BATTLETECH™

HISTORICAL TURNING POINTS

GALTOR™

35620

CATALYST game labs™

IN THE DEEP

"'Mechs in the water!" Crewman Saul McClanahan's shout stopped Captain Baldwin's teacup several centimeters from his mouth. Raising his bulk from the command couch in the conn of the *Ward*, Baldwin moved to McClanahan's station. "Confirmed? It's not just another pair of mating megafauna?"

"Confirmed, sir. Passive sonar just registered them. Four contacts, definite footfalls on the bay floor. They're moving this way."

"Damn. Send the alert ping to the rest of the pack, in case they've not detected the intruders. Start the countdown and get me a target for racks one through five, please, Weps."

A grin split his craggy face as Weapons Officer Leftenant Seymour O'Brien hissed orders to his men and acknowledged the order. "Three minutes to torpedo launch, Captain."

Returning to his seat, Baldwin inhaled the heady aroma of his beloved Darjeeling. As the three minute mark approached, he set down his teacup. "Report readiness."

"Aye, sir," came the replies from all stations.

"Weapons Officer, have you selected our first target?"

"Aye, Captain, they're moving slowly enough along the bay floor. We can't miss."

"Then let's make the bastards pay for crashing the party, shall we? Fire all long- and short-range tubes and reload for second volley."

Thrumming vibration shook the stationary Neptune as five volleys of torpedoes leapt from its bow tubes. The torpedoes moved unerringly, guided by sonar, to their victim: a Draconis Combine *Jenner*, fleet of foot on land but a crawler underwater. The *Jenner*'s pilot served the Dragon well by drowning when his cockpit was breached.

Inside the *Ward* McClanahan tore off his headset as the terrific explosions of the impacting warheads blinded the sonar system. The clatter and screeching of the dying 'Mech further deteriorated the sonar returns. As the bay started to calm again McClanahan raised the headset. Just as it clasped tight around his ears, a terrible buffeting of sound waves assaulted his ears.

With a scream he threw himself backward and out of his seat, smacking his head hard on the deck. Groaning in pain and leaving a bloody smear on the deck, McClanahan struggled back to his feet. "They're blaring on all frequencies, sir. It's tanked the sonar!"

"Get to sickbay, son, for God's sake." Glancing about, he spotted Yeoman Phillips cowering in the corner. "Yeoman? Help him!" At the captain's glance, Yeoman Phillips dropped the clipboard he'd been carrying to the Captain when all hell broke loose and escorted McClanahan from the bridge. McClanahan handed the headset to the Sensor Officer as they passed.

"Sonar's blinded for the moment, sir, but I should be able to compensate and get us our next target." Sensor Officer Johnny Denson's voice was calm from his seat beside his subordinate at the sonar station. That Denson's training was superb was obvious from the calm cadence of his voice, belying his inexperience.

"Damn. Well, men, we've got more tricks up our sleeve than that. The pack should be joining us soon, and we can triangulate the other 'Mechs if need be. We just need to keep the base secure from detection and this will all be over."

A sudden lurch threw the *Ward* into a 45 degree list. Baldwin's heirloom teacup slid off its perch and smashed onto the deck. "What the hell was that?" Baldwin looked from station to station. "Get us righted, dammit!" He frowned down at his shattered teacup; such a shame.

"Sir, I think they fired on us but missed," Burt Holiday, the XO, commented. A high note was entering his smooth New Avalon accent.

"There's no torpedo fast and massive enough to keel us over underwater, no matter how close it passes, especially since there was no detona—" A look of horror replaced Baldwin's angry expression. "Oh God no. Bring us around, all ahead flank!"

"All ahead flank, bringing us about, aye!" came the reply of Navigation Officer. The *Ward* lurched as the sub began a tight turn.

"Sir?" came the XO's voice in Baldwin's ear. "If that was not a torpedo, then what—"

"It's a sub, you idiot! Some damn sub moving so fast it shoved us right over as it passed. Denson! Have you got that damn sonar working yet?"

"Affirmative, sir. We've got eight signals. Four appear to be the rest of our wolfpack Neptunes, three the remaining enemy 'Mechs, and the eighth an unknown moving extremely fast directly toward base."

"How the hell did they locate the base so quickly?" The captain pinched his lower lip as the *Ward* completed its turn and lumbered in pursuit. "Get me aft torpedoes on those 'Mechs, Weps. And where is the rest of the pack?"

"Moving in from their guard stations, sir. The *Scherrer* and the *Compton* should both be on-station in under a minute; the *Bragg* and the *Laue* in two."

Baldwin's eyes widened as he turned to the sonar station. Looking at the screen he saw the same thing the Drac sub commander had seen: *Ward* and other four Neptunes moving toward the incoming 'Mechs in a simple pattern with the base at their center. "I'm gonna hang for this, assuming we make it out alive," he muttered. "Where are those damn torpedoes? Give me something, anything, for that hostile!"

"Solution coming now, sir. Fore and aft targets," O'Brien replied, the predatory grin still on his face.

"Fire!"

HISTORICAL TURNING POINTS
GALTOR ™

Welcome to the first of a new series of *Historical Turning Points* campaign books, designed to give players the opportunity to fight in some of the landmark conflicts of the Inner Sphere's tumultuous history.

The general information contained in the *Atlas* and *Combatants* sections gives players the tools needed to fight an infinite number of engagements on Galtor, while the *Track* section gives details on some of the larger and more pivotal battles of the planetary struggle. The *Track* sections can be used with stand-alone games set in 3025.

The *Atlas* section presents a global view followed by some quick facts about Galtor III. Included in this section you will find terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks, or simply as a guide to give you ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environment and 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 begins.

The *Combatants* section gives details on the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the tracks with different forces as they wish. The rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them.

The *Tracks* section presents several key battles that occurred on the world, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The *Annex* section contains six official Record Sheets. First is the Koryu Midget Submarine of the Draconis Combine, a transport submarine modified for covert insertion of DEST squads. Next is the Hunter-Killer variant of the Neptune submarine deployed on Galtor III. Third and fourth are the *Dragon* of Warlord Yorioshi and the *Atlas* of Warlord Samsonov. Last are the *Thunderbolt* of the Bremond DMM's Leftenant-General Mary Tallman and the *Marauder* of Margrave Sheridan Douglass of the Twelfth Vegan Rangers.

STAR LEAGUE ERA   CLAN INVASION ERA   JIHAD ERA

SUCCESSION WARS ERA   CIVIL WAR ERA   DARK AGE ERA

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.

GALTOR III

For over a century the Galtor system suffered the depredations of Draconis Combine rule. In 3022, as part of a master stroke by Prince Hanse Davion, the Federated Suns liberated the world and granted gubernatorial powers to one of the leaders of the partisan forces. The liberation came at a heavy cost: over a third of the population died in the fighting.

Though slow in coming, recovery was well underway when the First Prince conceived a plan to lure Combine forces into an ambush. Spreading false news of the discovery of a Star League depot that had remained unspoiled during the long Kurita tyranny, The Fox presented too-tempting an apple for Coordinator Takashi to resist. Kurita dispatched forces to capture the spoils of that depot in numbers not seen in decades; matters were worsened when a real Star League depot was discovered just prior to the invasion. The defenders arranged by the Federated Suns would bring to twenty the total number of 'Mech regiments facing off on Galtor. Such massive troop concentrations had not been seen since the Second Succession War. The destruction wrought by the Kuritan's three-month campaign stalled the recovery begun a scant three years earlier. Casualties among the civilian population climbed to ten percent.

The capital of New Derry was particularly hard-hit by repeated assaults over the length of the campaign, culminating in a final attack by the Second Amphigean Light Assault Group and their supporting aerospace forces. A firestorm erupted that destroyed most of the city, although most of the population had already fled to the open fields of the Wagnall Plain and were spared a horrible fiery death. The administration buildings for the planet were all lost in the flames of war.

New Wuhan City, by comparison, fared well. Most of the combat took place outside the city proper. Changlee, the third major city of Galtor III, was essentially untouched, seeing no combat aside from the Sixth Benjamin Regulars falling for a decoy and missing the actual combat taking place at the real Star League depot midway along the coast between New Wuhan City and Changlee. No combat took place on Galtor III's other two continents of Ilnacullin and Samphire, with Eire seeing all the conflict.

The population feels neither remorse nor animosity towards the Federated Suns government for the loss of lives and property. Their precarious position along the Combine border makes them fanatical supporters of the Davion government. The persistent Combine raids do nothing to shake this loyalty.

Recovery and rebuilding have resumed, and the people hope for a longer period of peace and prosperity. Agriculture remains the primary industry of Galtor III, while mining and textiles also bring in significant income. Despite its proximity to the Combine Galtor III has become a tourist destination for the wealthy, who seek out the famed kayaking on the Changjiang and Dublin Rivers, as well as the legendary sport fishing for Galtorian megafauna.

MAPSHEETS

The table at right represents the categories of terrain that can be found on the battlefields of Galtor III. Players may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the scenario. MS = *Map Set*, MSC = *Map Set Compilation*, BT = *Classic BattleTech Introductory Box Set*.

OPTIONAL RULES

If all players agree, the following particular effects from *Tactical Operations* (*TO*) may be used to add specific Galtorian aspects to the battles played out.

Base Terrain Types

Level 1 Foliage (see p. 36, *TO*)
Planted Fields (see p. 38, *TO*)
Rubble (Ultra) (see p. 39, *TO*)
Sheer Cliffs (see p. 39, *TO*)

GALTOR MAPSHEETS TABLE

2D6 Result	Map
MOUNTAIN	
2	Deep Canyon #1 (MS5, MC2)
3	BattleForce (MS6, MSC1)
4	Wide River (MS6, MSC2)
5	Large Mountain #1 (MS5, MSC2)
6	Desert Mountain #2 (MS3, MSC1)
7	Woodland (MS6, MSC2)
8	Large Mountain #2 (MS5, MSC2)
9	Desert Mountain #1 (MS3, MSC1)
10	Box Canyon (MS6, MSC2)
11	River Valley (MS2, MSC1)
12	Deep Canyon #2 (MS5, MSC2)

2D6 Result	Map
URBAN TERRAIN	
2	Scattered Woods (MS2, MC2)
3	City, Residential (MS6, MC2)
4	City Street Grid/Park* #1 (MS4, MC1)
5	City, Downtown (MS6, MC2)
6	City (Hills/Residential)* #1 (MS3, MC1)
7	CityTech Map* (MS2, MC1)
8	City (Hills/Residential)* #2 (MS3, MC1)
9	City, Skyscraper (MS6, MC2)
10	City Street Grid/Park* #2 (MS4, MC1)
11	City, Suburbs (MS6, MC2)
12	Woodland (MS6, MC2)

*Place Light and Medium buildings of varying heights in each non-paved hex. On Galtor, up to half the structures can be ruined; roll 2D6. On a result of 9+, the building is rubble.

2D6 Result	Map
FLATLANDS	
2	Scattered Woods (MS2, MSC1)
3	Large Lakes #1 (MS4, MSC1)
4	Wide River (MS6, MSC2)
5	Open Terrain #1 (MS5, MSC1)
6	Scattered Woods (MS2, MSC2)
7	Open Terrain #2 (MS5, MSC1)
8	City Ruins (MS2, MSC1)
9	Large Lakes #2 (MS4, MSC1)
10	Wide River (MS6, MSC2)
11	Battletech (BT, MS2, MSC1)
12	BattleForce (MS6, MSC1)

Terrain Modifications

Extreme Depths (see p. 42, *TO*)
Fire (see p. 43, *TO*)
Rapids (see p. 50, *TO*)
Torrent (see p. 52, *TO*)
Water Flow (see p. 52, *TO*)
Swamp (see p. 51, *TO*)

Weather Conditions

Moonless Night (see p. 58, *TO*)

COMBATANTS

This section lists the combat units active in the Galtor campaign. Each synopsis lists the unit's arrival date on Galtor; if there is no end date, the unit was present through the conclusion of the four month campaign. The Experience Level indicates which column to roll on using the Random Skills Table (see p. 273, *TW*) for the combatants.

RAT shows which Random Assignment Tables (see Galtor III, 3025-era RAT at right) to roll units from if randomly determining a force. Abbreviations in italics are suggestions for advanced RAT options. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). To see which faction tables to roll from, see the RAT entry for each combatant (Mercenary can roll on either); take care not to select any units which had not yet been constructed; this will require, in general, using the lowest-quality rated columns (D or F), as more advanced equipment generally fills in the higher-rated columns (such as A, B, C); alternately, when applicable, choose a variant of the unit that did exist in 3025 in place of one created later. The included Galtor III, 3025 RAT indicates specific variants, some of which are nation-specific. Players should feel free to modify this to one that suits them, assuming the unit was available in 3025 and works for their game. Mercenary forces can choose any variant besides the one indicated, if it was available in 3025.

Unit Abilities are special game rules that apply to that unit in combat. Keep in mind these rules are optional and all players should agree to their use before gameplay begins.

Draconis March Militia: [Federated Suns]

Dahar Draconis March Militia (May-Sept)
CO: General Sir William Dobson
Average Experience: Regular
Raman Draconis March Militia (29 Aug-Sept)
CO: Major General Conroy Baden-Powell
Average Experience: Green
Bremond Draconis March Militia (29 Aug-Sept)
CO: Leftenant General Mary Tallman
Average Experience: Regular
Clovis Draconis March Militia (Sept-Sept)
CO: Major General Nicholas Clement VIII
Average Experience: Green
Robinson Draconis March Militia (Sept-Sept)
CO: Major General Andrew Cunningham
Average Experience: Green
RAT: House Davion, *FMFS, FMU, AToW*

Unit Abilities: When fighting DCMS forces whom they outnumber 2:1, the Dahar and Raman DMMs gain a +1 to their Initiative. However, when on more even terms, they suffer a –1 penalty to their initiative. The Dahar DMM gain a +1 to Initiative when fighting in an urban setting. The Clovis DMM fight fanatically against any DCMS unit of any size; they will not suffer Forced Withdrawal under any conditions when facing DCMS units. The Bremond DMM practices combat drops repeatedly; as a result, they gain a +1 to their roll for landing in their target hex (see p. 313, *SO*) regardless of the altitude of the Drop (High, Low, Orbital).

Thirty-third Avalon Hussars: [Federated Suns] (29 May-29 Aug)

CO: Leftenant General Wilson Mandella
Average Experience: Veteran
RAT: House Davion, *FMS, FMU, AToW*
Unit Abilities: When fighting in units up to a battalion in size, the Hussars cancel any Initiative bonuses of their opposition. However, should their local commander be killed, the Hussars will retreat any units that suffer fifty percent losses (*e.g.*, a lance that loses two 'Mechs will retreat off their

RANDOM ASSIGNMENT TABLE: GALTOR III, 3025

2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
LIGHT 'MECHS		
2	VLK-QA Valkyrie [30]	JR7-D Jenner [35]
3	LCT-1V Locust [20]	UM-R60 UrbanMech [30]
4	STG-3R Stinger [20]	LCT-1V Locust [20]
5	WSP-1K Wasp [20]	JVN-10N Javelin [30]
6	JR7-D Jenner [35]	VLQ-A Valkyrie [30]
7	JR7-D Jenner [35]	VLQ-A Valkyrie [30]
8	PNT-9R Panther [35]	VLQ-F Valkyrie [30]
9	PNT-9R Panther [35]	WSP-1D Wasp [20]
10	JR7-F Jenner [35]	STG-3R Stinger [20]
11	SDR-5K Spider [30]	COM-2D Commando [25]
12	OTT-7J Ostscout [35]	PNT-9R Panther [35]

2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
MEDIUM 'MECHS		
2	ENF-4R Enforcer [50]	BJ-1 Blackjack [45]
3	HBK-4G Hunchback [50]	SHD-2D Shadow Hawk [55]
4	GRF-1N Griffin [55]	WVR-6R Wolverine [55]
5	PXH-1K Phoenix Hawk [45]	CN9-AH Centurion [50]
6	PXH-1 Phoenix Hawk [45]	ENF-4R Enforcer [50]
7	SHD-2H Shadow Hawk [55]	ENF-4R Enforcer [50]
8	WVR-6R Wolverine [55]	CN9-A Centurion [50]
9	WVR-6K Wolverine [55]	DV-6M Dervish [55]
10	SHD-2K Shadow Hawk [55]	WVR-6R Wolverine [55]
11	HBK-4P Hunchback [50]	PXH-1D Phoenix Hawk [45]
12	ASN-21 Assassin [40]	HCT-3F Hatchetman [45]

2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
HEAVY 'MECHS		
2	DRG-1G Grand Dragon [60]	TDR-5S Thunderbolt [65]
3	GHR-5H Grasshopper [70]	WHM-6D Warhammer [70]
4	CPLT-K1 Catapult [65]	JM6-A JagerMech [65]
5	WHM-6R Warhammer [70]	ARC-2R Archer [70]
6	DRG-1N Dragon [60]	MAD-3D Marauder [75]
7	DRG-1N Dragon [60]	MAD-3R Marauder [75]
8	DRG-1N Dragon [60]	JM6-S JagerMech [65]
9	ARC-2K Archer [70]	WMH-6R Warhammer [70]
10	ON1-K Orion	RFL-3N Rifleman [60]
11	WHM-6K Warhammer [70]	MAD-3D Marauder [75]
12	DRG-1G Grand Dragon [60]	CRD-3D Crusader [65]

2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
ASSAULT 'MECHS		
2	GOL-1H Goliath [80]	AWS-8Q Awesome [80]
3	ZEU-6S Zeus [80]	AS7-D Atlas [100]
4	BNC-3E Banshee [95]	BNC-3E Banshee [95]
5	CGR-1A1 Charger [80]	ZEU-6S Zeus [80]
6	BLR-1G BattleMaster [85]	VTR-9A Victor [80]
7	STK-3F Stalker [85]	BLR-1G BattleMaster [85]
8	CP-10-Z Cyclops [90]	VTR-9B Victor [80]
9	CGR-1A1 Charger [80]	BLR-1D BattleMaster [85]
10	BLR-1S BattleMaster [85]	CP-10-Z Cyclops [90]
11	VTR-9B Victor [80]	AS7-D Atlas [100]
12	AS7-D Atlas [100]	AWS-8Q Awesome [80]

ENEMIES BELOW

SITUATION

Underwater, Derry Bay, Galtor III
18 May 3025

One week before the Combine invasion of Galtor III, an advance unit infiltrated a lance of fast scout 'Mechs and a single DEST squad to seek out a suspected Davion underwater planetary command base in the waters off New Derry. The defending Neptune submarines moved to destroy the 'Mechs before the base was detected, while the 'Mechs sought the base with sensors so that the DEST squad might infiltrate and attempt to capture personnel/intelligence to aid in their search for the Star League depot.

GAME SETUP

Recommended Terrain: Open Terrain, Deep Canyon, Scattered Woods

Determine the shoreward map edge prior to any placement of units; this will be the Attacker's home edge. Base level of the terrain is considered Depth 15. Woods hexes are considered to be underwater plant formations with the same hindrance to targeting and movement as the Woods hex indicates. The water is murky and turbulent from tidal activity this close to shore, so 'Mech targeting is affected (+1 to all To-Hit Numbers); submarines are unaffected.

Attacker

Recommended Forces: Draconis Combine recon lance, DEST squad in Koryu submarine (see record sheet in **Annex** section, p. 20).

A single lance of light 'Mechs begins the game 6-8 hexes from the shoreward edge of the map. The DEST sub begins the game offboard; it will enter the map on the turn following a successful detection of the base by one of the 'Mechs. Should all the 'Mechs be destroyed prior to detecting the base, the Koryu enters from the Attacker's home edge on the following turn at Depth 5.

Defender

Recommended Forces: Galtor Irregulars Submarine wolfpack (Neptune submarines)

A wolfpack of locally-built Neptune submarines defended the underwater base; one Neptune (the *Ward*) is a Hunter-Killer variant; the other four are standard Neptune subs. The submarines were crewed by locals but the officers were all experienced AFFS navy. One submarine begins the battle on the map, within two hexes of the center of the playing surface and the other four Neptunes begin offboard. The defender secretly assigns three contiguous hexes to the hidden base and records this location. The first pair of offboard Neptunes may enter from the edge opposite shore on Turn 6; the second pair on Turn 10. All Neptunes start at Depth 8.

WARCHEST

Track Cost: 750

Optional Bonuses

+200 'Mech-fauna? Local marine life is attracted to the 'Mechs on the bay floor. Randomly place 1D6–2 megafauna packs on the battlefield. Each pack occupies one entire hex and is treated as a BattleMech unit for stacking purposes. Every odd turn, the Attacker controls each pack; every even turn, the Defender controls them; the packs always move after all other attacker and defender units

have moved. Megafauna packs may move one hex in any direction, block LOS, and cannot be destroyed for game purposes.

+400 We're How Deep? Use the Extreme Depths rules (see p. 42, *TO*) and make the base terrain depth 2D6 greater than Depth 15.

+250 Bogging Down? Use the Bog Down rules (see p. 62, *TO*) for the Combine 'Mechs.

OBJECTIVES

1. Infiltrate! If the Koryu enters a base hex, the Attacker has won the scenario. (Note that using *A Time of War* rules can enable the base infiltration/defense scenario to be played out to determine the actual fate of the base. If this is done, the DEST squad carries explosives to destroy the base in case their attempts to capture it should fail. The Koryu enters a docking bay to disembark the DEST squad.) **[Reward: 500]**

2. No Mercy! The Defender wins if all Attacking units are destroyed prior to a base infiltration by the DEST squad. **[Reward: 500]**

3. Friendly Fire! The Defender can target the base to prevent the infiltration by the DEST squad, to prevent any compromised intel. Treat the base as a Reinforced Fortress (see p. 114, *TO*) **[Penalty –250]**
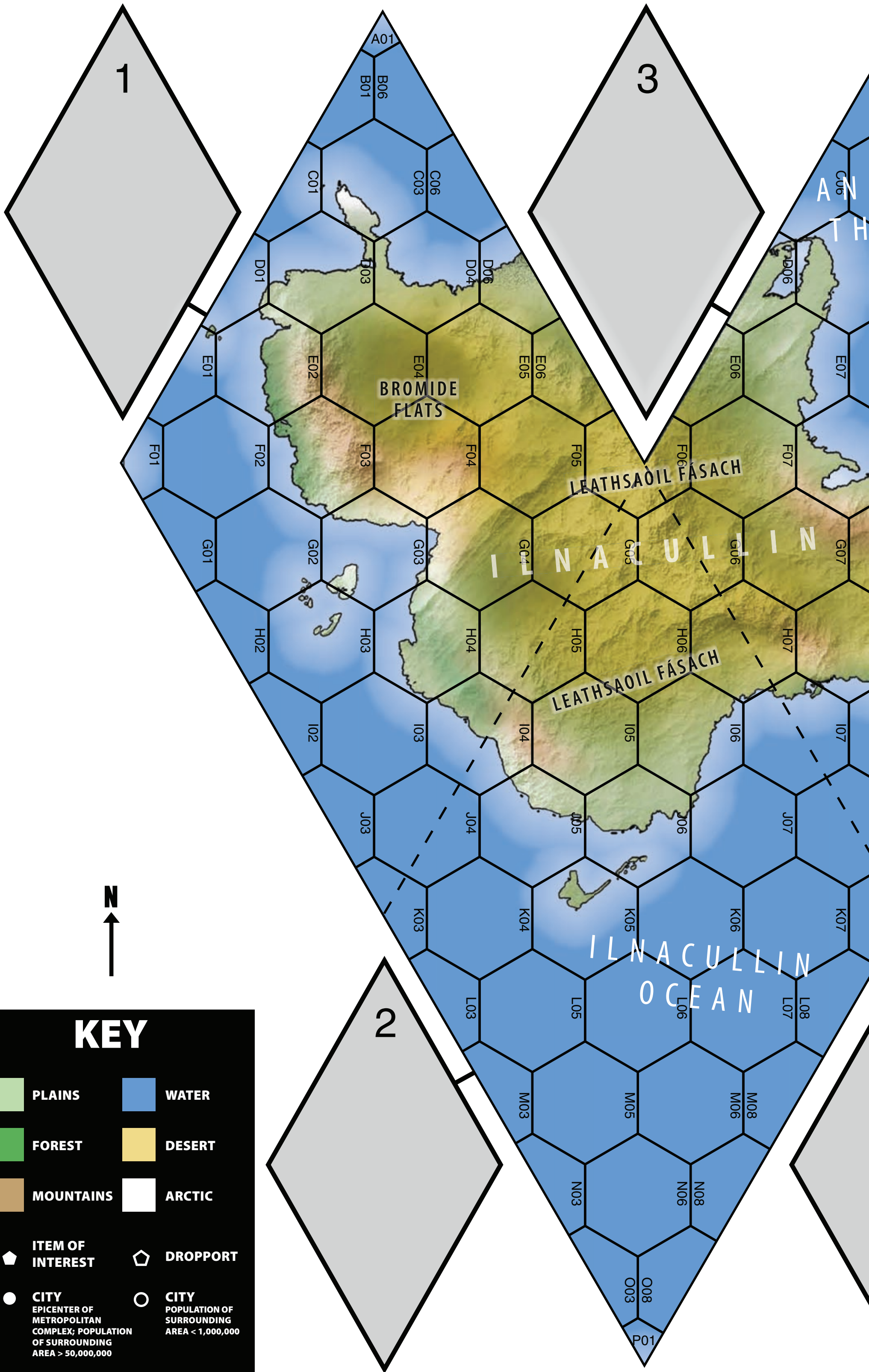
SPECIAL RULES

The following rules are in effect for this track:

Base Detection

Due to the murky water and the camouflage of the base, detecting it requires an Attacking unit to remain motionless and refrain from firing for one complete turn while its sensors scan the area. The Attacking unit must be within five (5) hexes of the hidden base for this detection to succeed.

AFTERMATH

The slow Neptunes were completely unprepared for the speed of the Koryu. Once the base was detected and its location communicated to the Koryu, it was minutes before the DEST squad had infiltrated the base and confronted its platoon of defenders. Ten minutes later, the base exploded with no survivors among either base personnel or the DEST squad. The death of General Timothy Oldham passed command of Federated Suns forces on Galtor III to Leftenant General Wilson Mandella who himself was killed on the first day of the invasion, 25 May 3025. The five Neptunes patrolled the waters around the coast of Eire throughout the campaign.

1

3

2

A01

B01 B06

C01 C03 C06

D01 D03 D04 D06

E01 E02 E04 E05 E06 E06 E07

BROMIDE FLATS

F01 F02 F03 F04 F05 F06 F07

LEATHSAOIL FÁSACH

G01 G02 G03 G04 G05 G06 G07

I L N A C U L L I N

H02 H03 H04 H05 H06 H07

LEATHSAOIL FÁSACH

I02 I03 I04 I05 I06 I07

J03 J04 J05 J06 J07

K03 K04 K05 K06 K07

I L N A C U L L I N
O C E A N

L03 L05 L06 L07 L08

M03 M05 M06 M08

N03 N06 N08

O03 O08

P01

D06

E06

A N
T H

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