BATTLETECH™

TOURING THE STARS

TORTUGA PRIME

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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

ACCESS

RESET

TORTUGA PRIME

Star Type (Recharge Time): G2IV (183 hours)
Position in System: 3
Time to Jump Point: 9.12 days
Number of Satellites: 5 (Barbarossa, Kidd, Wendigo, Lafleur, Pandora)
Surface Gravity: 0.85
Atm. Pressure: Standard (Breathable)
Equatorial Temp: 30°C (Temperate)
Surface Water: 40 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Plant
Population: 1,450,000 (3081), 1,250,000 (3145)
Socio-Industrial Levels: D-C-D-D-C
Landmasses (Capital City): Torment (Raider's Roost)
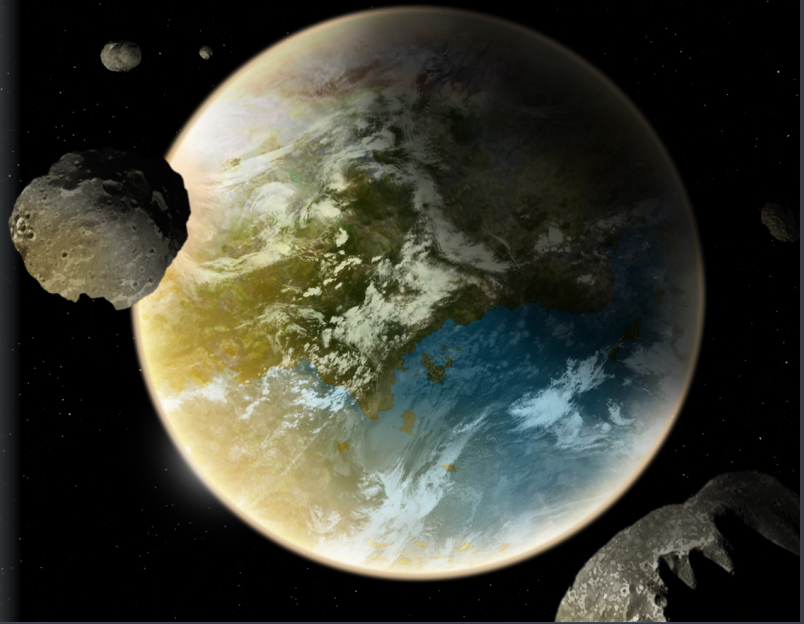
Much has been written on the history of Tortuga Prime, but little of it has focused on the planet itself and the people who call it home. The planet was discovered and settled in 2588 by deserters from the AFFS's 237th Light Cavalry Regiment and their dependents after they fled the Reunification War. The world they had found was one in transition. For millions of years previous, the primary star had been slowly evolving off the main sequence, gaining luminosity and warming the worlds of the system. Later explorers would show that Lafayette and Tortuga Prime, the second and third planets in the system, had both developed life during the past billion years. Life on Lafayette had gone completely extinct as the planet warmed, while the planetary ice caps of Tortuga Prime would melt and allow life to develop further than the single-cell stage.

The initial settlers on Tortuga Prime had extreme difficulty trailblazing. The pleasant climate, mild seasons, and lack of infectious diseases were tempered by extreme alkalinity in the groundwater, thus making irrigation of crops nearly impossible and the population totally dependent on water purification systems. As food rations and spare parts began to run low, life became more difficult. The surviving officers of the 237th and the democratically elected leader Major Fredrick "Krasny" Konoliv began to make plans to use the demi-battalion of BattleMechs at his disposal to begin raiding for grains and other needed food supplies. Renaming his force the Red Raiders, "Krasny" Konoliv began a series of incredibly brutal raids against the outlying systems of the Federated Suns, which would last from 2589 to 2597. These raids focused on gathering food but also kidnapping skilled farmers and their families, rounding up herds of livestock, gathering whatever machines and equipment they could carry with them, and finally torching any evidence they had been there. During those years the raids performed against outlying settlements on the unmonitored border worlds they hit meant it was often many months before locals noticed the raid.

The most skilled kidnap victims and the best equipment were brought back to Tortuga Prime's newly minted capital/spaceport, Raider's Roost. The unskilled family members of kidnap victims, along with the less essential equipment, were kept as hostages and distributed across five nearby habitable worlds (Fletcher's Feast, Morgan's Holdfast, New Gascony, New Haiti, and New Port Royal) to ensure the kidnapped workers' cooperation. Embracing his new self-created identity, Krasny Konoliv ruled with an iron fist, crushing dissent and killing those who disobeyed him and his officers. This led to his downfall in 2604, after a failed raid against the Federated Suns world of Memphis resulted in the destruction of three of the Raiders' precious BattleMechs. Lieutenant Mitch Hibbert, who had been a child when he came to Tortuga Prime with the original 237th, challenged Krasny and his leadership. Hibbert made the challenge on the bridge of the DropShip *Crossroad* and then killed Konoliv by running him through with a shard of BattleMech armor from one of the heavily damaged 'Mechs. Hibbert said, "The skills of the older generation must be passed on to the newer generation, not wasted by fools who are stuck in the past," and he demanded another election be held. With his show of strength and the blood of Krasny Konoliv still on him, Hibbert was elected "duke of the Pirates of Tortuga."

Under the rule of Duke Hibbert, Tortuga Prime became, for better or worse, what it would be through the thirty-second century. With kidnapped families being torn apart and settled on different worlds to ensure cooperation, there was little reason for workers to do anything except the bare minimum to keep themselves and their loved ones

alive. This contributed to a vicious cycle where getting any large scale project done required large numbers of manual laborers to be "volunteered" for construction work when a single worker with a proper vehicle could accomplish the same task. One notable example was the development of the HM-49 uranium mine complex in the middle of the twenty-seventh century. The duke of Tortuga refused access to heavy machinery, and that meant the pet project by a lower-ranked member of the Pirates of Tortuga known as "The Dutchman" had to rely on manual labor alone. The Dutchman brought in 2,000 men, women, and children to dig tunnels and build a refinery near the mine, to the detriment of the local grain harvest expected by a rival gang member. A series of armed raids against the settlements and resources claimed by the two pirates almost escalated into a full-scale civil war between factions, which only ended with an aging Duke Hibbert ordering the execution of both rivals. The Dutchman's mine was abandoned, and the lack of harvested food meant eventual starvation of nearly 40,000 people the next winter.

This bickering and backstabbing trickled down to the local level. Though villages and forced resettlement camps were still nominally a democracy, elected officials typically only lasted as long as they protected their people and provided the goods and materials needed to maintain an expected standard of living. With no formal education system on a planetary or settlement level, this meant that if a local water-filtration system broke down, there was usually no one to fix it. In some cases no one would notice something had gone wrong until it was too late, such as the mass poisoning of Fletcher and the deaths of 8,000 people in 2770, when a water treatment plant's filtration system

failed and lethal levels of heavy minerals entered into the drinking water. The local "strongman" would petition the regional officer to gain a replacement part or a skilled worker from another settlement. If neither was available, then that petition would be passed up the chain of command until it was decided whether the Pirates of Tortuga should sally forth and attack another world to get what they needed. This was a rare occurrence, except when considering the needs of the duke and their closest lackeys on Tortuga City's Council of the Damned.

When a local strongman would be denied a replacement or the skilled worker, then typically the strongman could choose to disappoint his people (often resulting in their life as they were torn apart or hanged) or conduct a raid in force against the person and group that had what they needed, even if that meant making an armed raid against another world. The bloodbaths that followed were short and brutal; hundreds and sometimes thousands of desperate civilians led by a combat vehicle and sometimes even a BattleMech would attack, pillage, and destroy another settlement just like their own. One famous holovid smuggled out of the Tortuga Dominions in 2955 showed a *Firestarter* leading a charge through a thatched-roof village, burning homes while torch-wielding civilians grabbed clothing and food before setting alight any buildings the 'Mech missed. These kinds of raids would cost hundreds of thousands of lives over the centuries, and the duke of Tortuga would often overlook them as a way to show which strong and capable fighters deserved a higher position among the Pirates' elite. The strongest among the local leaders would be promoted and given a regional post, and if they were a large-enough threat, then the duke would give them a "temporary post" on the inside of a DropShip exhaust port.
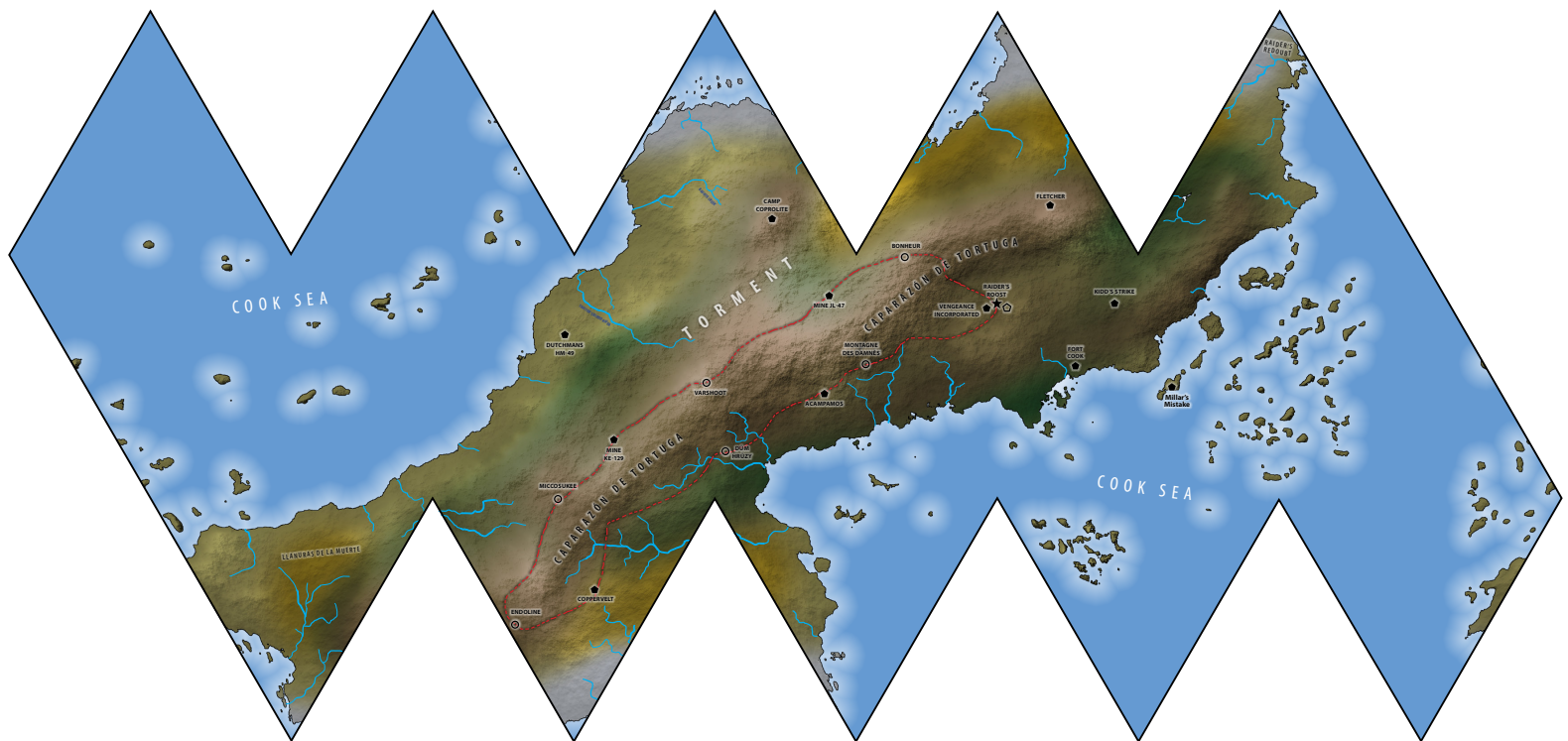
The political state of Tortuga Prime was unstable at best through the centuries until the rise of Paula "Lady Death" Trevaline in 3015, after she killed the then-leader of the Pirates of Tortuga, Lord Kalvin Bar-Dyness. Lady Death, also known as Dame Murderess Extraordinaire, put a stop to the wasteful infighting that had limited the vast majority of Tortuga Prime's population to abject poverty. In a single night she ordered the assassinations of eight of Duke Bar-Dyness's loyalists who were already plotting against her in the Council of the Damned. She impaled their headless corpses on stakes outside the council chambers, and then served the remaining council members dinner on plates made from the victim's skullcaps. The message was clear: follow orders or end up as grotesque dinnerware.

Lady Death Trevaline became the most successful leader of the Pirates of Tortuga since Krasny Konoliv. She reorganized the Pirates' military-grade equipment into a single force and decreed that no member of the pirates would make a raid without her permission. This made raids against worlds on the Federated Suns' Periphery border extremely effective and devastating. One raid in 3017 on Mararn almost resulted in the extermination of the entire planet's population. Lady Death led the Pirates herself as they roundly defeated the underequipped and undertrained planetary militia forces. This victory allowed the pirates to dismantle and steal the planet's only water purification plant. The desert planet, already relying on water imported from nearby systems, saw its smaller settlements completely die out from lack of water by the time the first relief JumpShips made it to the system. The stolen water purification system would solidify Lady Death's hold over the Tortugan city of Miccosukee, as its population was far larger than its current water system could handle.

Lady Death Trevaline would also implement a new policy that permitted unaligned pirate and mercenary forces to base themselves on Tortuga Prime as long as certain rules were kept. Pirate gangs were to give her a quarter of anything they took or earned, to never work against her, and to not abuse her citizens. Breaking any of these rules would result in death. While these rules were kept, sometimes strange outcomes resulted. On one deep raid against the Taurian Concordat, a minor pirate gang succeeded in their attack, but instead of finding an expected shipment of munitions, they came away with 8,000 tons of recycled vulcanized rubber. In a rare show of good humor, Trevaline accepted her share and used the 2,000 tons of rubber to pave the very first improved roads in Raider's Roost.

The increased frequency and severity of the raids from Tortuga forced First Prince Hanse Davion to deploy the Ninth FedCom RCT to Tortuga Prime in 3042. The combined forces of all of the pirates on Tortuga did little to stop a full RCT. The only battles lasting longer than half an hour were ones where groups of pirate 'Mechs and armor hid in civilian structures and took hostages, situations that would inevitably end with heavy loss of civilian life. The Ninth captured Paula Trevaline, and she was imprisoned until her eventual escape in 3064 brought her back to power. When departing Tortuga Prime, the Ninth RCT left behind a planet without any strongman at the top and no one keeping order at the regional level. The next twenty-two years would throw Tortuga Prime into full-scale civil war as cities and local settlements openly fought each other for scant resources and replacement parts. During this period the rise of salvage yards and scrappers would occur as groups tried to maintain what few fighting vehicles they had left. Even with the arrival of Fuchida's Fusiliers in 3054, the fighting only ceased around Raider's Roost and became less open everywhere else on the planet, giving a false sense of peace as covert assassinations and extreme corruption continued.

While the Fusiliers founded Vengeance Incorporated, the first company on Tortuga able to build BattleMechs "from scratch," they also brought the Word of Blake. The Blakists constructed some of the largest infrastructure improvements since the planet's original settlement. The construction of a small HPG facility allowed ordinary citizens communication with other solar systems, and the opening of a planetary monorail network let people and goods move across the world with an ease never dreamed of on Tortuga. On any other world, these improvements would have been lauded, but the people of Tortuga Prime saw them as a waste of precious resources. The only people citizens wished to speak with were being held hostage on worlds that lacked HPGs, and the populace was not allowed to travel anywhere on the monorail system except for where they were forced to work. Instead, the monorail system would be used as a way for gangs to move assault forces across large distances quickly.

The use of chemical weapons against the Filtvelt Coalition's Thumpers in Raider's Roost in 3076 and the eventual retreat of the Word of Blake forces left Tortuga Prime in even worse condition than when the Blakists had arrived. The first potential duke in decades was Ian "Shank" Scoli, who managed to unify scattered pirate forces to his banner in 3127. Although he kept the peace for a full three years, his battalion-sized force of BattleMechs and armor was wiped out in 3130 by an allied force from the Fiefdom of Randis, Calderon Protectorate, and the Filtvelt Coalition. The chaos and fighting on Tortuga Prime has since continued to weaken the planet's already flimsy grasp on habitability through the desperately needed water purification systems and subsistence farming. The population has continued to fall through injuries, starvation, and preventable disease. Observers in the Federated Suns predict that, if the situation on Tortuga Prime doesn't change, the world may become uninhabitable within thirty years.

A TIME OF WAR ADVENTURE SEEDS

A FIVE-HUNDRED-YEAR WAR

Recommended Group Size: 4–8 player characters

Recommended Group Type: Mercenary, Pirates, Police, Black Ops

Recommended Skill Levels: Green–Veteran (Key Skill levels of 1–6)

With the only thing the citizens have in abundance being radioactive ore and their captors' empty promises, the people of Tortuga Prime almost inevitably take up whatever arms they can and attack nearby settlements that have what they want. While there may be a BattleMech or an armored vehicle amongst them, the forces that square off with each other are armed and act as though they were from the seventeenth century, not the twenty-seventh century and beyond.

Complications: A few obstacles for players to tackle.

Like Taking Candy from a Baby: Outside of members of the pirate gangs, the average citizen isn't trusted with any weapon more deadly than a hatchet or pitchfork. In some of the better-off settlements and villages, there may be a primitively made cannon for defense, but these are often so large they are unable to be used offensively. If the players aren't from Tortuga Prime and have heavy weaponry (and possibly even BattleMechs) how will they deal with attacking people who are effectively unable to defend themselves? Will they care if they are pirates, and would they rather take prisoners? If they are one of the pitchfork-wielding peasants, how will they deal with coming up against something even as deadly as a heavy machinegun mounted on a horse-drawn carriage?

The Needs of the Many: One can pretend warfare is civilized and honorable when killing another person at 100+ meters, or from over the horizon in a battleship, or from thousands of kilometers away in dueling aerospace fighters. How will the players react when they see the desperation to live in the eyes of the person they are killing, and how the light drains away as they die? How will they react when they realize they are fighting for the same things, for basic survival and the hope they will see their loved ones again someday? This is hand-to-hand fighting at its most bloody and personal.

Might Makes Right: During the fighting, do the players show themselves to be capable fighters? After the battle, will they accept any accolades from the local strongman or even the pirate gang that the settlement belongs to? Are the players just regular people in a bad situation who want nothing more than to forget the horrors they just saw? Will they begin walking a different path than what they always imagined and become something their loved ones would hate, someone just like their captors?

Tips: This is a perfect chance for the gamemaster to highlight the horrors of war. It's easy for people to disengage themselves from killing when it's through a rifle scope or a radar return, but players should be changed somehow from having to kill for nothing more than clean water. This also gives the gamemaster a chance to display the pirates' utter lack of respect for human life. The use of slavery should be the first way players are degraded, but the willingness of some strongmen and pirate gangs to throw away hundreds, if not thousands, of lives should unsettle even the most jaded person.

MURDER ON THE METRO

Recommended Group Size: 4–8 player characters

Recommended Group Type: Military, Mercenary, Police, Pirate

Recommended Skill Levels: Green–Veteran (Key Skill levels of 1–6)

The Word of Blake–constructed monorail system isn't typically used to move people from settlement to settlement, rather it is used as a way for local gangs to try extending their reach into more distant areas than they can easily control. Since no pirate or gang is willing to destroy the monorail system and forfeit this easy way to attack distant targets, the War Trains now rule the rails.

Complications: A few obstacles for players to tackle.

Strategic Limitations: The high speed and large amounts of people the monorail system trains can carry make them theoretically excellent to use for assaults, but since their destinations are limited to where the rails run, it makes surprise attacks nearly impossible, and the likelihood of attacking prepared positions is very high. If the players are defending against a War Train, how will they prepare for an attack by one of the strongest fighting vehicles on Tortuga Prime besides DropShips? If they are part of a War Train's assault, how will they ensure no surprises await at the end of the journey? How will they prepare for the unexpected?

The Blue Zone is for Loading and Unloading Ammunition Only…: When the War Train makes its stop, will the players want to storm the train or take up firing positions? How much damage to the train is too much before its usefulness is at an end? What will the players do if their actions prevent the train from departing?

Tips: *Murder on the Metro* can be used in many interesting ways, including a well-planned assault/defense against a heavily armed train. It could also be used as the frame for a heist adventure where players are tasked with hijacking the train, stealing the on-board munitions, or even sabotaging the train before it can reach its destination. A less combat-oriented adventure could center on a murder on the train that the players are blamed for, a la *Murder on the Orient Express* with a post-apocalyptic feel. If you need more tension, perhaps the strongman who sent this train has placed on one of the cars a dirty nuclear bomb that will detonate when the train arrives at its destination, and the players need to find and disarm it before reaching the end of the line.
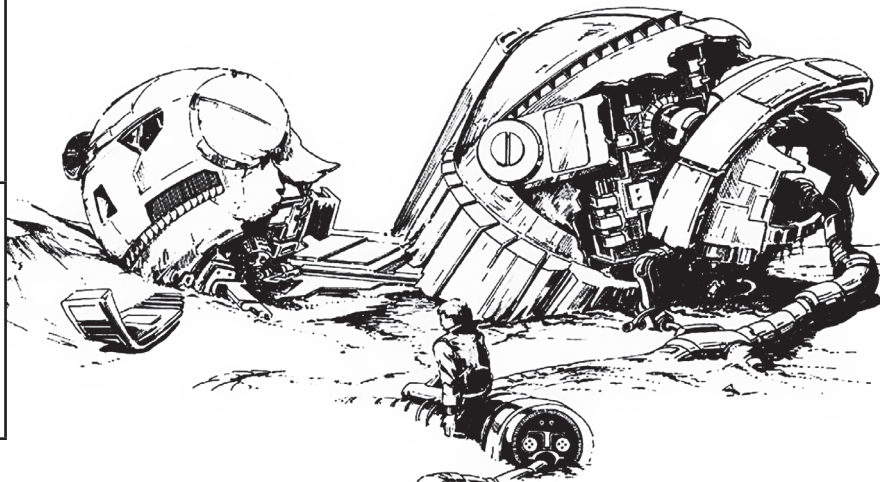
The following section is designed to assist both players and gamemasters with guidelines and reference tables for using Objectives to create games and/or campaign based on the target systems, factories, or cities described herein. The following rules primarily rely on the players' understanding of the 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.

SUPPORT VEHICLES

Vengeance Incorporated is known for being the first producer of BattleMechs on Tortuga Prime, but one of their primary sources of income is one-of-a-kind vehicles ordered from local strongmen and pirates for "special use." What follows are two of those vehicles.

DEBBIE

In 3088, with villages in revolt and his rivals' settlements often attacking his own, MechWarrior Douglas "Debbie" Rocktok needed a vehicle that would help his next village assault, as he was unwilling to put his prized *Whitworth* at risk. He asked Vengeance Incorporated to design an anti-personnel tank that would strike fear into the farmers and laborers standing against him, the Debbie was the end result: a massive tracked vehicle equipped with nine flamers, nine machineguns, and an Inferno-loaded missile launcher for more difficult targets. Most terrifying of all was the twirling combine harvester mounted on the front, which was used to literally mow down fleeing villagers. Many other pirates derided its slow speed and use of recycled BattleMech armor, but Rocktok was reported as often saying, "It just needs to be faster than you can run." The vast majority of the vehicle's systems and structure were designed to be easily repairable in the field with primitive tools, and the engine itself was of a design over 1,000 years old.

The Debbie was first used within a week of its construction against the village of Broken Teeth in November 3088, when the villagers refused to work due to a community-wide cholera outbreak; none of the villagers survived. After each rival he attacked or revolt he put down with *Debbie*, Douglas Rocktok allowed his officers and crew to paint kill markers above their weapons as a grisly tally of the ravages the tank was a part of. This tradition would continue through all of Debbie's owners.

After Rocktok was fed to his namesake combine in 3091, Debbie passed from local strongman to warlord, and in 3129 it was sighted being used to great effect as an anti-infantry vehicle against Filtvelt Coalition motorized infantry forces. By this time the vehicle was covered in kill markers representing hundreds of deaths and over a dozen villages, leading Filtvelt combat journalists to dub it "the Warcrime Wagon." It was captured by the Thumpers in 3130, after a Coalition *Enforcer*'s armor-piercing round punctured Debbie's fuel tank; hundreds of liters of kerosene spilled into the crew compartment and set it alight, killing the crew. Debbie was salvaged and taken back to Filtvelt as a war trophy, where it remains today.

Type: **Debbie, a.k.a. the Warcrime Wagon**
Technology Base: Inner Sphere
Movement Type: Tracked (Medium)
Tonnage: 80
Equipment Rating: C/C/E
Battle Value: 43

Equipment		Mass
Chassis/Controls:		16
Engine/Trans:	ICE (B)	25
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	0	0
Fuel:	1,000km	0.5
Armor Factor (BAR 5, B)	60	4.5

	Armor
Front	18
R/L Side:	14
Rear:	14

Weapons and Ammo	Location	Mass
Basic Fire Control (+1 to hit with all Weapons)		0.5
Combine	Front	2.5
Flamer	Front	0.5
3 Flamers	R/L Side	3.0
2 Flamers	Rear	1.0
Ammo (180 Flamer)	Body	9.0
2 Machine Guns	Front	1.0
3 Machine Guns	R/L Side	3.0
Machine Gun	Rear	0.5
Ammo (1800 MG)	Body	9.0
SRM 2	Front	1.0
Ammo (150 SRM2)	Body	3.0

Crew: 17 (14 enlisted, 3 officers)

OUTRIDER

Typical of small and light vehicles slapped together in garages across Tortuga Prime, the Outrider represents over a thousand years of military tradition dating back to twentieth-century Terra, when personnel in the poorer nations would jury-rig a light truck with weaponry in its bed. (They were commonly seen in the brush wars leading up to the Second Soviet Civil War.) The Outrider is a wheeled vehicle with a two-passenger compartment that houses the driver and the gunner. After driving into position, the crew dismounts, and the gunner takes position on a flat firing position behind the crew cabin while the driver assists the gunner in loading and firing the mounted weapon. Typically, the Outrider has a Support Machine Gun on a pintle mount, but many different versions of this vehicle have been used over the centuries, including ones equipped with grenade launchers, assault lasers, and single-shot missile launchers.

Type: **Outrider**
Technology Base: Inner Sphere
Movement Type: Wheeled (Small)
Tonnage: 1500 kg
Equipment Rating: B/B/A
Battle Value: 5

Equipment			Mass
Chassis/Controls:			351 kg
Engine/Trans:	ICE (B)		327 kg
Cruising MP:		5	
Flank MP:		8	
Heat Sinks:	0		0
Fuel:	400 km		14 kg
Armor Factor (BAR 4, A)	6		480 kg
		Armor	
Front		2	
R/L Side:		2	
Rear:		0	

Weapons and Ammo	Location	Mass
No Fire Control (+2 to hit with all Weapons)		
Pintle-Mounted Machine Gun (Support)		44 kg
1000 rounds of Ammo		50 kg
Cargo		234 kg

Crew: 2 (1 driver/gunner's assistant, 1 gunner)
Note: Off-Road Vehicle Chassis Modification

TORTUGA TERRAIN

Much of Tortuga Prime is wasteland and scrubland outside of the mountains, deserts, and icecaps, and few plants have evolved on land in the short time the planet has been warm enough to support plant life. The plants typically seen on Tortuga Prime are imports that can survive on the high-alkaline groundwater typical of the planet, or are able to withstand long periods of dry weather. Heavy Woods hexes should be very rare on battlefields, so treat all Heavy Woods hexes as Light Woods hexes.
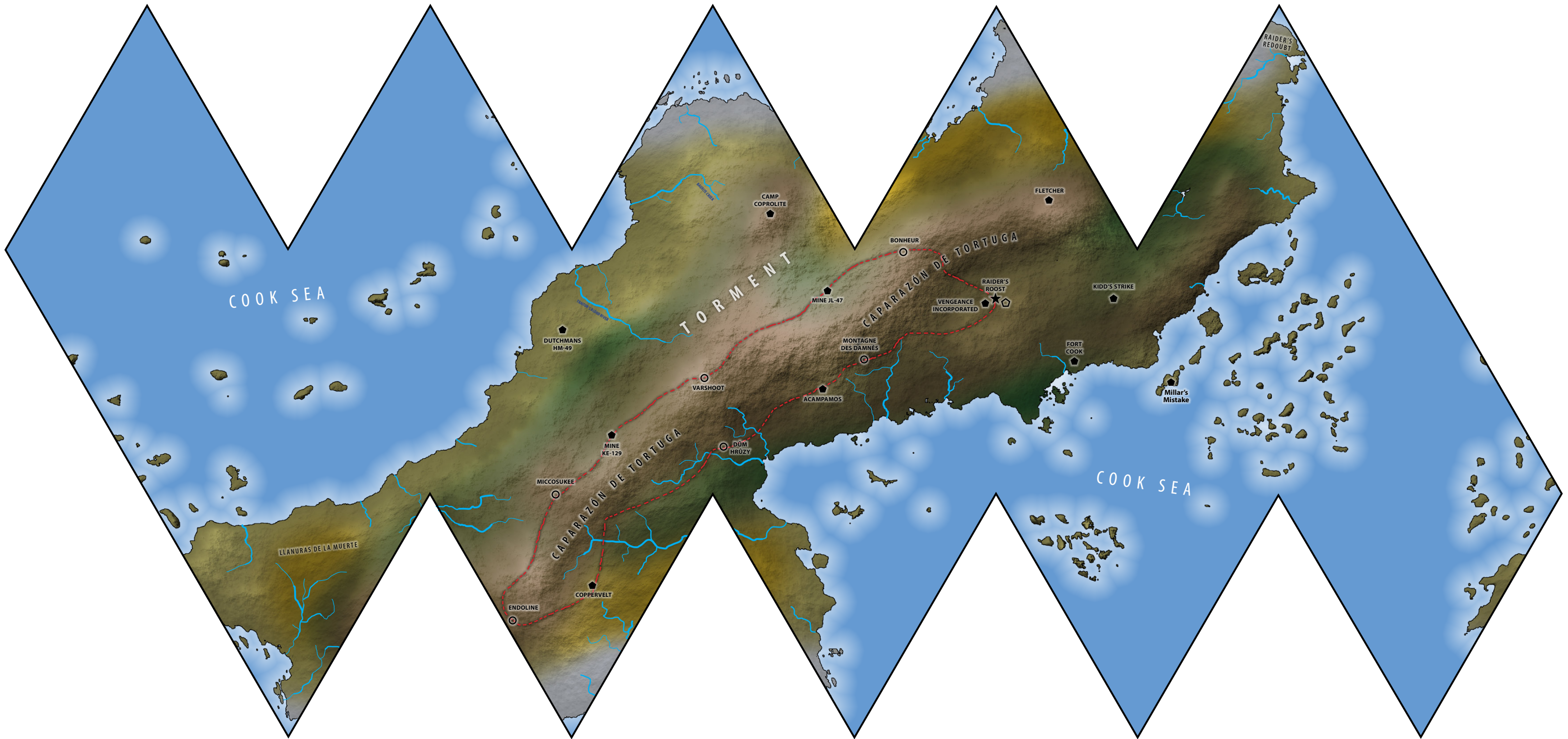
In more urban environments, where battles tend to take place with disturbing regularity on Tortuga Prime, certain modifications are also suggested to give the maps a different flavor. As all settlements outside of Raider's Roost tend to be smaller (40,000–50,000 people at the most), any hardened buildings are highly recommended to be changed to be heavy buildings, even in Raider's Roost, to represent shoddy construction quality. In addition, all buildings should have their CF halved (round up) to show the poor-quality materials used and the lack of motivation for slave labor to build anything that will last. This includes even light buildings that may represent hovels or lean-tos in tiny labor camps.
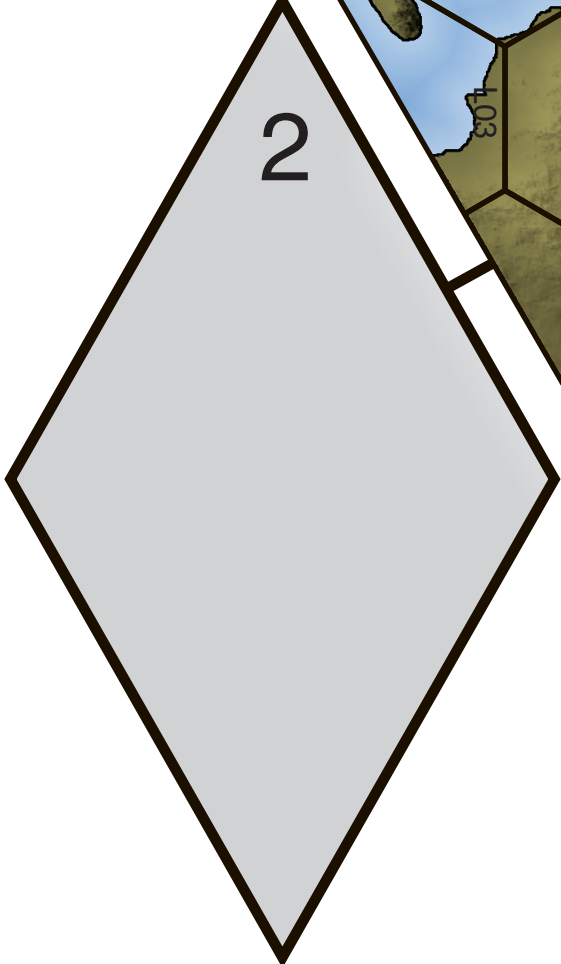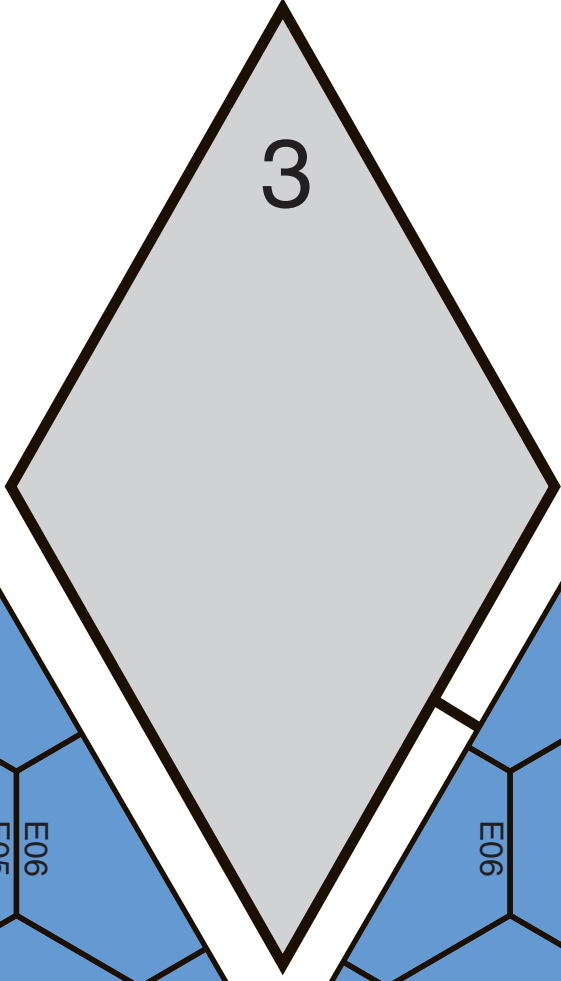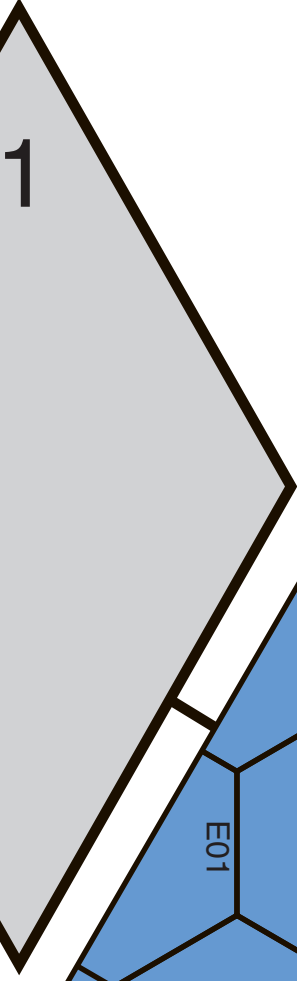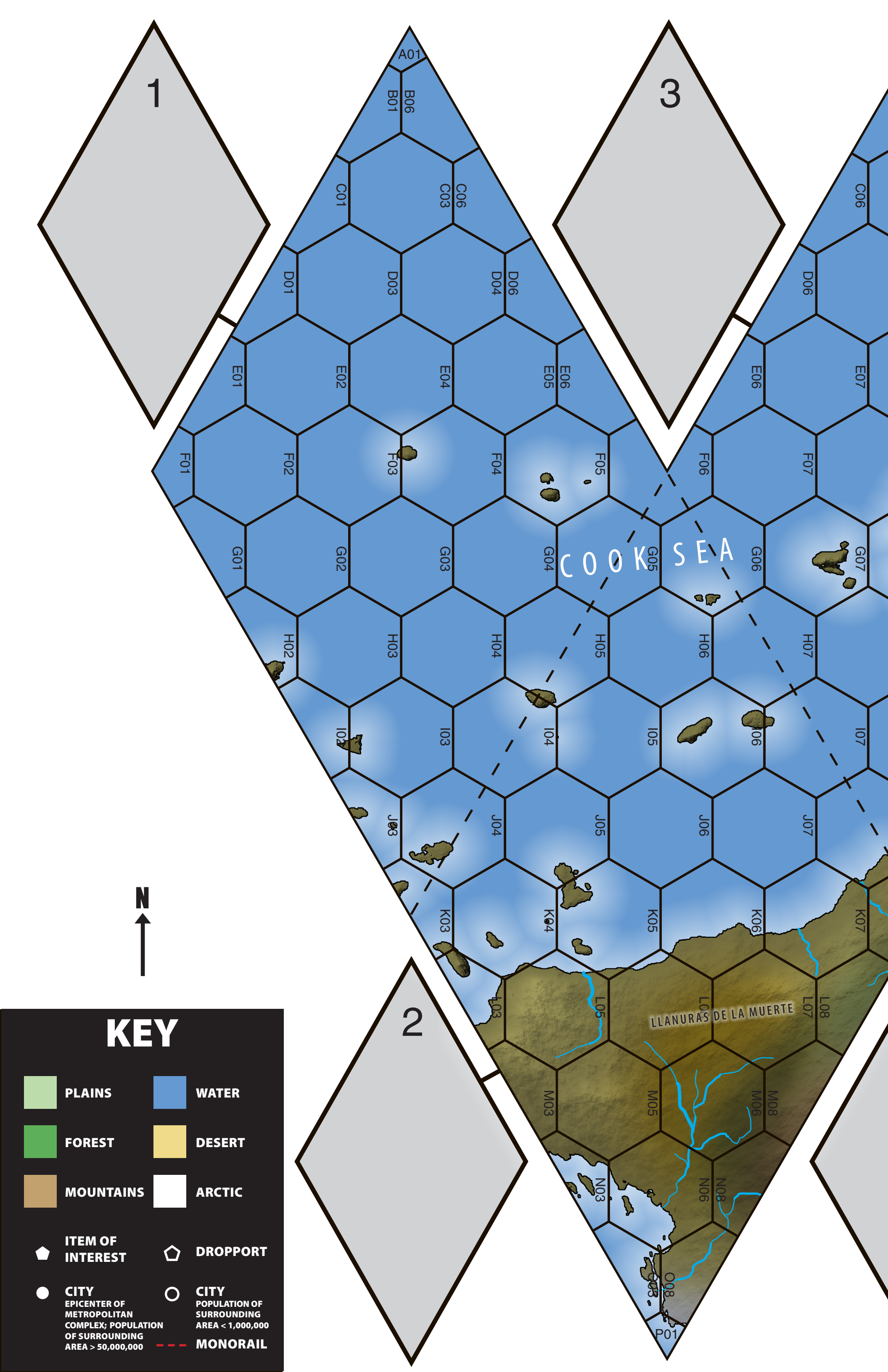
Players and gamemasters alike are also encouraged to use civilian infantry squads equipped with rudimentary tools to use as weapons against players, depending on the exact scenario.

MAPSHEETS TABLES

	2d6 Result	Map
NEAR SETTLEMENTS	2	Scattered Woods (MS2,MSC1)
	3	Desert Hills (MS2,MSC1)
	4	Open Terrain #2 (MS5, MSC1)
	5	City (Hills/Residential) #2 (MS3,MSC1)
	6	City Residential (MS6, MSC2)
	7	City Residential (MS6, MSC2)
	8	City (Hills/Residential) #1 (MS3,MSC1)
	9	Open Terrain #1 (MS5, MSC1)
	10	Rolling Hills #1 (MS3, MSC1)
	11	Rolling Hills #2 (MS3, MSC1)
	12	BattleTech (CBT, MS2, MSC1)

	2d6 Result	Map
RURAL/ WASTELAND	2	Desert Mountain #1 (MS3,MSC1)
	3	Desert Sinkhole #1 (MS3,MSC1)
	4	Open Terrain #2 (MS5, MSC1)
	5	Rolling Hills #2 (MS3, MSC1)
	6	Desert Hills (MS2, MSC1)
	7	Desert Hills (MS2, MSC1)
	8	Desert Mountain #1 or #2 (MS3,MSC1)
	9	Open Terrain #1 (MS5, MSC1)
	10	Rolling Hills #1 (MS3, MSC1)
	11	Desert Sinkhole #2 (MS3, MSC1)
	12	Desert Mountain #2 (MS3, MSC2)

TORTUGA PRIME

COOK SEA

COOK SEA

RAIDER'S REDOUBT

CAMP COPROLITE

FLETCHER

BONHEUR

T O R M E N T

MINE JL-47

VENGEANCE INCORPORATED

RAIDER'S ROOST

KIDD'S STRIKE

C A P A R A Z Ó N   D E   T O R T U G A

DUTCHMANS HM-49

MONTAGNE DES DAMNÉS

FORT COOK

Millar's Mistake

VARSHOOT

ACAMPAMOS

MINE KE-129

DÜM HRÜZY

C A P A R A Z Ó N   D E   T O R T U G A

MICCOSUKEE

LLANURAS DE LA MUERTE

ENDOLINE

COPPERVELT

DISPLAY

1

3

2

A01
B06
B01
C01 C03 C06
D01 D03 D04 D06
E01 E02 E04 E05 E06
F01 F02 F03 F04 F05 F06 F07
G01 G02 G03 G04 C O O K S E A 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 LLANURAS DE LA MUERTE L07 L08
M03 M05 M06 M08
N03 N06 N08
O08
P01

C06
D06
E06 E07
F06 F07

N

KEY

PLAINS   WATER

FOREST   DESERT

MOUNTAINS   ARCTIC

ITEM OF
INTEREST   DROPPORT

CITY
EPICENTER OF
METROPOLITAN
COMPLEX; POPULATION
OF SURROUNDING
AREA > 50,000,000

CITY
POPULATION OF
SURROUNDING
AREA < 1,000,000

MONORAIL

+0

P +6
P +6   P +6
P +6   P +6   P +6

P +6   P +6   P +6

P +6   P +6

P +6

N +0