BATTLETECH™

TOURING THE STARS

HALL

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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

SORT A / B / C

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.

STAR LEAGUE ERA   **CLAN INVASION ERA**   **JIHAD ERA**

SUCCESSION WARS ERA   **CIVIL WAR ERA**   **DARK AGE ERA**

HALL

Star Type (Recharge Time): K1V (192 hours)
Position in System: 3
Time to Jump Point: 5.18 days
Number of Satellites: 1 (Luanda)
Surface Gravity: 1.06
Atm. Pressure: Standard (Breathable)
Equatorial Temp: 35°C (Arid)
Surface Water: 40 percent
Recharging Station: Zenith
HPG Class: B
Highest Native Life: Reptiles
Population: 2,542,000,000 (3090)
Socio-Industrial Levels: B-C-C-B-B
Landmasses (Capital City): Wass (Harney), Urra

As with all of humanity's core worlds, Hall, a scenic world offering an unusual diversity of sights, knows strife. Nearly every conflict over the past 800 years has left its own unique scars on the planet and its people. Each moment of peace and prosperity brought hope for the residents of Hall, who could only watch those hopes horribly dashed each time. Finally, however, generations of cloudy pessimism may be parting thanks to the light of one brave woman.

Long recognized as one of the Inner Sphere's most scenic worlds, Hall possesses a natural beauty that comes from a balance of many factors, including perfect placement in its star's habitable zone, mild seasons, and two large landmasses that offer predictable, tame weather patterns. Even the dry vistas of Hall's equatorial deserts are home to a landscape known throughout the Inner Sphere: strange rock arroyos that run for hundreds of meters. Star League–era geologists flocked to the world to examine the formations, which became known as "Hallways," and tourists never leave Hall without taking obligatory holovids of the great rock walls and deep canyon passes.

While Hall's natural world may be in balance, since the fall of the Star League its political fortunes have been anything but. Indeed, the planet has endured regular, pendulum-like swings between prosperity and war-torn misery. Hall natives developed a deep-seated pessimism as a result, and a belief that anyone who thinks things can't get worse lacks imagination. Nonetheless, Hall's people also possess a desperate desire to control their own futures.

Safely behind the borders of the Terran Hegemony, Hall saw none of the fighting so prevalent during the Age of War. The world blossomed during the Star League's existence, reaping the benefits of its close proximity to Terra and its status as a favored scenic retreat for wealthy nobles and power players. When the League came crashing down, Hall still maintained some semblance of its former glory, becoming a playground for top Amaris officials. Even Operation CHIEFTAIN largely spared the planet—the SLDF's Fifth Army faced few problems overcoming the Amaris garrison forces, freeing up reserves to support other offensives. Upon Kerensky's successful assault on Terra and the Usurper's demise, Hall's populace simultaneously rejoiced alongside the rest of the Hegemony worlds and held its breath in fear of what would come next.

They didn't have to wait long. The First Succession War crashed onto Hall as hard as any core world, laying waste to centuries of tranquility. Annexed by the Capellan Confederation in the first year of the war, Hall endured an immediate baptism in the senseless brutality that defined the era. Determined to "clear a route ten parsecs wide to Sarna" and strike a crippling blow to the Confederation, Free Worlds League Captain-General Kenyon Marik launched an invasion in 2787 which bogged down on the worlds of Corey and Wazan. After a Capellan counterstrike on New Delos killed more than 20,000 League civilians, a vengeful Kenyon Mark ordered Hall and three other worlds brutally firebombed, publicly claiming the wanton destruction necessary to disrupt Confederation military staging. The year 2789 is still known on Hall as the Burning. Many cities were obliterated and virtually all manmade structures suffered some level of damage. Residents of those cities lived in bomb shelters for months, while those in more far-flung areas took to the hills and did their best to avoid looking like targets. One town went even further—and deeper. Most of the desert mining community of Kaer was already located underground, an attempt by mine owners Rose Geodetics to ensure a "company town" by making it a convenient living choice for their workers and their families, and almost no one else. Hoping to seal themselves off from the horrors at their door, the municipal leaders of Kaer rapidly dug new tunnels and stockpiled supplies

for a long wait underground. They succeeded in locking down all access to the massive warrens but inadvertently trapped a Marik extremist along with the town's population. Two months into Kaer's lockdown, she succeeded in detonating a dirty bomb equipped with an experimental pathogen, which killed more than 80 percent of the townspeople. Fearful of letting the pathogen escape to infect the rest of the planet, the survivors chose to settle in for a generations-long wait, their reduced numbers supported by hydroponics bays and advanced water-filtration technology. By the time the second and third generations of Kaerites were born, it was clear the pathogen had left a horrifying mark on the survivors' DNA. Brutal conflict played between factions who wished to flee to the outside world and those committed to maintaining the town's isolation, while new generations became increasingly deformed and degenerate. As the Succession Wars raged above, Kaer slowly fell off planetary maps and into legend until its rediscovery centuries later.
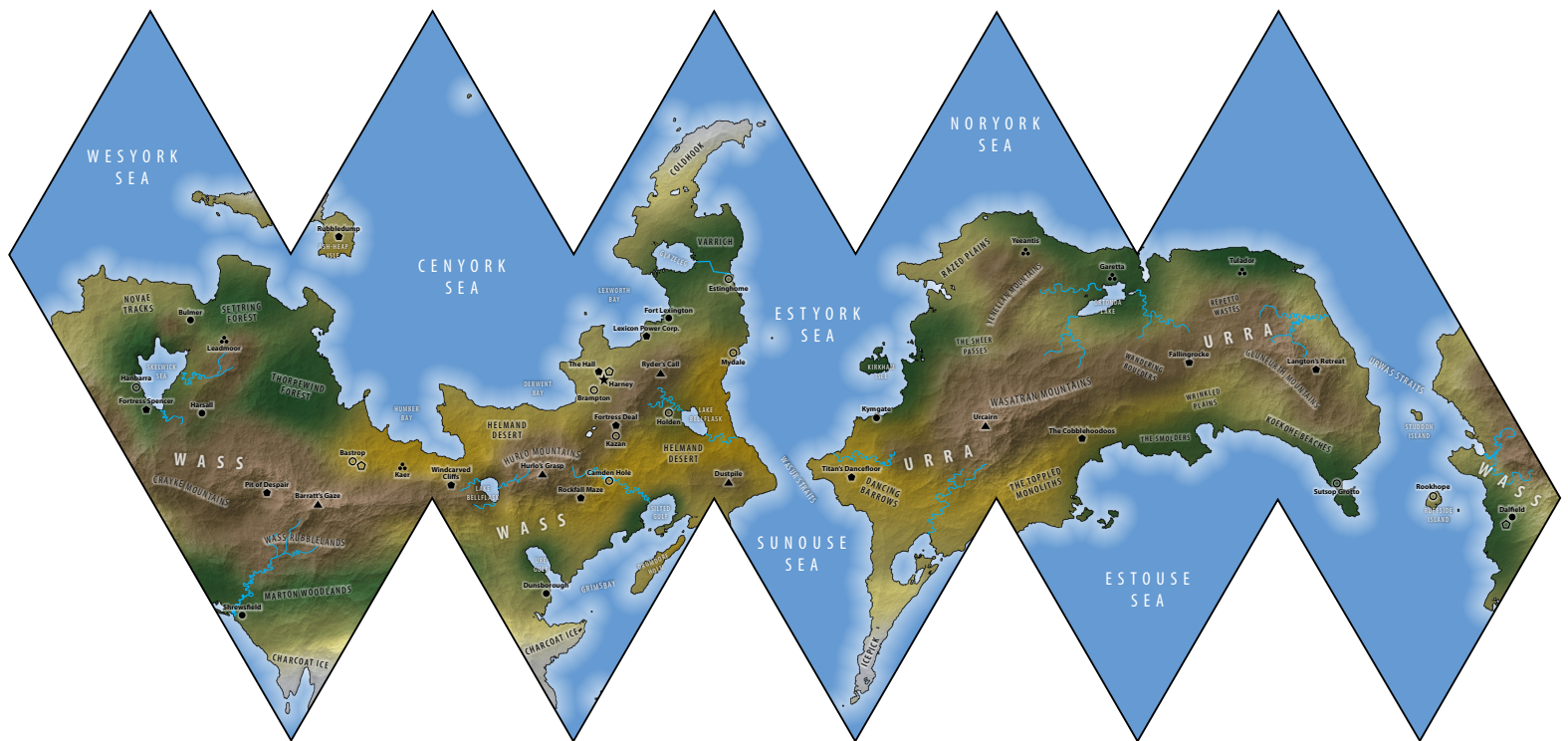
Hall's treasured geography was not immune to the devastation of the Burning, as Marik pilots carried out specific orders to damage and destroy as many of the planet's natural landmarks as possible. Forests on the northern continent of Urra only began to recover in the mid-2900s, and dozens of the equatorial desert's beloved rock formations collapsed into rubble. The people of Hall emerged in November 2789 to find their world in flames, with great clouds of ash serving as funeral pyres to the shattered calm they had enjoyed under the Star League.

Sadly, historians later confirmed that Hall housed virtually no Capellan military presence, as it had been forced into the Confederation only a short time before its decimation.

As the years dragged on, the world's once bustling tourism industry was gutted thanks to the damage inflicted by Marik bombs, a drop in wartime travel, and the sealed Capellan borders. Instead, the Succession Wars ground the world's industrial and economic might into dust as Hall became yet another border planet between the Confederation and the Free Worlds League, which made it a target for frequent objective raids and endless, low-level battles. On a world so spared from previous conflict, entire generations grew up knowing nothing but the misery of constant warfare.

New hope swept through Hall on the heels of Davion troops during the Fourth Succession War in 3028. The Federated Suns shattered the Tikonov Commonality on their path through the Capellan Confederation, allowing the Free Worlds League to lay claim to Hall. It would remain a League holding only briefly, until Pavel Ridzik and his newborn Tikonov Free Republic proved an unlikely savior. Eager for a military victory to establish this new nation, Ridzik's Republican Guards succeeded in catching Marik troops off-guard and inducting Hall into the Republic. A few short months later, Ridzik was dead, and Hall was among the Republic worlds added to the Federated Commonwealth's newborn Sarna March.

For most of Hall's residents, life as part of the Commonwealth promised to recapture the glory of the Star League days. The Steiner-Davion regime pumped funds into rebuilding Hall's long-defunct industrial base, and actively promoted the world's remaining natural vistas as must-see attractions for anyone traveling through the Terran corridor. The improvements had only just begun to bear fruit when the Federated Commonwealth shattered, crushing the hopes of Hall's

populace anew. Stationed on Hall when the young nation sundered, the Commonwealth's Fourth Republican Guard RCT—a unit inherited during the annexation of the Tikonov Republic—found themselves cut off from their supply lines and left to their fates. The unit splintered, with some MechWarriors and support staff gathering around former Major Dick Cater and entering mercenary service as Cater's Cohorts. The bulk, however, fell under the sway of Colonel William "Bud" Baranov. Declaring himself emperor of Hall, Baranov moved quickly to secure his power base and established a large facility in the planetary capital of Harney, which served as a combination government center and fortress and became known simply as the Hall.Baranov was not the only warlord who attempted to forge their dreams of empire by using Hall as their anvil. Twin brothers Yuri and Nikoli Ridzik traveled to Hall shortly after the Sarna March's collapse in 3057, in the hopes of resurrecting the two-decades-dead dream of their father, Pavel Ridzik: a new Tikonov Free Republic. Baranov's agents uncovered the brothers' presence on the planet in 3058, and the ascendant emperor's Fourth Republican Guard demolished the twins' ragtag military force a year later. Baranov's actions gained him further support on Hall, while rumors of Nikoli Ridzik's survival lingered for years to come—and eventually played a key role in Hall's future. Baranov's greatest remaining rival for control of Hall was Count Radcliffe McNally. The two sparred for years in a game of move and countermove, each struggling to claim an edge and undo the other. Several small mercenary units, among them the little-known Burton's Brigade commanded by Elly Burton, bolstered McNally's private army. The mercenary outfit eventually grew into McNally's staunchest supporters, and Burton became the count's lover and gave birth to his son.Eager to consolidate his control over the planet, Baranov made a deal with the Word of Blake in 3063. Precentor William Blane agreed to back Baranov's campaign against McNally, expecting to add Hall to the burgeoning Word of Blake Protectorate. Carefully masking the transfer of funds, the Word provided Baranov with money to hire the Stealthy Tigers, a regiment of professional, respected mercenaries. The Tigers finally gave Baranov the coup de grace he sought. On 22 December 3066, after luring Count McNally and his forces into the field, a battalion of Tigers executed a devastating combat drop, killing the count and crushing nearly all of his military assets, leaving only Burton's Brigade and a few holdouts to escape.

Baranov's victory brought little stability to Hall, however; instead, it set into motion events that would change the world's fate. Less than a month after McNally's death, the entire Third Regiment of the Dismal Disinherited landed on planet with orders from Jaime Wolf's Allied Mercenary Command to seek out and expose any Blakist influence in recent events. Their efforts coincided with a clandestine investigation already underway by the Tigers' own elite, known as the Raiders, who believed there was more to their contract than appeared. Hall's destiny also became an object of interest for two different factions within the Word of Blake itself. With McNally dead, agents working for Blane's True Believers pressured Baranov to make good on his end of the deal and bring Hall into the Protectorate. Initially unknown to Blane's agents, the Tigers' leadership had been infiltrated by two Sixth of June agents: Manei Domini twins Mason Markoja, the brutish commander of First Battalion, and Kirsten Markoja, CO of Second Battalion. The pair were under orders to suborn the Tigers and lead them to join Cameron St. Jamais's burgeoning army of fanatics. Word agents undertook several attempts to pit the Dismal Disinherited and the Tigers against each other, using troops masquerading as Nikoli Ridzik and the remnants of his forces, but all failed. However, the attacks provided Captain Ezra Payne with the proof he and his Raiders compatriots needed to bring their investigation to Tigers commander Colonel Yuri Rauschenbusch. At the same time, Baranov dealt the Word's plans a setback of his own when he announced in June 3067 that Hall would indeed be annexed—by the Free Worlds League. Learning from the mistakes of the former leaders of Keld and Caph, who turned their worlds over to the Protectorate and swiftly suffered unfortunate fatal accidents, Baranov decided life as a Marik vassal was far preferable to probable death at the hands of the Word.
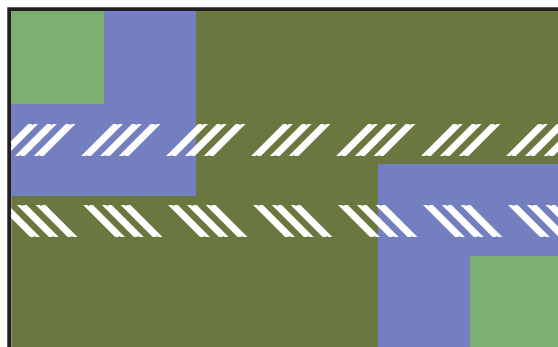
When Colonel Rauschenbusch confronted Kirsten Markoja about the twins' treachery, she assassinated him, making his death look like a heart attack and delivering command of the Tigers to her brother, Mason. Rauschenbusch's death capped months of efforts by the Markojas to drive a wedge between Payne's Raiders and the balance of the Tigers.

On the eve of the Word of Blake Jihad, the Fourth Oriente Hussars landed on Hall to ensure its induction into the League and eject the Dismal Disinherited, who had refused Baranov's invitation to leave the world. Elly Burton and her remaining troops stood with the Disinherited, but the two mercenary commands faced twice their number between the Hussars, the Tigers, and the Fourth Republican, led from the field by Baranov. Markoja leaked the emperor's presence on the battlefield to Burton, giving Payne the final piece of evidence he needed to reveal her duplicity to the entirety of the Tigers.

The AMC-led forces clashed with Baranov's coalition in south Harney as Payne transmitted his evidence to the Tigers. But the Markojas' divisive efforts had worked all too well: the regiment fractured, and Tigers loyal to the Markojas opened fire on the Raiders within their ranks. At the height of the fighting, Burton lured Baranov's *Zeus* away from his bodyguards and into a warehouse rigged with explosives, spending her life to eliminate the man who would be emperor. Meanwhile, Payne engaged and killed Kirsten Markoja but sustained serious injuries and lost his 'Mech in the process. Ultimately, the Dismal Disinherited fled Hall, taking Payne and the remaining Tigers loyal to him and leaving the planet in the hands of the League. Hall's tenure as a member of the Free Worlds would prove short; the Word of Blake Protectorate forcibly annexed the world during the early days of the Jihad.

Several years later, as their Jihad raged, the Word of Blake offered an object lesson on their view of the role of mercenaries during a

them down. At the same time, the Cuirassiers breaking their contract with the Blakists would even more certainly doom the mercenaries and their dependents. Cole knew the Cuirassiers would one day receive orders they could not countenance, but without dedicated interstellar transportation assets, they had little hope of escape.

That day came in late March 3073, when Word overseers ordered the Cuirassiers to pacify the small city of Bastrop on the continent of Wass, home to a small but ineffective resistance force capable of little more than propaganda. Cole refused, and was unsurprised to learn a short time later that Word leaders were en route to "discuss the matter." The Blakists' Fifty-Second Shadow Division landed on 3 April 3073 to exterminate both the Cuirassiers and Bastrop itself. Cole died in the early moments of the battle, attempting to stop a Blakist death squad targeting civilian evacuees. Command passed to Major Estefan Webb, grandson of the unit's founder, but he merely presided over the Cuirassiers' annihilation. The brutal action sent shockwaves through the mercenary community within the Word of Blake Protectorate; no other units openly defied their orders for the remainder of the Jihad. The slaughter of an entire city for the acts of a few would-be partisans stunned the residents of Hall, crushed their spirits, and made them desperate for any glint of hope.

Salvation finally dawned as Devlin Stone's Operation SCOUR neared Hall in late 3077. While the prospect of a future free of Blakist rule emboldened the populace, reports of the horrific fighting required to liberate other Protectorate worlds made many certain they would not live to see that future. That might have been the case, if the planet's governor, Franco Reynolds, had not been a Hall native who shared his people's dread over the price of their eventual freedom. Bethany Barratt, a private in Stone's Lament when the unit landed on Hall, astutely recognized the unique opportunity available and unilaterally contacted Reynolds to negotiate the surrender of the Protectorate Militia.

contract dispute with the Martian Cuirassiers on Hall. Early in their seven-decade history, the Cuirassiers earned a reputation for a lack of enthusiasm for active conflict while fulfilling their contracts. However, in the wake of Operation GUERRERO and the breakup of the Federated Commonwealth, the Cuirassiers improved their standing by serving as troubleshooters in the turbulent Chaos March under the able command of Colonel Zane Cole. As the Word of Blake expanded their power in the region, Cole reluctantly formalized the unit's role under Blakist contract.

Those misgivings bloomed into full-blown dread during the early years of the Jihad, as the Word's true, brutal nature became clear. Cole realized the Cuirassiers were living on borrowed time: after Outreach, the surviving units of the Allied Mercenary Command branded any mercenaries working with the Word as outlaws and vowed to hunt

Barratt's actions signaled a new day for the people of Hall, who took the peaceful transition as a long-awaited sign that the cycle of war and violence lingering over their world for centuries may finally be at an end. Barratt was an instant hero to the people of Hall; her tragic death, just days before she was to be inducted as one of the founding members of the Republic of the Sphere's Council of Paladins, made her a martyr forever enshrined in the world's memory. The new planetary governor of Hall, now part of the Republic's Prefecture VI, has campaigned vocally for the founding of the Bethany Barratt Institute of Conflict Resolution; strangely, the idea has garnered surprisingly tepid support from those close to Devlin Stone, who knew her best. Nonetheless, her actions and the creation of the Republic of the Sphere have reignited the hopes that lasting peace on Hall may be more than a dream.

CONTRACT DISPUTE *"DO WE EVEN GET A PERFORMANCE REVIEW?"*

Recommended Group Size: 4–8 player characters

Recommended Group Type: Mercenary

Recommended Skill Levels: Veteran–Elite (Key Skill levels of 4–8)

Working for the Word of Blake was never a popular decision among your fellow mercs, but their warnings about the Word's "unorthodox" assignments and choice of targets seemed overwrought. Things were good for a while. Then came new orders: the local rebels needed to be taught a lesson, and your unit was tasked with burning a town to the ground. Even mercs have standards, and you refused—only to receive a message that "management" was on its way down to address the situation.

Complications: A few obstacles for players to tackle.

Little Warning: Already doubting that the mercs were true believers capable of following orders, it turns out the Fifty-Second Shadow Division was in-system when they sent that message. They'll be here soon, and the players will have very little time to prepare.

Time for Heroes? During their escape, the players routinely encounter evidence of atrocities against civilians, and groups of survivors marked for reeducation. Will the group be satisfied with saving their own hides? Or will they stop to lend a hand?

Far Too Easy: Suddenly, the heat of battle subsides, and the path to the group's transportation off-world seems wide open. The Manei Domini don't give up; does an ambush lie ahead? Does the Word of Blake *want* the mercs to leave for some mysterious reason?

Tips: The pace of this adventure should be frantic from start to finish, and players should be rewarded for quick thinking and bold action. Apollyon and his chosen will be fierce opponents, but the group should feel as if they have a (very difficult) fighting chance.

ARCHAEOLOGICAL ADVENTURE *"THE DEEP AND DARK"*

Recommended Group Size: 3 to 5 player characters

Recommended Group Type: Any

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

Hall's long history of human habitation holds many secrets, and the players are part of the latest team attempting to uncover one of them. Among the planet's soaring desert landscapes and unique rock formations is the nearly forgotten town of Kaer, a potential bonanza of Star League–era technology. The players are part of a team hoping to use newly recovered information to locate the lost town.

Complications: A few obstacles for players to tackle.

Meet the Competition: The players aren't the only ones on the hunt. A rival group—or groups—is hot on their heels and are unafraid of following them into the underground warrens. The opposition could range from pesky to outright lethal, depending on the players' experience level.

Lost: The expedition's leadership leaves something to be desired—specifically, a map. The arid reaches of Hall are unforgiving, and survival in the deserts—let alone the dark, twisting tunnels of Kaer itself—won't be easy.

Better Left Buried: Not all secrets are meant to be uncovered. The experimental pathogen and generations of breeding through damaged DNA have given rise to mobs of subhuman grotesqueries trapped inside Kaer. Perhaps a few "baseline," undamaged descendants remain, or perhaps the dank depths of the town are home only to creatures best described as monsters.

Green-Eyed Monster: Whether explosives, unredacted information, a technological advancement guaranteed to make its possessor filthy rich, or preserved antiquities and wealth, the secrets Kaer holds are likely to make some members of the expedition consider betraying the rest—and perhaps tempt the players themselves.

Tips: This campaign allows for a wide variety of potential adventures and conflict, and uses the dramatic backdrop of Hall's landscape as a venue for a classic treasure hunt.

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 book was presented with a block of basic planetary data. This data provides key details that players can use to further tailor their gameplay, reflecting the unique features of the world. The following rules identify 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 (when 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 midpoint 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 L1 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*.

ATMOSPHERIC PRESSURE

This detail describes the relative density and breathability of the local atmosphere, which can have a profound impact on game play if the atmosphere is anything but "Standard (Breathable)." Thin or Thick 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 gameplay. 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°C or above 50°C), 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 minuscule, 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 K-F 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 nonstandard 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 attempt 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 local source of 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 has more eyes to spot incoming invaders and more voices to raise an alarm, raiders tend to target less populous 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 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, technologically 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 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.

Though sentient alien species have yet to appear on all of the worlds humankind, the BattleTech universe is replete with alien flora and fauna whose presence has proved both boon and bane to human existence across the stars. The examples presented here offer a simplified means of incorporating this broad and exotic aspect of the universe into game or campaign set on this world. Gamemasters and players can use these creatures as is or treat them as templates for similar encounters with other fauna, tweaking their values as needed for more variety.

HALL BASILISK

The Hall basilisk is a speedy, aggressive reengineering of the Terran basilisk. During the first waves of Hall's colonization, the basilisk was introduced to the arid desert regions of the planet to combat snake colonies near populated areas. The lizards quickly succeeded in solving the snake problem, but runaway population growth created a basilisk problem. Growing to a size of 45 to 60 cm, the basilisks are relatively harmless on their own, able to do little more to a human than tear away a small chunk of flesh. However, the lizards now travel in large flocks of dozens or, in rare recorded cases, even hundreds, and can rapidly swarm and devour much larger animals. The basilisks are contained to a few hot, dry areas, and natural resource constraints, along with frequent extermination campaigns over the centuries, have managed to keep their numbers from becoming truly explosive.

NOVAE

Early settlers leaving Terra encountered creatures on many worlds that seemed like near-analogues for those they left behind, and Hall at first seemed no different. Large creatures reminiscent of ostriches or emus, novae appear somewhat birdlike, but are in fact biologically closer to warm-blooded reptiles. An uncommon sight on Hall's sweeping grasslands, the feathered beasts stand on two muscular legs which can propel them at sustained speeds of 75 kph, prompting a few brave souls to attempt to race them. Novae are extremely territorial, however, and most races quickly end when the creatures engage each other in a head-butting contest using their thick, leathery crowned heads.

KAER PATHOGEN

Along with the conventional destruction unleashed in his attempt to carve a path toward Sarna, Kenyon Marik also authorized the use of biological agents to spread terror behind his forces and prevent enraged locals from confronting his garrisoned troops. One such pathogen deployed on Hall was a modified version of a virus developed during the Age of War. The Marik agent carrying the virus intended to break her cover as a worker in the mining town of Kaer, slip into Harney, and unleash the pathogen in the planetary capital. Before she could do so, however, she was sealed inside Kaer with its populace. Two months later, realizing that it could take years for the town to rejoin the surface world, she detonated a dirty bomb bearing the virus. The agent and more than four-fifths of Kaer's population perished.

Though carrying a high mortality rate, the pathogen's true legacy is on the survivors' reproductive systems. In women who survive the initial infection or later bear the child of an infected man, the virus lays dormant until it attacks an unborn fetus. Rather than making the child unviable, the virus causes varying forms of physical or neurological damage, intended to cause long-term anguish to the "lucky" survivors. In the closed population of Kaer, generations of breeding among the infected population has created increasingly defective individuals. Whether the virus remains airborne or can only be passed along by the survivors' deformed progeny will be unclear until Kaer is exposed to the outside world.

In game terms, the Kaer Pathogen causes severe flu-like symptoms, decreasing victims' BOD and STR attributes by three points every six days (Frequency Roll 5, Severity Roll 5; see p. 247, *A Time of War*). Standard rules for recovery apply (see Illness Recovery, p. 248, *AToW*) with the added effect of an 85 percent chance that any child of an individual who survives the virus will bear a significant birth defect.
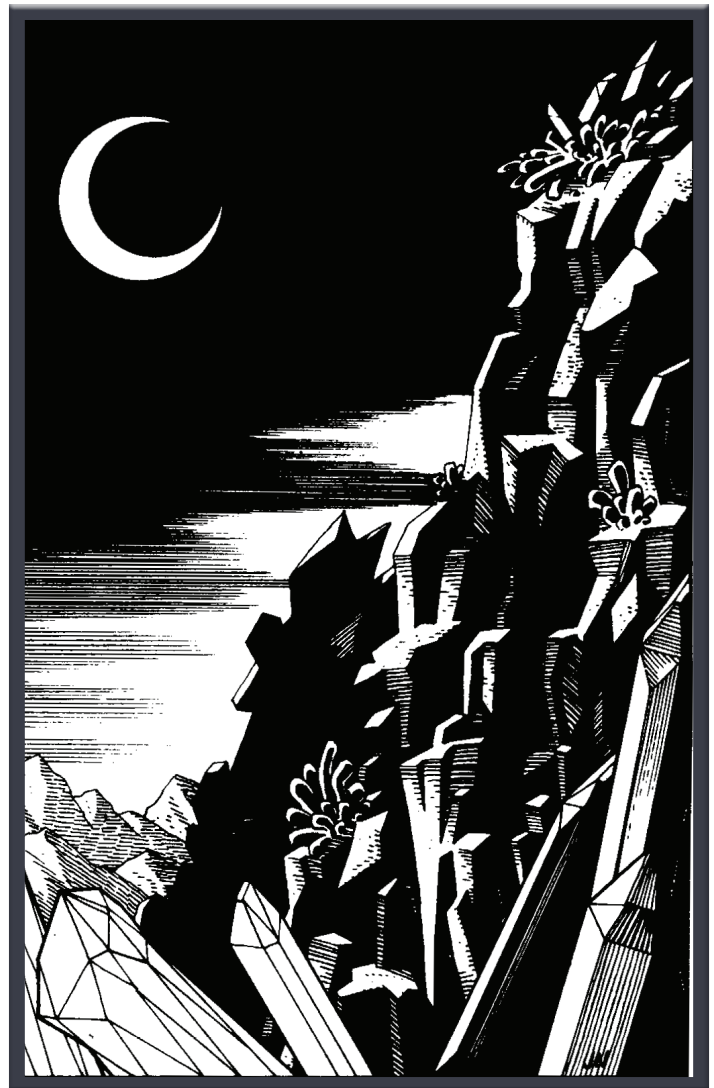
POPULATION MOOD

The people of Hall have endured significant hardships through the course of the Succession Wars, the breakup of the Federated Commonwealth, and the Jihad. As a result, the planet's populace is generally moody and prone to sudden swings between hopeful optimism and crushing pessimism, even sinking as far as outright xenophobia and severe animosity toward offworlders they believe will only bring them more misery and loss.
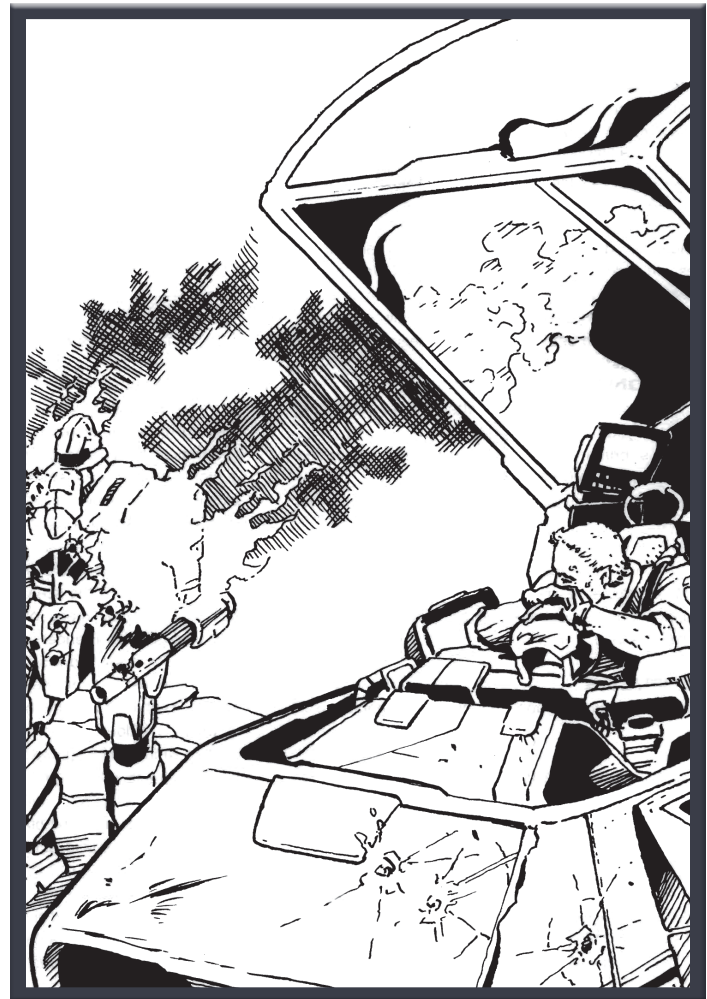
Players can use the table below to determine the mood of any group of Hall citizens, ranging from a single individual up to an entire province or city. When applied to larger groups, the result describes only the prevailing sentiment of the populace or military forces, as there will inevitably be exceptions and individuals who feel differently. At the gamemaster's discretion, the modifiers presented in the table below may not apply to these individuals. Furthermore, the players' actions (or inaction) may influence the locals' opinions of them; in those cases, the gamemaster may roll a new mood or simply select the result that most accurately describes the fallout from the players' choices.
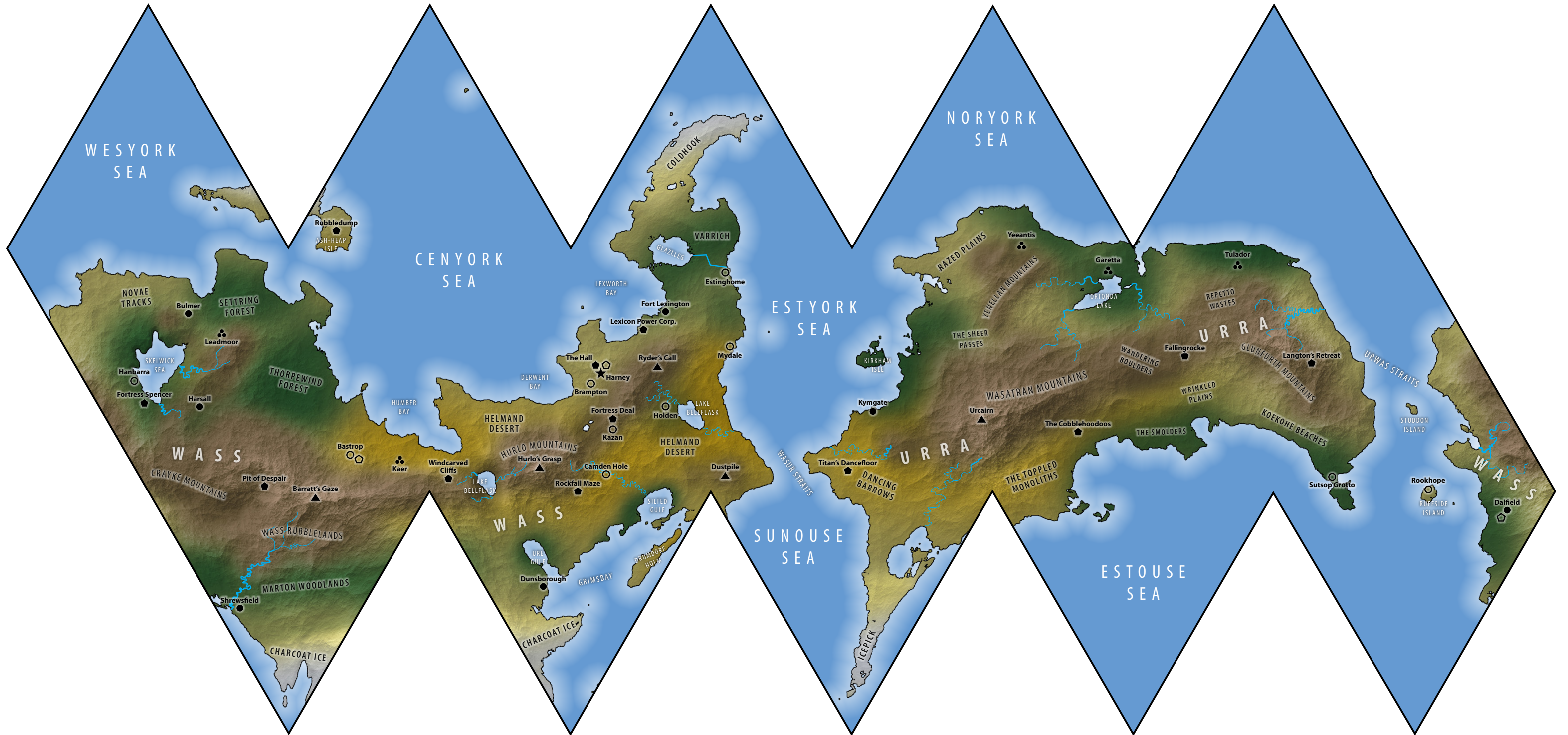
POPULACE MOOD TABLE

1d6	Mood
1	**Xenophobia.** The locals will react violently toward any outsider if provoked in the slightest, and will resist cooperation with off-world military forces, even if ordered to do so. Interactions between offworlders and Hall natives suffer a +4 TN.
2	**Suspicion.** Centuries of existence on the wrong end of interstellar conflict have ingrained in these Hall residents a mistrust of anyone not from the planet. Players suffer a –1 to any CHA-related rolls. If military forces native to Hall are working alongside offworlders, both suffer a –2 to their Initiative rolls.
3	**Pessimism.** "No one who arrives on Hall by military DropShip ever has our best interests at heart. Why would you be any different?" All Hall natives receive a –2 TP Compulsion/Negativity. Hall forces on the battlefield suffer a –1 to their Initiative rolls, but off-world units do not.
4	**Pragmatism.** The locals are willing to see where this goes, but their guard is still up: the players will have to work to stay on their good side. On the battlefield, Hall forces may ignore Forced Withdrawal if they and their allies outnumber the enemy, but suffer a –2 modifier to their Morale checks if they do not.
5	**Optimism.** The players' arrival is seen as a sign that things might get better after all. Treat all Hall natives as possessing the Gregarious trait.
6	**Euphoria.** The players' arrival is seen as a sign from on high that salvation is here. Any character interacting with Hall natives benefits from a –2 TN, and Hall forces gain a +1 modifier to their Initiative rolls against off-world units. However, at the gamemaster's discretion, if the players fail to live up to their vaunted status, they will suffer a –1 modifier to their next roll on this table.

MAPSHEETS TABLE

	2d6 Result	Map
HALL TERRAIN	2	Rolling Hills #1 (MS3, MSC1)
	3	BattleTech (MS3, MSC1)
	4	Scattered Woods (MS2, MSC1)
	5	Desert Sinkhole #2 (MS3, MSC1)
	6	Deep Canyon #2 (MS5, MSC2)
	7	Desert Hills (MS2, MSC1)
	8	Deep Canyon #1 (MS5, MSC2)
	9	Desert Mountain #1 (MS3, MSC1)
	10	Open Terrain #2 (MS5, MSC2)
	11	Rolling Hills #2 (MS3, MSC1)
	12	Woodland (MS6, MSC2)

HALL
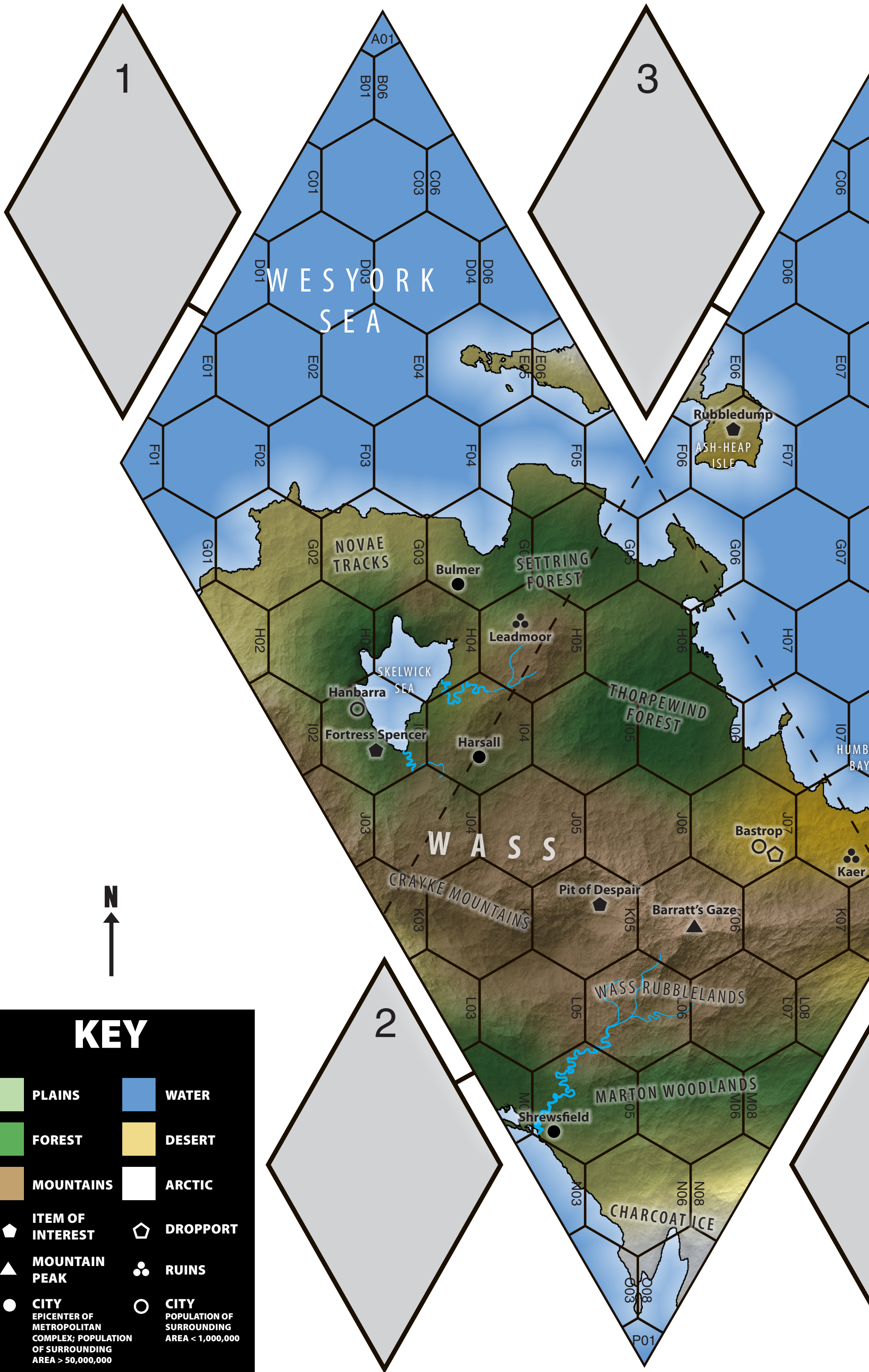
KEY

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

1

3

A01

B06
B01

C01 C03 C06 C06

D01 D04 D06 D06

WESYORK
SEA

E01 E02 E04 E06 E06 E07

Rubbledump

ASH-HEAP
ISLE

F01 F02 F03 F04 F05 F06 F07

NOVAE
TRACKS

Bulmer

SETTRING
FOREST

G01 G02 G03 G05 G06 G07

Leadmoor

THORPEWIND
FOREST

H02 H04 H05 H06 H07

SKELWICK
SEA

Hanbarra

HUMB
BAY

Fortress Spencer

Harsall

I02 I04 I05 I06 I07

WASS

J03 J04 J05 J06 J07

Bastrop

Kaer

CRAYKE MOUNTAINS

Pit of Despair

Barratt's Gaze

K03 K05 K06 K07

N

WASS RUBBLELANDS

L03 L05 L06 L07 L08

2

MARTON WOODLANDS

M05 M06 M08

Shrewsfield

N06 N08

M03 CHARCOAT ICE

O03 O08

P01

CENYORK SEA

ESTYORK SEA

SUNOUSE SEA

5

7

4

6

A01
B11
B06
C11
C08
D08
D11
E08
E11
F08
F09
F10
F11
G08
G09
G10
G11
H08
H09
H10
H11
I08
I09
I10
I11
J08
J09
J10
J11
K08
K09
K10
K11
L08
L10
M08
M10
N11
N13
O08
O13
P01

A01
B16
B11
C11
C13
C16
D11
D13
D14
D16
E11
E12
E13
E14
E16
F11
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F14
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G12
G13
G14
G15
H12
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H15
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I13
I14
I15
J11
J12
J13
J14
J15
J16
K11
K12
K13
K14
K15
L11
L12
L13
L15
L16
M11
M13
M13
M15
N13
N16
N18
O13
O18
P01

COLDHOOK

VARRICH

GLAZELEG

Estinghome

LEXWORTH BAY

Fort Lexington

Lexicon Power Corp.

Mydale

DERWENT BAY

The Hall

Harney

Ryder's Call

Brampton

KIRKHAM ISLE

Kymgate

HELMAND DESERT

Fortress Deal

Holden

LAKE BELLFLASK

Kazan

HELMAND DESERT

HURLO MOUNTAINS

Hurlo's Grasp

Windcarved Cliffs

Camden Hole

Dustpile

WASUR STRAITS

Titan's Dancefloor

LAKE BELLFLASK

Rockfall Maze

DANCING BARROWS

W A S S

SILTED GULF

URE GULF

DRUMDORF HOLM

Dunsborough

GRIMSBAY

ICEPICK

CHARCOAT ICE

NORYORK SEA

A01
B21
B16
C16
C18
C21
C16
D16
D18
D19
D21
E16
E17
E18
E19
E21

RAZED PLAINS

Yeeantis

F17
F18
F19
F20

YENELLAN MOUNTAINS

Garetta

ORTONDA LAKE

G16
G17
G18
G19
G20
G21

THE SHEER PASSES

H17
H18
H19
H20
H21
H22

WANDERING BOULDERS

Fallingrocke

WASATRAN MOUNTAINS

URRA

I16
I17
I18
I19
I20
I21
I22

Urcairn

The Cobblehoodoos

WRINKLED PLAINS

J17
J18
J19
J20
J2
J22

THE SMOLDERS

URRA

THE TOPPLED MONOLITHS

K16
K17
K18
K19
K20
K21
K22

8

L18
L20
L21
L22
L23

ESTOUSE SEA

M16
M18
M18
M21
M23

N18
N21
N23

O23
O18

P01

9

A01
B01
B21
C21
C23
C01
D21
D23
D24
D01
E21
E22
E23
E24
E01

Tulador

F21
F22
F23
F24

REPETTO WASTES

URRA

G21
G22
G23
G24

GLUNFURTH MOUNTAINS

Langton's Retreat

H22
H23
H24

URW

KOEKOHE BEACHES

I22
I24

J23
J24

Sutsop Grotto

K23
K24

10

L23

M23

0110

WAS STRAITS

STUDDON ISLAND

Rookhope

RUFFSIDE ISLAND

Dalfield

WAS

+0

+6

N +0