and sand behind.

Only the ocean has any animal life, limited to species like micro-krill and centimeter-long bitter herring. The only native danger would come from the small brine jellyfish that cause a burning sensation to any exposed flesh their tentacles brush against. The greatest danger to visitors to Butte Hold is therefore mainly other humans... that, and the total lack of food or water of any kind outside of a couple hundred kilometers from the oceans.

BUTTE HOLD PLANETARY CONDITIONS

Butte Hold is rare for an inhabited world in that, outside of greenhouses, there are no imported Terran flora that exist on its surface, let alone native plants that have ever evolved to survive on land. With no moon to provide tides, the stagnant, shallow, and very salty seas only are stirred up by massive storms that rage across the landscape. Their rains are torrential, and sweep away what little soil ever develops on the surface, leeching away anything but more salt. The interior of the Throline Desert is even less habitable than the coasts, with daytime temperatures often exceeding 60 degrees Celsius, and dropping to near freezing at night. The desert holds hidden dangers as well, with salt domes or limestone caves that could easily collapse underfoot, dropping people a hundred meters or more down from a surface that looks so solid just moments before.

BUTTE HOLD TERRAIN

When selecting mapsheets for Butte Hold scenarios, the Butte Hold Coastal Mapsheets Table reflects the terrain typical of the regions within 10 to 15 kilometers of the planet's shorelines, where most settlements may be found. For more interior regions, the Throline Desert Mapsheets Table is recommended.

BUTTE HOLD TERRAIN MODIFICATIONS

Because of these conditions, the following changes are suggested for any scenarios or adventures taking place on Butte Hold. Firstly, all woods or jungle hexes on mapsheets should be treated as Rough terrain (see p. 32, *TW*). All water hexes should be replaced by either flat terrain of listed elevation, or treated as a "salt crust". Salt crusts use the same rules as Magma crusts (see p. 36, *TO*), except they produce no magma effects to units that fall through. Instead, a unit that breaks through a salt crust simply suffers falling damage as they plunge through the crust and crash down a number of levels equal to the depth of the water feature shown on the mapsheet. As there is generally no actual water beneath salt crusts, this damage is not halved.

If the scenario in question is taking place closer to the middle of the Throline Desert, treat all clear terrain as Sand (see p. 39, *TO*) and make use of the Extreme Temperature Rules (see p. 62, *TO*), to reflect the incredible heat and dry nature.

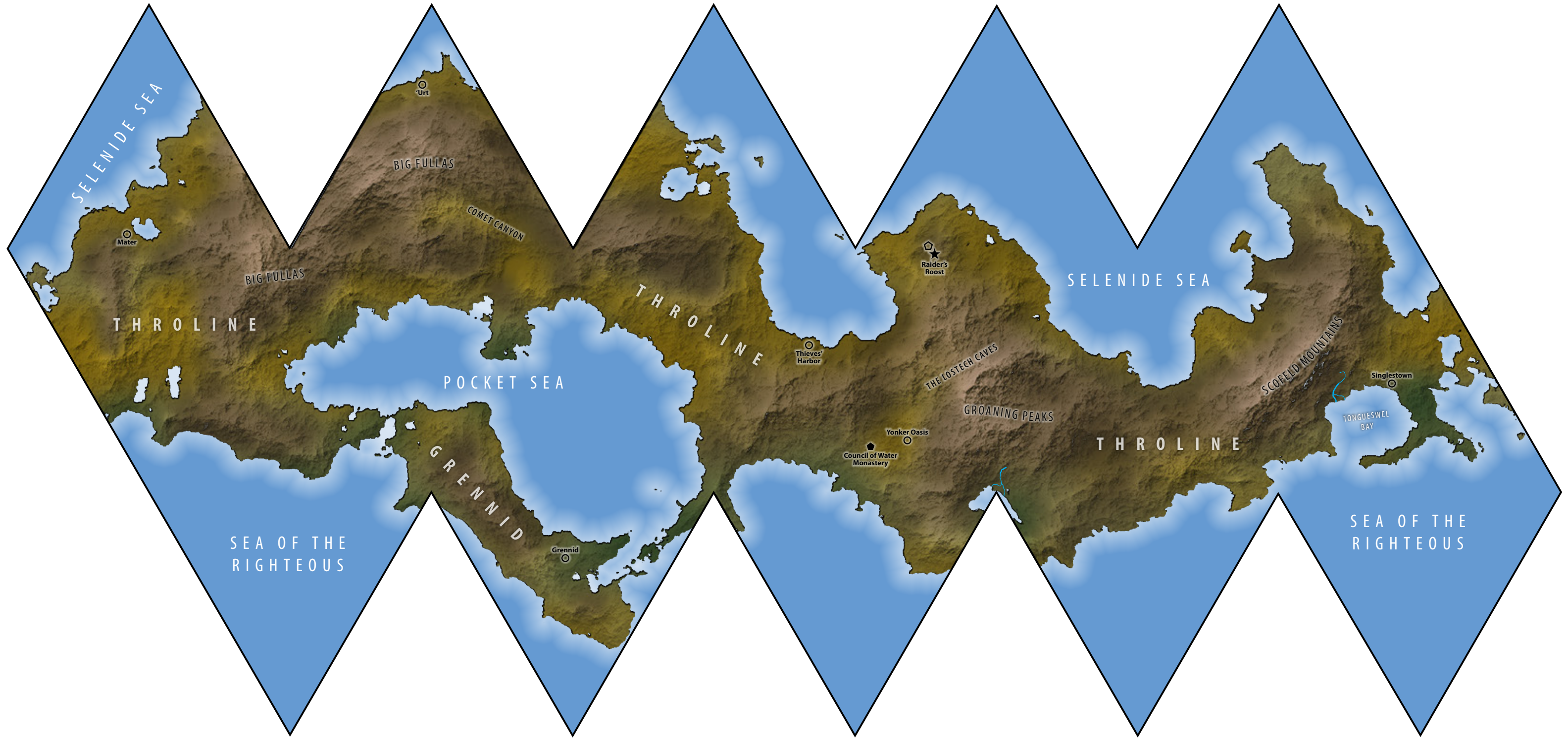
MAPSHEETS TABLES

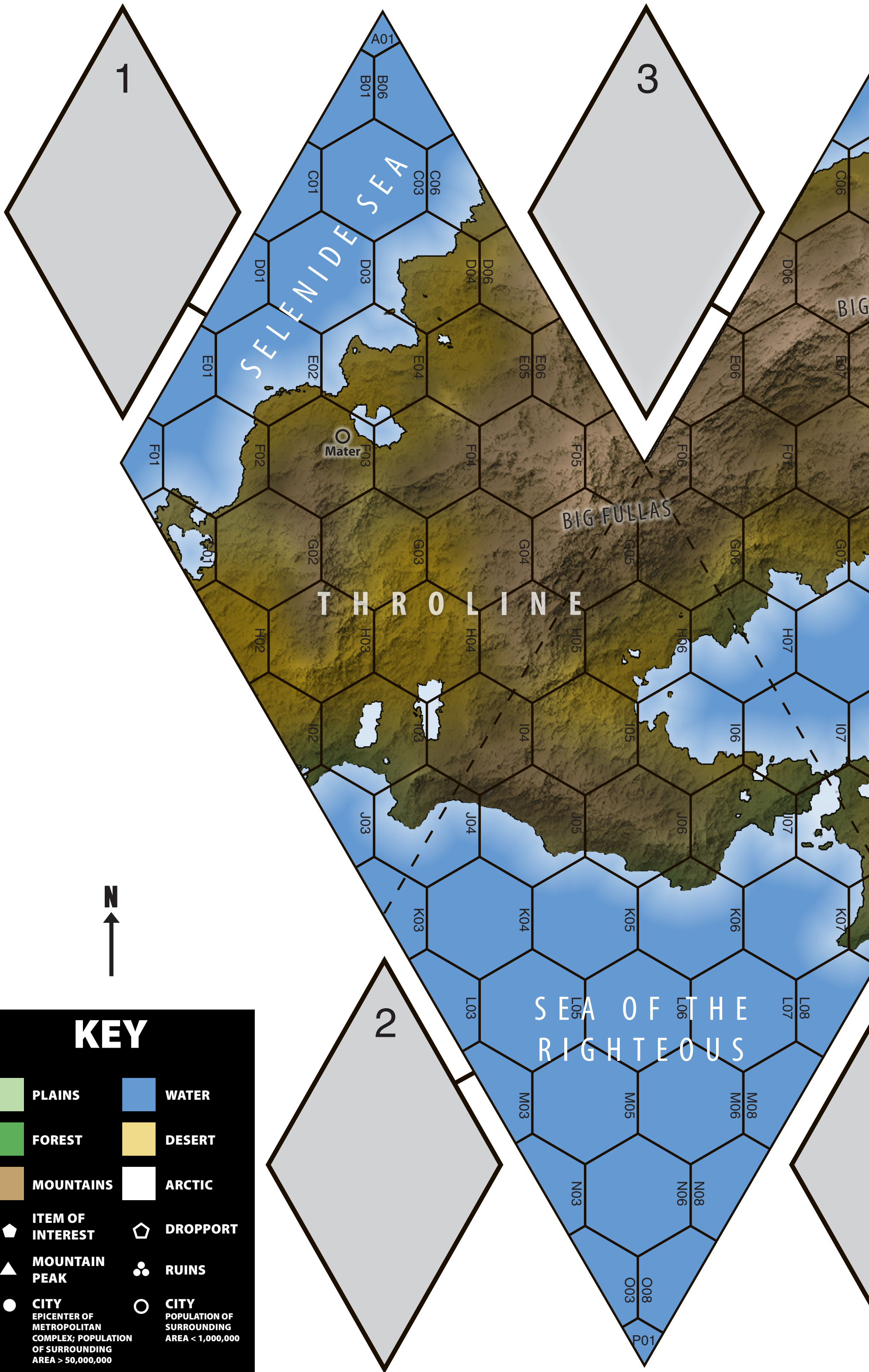
	2d6 Result	Map*
BUTTE HOLD COASTAL	2	City Ruins (MS2, MSC1)
	3	Coast #1 (MS7)
	4	Coast #2 (MS7)
	5	Open Terrain #2 (MS5, MSC1)
	6	Open Terrain #1 (MS5, MSC1)
	7	Open Terrain #1 (MS5, MSC1)
	8	Open Terrain #2 (MS5, MSC1)
	9	Coast #1 (MS7)
	10	Coast #2 (MS7)
	11	Rolling Hills #1 (MS3, MSC1)
	12	Box Canyon (MS6, MSC2)
	THROLINE DESERT	2
3		Open Terrain #2 (MS5, MSC1)
4		Box Canyon (MS6, MSC2)
5		Desert Sinkhole #1 (MS3, MSC1)
6		Desert Sinkhole #2 (MS3, MSC1)
7		Desert Hills (MS2, MSC1)
8		Moonscape #1 (MS5, MSC2)
9		Lake Area (MS2, MSC1)**
10		Moonscape #2 (MS5, MSC2)
11		Rolling Hills #1 (MS3, MSC1)
12		Rolling Hills #2 (MS3, MSC1)

*See rules for additional conditions and modifications.

**On this mapsheet, the Lake Area map is meant to represent a large salt flat. The lake area itself may thus be treated as a salt crust (see the Butte Hold Terrain Modifications rules, above).

BUTTE HOLD





1

3

2



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 |

SELENIDE SEA

THROLINE

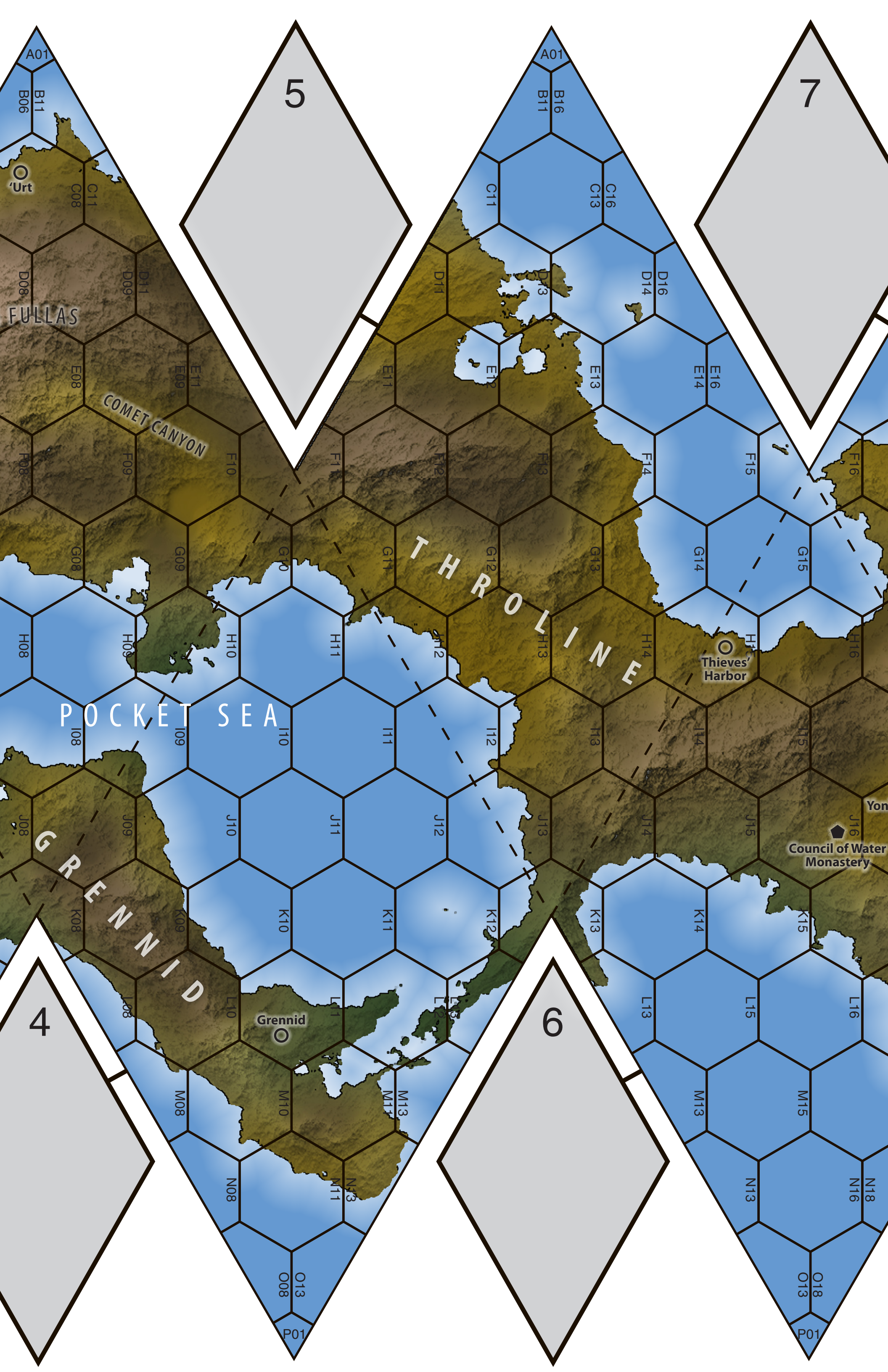
SEA OF THE RIGHTEOUS

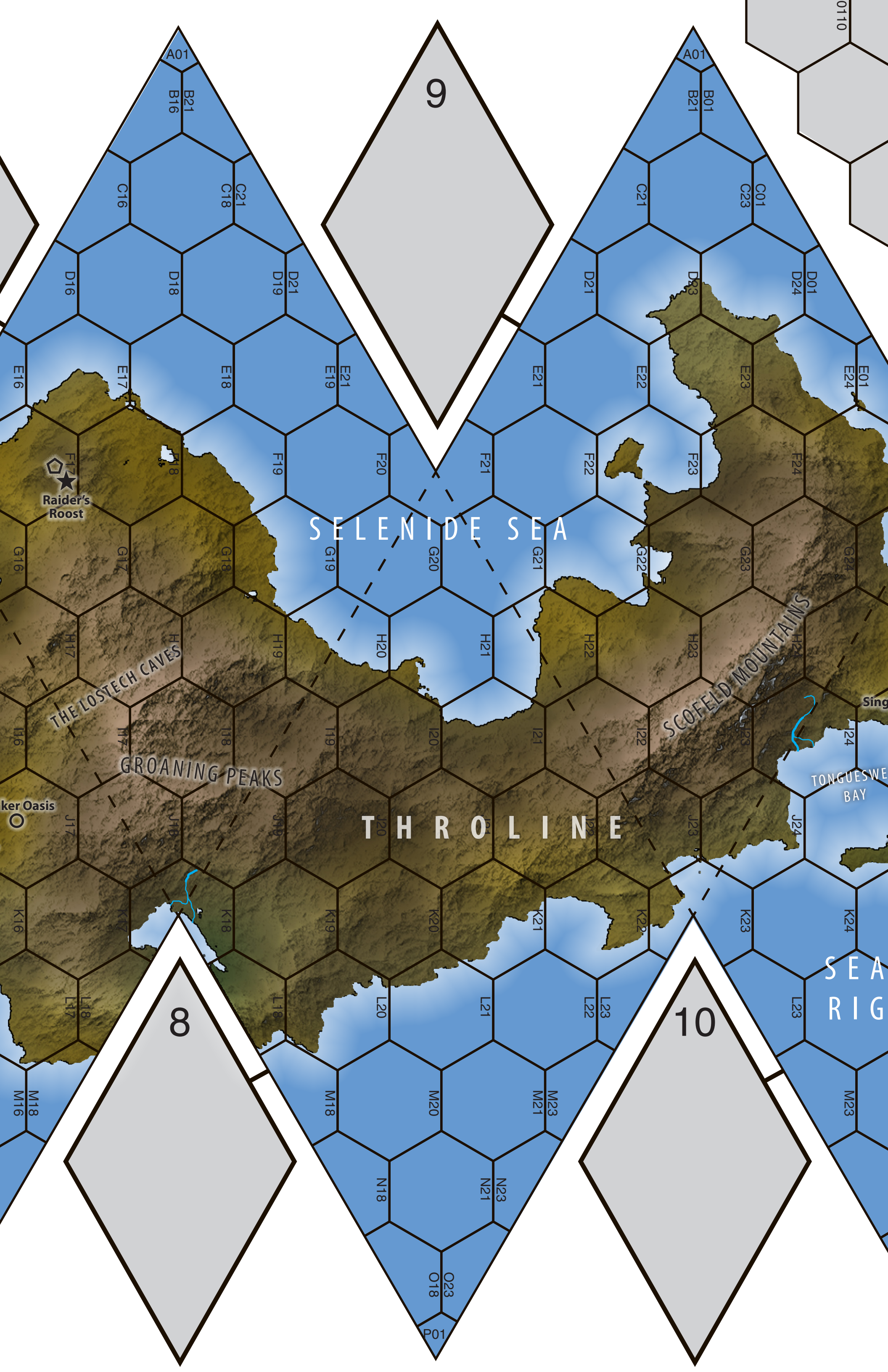
Mater

BIG FULLAS

BIG

A01 B01 B06 C01 C03 C06 D01 D03 D04 D06 E01 E02 E04 E05 E06 F01 F02 F03 F04 F05 F06 F07 G01 G02 G03 G04 G05 G06 G07 H02 H03 H04 H05 H06 H07 I02 I03 I04 I05 I06 I07 J03 J04 J05 J06 J07 K03 K04 K05 K06 K07 L03 L05 L06 L07 L08 M03 M05 M06 M08 N03 N06 N08 O03 O08 P01





6

SELENIDE SEA

THROLINE

8

10

SEA RIG

Raider's Roost

THE LOSTECH CAVES

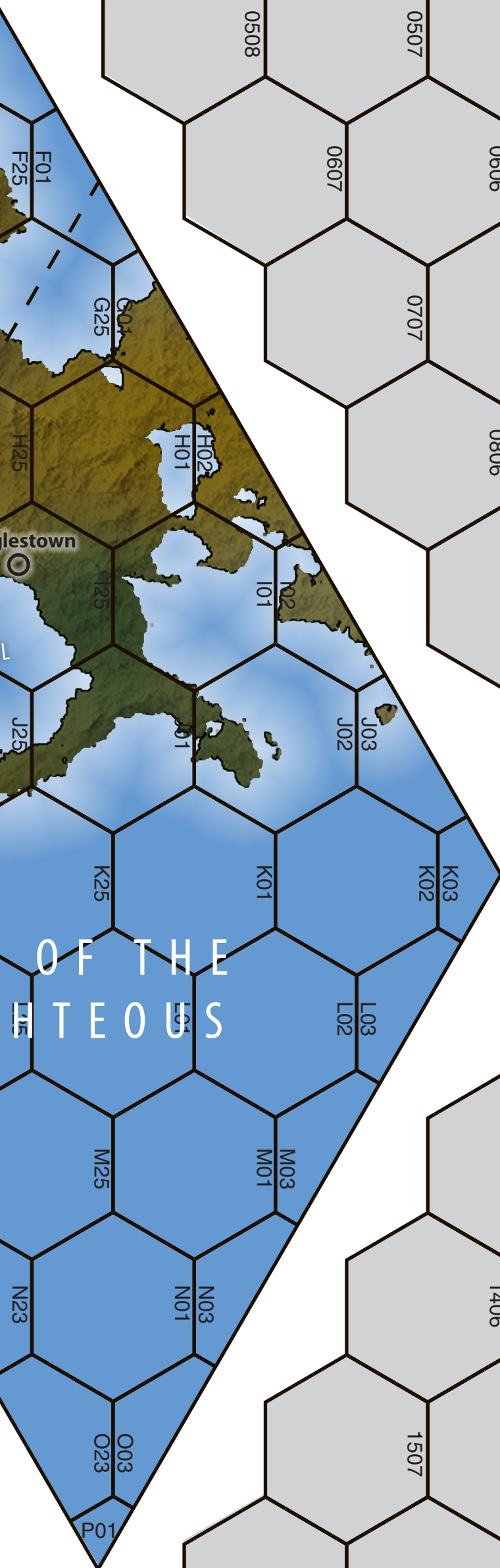
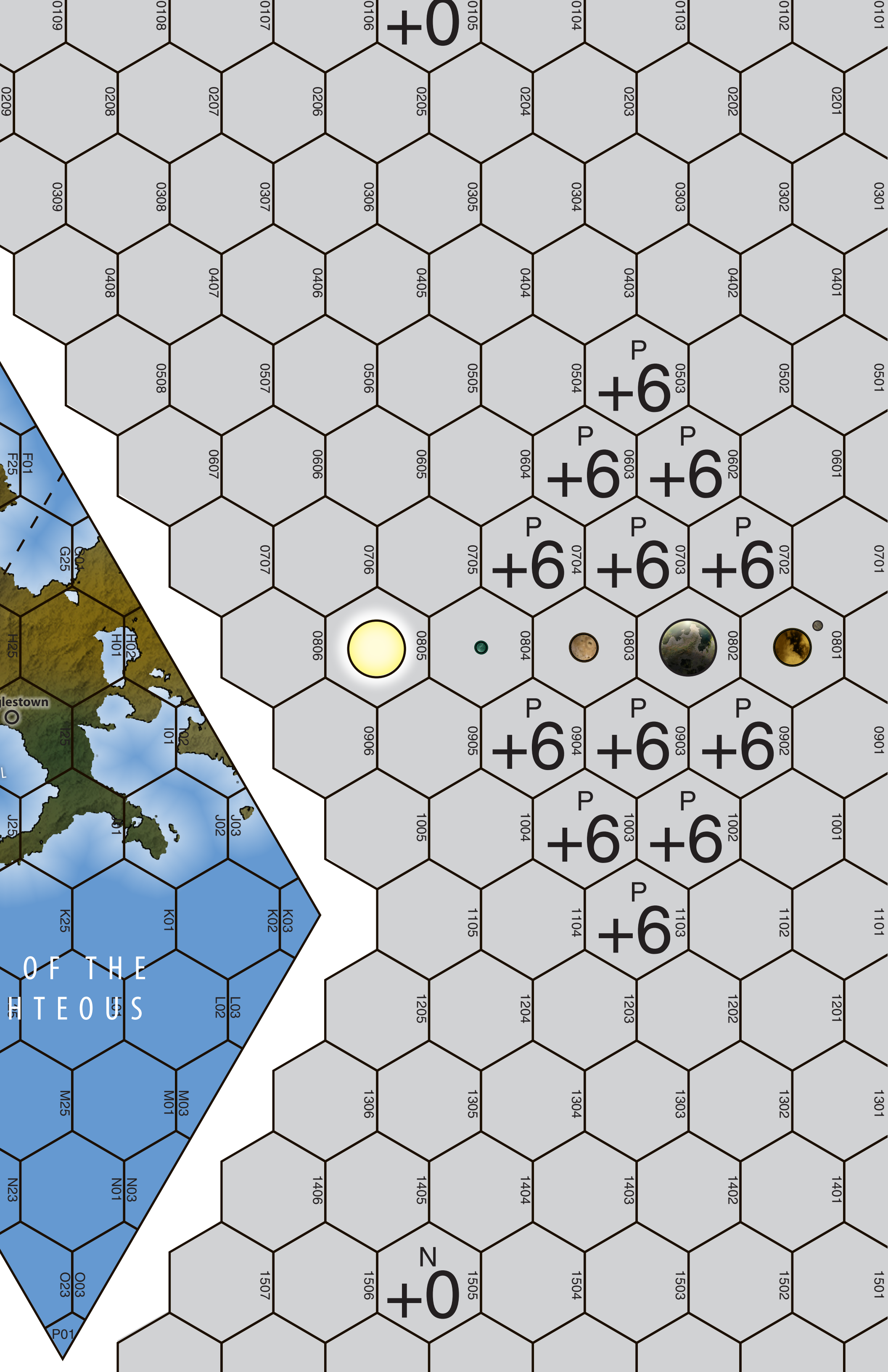
GROANING PEAKS

SCOPELD MOUNTAIN

TONGUESWEE BAY

Sing





OF THE
HAWAIIANS