

BATTLETECH™



TOURING THE STARS



IRON LAND



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INTRODUCTION

We began on Terra, a lonely, blue-green speck in the vastness of the void. It has been more than a millennium since mankind ventured to the stars beyond home, and while it has been a tumultuous history—at the very least—we have discovered, explored, and conquered worlds that our ancestors could only dream about. Humanity now occupies more than two thousand worlds stretched across a vast range of interstellar space known as the Inner Sphere.

For humanity as a whole, Terra, at the heart of it all, will forever be known as “Home.” But for the far greater majority of us, “home” is a very different speck amidst the infinite black. Our homes are many, varied, beautiful, and filled with rich histories—each unique to itself.

In the grand scale of interstellar history, it often becomes so easy to forget this, to see planets and solar systems as dots on an abstracted map. But, at the core of the matter, each of those dots is a place where men, women, and children live, work, love, and survive. Join us on a special tour of the Sphere, as we explore the richness of these worlds like never before!

—Professor Bertram Habeas, *Touring the Stars: One World at a Time*, Free Republic Press



Welcome to *Touring the Stars*, a campaign supplement designed to offer players the opportunity to learn about the worlds of the Inner Sphere, Periphery, and beyond.

The background information contained in the **Atlas** section gives players a world's geography, history, notable events, and other tools needed to create an unlimited number of *BattleTech* games, while the **A Time of War** section offers plot seeds and details for the planet's more notable events. These plot seeds can be used as stand-alone games, woven into an existing game or become part of a larger ongoing 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 those who gave me the opportunity to live and work where I am, which was the inspiration for this writing.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



ATLAS

IRON LAND

Star Type (Recharge Time): G2V (183 hours)

Position in System: 3 (of 7)

Time to Jump Point: 9.12

Number of Satellites: None

Surface Gravity: 1.1

Atm. Pressure: Standard (Breathable)

Equatorial Temp: 45°C (Very Hot)

Surface Water: 83 percent

Recharging Station: None

HPG Class: None

Highest Native Life: Insects

Population: 20,000 (3150)

Socio-Industrial Levels: F-F-A-D-B

Landmasses (Capital City): Nepean, Norfolk
(Kingston), Phillip



Most abandoned worlds in the Inner Sphere were left as poisoned ruins with hostile environments, but Iron Land differs from most in that it was left intact. Abandoned when its populations of prisoners and their related communities of freed settlers moved on, the lost world of Iron Land is just that: a lost world. Only a small remnant population remains on the so-called "Leprechaun World" today today, made up of scavenger locals who appear to take a perverse delight in making life hell for any off-world visitors.

Though quite hot by Terran standards, Iron Land seemed a relatively benign world, suitable for colonization when first discovered. Later, more detailed studies of the world put paid to the initial high hopes for a colony, but it was not entirely without prospects. Located comfortably within its star's habitable zone, Iron Land is relatively small and dense, with high concentrations of oxidized iron and siderophilic elements in all layers of its crust, a geological oddity that puzzles planetologists to this day. Large concentrations of germanium are also present, though only as deep ore loads which are difficult to extract. The high metal content of the local soils created a degree of toxicity that stood as the greatest factor limiting colonization.

Iron Land possesses three small continents. Norfolk in the south is the largest of these, comprising some sixty percent of the world's total land area. Nepean lies 1,000 kilometers northwest of Norfolk, while the rugged Phillip continent is situated 6,000 kilometers further to the northeast. Covering the wetter regions of all three continents are dense forests dominated by the Kingston pine and its various sub-species, while the interiors and lower rainfall regions tend toward deserts and barren uplands. The pine sub-species have developed an amazing ecological flexibility and successfully diversified into many niches, but the Kingston itself is notable for its strength, due to the high iron content in its wood. Though difficult to fell and work, structures made of Kingston pine last for extraordinary time spans with only minimal maintenance, although oxidation often gives this wood a deep red hue even when treated.

Although well forested, and with floating "islands" of kelp dotting the seas, Iron Land has not developed much fauna beyond insect life, either terrestrially or aquatically.

Founded by the Rim Worlds Republic in 2350, Iron Land was set up as a prison world managed by the government on Apollo. The system was never officially acknowledged as a Republic member world, positioned as it was well beyond reach of the typical traveler, and thus intentionally far removed from civilization. As a minor and unofficial part of the Rim, the planet appeared on few official stellar maps. During what is now called the planet's First Settlement, the Apollo government used Iron Land as a place of exile for those who could not or would not reform. The First Settlement numbered less than 10,000 souls, with the balance of those sent to Iron Land living in small, penal settlements such as Sydney, Cascade, Queensbrough and Phillipsburg, all located on Norfolk.

For over four centuries, the Republic continued to use Iron Land as a place of exile. But the fate of those sent to this world was less than the legends would tell. Following an initial service period of hard labor, those who survived the harsh environments of the metal-tainted labor camps would progress to agricultural gangs, then semi-free status in the service communities, before finally earning their ticket to freedom. Though never allowed to depart Iron Land, those who gained these tickets were free to lead a relatively easy—if rather dull—life in the planet's civilian communities, shortened as those lives were by chronic heavy metal poisoning.

The successes of this Transportation Model (as it was known to the locals) led to Iron Land's downfall during the early Star League-era. The very notoriety and ongoing results of this penal system led to increasingly wilder stories of life on this remote planet. Though few to none of these urban legends were true, the lack of government acknowledgement or engagement in discussion on this "official secret" only helped fan the flames of speculation. Moral reformation and progress in the Republic during the twenty-seventh century saw the permanent exile of citizens

ATLAS

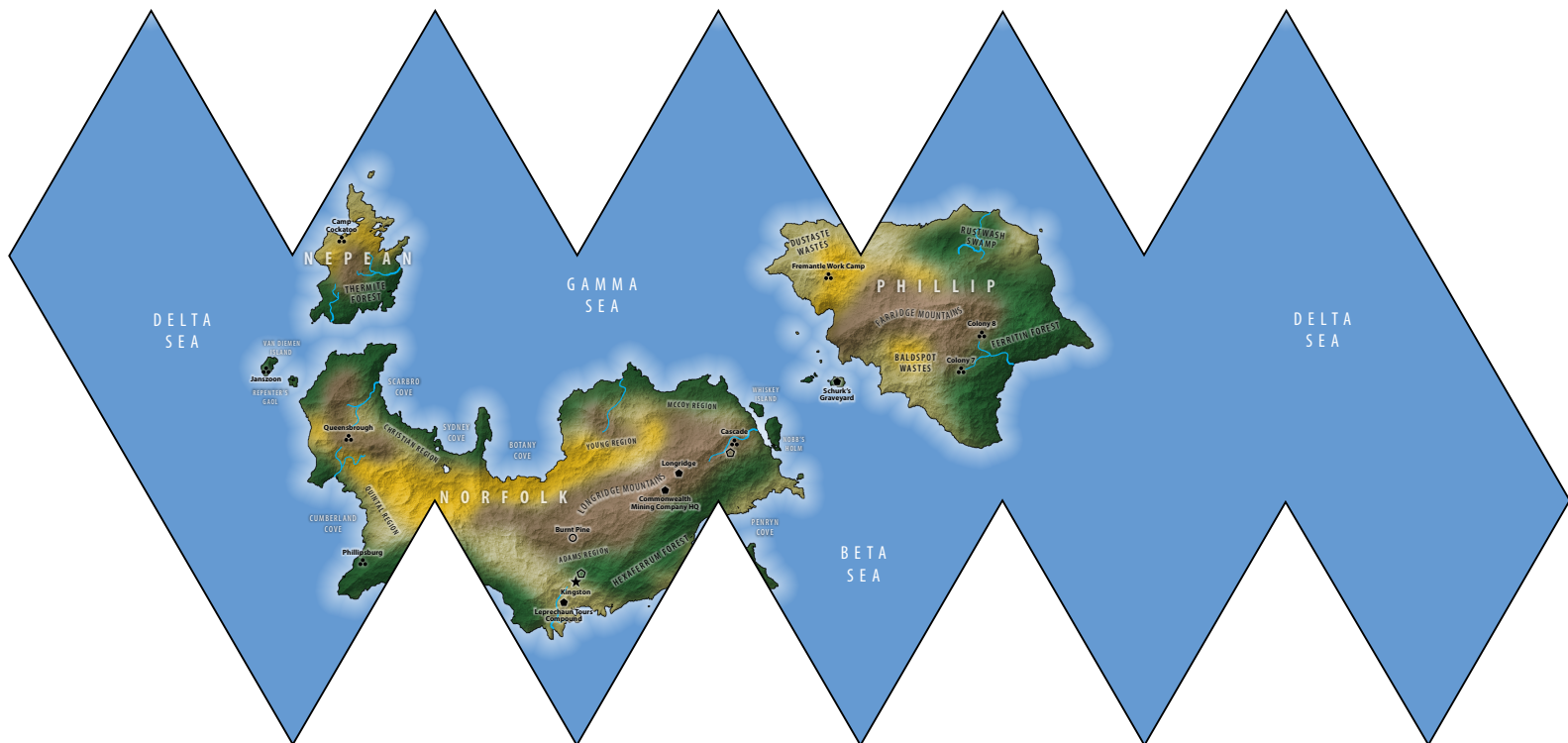
to such penal colonies as abhorrent. The ever-darkening stories of Iron Land only added to the strength of these arguments, even in the complete absence of evidence. The so-called Anti-Transportation League, which developed a large following, successfully lobbied for the closure of the Iron Land penal settlement in 2615. The remaining exiles were either shipped off to other prisons on “civilized worlds,” or given their full pardon and settled elsewhere.

Increasing concern over Lyran outposts on the Republic’s border, combined with other strategic necessities amid the tensions of the later Star League, ultimately prompted President Cynthia Amaris to re-establish settlements on Iron Land. Ironically, under what would become known as Iron Land’s Second Settlement period, the world managed to equal in reality what had once been only legend. In addition to the planet’s heightened strategic importance, the Second Settlement of Iron Land brought back the prison camps that, combined with the changes in Rim policies under Cynthia’s reign, eventually meant a harsher life for those sent there.

From 2725 until its fall to the SLDF in 2768, Iron Land was the *non plus ultra* of prison planets. Under the successively brutal Second Settlement, the Commandants—governors of the world, from Colonel Morisset, Major Anderson, and Mr. Price—became notorious for the meticulous manner in which they used ancient techniques of hard labor, brutality, degradation, and isolation to exact a terrible toll on their charges. Though overlooked as minor participants in the annals of House Amaris’s late Star League horrors, the Iron Land Commandants would, at any other time, have been seen as brutal and petty martinets of the first order. House Amaris was also more than willing to release those who survived their sentence back into society, in order to spread tales of Iron Land’s dread across the Rim.

The Second Settlement period also saw far greater use of Iron Land than ever before. Hundreds of thousands of convicts and political outcasts were sent to this world on an annual basis. The old city of Sydney was renamed Kingston and hugely expanded, as was Cascade, with both settlements boasting landing fields for penal transports. New camps were constructed to house the growing influx of detainees, with the huge establishment at Longridge: the largest non-mechanized, human-powered, penal agricultural settlement ever established within the Inner Sphere. Germanium mining on Iron World was always a secondary concern; House Amaris had more economical sources for the material, leaving extraction activities to independent operations, such as the Lyran-based Commonwealth Mining Company.

Commonwealth Mining, always eager to profit from the Star League’s management of the Territorial States, saw the limited germanium mining operations conducted by the small Rim Worlds firms as ripe for the taking. In 2737, twelve years into Iron Land’s Second Settlement period, CMC convinced the Star League government to grant them access to this world for their own gain. Commonwealth Mining “co-opted” many of the independent operators on Iron Land, often utilizing methods little better than those of the penal settlements’ Commandants. This led to sabotage, riots, and eventually armed resistance, which peaked in 2747 when covert ISF involvement to destabilize the Lyran operations was discovered. Commonwealth Mining eventually suffered more issues than the penal settlements, and came to send many recalcitrant miners to Kingston for “reeducation.” Nonetheless, some of the free miners managed to survive the brutality of the Amaris-backed Commandants, Commonwealth Mining, and the military agents from Houses Steiner and Kurita alike. These survivors eked out their own living on the fringes, to become part of the remnant population.



ATLAS

When elements of the SLDF finally liberated Iron Land in 2768, they were appalled at the state to which the inmates and miners had been reduced, and were ruthless in hunting down and eliminating those responsible. During the SLDF's brief occupation, however, little more could be done for the planet's unwilling residents beyond providing meager material assistance. The SLDF's departure soon after left more than 300,000 ex-inmates and miners stranded. The Lyran Commonwealth eventually sent a detachment to the world in 2789, but Iron Land's now-permanent inhabitants were less than happy to see Steiner forces. After sixty years of brutality at the hands of House Amaris and the Commonwealth Mining Company, followed by the SLDF's minimal efforts and subsequent abandonment, the Iron Landers had developed a streak of hard-earned independence and lack of respect for outsiders.

The Commonwealth's occupation of Iron Land lasted only two years before a DCMS task force arrived. The small Commonwealth garrison, mercilessly tasked by the locals in an ever-escalating campaign of sabotage and petty assault, was no match for the DCMS invaders. However, it took the warriors of House Kurita little time to realize that the reticent locals held no more love for the Draconis Combine than they had the Lyrans. Following three months of escalating civil unrest, and a small number of fruitless reprisals by the DCMS, the Combine pulled back from Iron Land, but did so in a way that would make the world next to useless for the Commonwealth. Over the course of six months, the DCMS and DCA overloaded transports with civilians rounded up at gunpoint and shipped them to worlds in the Rasalhague Military District, while rendering the mining operations useless through nuclear strikes. Many Iron Landers died en route to Combine space, or were killed resisting their forced migration. By early 2792, the Combine had removed or killed roughly ninety percent of the local population, leaving ruins in their wake.

Over the course of the next 250 years, the remaining Iron Landers, instead of dying out, forged a new way of life. In what became known locally as the Third Settlement period, they rebuilt what they could of their world in their own way. Central to their life, the remains of the city of Kingston were restored with loving care, but left largely empty as a living museum, despite hosting the Iron Landers' small government. A new township, Burnt Pine, was raised in the uplands roughly 300 kilometers north of Kingston, and it was there that the majority of the survivors settled. Other Iron Lander communities spread out across the continent of Norfolk, most in small family ranches, where they raised what crops they could to sustain themselves.

Outsider visitation to Iron Land never truly stopped; the occasional trader, or raider, came to the world either to collect Kingston pine wood for sale in the Inner Sphere, or to try and secure germanium stockpiles. Few of these endeavors were truly successful, however, as the locals harassed any off-worlders who stopped by, much as they had with the Combine and Commonwealth forces. Over time, raids against these unwelcome visitors—once undertaken out of spite—turned into raids for the fun of it, and even became part of some local coming-of-age rituals. Lethality was replaced with chicanery and the cleverness of Iron Land traps—along with the humiliation they can inflict on the unwitting—became a minor legend in the Coreward areas. One of the Iron Landers' favorite tools in their bag of tricks came in

the form of the dream "fish," a large native arthropod whose flesh has a hallucinogenic effect. The distillation of the dream fish's flesh produces a substance that creates deeply disturbing visions for those who ingest it.

The Iron Landers' society evolved to be highly patriarchal, with men awarded nicknames based on their life stories, while women receive no such accolades. The Council of Elders is strictly a male gathering; it is a rare visitor who is welcomed to Iron Land, and a rarer one still who sees an Iron Lander woman. Since the planet's ravaging by Combine forces, technology on Iron Land has regressed to that of nineteenth century Terra, though the local's ability to work the Kingston pine for construction and ornamentation has created both a unique architecture and a distinctive style that defies such low-tech simplicity. The local population, by some estimates, now numbers around 20,000, all of whom trace their descent from twenty families. Of the twenty families, some are more notable than others, with names like Adams, Quintal, McCoy, Young, and Christian the most prominent. Others, like Buffett, Evans, and Nobbs, always strive to gain standing above the larger families. "Members of the original twenty families all carried genetic advantages that that enabled them to survive the planet's metals-heavy environment long enough to reach childbearing age. Still, the average life span of a typical Iron Lander is less than fifty years.

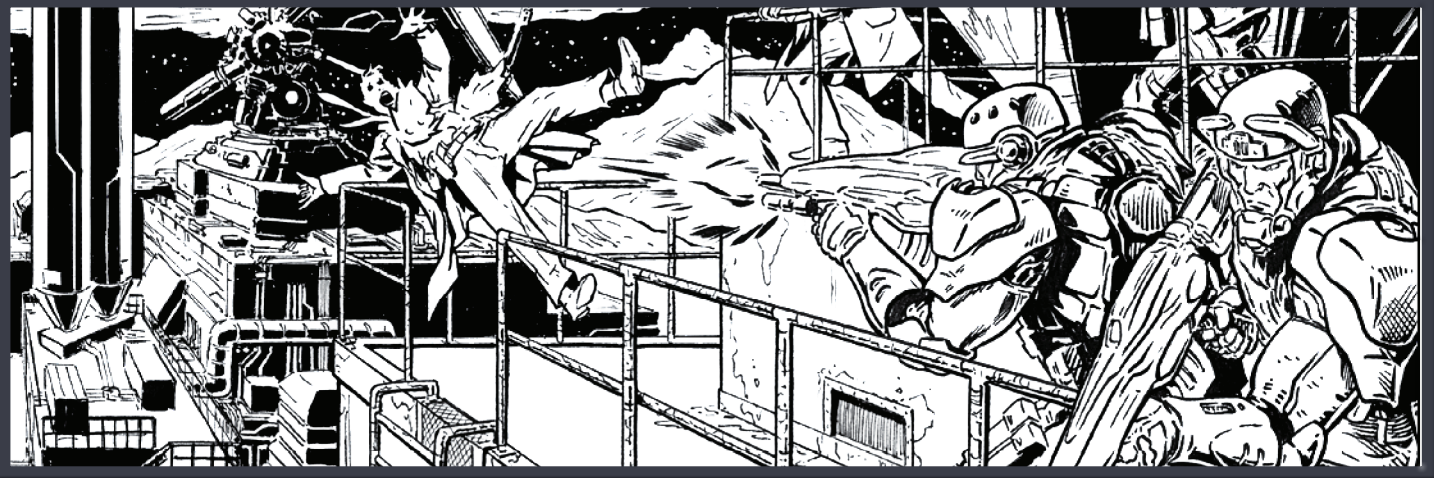
The Clan invasion could have spelled the end of the Iron Landers' way of life, as Clan Wolf and (much later) Clan Hell's Horses made several visits to this world when surveying ex-Rim Worlds holdings in their Occupation Zones. The Iron Landers adapted, as they always did, disappearing into the hinterland after the sheer power and ruthlessness of the Clans became apparent. The populace became adept enough to vanish from Kingston and Burnt Pine within a day and leave ghost towns to any visitor.

When Clan Hell's Horses eventually abandoned its Coreward holdings, word reached Iron Land that the immediate threat of the Clans had passed. Though the Iron Landers remained cautious, they have slowly become less fearful of visitors and regained some of their former willingness to inflict the *riank* (raid-prank) on those passing through. Recent thrill tourists have begun visiting Iron Land from the Lyran Commonwealth, though not in great numbers, as word of the "Leprechaun World" spread to those seeking adventure on the fringes of human settlement. Bored nobles and daredevils now journey to Iron Land expressly to experience a *riank*, or to see if they can one-up the locals. Although this has led to some fatalities, misunderstandings, and no small number of broken limbs, several regular tour operators have begun building a successful relationship with the locals, which involves fleecing the visiting tourists of any and all items of value, while the tour operators charge exorbitant rates for the experience. Where this growing contact with outsiders will lead the people of Iron Land is not known, nor thought about much by the locals themselves. Still, some optimists muse that learning to trust some outsiders—in their own odd way, anyway—may one day see the reclusive inhabitants of this lost world begin to reach out after three centuries of isolation and insular living.

Recently, Interstellar Expeditions has sent three separate expeditions to Iron Land. Clashes with the operators, misunderstandings with the native populace, and—in the locals' eyes—unauthorized excavations at the Longridge Ruins have made assignment to an IE expedition to Iron Land a hazard posting.



A TIME OF WAR ADVENTURE SEEDS



THE WOODS HAVE EYES! *"DON'T EAT THE FISH!"*

Recommended Group Size: 4-8 player characters

Recommended Group Type: Military, Mercenary, Civilian Adventurer

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

You thought the trip to the Leprechaun World would be a bit of fun, and it has been for some. The old town of Kingston was like stepping back in time and the forests are breathtaking. However, things got nastier than you expected and the tour guide seems to know more than he is letting on. Johnny's off his head screaming about giant teddy bears chasing him, Sarah's got two broken arms, half the kit is missing, someone glued Joey's dog to the cabin roof and now the cruiser won't start and it's getting dark. To top it all off, you could swear the trees have eyes.

Complications: A few obstacles for players to tackle.

It all seemed like such fun! The tour guide seemed to be leading you to something he knew was coming, but things got a little too rough even for him. People are hurt, and one of the idiots from Donegal that joined the cruise late just pulled a gun and started firing into the woods. Everything has gone very quiet.

You spoke to the girl? The tour guide is freaking out now: the lads from Arcturus just got back and say they chased down a local girl they ran into, so they could talk to her. The guide is really worried and is trying to get us all back in the vehicles, but the Arcturans are having none of it. There is a noise like drums out in the woods and it all seems a little ominous.

High time we left: You somehow made it back to Kingston, though what happened to the Arcturans was not made clear until you found what was left of them in the central square. The yahoos from Donegal are still with you, but they are all piss and no fight now. The ship is on the other side of the ghost city, you just have to make it there, get off this awful place and get your refund.

Tips: Adventures on Iron Land are for sadistic Gamemasters who like keeping players on their toes. Heavy weapons and large-scale military equipment will get PCs nowhere, as the locals will fade away in the face of such power. However, for players who want an interesting campaign, where they need to give as good as they get in a game of prankmanship with the locals, a clever GM can have a lot of fun. However, PCs must be careful—if they go too far, or break one of the many unknown social taboos, things can turn nasty very quickly.

GHOSTLY SCUM! *"WE'RE SOLAMHA, NOTHING MORE."*

Recommended Group Size: 2 to 4 player-characters

Recommended Group Type: Military, Clan Solahma, Pirate

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

You have been sent to scout Iron Land to determine its potential as a long-term storage depot away from the main lines of travel and communication. This is in no way a glamorous assignment, but the future will require stockpiles of materials, so duty demands you do the job properly.

Complications: A few obstacles for players to tackle.

An empty city will do nicely: It was weird finding an empty city in pristine condition and you don't trust the situation one jot. However, it's a perfect place for a depot, or so you thought. Kit is going missing faster than you would expect in a combat zone and all manner of equipment keeps breaking. The hard word has come down to put a stop to it.

Show of force: The efforts to stop the pilfering in Kingston by the yet-unseen pests led to a few bruised troopers and hints that our foe is human and knows the town. It's time to show the yokels what real power is and get them to back off.

The garrison has lost it mind: After capturing a few of the local troublemakers, your own trouble began. Nearly the entire garrison is running around screaming at its own shadows, the prisoners have been sprung and the ammo dump just blew up. As the only ones functional enough to deal with the situation, you and your crew might just have to save the day.

Tips: This adventure will force a PC group that has relied on firepower in the past to learn new methods of dealing with a situation. Wading in gung ho will only escalate the issues PCs face. If the PCs and their garrison can learn the game, learn to talk and accept the loss of a few supplies as the cost of doing business, they may get a look inside the Iron Landers' world. If they persist with force first, they will live to see the ugly side of the world of Iron Land.

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 world 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*.

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*.



RULES ANNEX

ATMOSPHERIC PRESSURE

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

EQUATORIAL TEMPERATURE AND SURFACE WATER

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

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

RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

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

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

HPG Class defines the presence of a local hyperpulse generator on the planet, indicating its ability to transmit signals to other systems nearby. Such stations are always located on the planetary surface, and are largely considered inviolate by all but the most serious attack forces. (Attacking an HPG is still considered a crime against humanity by most civilized realms, even in the post-Clan Invasion eras.) Class A

stations reflect major interstellar communications hubs, while Class B stations usually send transmissions in massive bundles less frequently. Although any HPG can send an emergency signal to a nearby system within hours of an attacking force’s discovery, many raiders target worlds with Class B stations (or no stations at all), in the hopes that their arrival will raise the alarm among nearby systems more slowly. Assault forces, meanwhile, may target Class A worlds in an effect to secure a realm’s communications hub and disrupt responses to a border-wide campaign.

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

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

SOCIO-INDUSTRIAL LEVELS

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

LANDMASSES AND CAPITAL CITIES

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

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

OPTIONAL RULES

IRON LAND FLORA AND FAUNA

Though not a true mono-culture, the plant life of Iron Land is dominated by the Kingston Pine and its numerous sub-species. The great forests cover the wetter regions of every continent, with some dwarf types having adapted to arid lands. Deserts of Iron Land possess a limited ecology, with the occasional oasis acting as the rare haven for life. These deserts are home to some arid-tolerant and exceptionally slow growing sub-species of the Kingston Pine and other species that have adapted themselves to co-exist with them. But by and large these are spare wastelands, contrasting against the vast pine forests of the rest of the world. Native animal life has not evolved beyond insects either aquatically or terrestrially, with most forms benign to humans. All large fauna is modified Terran stock, but like their human counterparts, is limited in genetic diversity due to the iron-heavy natural environment.

IRON FLY

The iron fly breeds and swarms once a year at perihelion and is the single largest threat to human health on Iron Land after the environment itself. At dawn on perihelion, billions of iron flies, none bigger than a human finger, swarm from their burrows and mate. By midday, the mating ritual is complete and the female iron flies seek a place to lay their eggs. They can burrow into anything softer than metal, stone or Kingston pine; while they typically prefer the soil, flesh works equally well. People and animals caught outdoors during the iron fly mating swarms risk serious injury or death within minutes as the swarms return to earth. It is in this fashion that the iron fly nearly ended the first settlement at Sydney in its first year and has devastated several visiting missions over the years. Were it not for the critical role iron fly larvae have in local soil aeration, destroying the species or global containment measures would not be out of the question.

Mass: 0.5-0.7 g (individual)

STR	BOD	DEX	RFL	INT	WIL	EDG
1	0	2	3	1	1	0

Size Class (Modifier): Tiny (-4)

BAR (M/B/E/X): o/o/o/o (None)

Damage (AP/BD): oM/1 (sting)

Move (W/R/S): 15/45 (flight)

Traits: Blood Rage, Exceptional Attack (Burrow [AP/BD: 4M/1]*), Flight, Susceptible

Skills: AniMelee (+2)

Notes: *Swarm rules apply during mating season (see p. 119, *AToWC*); Treat a 5-meter (diameter) iron fly swarm as having a damage capacity of 40; Multiply Burrow attack BD by current swarm damage capacity, divided by 10 (round normally). In tactical-scale play, iron fly swarms are resolved as a Bug Storm (see pp. 40-41, *TO*).

DREAM FISH

The dream fish can grow as large as sixty centimeters in length, though most only reach about half that size. The "fish," a large mobile and free-swimming arthropod, inhabits many of the fresh water rivers

on the Norfolk continent and (when prepared properly) is considered a cultural delicacy in Iron Land society. Those who are not familiar with the proper preparation methods, or who are dosed with the extract that is distilled from proper preparation, face effects ranging from severely disturbing dreams from eating the flesh, to days-long waking nightmares from the distillation.

Other than their hallucinogenic effect, the dream fish pose no threat to humans.

Mass: 2-2.5 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
1	1	1	5	1	1	0

Size Class (Modifier): Extremely Small (-3)

BAR (M/B/E/X): o/o/o/o (None)

Damage (AP/BD): oM/o

Move (W/R/S): 7/24 (swimming)

Traits: Skittish, Susceptible

Skills: AniMelee (+o), Perception (+1), Swimming (+5)

Notes: Consuming an improperly prepared dream fish (or a single dose of distilled dream fish extract) produces hallucinogenic effects (see Sample Drugs and Poisons Table footnotes, p. 319, *AToW*). The drug stats below use the rules for drugs and poisons in *A Time of War* (see pp. 317-321, *AToW*).

DREAM FISH DRUG STATS

[Dream Fish (flesh) – Vector: Ingested; **Drug Strength:** 4; **Duration:** 3 hours; **Effect:** Hallucinogenic]

[Dream Fish (distilled extract) – Vector: Ingested; **Drug Strength:** 5; **Duration:** 6 hours; **Effect:** Hallucinogenic]

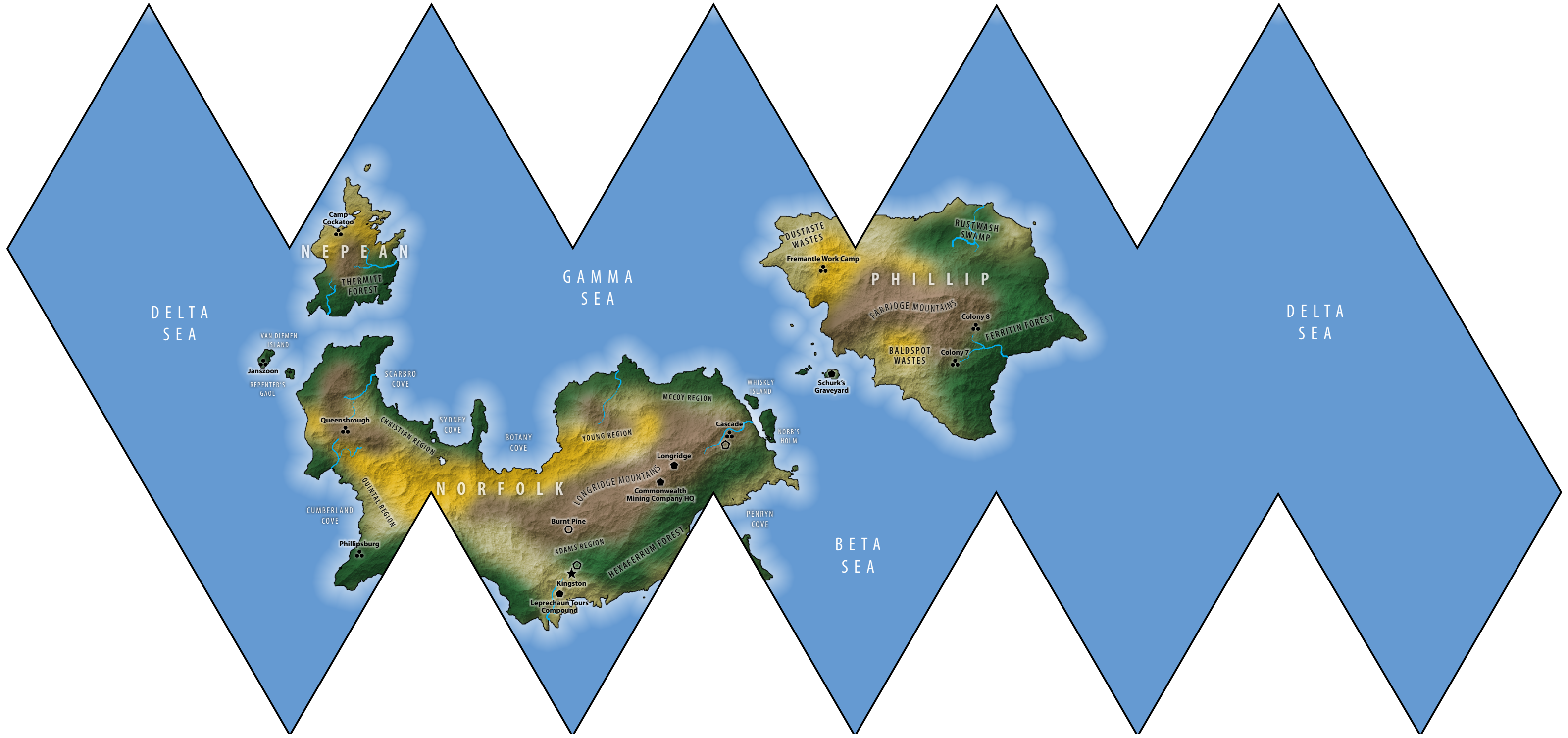
IRON LAND TERRAIN

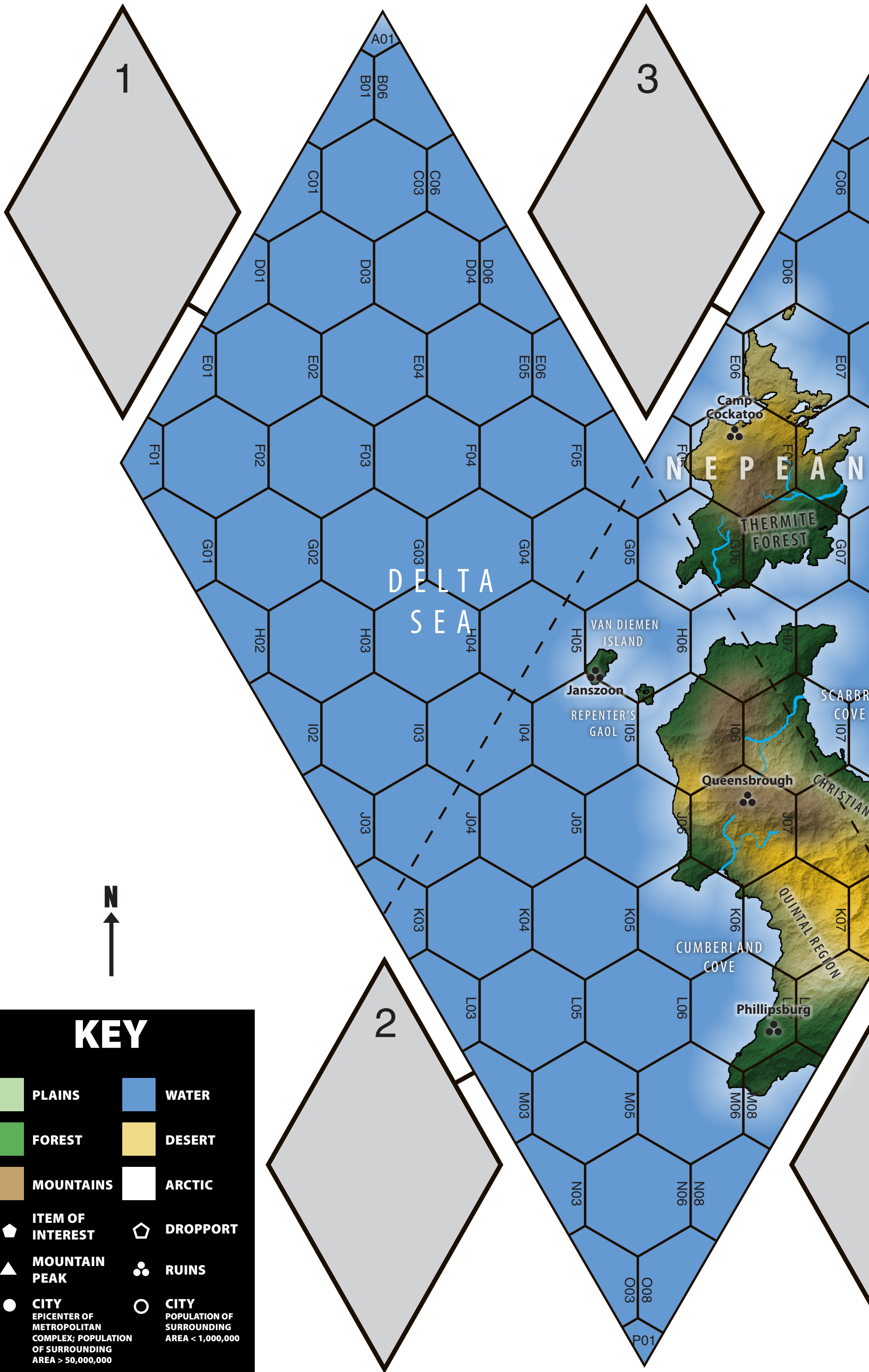
Iron Land possesses terrain as diverse as any found on Terra. The general mapsheet table (p. 263, *TW*) is a reasonable representation of most of the world's terrain.

MAPSHEETS TABLES

	2d6 Result	Map*
IRON LAND TERRAIN	2	River Valley (MS2, MSC1)
	3	Rolling Hills #1 (MS3, MSC1)
	4	Scattered Woods (MS2, MSC1)
	5	City Ruins (MS2, MSC1)
	6	Scattered Woods (MS2, MSC1)
	7	Large Lakes #2 (MS4, MSC1)
	8	Scattered Woods (MS2, MSC1)
	9	Woodland (MS6, MSC2)
	10	Desert Sinkhole #2 (MS3, MSC1)
	11	Woodland (MS6, MSC2)
	12	Desert Sinkhole #2 (MS3, MSC1)

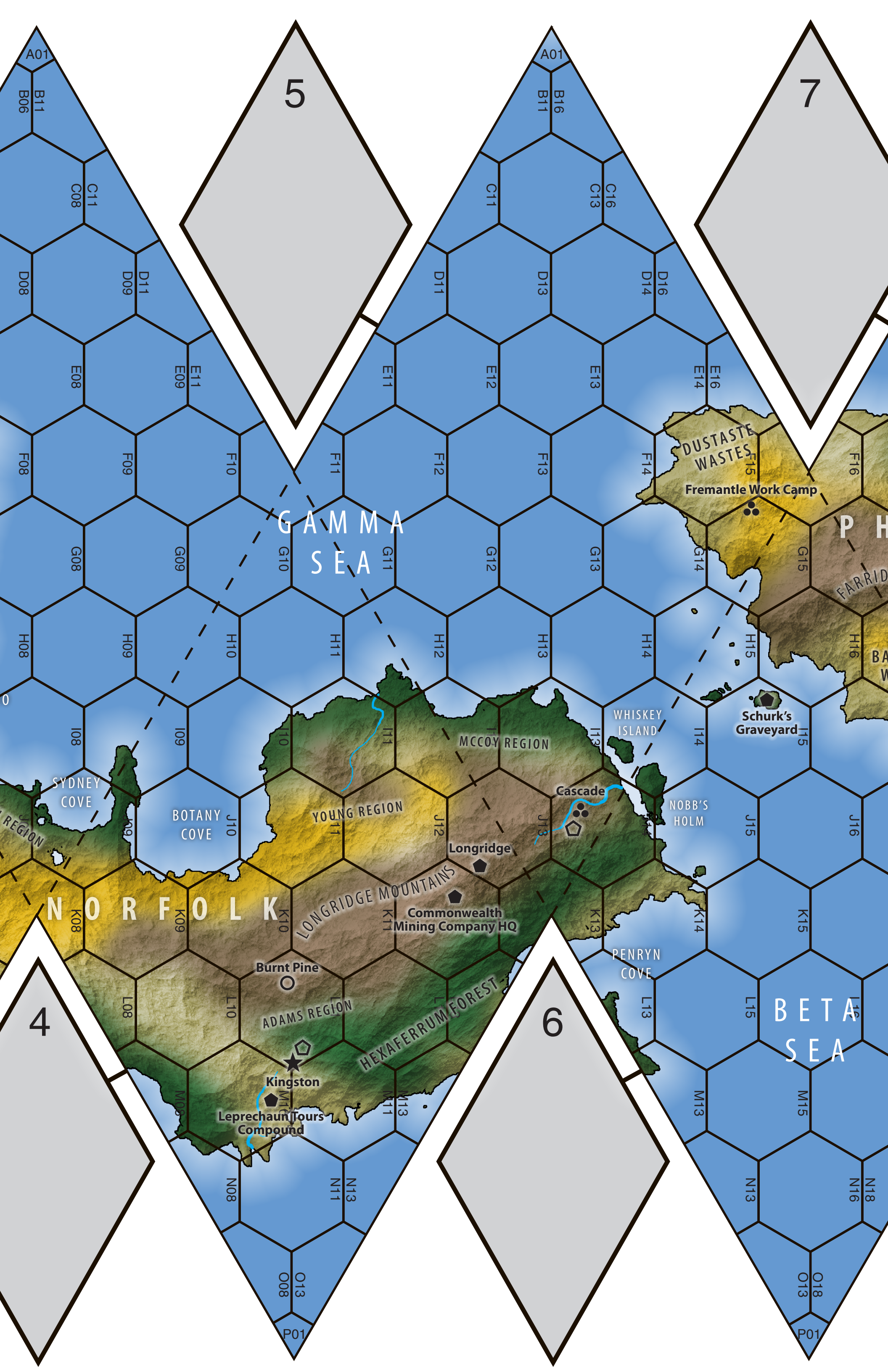
IRON LAND





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 |



GAMMA
SEA

BETA
SEA

5

7

4

6

NORFOLK

DUSTASTE
WASTES
Fremantle Work Camp

MCCOY REGION

YOUNG REGION

ADAMS REGION

FARRID

WHISKEY ISLAND

NOBB'S HOLM

PENRYN COVE

Longridge

Commonwealth
Mining Company HQ

Burnt Pine

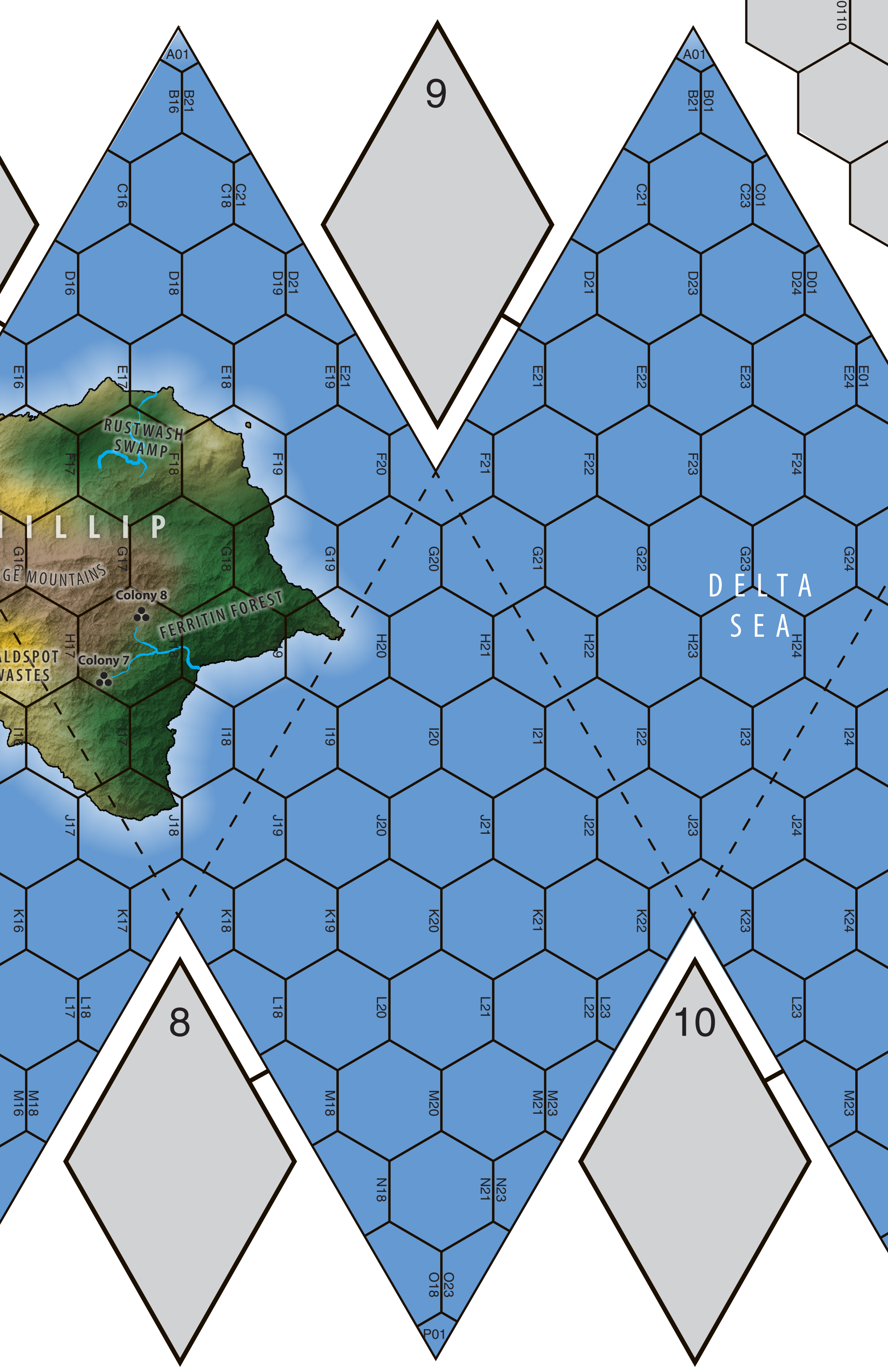
Kingston

Leprechaun Fours
Compound

Schurk's
Graveyard

HEXAFERRUM FOREST

BA
W



6

DELTA
SEA

8

10

RUSTWASH
SWAMP

FERRITIN
FOREST

Colony 8

Colony 7

PHILIPP

GE MOUNTAINS

WILDSLOT
WASTES

0110

M23

P01

A01

B21
B16

C16
C21
C18

D16
D18
D19
D21

E16
E17
E18
E21
E19

F17
F18
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G16
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G18
G19
G20

H17
H18
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H20
H21

I16
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I18
I19
I20

J17
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J19
J20
J21

K16
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M16
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M20
M21
M23

N18
N21
N23

O18
O23

A01

B01
B21

C01
C23
C21

D01
D24
D21
D23

E01
E24
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E22

F01
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G01
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H01
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H22

I01
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J01
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K01
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L01
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M01
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M20

N01
N21
N23

O01
O23

