



TOURING THE STARS



PROMISED LAND



A BATTLETECH SOURCEBOOKS COMPANION



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TOURING THE STARS

PROMISED LANDTM

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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

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 create an unlimited number of *BattleTech* games for play, while the **A Time of War** section offers plot seeds and details for the planet's more notable events. These plot seeds can be used as stand-alone games, woven into an existing game or as part of a larger on-going campaign.

The **Rules Annex** section explains planetary *Atlas* information for use in gameplay, as well as optional terrain tables, weather, and flora/fauna rules. Terrain tables can be used as a random chart to determine gameplay maps, or simply as a guide to provide ideas on the types of terrain found on the world. This section also contains a list of other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play.

Note: The last four pages of this PDF are sized for 11" x 17" paper. Please keep this in mind when printing out the document.

CREDITS

Project Development: Joshua C. Perian

BattleTech Line Developer: Randall N. Bills

Assistant Line Developer: Ben H. Rome

Products Developer: Ray Arrastia

Writing: Michael Miller

Editing: Herbert A. Beas II

Production Staff

Layout: Ray Arrastia

Maps: Ray Arrastia, David Kerber, Patrick Wynne

Factchecking/Playtesting: Geoff Swift, Chris Wheeler

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESION WARS ERA



CIVIL WAR ERA

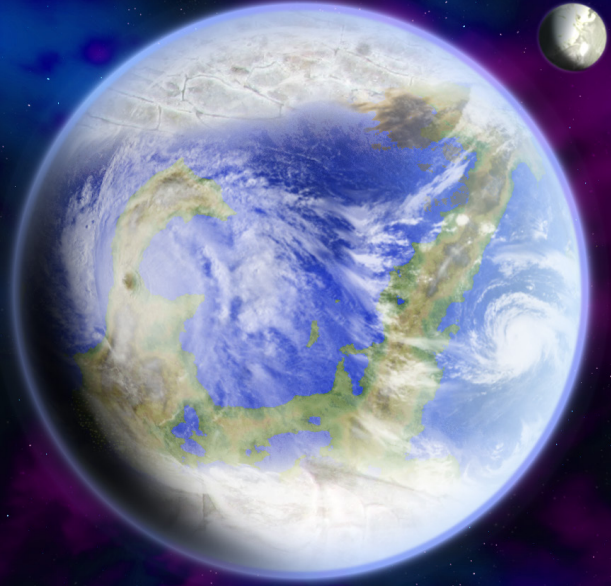


DARK AGE ERA

ATLAS

PROMISED LAND

Star Type: G8V (189 hours)
Position in System: 2 (of 10)
Number of Moons: 1 (Mana)
Days to Jump Point: 6.19
Surface Gravity: 1.7
Atm. Pressure: Standard (Breathable)
Equatorial Temp: 19 °C (Desert)
Surface Water: 50 percent
Highest Native Life: Mammal
Recharging Station: Zenith, Nadir
HPG Class: A
Population: 123,000,000
Socio-Industrial Levels: B-B-A-B-B
Landmasses (Capital City): Avalon, Camelot, Eden, El Dorado, Elysium, Hyberborea, Jannah, Mahoroba, Shambhala, Shangri La, Utopia, Valhalla, Xanadu, and Zion (Chaffinsopolis)



ATLAS: PROMISED LAND

Shortly after reaching the stars, humanity discovered that Terra set a high standard of habitability. For land speculators this was a challenge to be overcome, and selling colonial land started by carefully naming the planet. There were hundreds and soon thousands of colony worlds. A would-be emigrant might dismiss a silly or unappealing name when researching a new home. With a borderline world to populate in 2273, the Chaffins Colonial Development Corporation selected the name "Promised Land," and began an emigrant recruiting campaign on Terra.

The Chaffins CDC spoke the truth as it extolled the virtues of Promised Land. It was a big world, with more water than Terra, more than found on any other settled world. Temperatures were moderate and the air was breathable, sweet and clean. The soil was rich and terrestrial crops thrived. Land was cheap and plentiful. None of the native life was a threat. The moon was named Mana for its bounty of metals.

But the Chaffins CDC did not speak the whole truth. Promised Land had moderate temperatures, clean air, and good soil, but only in some areas of the planet, proportionally less than Terra. The bountiful water was also mostly saline, like Terra, and the record-setting land area included vast continental interiors isolated from any hint of water, though their hyper-aridity had many rivals in the Inner Sphere. The low tilt produced large ice caps and narrow temperate zones.

Size was an issue: Promised Land was the largest habitable planet yet found by humanity (a title it retains to this day). The planet's diameter was nearly twice that of Terra (24,007 kilometers), which was near the limit a rocky world could achieve before core compression limited further growth. Promised Land did have 2.5 times the water area and five times the land area of Terra, but this bounty came with

the highest gravity (1.7Gs) of any settled planet. It was near the limit (or perhaps beyond) that healthy humans could endure for long periods and was challenging for twenty-third century DropShuttles. This and its fast spin (producing eighteen-hour days) produced numerous Hadley cells and a powerful Coriolis Effect, which sometimes produced dense, powerful cyclones over the oceans and incredible wind storms on the low, flat continents.

True, native life was no threat, if one had appropriate vaccines, anti-allergy medications, training, firearms, and body armor. The higher orders of animals showed disturbingly high intelligence (on par with terrestrial primates, but with differences), though most avoid human communities after a few encounters. An entire class of animals is sometimes dubbed by popular media as "post-mammals" for having physiological traits derived from and improved in comparison to mammals. (Xenobiologists, of course, lament the use of terrestrial classifications for extraterrestrial life.) The entire ecosystem had entered its multi-cellular state over a billion years before Terra. This extra evolutionary period meant everything from microbes to animals were tougher and more adaptable than terrestrial life, though not particularly vicious. Terra's most tenacious invasive species like cockroaches and rats, which had sundered native ecosystems on hundreds of planets, only survive in zoos on Promised Land. Cargo and passengers departing Promised Land have always been subject to vigorous biological screening.

This caution did lead to fictional exaggerations about Promised Land's ecosystems, even depicting it as a "death world." In fact, camping, hiking, and other outdoor activities were popular with residents and no more dangerous than most worlds. However, the precautions wilderness visitors required were unusual. Examples included toy

ATLAS

The planet also had some aesthetic challenges for early settlers, though their descendants find beauty in the world. Any waves on water were short, flat, and fast moving, which seem frantic rather than relaxing. Air thinned out rapidly with altitude, so clouds seem oppressively close overhead. While Promised Land had some impressively tall volcanoes, its high gravity flattened mountain

This battery of threats had been wearing on the population for some decades, eroding the population with emigration and death. The final insult was the rapid destruction of the ozone layer by volcanic gases. The already-ailing settlement's terrestrial crops collapsed, while native life shrugged off the geologically common occurrence. Shortly on the heels of triumph over a Lyran invasion in 2395, the Free Worlds garrison and remaining colonists evacuated 2405 and Promised Land was marked off the maps for nearly two centuries.



ATLAS

That invasion, allegedly launched to acquire Promised Land's widely ridiculed champagne for Archon Robert Marsden, was actually a demonstration of Lyran all-environment military equipment. In an era where many militaries still struggled with the wide range of environments found in human space this would have been impressive. The LCAF sensibly aimed to start by decapitating the garrison, but the militia headquarters was in a deep rift valley. High gravity, 2.7 bars of oxygen-rich atmosphere, and temperatures averaging ninety degrees Celsius proved the Lyrans wrong about their equipment. Over half the force was lost to DropShuttle crashes caused by the dense valley air. Many armored vehicles were lost to engine fires and the elite jump infantry could not jump in the high gravity. The surprised defenders mopped up the incapacitated invaders.

The Star League Accords brought a reduction in border tensions, so in 2574 a group of Free Worlds and Lyran historians visited the world to study the 2395 battlefield. The expedition's landing site (well outside the pressure and temperature extremes of the rift valley, naturally) found itself beset by starving, ill humans. The 2405 evacuation had apparently abandoned thousands of rural settlers who managed to survive in small, feuding communities. The Landers prompted a major relief effort by the new Star League, which wanted to demonstrate its peaceful and humanitarian nature, especially to the Periphery. The League did work wonders on Promised Land, bringing peace and creating genetic therapies for humans that would make residents more tolerant of the high gravity and native life. It also helped domesticate the plants and animals Landers had been surviving upon. New colonists even began settling the unusual world.

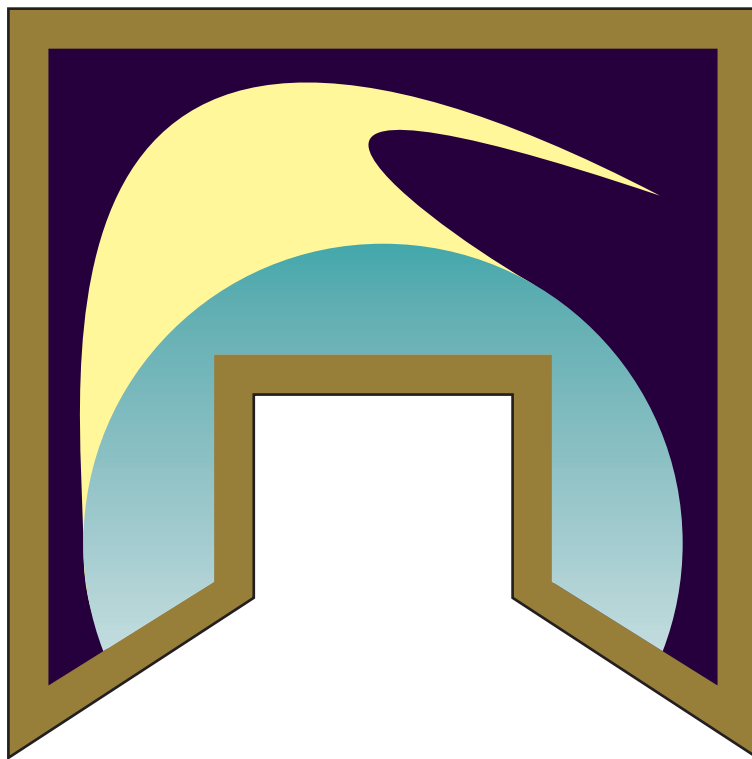
(The public relations opportunity was squandered on the Periphery as the Star League made overly-direct comparisons between the wretched Landers and the Periphery.)

A drawback to the genetic engineering is that only the Free Worlds League's revulsion for bionics exceeded their revulsion for the Landers. The arrival of the Clans further amplified that bigotry. The bigotry is amusing outside the Free Worlds League because the changes to Promised Landers are rarely recognizable even with advanced medical scanners. The strong heart and high blood pressure do not exceed human extremes, nor do the toughened ligaments and

tendons. They have fewer circulatory, joint, and back problems than the human norm, and are tolerant of Promised Land allergens and infections. Promised Landers tend to be short, averaging 1.6 meters, and are athletic like gymnasts or equestrian jockeys. Free World depictions of them as goblin-like, hunchbacked boogiemen have no basis in reality.

There have been advantages to the ecosystem and high gravity: Promised Land was rarely attacked during the Succession Wars and later eras. The Lyrans destroyed Promised Land's fusion engine factories and orbital shipyards. After the vicious fighting in the Bolan Thumb faded, Promised Land served as an entrepôt for Lyran merchants and thus was not attacked by the LCAF. Instead, SAFE and LIC struggled amongst their interstellar merchants in the system's space stations. Until the thirty-second century, the only major conflict on Promised Land was a failed pro-Lyran coup in 3056 that saw part of the world's militia destroyed by the Third Brigade of the Fusiliers of Oriente. Promised Land's union with the Duchy of Tamarind-Abbey (3078) was quickly regarded as a mistake, something done out of historical inertia. Promised Land began looking to the Lyran Commonwealth when the Duchy tightened restrictions on Promised Land's exports (allegedly because of biological contamination risks) and then the Duchy's public began airing miscegenation bills. Its 3101 entry to the Commonwealth happened with minimal collateral damage when the Tamarind-Abbey garrison was destroyed in a short, sharp battle - the planetary government had helped Lyran invaders sneak into position outside the garrison's base. The current Lyran garrison concentrates on space stations for a reason: unlike other Lyran/Free Worlds border trade systems, trade does not flow through

planetary warehouses but rather large recharge stations. As far as the Commonwealth is concerned, the most important part of the star system is just inside the proximity limit of the zenith and nadir points. The Landers have long supported a large space infrastructure. Space stations always served as biological screening points and (at the Promised Land-Mana L4 and L5 points) low gravity resorts and residences. Prefabricated space stations are a major Lander export, delivered for final assembly by DropShips. The recharge and cargo stations at the jump points are some of the largest outside the Terran asteroid belt and have thriving trade bazaars.



ATLAS

Governance of the world is an unusual representative democracy. The basic government is a conventional three-branch system of a presidency, senate, and judiciary. Citizenship is acquired by buying into the planetary government, or by being born on the planet. Citizenship shares may only be purchased if citizenships to other political entities are abandoned, and may only be owned by a person, not legal entities like corporations. Two shares are created for each person born in Promised Land, with one given to the child and one put on the market. Shares are deleted when the "share founder" dies, so they are not normally inheritable. A citizen may sell all their shares, reducing their status to a ward of the state similar to a resident alien. On the current market, a share costs about 15,000 C-bills. In an exception to the share inheritance rules, some noble titles hold thousands of votes beyond their share founders' deaths. Because the government rarely uses referenda and some taxes are based on numbers of shares held, having large numbers of shares offers little authority except social prestige.

Today, settlements are concentrated on the four of the fourteen continents (Camelot, Mahoroba, Utopia, and Xanadu) in the temperate zones where the climate was genuinely pleasant and fresh water was

abundant. Two communities are situated on ancient, dead volcanic provinces where deep mantle plumes have put mineral riches within easy reach of human mining equipment.

Other than an unusual environment, Promised Land is a typical, well-off Inner Sphere planet. It has a diverse industrial base to suit the needs of its population, a productive agricultural sector, and a high standard of living. The population is concentrated in a few dozen large metropolises, which leaves the unique ecosystem and endless landscape mostly undeveloped. Despite the threats sometimes posed by the ecosystem, citizens have consistently backed conservation laws, which favors the compact cities. Contrary to expectations, those cities are not squat. Kilometer-tall skyscrapers are common since modern materials are more than sufficient to defeat Promised Land's gravity. It is actually a point of pride for locals to build tall structures.

Gravity and the planet's scale has always thwarted easy long-distance travel. Jet aircraft (conventional or fusion) and airships are at a loss, so air travel is either by expensive small craft and DropShip flights, or by much slower fusion-powered propeller-driven aircraft.. Ocean transport is popular for cargo due to its low cost and the vast oceans, while electrified railways are utilized for overland transport.



A TIME OF WAR ADVENTURE SEEDS

IS IT JUST ME, OR DO YOU FEEL WARM?

Recommended Group Size: 2 to 4 player characters

Recommended Group Type: Military, Security

Recommended Skill Levels: Regular-Elite (Key Skill levels of 2-8)

The Landers always made use of space stations at their standard jump points, primarily to screen planetary exports of biological threats. These recharge stations were perfect to serve as screening points for international trade during the Succession Wars, and allowed Promised Land to lobby into the position of one of the Free World's border crossings despite pervasive League bigotry. The Landers had another reason to open their space stations to Lyrans visitors: the stations at the Promised Land-Mana L4 and L5 points were residential, maternity, and vacation platforms. By allowing Lyrans to frequent the stations with few restrictions, the Landers let their enemies know the stations were not worth attacking. This strategy worked throughout the Succession Wars; the Lyrans only destroyed shipyards and used carefully targeted nuclear weapons on planetary industrial targets.

When the Free Worlds League reconquered Promised Land in 3144, it found pervasive hatred from Landers who had sought Commonwealth suzerainty in 3056 and 3101. In the face of textbook nonviolent civil disobedience, the few regiments of Marik troops abandoned the high gravity planet and concentrated on the many recharge stations at the zenith and nadir points, which were the important parts of the system in the League's eyes. If the planet ever violently revolted against the League bureaucrats and security personnel toiling on Promised Land, the troops could arrive in mere days to crush the revolt as easily as they had crushed the militia.

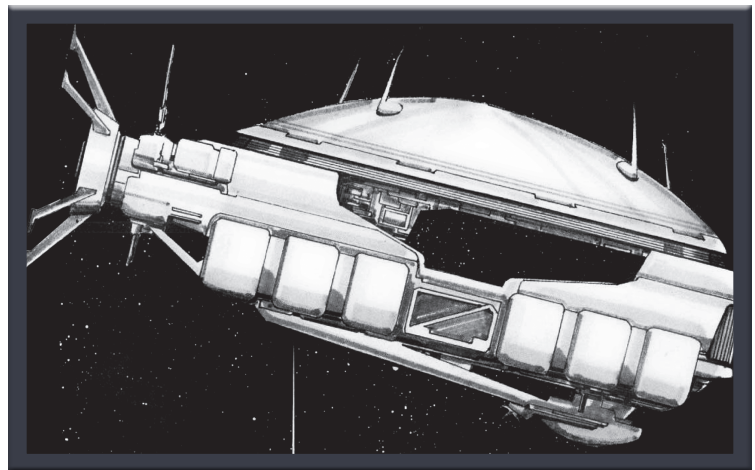
The Landers have exhibited a laudable unity in ignoring and avoiding League personnel to the point the Free Worlds had no effective authority on the planet. However, a population of over 100 million humans is never fully unified in any situation. Hotheads have not given up their dream of seeing the FWLM driven out of the system, and they've recognized that the League's combatants are concentrated in recharge stations that depend on station-keeping fusion engines to avoid plummeting into the sun.

Complications: A few obstacles for players to tackle.

Tickets, Please: Player characters interested in reprogramming station-keeping drives for a very gentle, unnoticeable burn toward a star (either to stop it or make it happen) must, of course, be wary of local personnel who want proof the characters belong on the station. Even solidly anti-League personnel who might help do not want to be labeled as terrorists.

Women and Children First: It is unlikely the stations will make much progress toward the star before someone aboard notices. The fall will take weeks at the peak (and noticeable) acceleration of the station, and less noticeable acceleration will take months. But to trap the FWLM troops, one needs an excuse to remove the transports: like evacuating civilians.

Tips: For *A Time of War* scenarios, brush up on the *Strategic Operations* descriptions (see pp. 122 and 244, *SO*) and rules of space stations. Familiarity with zero-G combat (see pp. 159 and 237, *AToW*) will also be important. After all, space stations are not single, large gravdecks.



RUDE AWAKENING

Recommended Group Size: 2 to 8 player characters

Recommended Group Type: Military

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

After decades of racial abuse by its supposed ally, the Duchy of Tamarind Abbey, Promised Land discreetly contacted the Lyrans Commonwealth. While the Commonwealth had many faults, bigotry about minor genetic therapies was not among them. Also, it offered better tax brackets.

The planetary government was confident it could deport the civilian personnel who represented the Duchy on the planet. The problem was the Seventh Tamarind Regulars, who significantly outgunned the infantry-heavy planetary militia. However, the government had no problem working with several local transportation companies to conceal the movement of the Third Lyrans Regulars and some Lyrans mercenaries to the major seaport just outside the main Tamarind garrison base.

But the garrison was on the edge of a major city and too close to civilian residences to consider orbital bombardment or artillery. The Lyrans accepted that limitation, and that they would have to wade their heavy and assault forces into close combat with (hopefully) unprepared defenders.

Complications: A few obstacles for players to tackle.

Meter Maids: Because there were some mixed loyalties among Landers, the government did not alert all of its personnel to the Lyrans infiltration. It would only take one diligent Parking Authority Enforcer (PAEr, local pronunciations of the acronym include "payer" and "spawn of Satan") filing an emergency request for extra tickets after finding a Lyrans *Atlas II* idling in a subcompact spot to prematurely alert the Tamarind garrison.

Ever Vigilant: The Duchy troops have sensibly warded their facility with an array of electronic monitoring systems. The handful of personnel awake monitoring those systems might buy enough time to get critical companies of troops into their 'Mechs and tanks before the Lyrans could put screens of anti-personnel units between the hangars and barracks. The Lyrans are quite interested in disabling such systems – the player characters could easily be Lyrans, Marik, or planetary personnel trying to prevent that or make it happen.

Tips: The scenario presents some excellent opportunities to use sneak suits. Also, it is an exercise in *Tactical Operations*' high gravity rules (see p. 55, *TO*).

RULES ANNEX

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

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

USING PLANETARY DATA

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

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

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

Star Type identifies the color, size, and stability of the world's primary star, as well as how long an arriving JumpShip requires to charge its K-F drive while in system (using only its jump sail). Particularly large and/or unstable stars can be prone to odd lighting effects that can affect combat, such as glares and solar flares. Rules for Glare and Solar Flare effects may be found in *Tactical Operations* (see p. 58, *TO*).

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

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

NUMBER OF SATELLITES

This line indicates how many natural satellites (moons) the world has (and their names, if applicable). Many orbital facilities may be found in the LaGrange Points (regions where the gravitational forces

between the planet and its moon or moons cancel each other out), and some of these same points (specifically, places near the L-1 points) are occasionally used as "pirate points" by daring raiders who wish to radically cut down transit times and local defense preparations.

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

SURFACE GRAVITY

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

ATMOSPHERIC PRESSURE

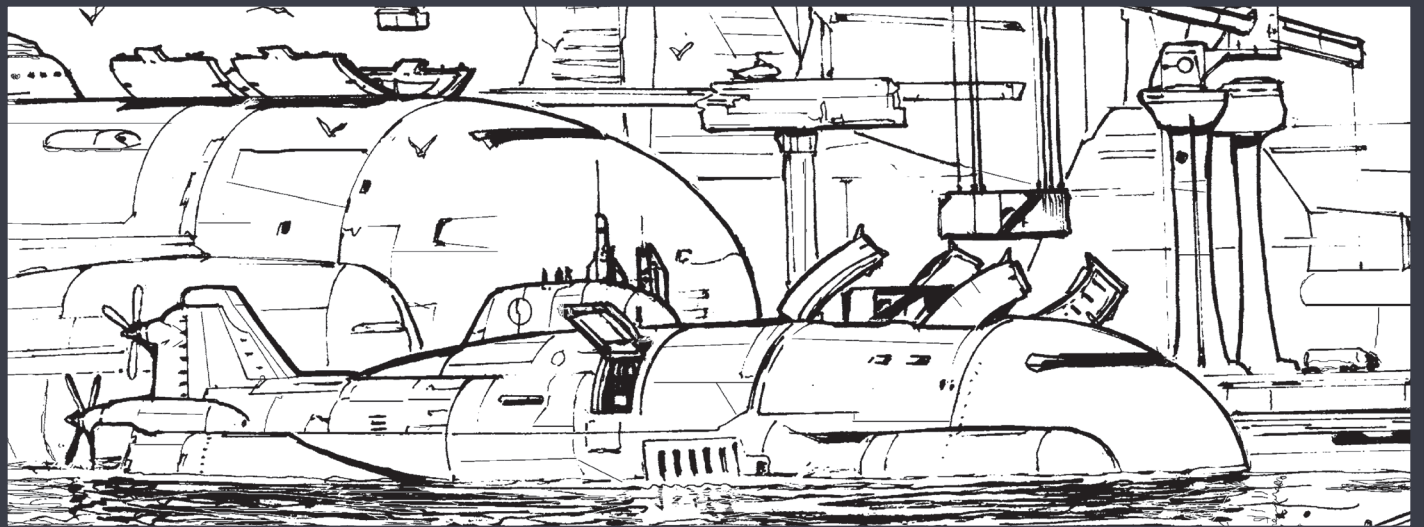
This detail describes the relative density and breathability of the local atmosphere, and can have a profound impact on game play if the atmosphere is anything but "Standard (Breathable)". Thinner or Thicker atmospheres can affect the use of several unit types in gameplay and may even have an impact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

EQUATORIAL TEMPERATURE AND SURFACE WATER

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

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

RULES ANNEX



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.

OPTIONAL RULES

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

PROMISED LAND FLORA AND FAUNA

Promised Land has one of the few cases of an ecosystem older and significantly more advanced than Terra's. It is not particularly lethal, but the differences are noteworthy, at least for xenobiologists.

The so-called Lander "post-mammals" receive the most attention, perhaps because of the widely exported "cuddle bear" pet. Post-mammals are evolutionary descendants of Promised Land's mammals (which are still quite extant). They have 5-chambered hearts, including a smaller ventricle specifically for the brain, and the major veins of the limbs have peristaltic muscular actions to boost blood flow back to the heart. (Certain carnivorous post-mammals have fully developed this feature into two-chambered hearts in each limb.) Their lungs are uni-directional circulatory lungs rather than bellows-type lungs of terrestrial mammals, with the air entering and exiting through separate tracheal ports, fully utilizing the lungs' volume. Rather than a single diaphragm, sheets of muscle contract different lobes of the lungs in sequence (keeping chest volume constant while minimizing dead space in the lungs.) This also aids post-mammals in clearing their lungs of foreign matter. The combination of efficient lungs and circulatory systems makes post-mammal carnivores capable of feats of great endurance, though this demands a lot of food.

While human-level sentience does not exist in any Lander animal, terrestrial crows, raccoons, dolphins, and chimpanzees would find their intelligence the norm, not exceptions. Animal traits like Animal Cognition, Tool User, and Fast Learner are appropriate (see pp. 106-112, *AToWC*). Some post-mammals exhibit additional specialized brain centers compared to terrestrial animals. Carnivores and some omnivores have exhibited a spatial memory center that appears to remember 15 to 20 objects, their positions, and their velocity vectors separate of their working memory, which gives them an excellent situational awareness during hunts and fights, like the animal trait Combat Sense (see p. 113, *AToWC*). Like terrestrial mammals, their brain is bifurcated. However, post-mammals are distinguished by a "super-prefrontal cortex" that seems to support superior cross-hemisphere coordination while allowing multi-tasking by allowing each hemisphere to work on different problems simultaneously.

Many Lander vertebrates show a third type of immune system, "fortification immunity," in addition to the "innate" and "adaptive" immune systems of terrestrial chordates, making the animal trait Hardy common (see p. 111, *AToWC*). This immune system rapidly adjusts cell membranes of animals in response to pathogens, and also attempts to "counterattack" parasites like biological weapons. This may produce allergic reactions in humans exposed to Lander animals, per the diseases rules in *A Time of War* (see p. 245, *AToW*).

Animal behaviors are sophisticated. Lander "termites" build blade-shaped mounds over decades that are actively heated and cooled, and arranged to exploit or retard solar heating. They farm fungi and catalytically trigger methane flames in winter to maintain constant mound temperatures. Many post-mammals exhibit pseudo-languages able to convey numeracy, name threats, provide locations, and

identify individuals, per the animal skill Animal Communication (see p. 114, *AToWC*). Despite being from a completely different world, post-mammals and some mammals are usually able to understand human gestures as well as dogs, a feat rare on Terra. Cooperative problem solving and deceit are common among such animals, indicating that many are able to model the minds of other animals. Several species have death rituals akin to Terran elephants.

Three-tier social interactions (personal; group; and inter-group) are also common on Promised Land, but only otherwise seen among humans and dolphins. Non-instinctive interspecies cooperation is also noted. For example, small tree-dwelling foragers may serve as scouts for large, ground-dwelling gardening herbivores, who protect the foragers from their predators. Predators may arrange to be "shepherds" for a prey herd: providing protection against other predators, even culling rivals to the herd's alpha, in exchange for regular food. But these relations are cultural, not instinctive: different regions may have different interactions between species that vary year by year.

CUDDLE BEARS

Cuddle bears are post-mammals and one of the few animal exports of Promised Land. They have been described as "miniature pandas" or "zebra-furred koala bears." Most consider them adorable animals who seem happy to do nothing more than cuddle with their owners all day, and appear very attentive. They will perform simple, insipidly cute tricks on command, which they pick up easily (and they toilet train). Unlike many bright animals, they seem to require little stimulus and sleep most of the day.

However, studies of brain activity show their pleasure centers rarely light up when interacting with humans, despite making similar cooing noises and expressions as when they are with their packs. The interpretation is that they are very mercenary. This is supported by their selfish behavior out of humans' sight (as captured by hidden cameras). When underfed, they steal food from *neighbors* (apparently to avoid alerting their owner and being punished). They readily circumvent physical security with their climbing ability and dexterous paws, and learn human schedules to plan their mischief. Abused cuddle bears are dangerous and will arrange premeditated traps, like trip hazards at the tops of stairs or broken glass in bedding. Some abusive owners have documented cuddle bears causing emotional duress and strife among humans, such as by planting stolen toys on a sibling or a neighbor's underwear with a spouse.

STR	BOD	DEX	RFL	INT	WIL	EDG
3	4	6	4	8	7	4

Mass: 15-20 kg

Size Class (Modifier): Small (-1)

BAR (M/B/E/X): 1/0/0/0 (Furred Hide)

Damage (AP/BD): 1M/1

Move (W/R/S): 4/12/35

Traits: Animal Cognition, Hardy, Patient, Tool User

Skills: Animal Language (+4), AniMelee (+3), Perception (+8), Tracking (+4)

PROMISED LAND TERRAIN

The terrain on Promised Land is just as diverse as any found on Terra, and so p. 263 of *Total Warfare* is a reasonable representation of most of the world's terrain.



DISPLAY



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PROMISED LAND









