

SPACE OPERA:

THE

# OUTWORLDS

## A STARSECTOR ATLAS

STAR SECTOR MAPS

HISTORY OF THE SECTOR

PLANETS MAPPED

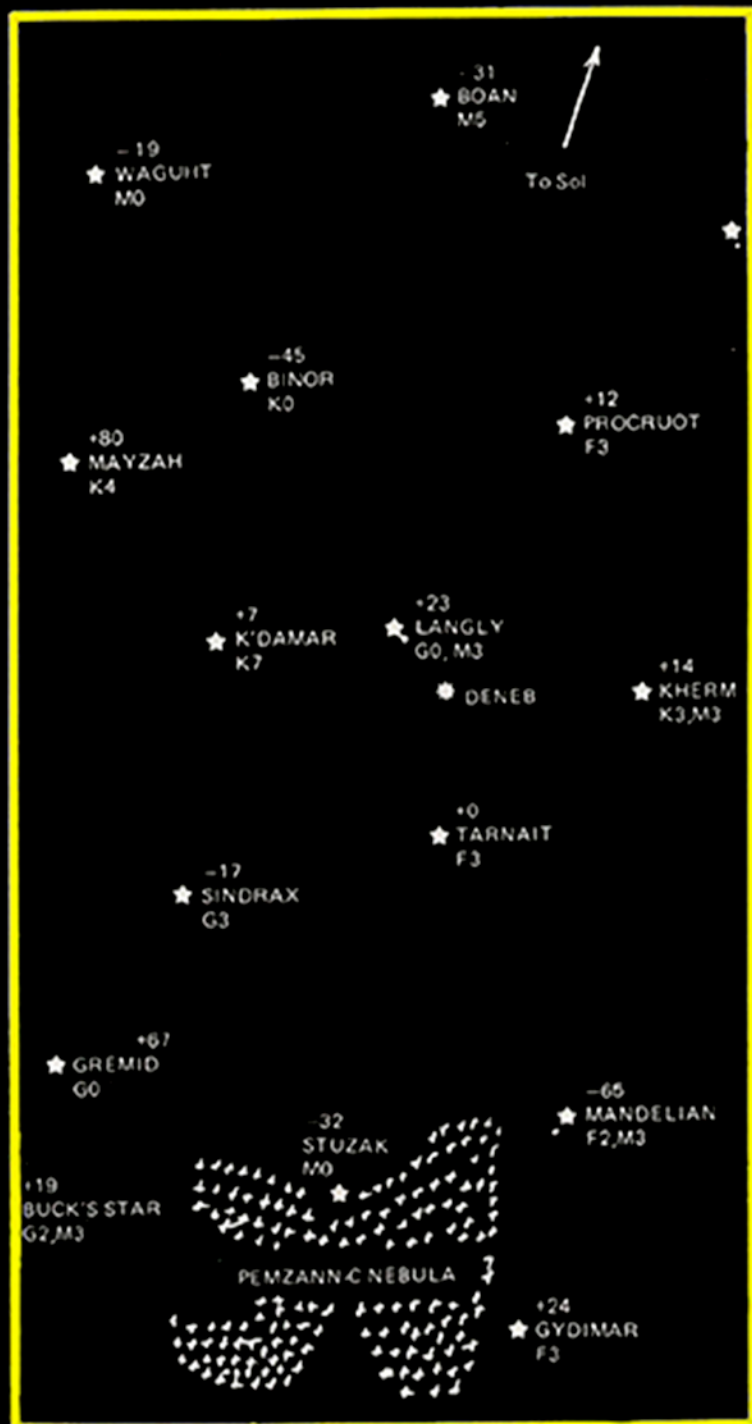
COMMERCIAL STARSHIP  
ROUTES

SCENARIO IDEAS

Stefan Jones



Fantasy Games Unlimited, Inc.



# THE OUTWORLDS

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## INTRODUCTION

### THE OUTWORLDS

The Outworlds were settled by a varied mob of dissidents and adventurers early in the first century of the interstellar era. Isolated from the main run of developing galactic civilization, The Outworlds evolved an interstellar society quite similar to the Terran Federation and its neighboring powers.

Culture and civilization on the Outworlds themselves, however, took a variety of paths. 'Strange planets breed strange customs' said the famed explorer H. Zair Toadsticker, and the customs of the Outworlds are no exception. Midgard, the oldest of the Outworlds, has a bizarre multi-species society and even more bizarre cities. Dandalore, a vast swamp covering the only continent, is inhabited by a race of humans who consider the bog as a sort of god. Chayry is a small dense world with a thin atmosphere; the population lives in surface domes and in the lowlands, where enough air has collected to make the atmosphere breathable without respirators. Agar is a watery globe, with only a few islands above sea level. The human settlers, all employees of a single food-processing company, make their living by skimming a nutritious slime-algae off the ocean surface. These are only some of the worlds in the Outworlds.

Three alien races with spaceflight include themselves in the Outworlder confederation. The Chierol of Brandile are an upright quadrupedal species adapted to living in extremely cold conditions. The Geertok are a man-like race that is developing a scientifically based society after years of living under a harsh theocracy. Their homeworld is Standardozzle. The Greee of Zair's world are small, cuddly-looking octopods with an extremely long life span, but a low birthrate. Much of their work force consists of robots and genetically altered animals.

There are a few other, more primitive, races of non-humans on outworlder planets, such as the Finned Ones of Agar and the cavern-dwelling Kobolds of Kessex. These aborigines are generally ignored by the humans on their worlds, as there is plenty of space for all on undeveloped, underpopulated planets.

### THE CURRENT SITUATION

The Deneb sector can be used in many ways. It can be added on to an existing campaign, or be used as the starting point for a new one. GMs should feel free to add worlds in the sector, 337,500 cubic light years is a great deal of space, and the early explorers may have missed many systems! The worlds and alien races in this sector can also be used on their own; simply ignore any references to other Outworlds.

The Outworlds were designed to be added on to an existing campaign. Characters from the core civilizations can be given an assignment for espionage, pirate hunting activities, or other reason for going to the Outworld region. If the GM wishes it, he or she can arrange for his characters to be the first from the core civilizations to reach the Outworlds, and have the responsibility to represent their civilization and prevent a war. (If they fail, a nice scenario for a **Space Marines** campaign would result.)

### Notes on the System Listing:

**COLONY:** A recently settled world, usually no more than 50 years old. Population will generally be small, and most will be occupied with growth industries such as mining and farming. Cities will be small, but very busy, and have good accommodations for transients. Some colonies are older, but still small, such as Dandalore. The task of conquering the environments on these worlds has never been fully completed and settled areas and degree of technological development are small.

**FACTORY WORLD:** A planet owned or dominated by one or more large corporations who use some unique aspect of the world to make a product that is expensive or impossible to make elsewhere.

**HOMEWORLD:** The home planet of the alien races of the Outworlds. They are well-settled, if not crowded. Industrial development is extensive and military forces are very large.

## PHYSICAL BACKGROUND

The Outworlds are located in the Deneb sector, 1,630 LY from Sol/Earth. The sector is 150 LY on a side. Earth and the core civilizations are in the direction of the arrow on the sector map.

### THE LEAGUE:

The Outworlds are a sort of very loose confederation. The only powers of the League are to restrict and/or encourage trade and to keep up a mutual navy that patrols shipping lanes and protects against raids by hostile forces (such as the CULT). All of the Outworlds are members of the League.

Besides the League, there are a few other organizations worthy of note. The **Lazkee Corporation** is a wealthy commercial firm dealing in many goods and services.

**OOPKREM** is a band of renegade Kewuss (see 5-D) who run a profitable mercenary service. They are also rumored to dabble in slaving and piracy.

**NRSP** are the initials of the Nominally Righteous Social Operative, a group of humans and aliens who run an intelligence service on Midgard.

**JEENKOW** is a state-run corporation on Chayry. It deals in genetically modified organisms for use in terraforming and agriculture.

**CULT** is the name for a mysterious race of mollusc-like creatures that are 'plugged into' a vast information network, giving them (or it) a sort of mechanical hive-mind. CULT usually leave outsiders alone, but occasionally trade with or raid the Outworld planets. Racial information can be found in section 5-B.

**The Merchant Union** is a legal body dedicated to helping the lowly star traders and interstellar scouts of the Outworlds.

The **IRSOL** are an offshoot of the core civilization of the same name. These IRSOL travel in star-travelling space colonies, trading when they reach an inhabited world. Notes on the IRSOL are given in **Space Opera**.

**GREENSTAR DEMONS** is the human name for a race that occasionally raids the Outworlds and is believed to be the cause of many unexplained ship disappearances. The Demons get their name from their bodily appearance, and from a mysterious force field they use that seals off systems they are raiding. This force field has the side effect of causing the primary of the system to glow bright green.

The location of the home world of the Greenstar Demons is unknown. Its location coordinates would bring a handsome reward to the finder. See section 5-G.

**Pirates of Pemzann-C** is a band of renegade slavers and brigands which is the scourge of the Outworlder spaceways. They are believed to have a secret base somewhere in the dread Pemzann Nebula.

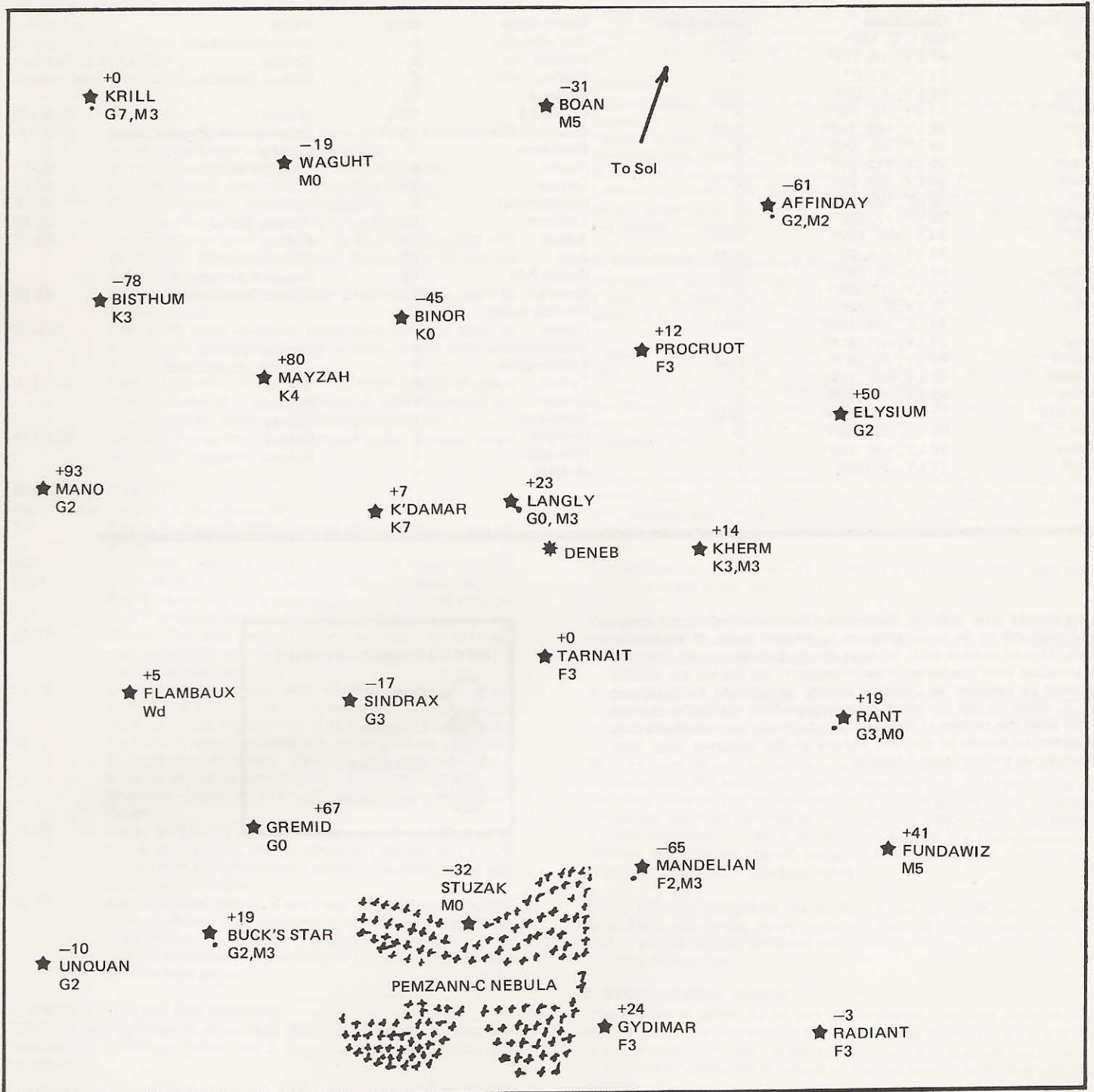
**OUTPOSTS:** Planets that are being investigated and prepared for colonization. Generally an E StarPort, a few pre-fabricated huts, and a team of lonely researchers.

**RESEARCH STATION:** This is self-explanatory. The one station listed is Rogue 7-11, a wandering sunless planet that is passing through the Flambaux system. The scientists there are investigating a ruined Fore-runner spacecraft in orbit.

**OTHER:** Some planets, generally colonies that have made the grade, are classified as complete worlds in their own right. Abbreviations are as follows:

t = tundra  
a = arid  
s = steppes  
j = jungles or swamp  
o = ocean world





Scale in LY 0 10 20

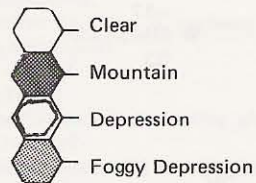
## STAR SYSTEMS: DENEB SECTOR

Below is a list of the major star systems of the Outworlds. Feel free to add more. The coordinates refer to horizontal distance (D), Vertical distance from the plane (z), and the bearing from Deneb.

System Name	Coordinates	Stellar Class	World Name	Class	Notes
Krill	88LY, 0, 135°	G/M	Zair's World	5	Greee HomeWorld
Waught	61 LY, -19, 123°	M	Rewum	8	Colony
Boan	61 LY, -31, 0°	M	Deh' nu	6	Chierol Colony
Affinday	56 LY, -61, 57°	G/M	Gallmus	11	
Bisthum	71 LY, -78, 152°	K	Outpost 8	10-A	Outpost
Mayzah	46 LY, +80, 151°	K/M	Odin/Didzirok	16/1 <sup>t</sup>	Factory World/Greee Colony
Binor	38 LY, -45, 123°	K	Dandalore	1j	Colony
Procroot	30 LY, +12, 64°	F	Ruvall	4	Chierol Colony
Elysium	44 LY, +50, 23°	G	Chayry	2	
Mano	70 LY, +93, 173°	G	Goshlookout	1	Colony
K'Damar	24 LY, +7, 168°	K	Lodestar	15	Factory World
Langly	8 LY, +23, 129°	G/M	Alkast	1 <sup>a</sup>	Colony
Khern	21 LY, +14, 0°	K/M	Agar	1 <sup>o</sup>	Factory World
Flambaux	61 LY, +5, 199°	Wd	Rogue 7-11	19	Research Station
Sindrax	27 LY, -17, 256°	G	Brandile	5	Chierol HomeWorld
Tarnait	15 LY, 0, 270°	F	New Wyoming	1 <sup>s</sup>	
Rant	47 LY, +19, 329°	G/M	Kessex	7j	
Gremid	57 LY, +67, 224°	G	Edrimzeet	4	Geertok Colony
Madelian	45 LY, -65, 287°	F/M	Standarozzle	3	Geertok HomeWorld
Fundawiz	63 LY, +41, 319°	M	Tufarit	9	Colony
Unquan	92 LY, -10, 209°	G	Garouk	1 <sup>t</sup>	Outpost
Buck's Star	72 LY, +19, 229°	G/M	Tarmaken	1 <sup>s</sup>	Colony
Stuzak	56 LY, -32, 258°	M	Unnight	2	Colony
Gydimar	67 LY, +24, 276°	F	Fexuaden	4	Colony
Radiant	77 LY, -3, 288°	F	Midgard	1	

Players should note that the Outworlds (Deneb Sector) is not specifically designed to be used with the numbered series of StarSector Atlases. Should players wish to place the Outworlds on the quadrant map included with StarSector Atlas Number 1, the marker star on this map must be renamed as Deneb is already included on the Quadrant Map. To allow for the period of time during which the Outlands were cut off from the centers of Terran civilization it is recommended that this sector be placed at the Veil Nebula on the quadrant map. This also allows for the Pemzann-C Nebula.

### KEY TO PLANETARY MAPS







**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET** AGAR

STAR SYSTEM DESIGNATION Kherm BEARING FROM MARKER STAR 0  
 STELLAR PRIMARY TYPE K - M DISTANCE FROM MARKER STAR 21 LY  
 PLANETS IN STAR SYSTEM 9 VERTICAL COORDINATE +14

PLANETARY TYPE 1 - B Terran Ocean

ORBITAL DISTANCE 450 LS PLANETARY DIAMETER 10,000 km  
 LENGTH OF YEAR 242 days SURFACE GRAVITY FIELD .63 G  
 LENGTH OF DAY 36 hours HYDROSPHERIC RATING 98 %  
 TEMPERATURE RANGE

ATMOSPHERIC TYPE Oxygen-Nitrogen (Terran Standard)  
 COMMENTS ON ATMOSPHERE:

**COMMENTS:**

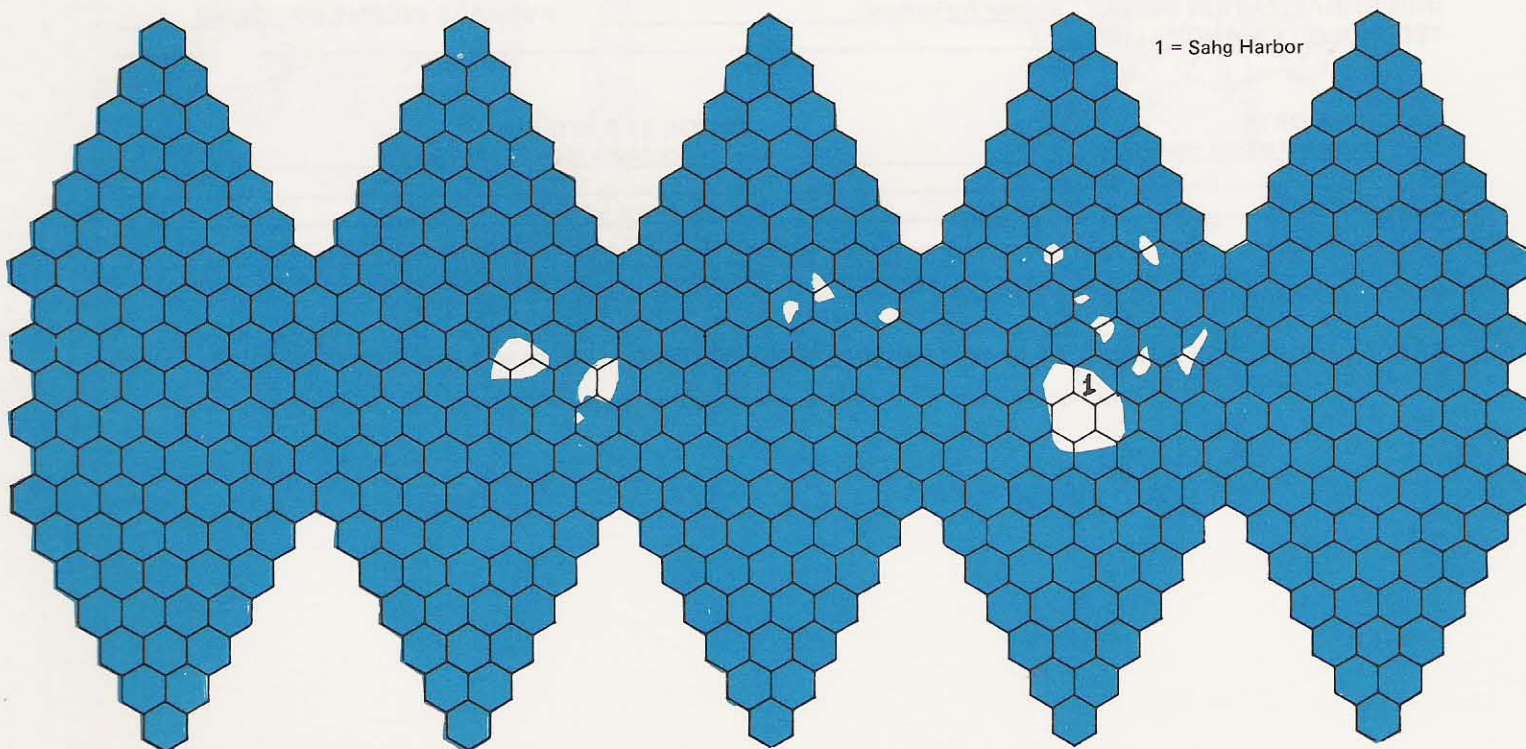
Agar is the second planet in the Kherm star system. Kherm, the primary, is a K class star. Yuvhar, the other star in the system, is an M class dwarf. Agar orbits at 450 LS from Kherm, which provides all appreciable heat and light for the planet.

Agar was found by the 4th Zair expedition in 380 I.E., but was not settled until 430 I.E., when Lazkee Corporation bought the planet for its own uses. Lazkee set up a StarPort and marine-port facilities and began large scale gathering of the algae-like plant that covered the planetary oceans. This plant is processed and converted into edible foodstuffs for shipment to other worlds.

The human inhabitants are all employees of Lazkee. Each is a shareholder and has some power in deciding policy on the planet. All of these employees has a foreman, or higher, position; all of the actual dirty work is done by robots.

Some ten years after the planet was bought and settled, a race of amphibious sentients was found. These Finned Ones lived mostly in water, coming up on land only to gather certain foods and to use fire, which they used to smelt metals and fire pottery. Lazkee has taken a hands-off policy toward the natives. Statistics for the Finned Ones can be found in section 5-F.

Game Masters Notes: The Finned Ones are discussed in Section 6 in the Rumor section.







UNITED FEDERATION OF PLANETS CONTACTS SERVICE

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET AGAR TECHNOLOGICAL LEVEL 7
SENTIENT RACE TYPE Human SOCIAL ORGANIZATION Corporate State
POPULATION LEVEL 50,000 SOCIETAL STRENGTH 6
POPULATION DENSITY XENO ACCEPTANCE INDEX 5%

Table with 4 columns: MAJOR CITIES, POPULATION, STARPORT FACILITIES, DOCKING CHARGES. Row 1: 1 Sahg Harbor, 1 23,000, 1 C, 1 100/25.

GOVERNMENT:
TYPE OF GOVERNMENT Corporate State BUREAUCRACY LEVEL
SUPPORT INDEX 13% REPRESSION INDEX 0% LAW LEVEL 20
LOYALTY INDEX 90% CORRUPTION INDEX 17% TAX RATE special
TOTAL TAX MCR 1000

POLITICAL PARTIES & SIGNIFICANT POLICIES

- 1. Citizens are all employees of Lazkee Corporation. Decisions concerning policy are settled by vote of share holding employees.
2.
3.
4.
5.

CURRENT POLITICAL SITUATION:

PARTY IN GOVERNMENT STABILITY VOTE %
PARTY/PARTIES OPPOSING VOTE %

CURRENT FOREIGN ALLIANCES:

TRADE ALLIANCES: League Charter

MILITARY ALLIANCES: League Charter

OTHER ALLIANCES:

PLANETARY TRADE & COMMERCE:

INDUSTRIALIZATION INDEX Average Agricultural AVERAGE INCOME CR 35,000
TECHNOLOGY & ANOMALIES

MAJOR IMPORTS

- 1 Robots and robotic machinery
2
3
4
5

MAJOR EXPORTS

- 1 Foodstuffs (Agar) -4 Special DM
2
3
4
5

IMPORT/EXPORT RESTRICTIONS & DUTIES

TRADE ACCEPTANCE INDEX 80% chance of Agar being available. 60% chance of imports being accepted. No other exports.

GENERAL COMMENTS:

Security for the entire planet is provided by 5 companies of OOPKREM mercenaries. 2 patrol cutters form the 'Navy'.





**UNITED FEDERATION OF PLANETS  
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Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET** ALKAST

STAR SYSTEM DESIGNATION Langly BEARING FROM MARKER STAR 129  
 STELLAR PRIMARY TYPE G - M DISTANCE FROM MARKER STAR 8 LY  
 PLANETS IN STAR SYSTEM 3 VERTICAL COORDINATE +23

PLANETARY TYPE 1 - A Terran Arid

ORBITAL DISTANCE 500 LS PLANETARY DIAMETER 12,000 km  
 LENGTH OF YEAR 360 days SURFACE GRAVITY FIELD .92 G  
 LENGTH OF DAY 23 hours HYDROSPHERIC RATING 22 %  
 TEMPERATURE RANGE

ATMOSPHERIC TYPE Oxygen - Nitrogen (Terran Standard)

**COMMENTS ON ATMOSPHERE:**

**COMMENTS:**

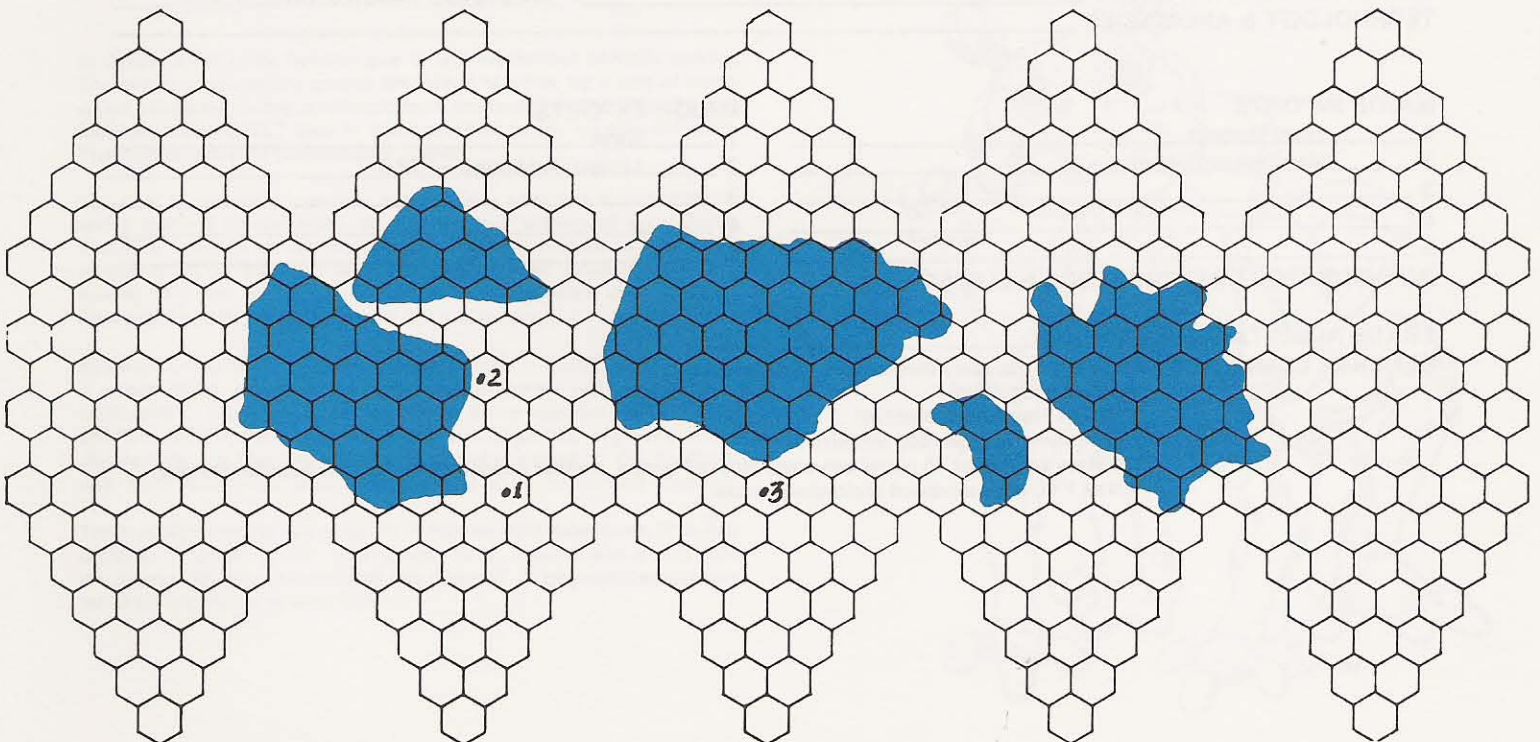
Alkast is the third of three planets in the Langly-Runndar star system. Langly, the primary for Alkast, is a G dwarf; Runndar is a distant red dwarf. Alkast orbits Langly at 500 LS.

Alkast was discovered a mere fifty years ago. It was quickly opened for homesteading. It now has a population of half a million. The planetary industry and agriculture never got a good start, and the planet now has little chance of becoming a wealthy world by its own efforts. The central location within the sector, however, makes Alkast a good trading center. The major StarPort, Freehold, is famed for the

variety of goods available for trade there.

Planetary government is a representative democracy, with a board of governors elected every six years. There are two major parties, The Farmers and the Business parties, with the Farmers currently in power. The capitol, Landfall, has the Governor's official residence and buildings housing the various government agencies.

Alkast itself is a rather ordinary, dry planet. Its only claim to fame is Alkast wonder wine, a wine prized throughout the galaxy.





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Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET ALKAST TECHNOLOGICAL LEVEL 7  
 SENTIENT RACE TYPE Human SOCIAL ORGANIZATION Open Society  
 POPULATION LEVEL 500,000 SOCIETAL STRENGTH 6  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 12%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Langly (Capital)</u>	1 <u>131,000</u>	1 <u>C</u>	1 <u>100/20</u>
2 <u>Freehold</u>	2 <u>50,000</u>	2 <u>B</u>	2 <u>75/20</u>
3 <u>Landfall</u>	3 <u>21,000</u>	3 _____	3 _____
4 _____	4 _____	4 _____	4 _____
5 _____	5 _____	5 _____	5 _____

GOVERNMENT:  
 TYPE OF GOVERNMENT Rep. Democracy BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX 25% REPRESSION INDEX 8% LAW LEVEL 5  
 LOYALTY INDEX 67% CORRUPTION INDEX 4% TAX RATE 30%  
 TOTAL TAX MCR 262.5

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

1. Farmers Party
2. Industrialists Party
3. Lag Labor Prty
4. \_\_\_\_\_
5. \_\_\_\_\_

**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT Farmers Party STABILITY 78 VOTE 78 %  
 PARTY/PARTIES OPPOSING Industrialists Party VOTE 20 %

**CURRENT FOREIGN ALLIANCES:**

TRADE ALLIANCES: League Charter

MILITARY ALLIANCES: League Charter

**OTHER ALLIANCES:**

**PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Poor Agricultural AVERAGE INCOME CR 1750  
 TECHNOLOGY & ANOMALIES \_\_\_\_\_

**MAJOR IMPORTS**

- 1 Food Products
- 2 Manufactured Goods
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**MAJOR EXPORTS**

- 1 Gems
- 2 Liquors (Additional -1 DM)
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**IMPORT/EXPORT RESTRICTIONS & DUTIES**

TRADE ACCEPTANCE INDEX 60%

**GENERAL COMMENTS:**

Alkast has a planetary defense force consisting of:  
 5 Infantry regiments  
 10 Militia regiments (potential)  
 5 Air defense sections (500 aircraft)  
 The Navy consists of 14 patrol corvettes, 20 StarFighters, a rather antiquated 50,000 ton guardian fortress,  
 and an FTL drive equipped exploratory cruiser.





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET** BRANDILE

**STAR SYSTEM DESIGNATION** Sindrax  
**STELLAR PRIMARY TYPE** G  
**PLANETS IN STAR SYSTEM** 3

**BEARING FROM MARKER STAR** 256  
**DISTANCE FROM MARKER STAR** 27 LY  
**VERTICAL COORDINATE** -17

**PLANETARY TYPE** 5 - No Seasons, Outer Ecosphere

**ORBITAL DISTANCE** 580 **LS**  
**LENGTH OF YEAR** 364 **days**  
**LENGTH OF DAY** 30 **hours**  
**TEMPERATURE RANGE**

**PLANETARY DIAMETER** 30,000 **km**  
**SURFACE GRAVITY FIELD** 1.00 **G**  
**HYDROSPHERIC RATING** 50 **%**

**ATMOSPHERIC TYPE** Oxygen-Nitrogen (Terran Standard)

**COMMENTS ON ATMOSPHERE:**

**COMMENTS:**

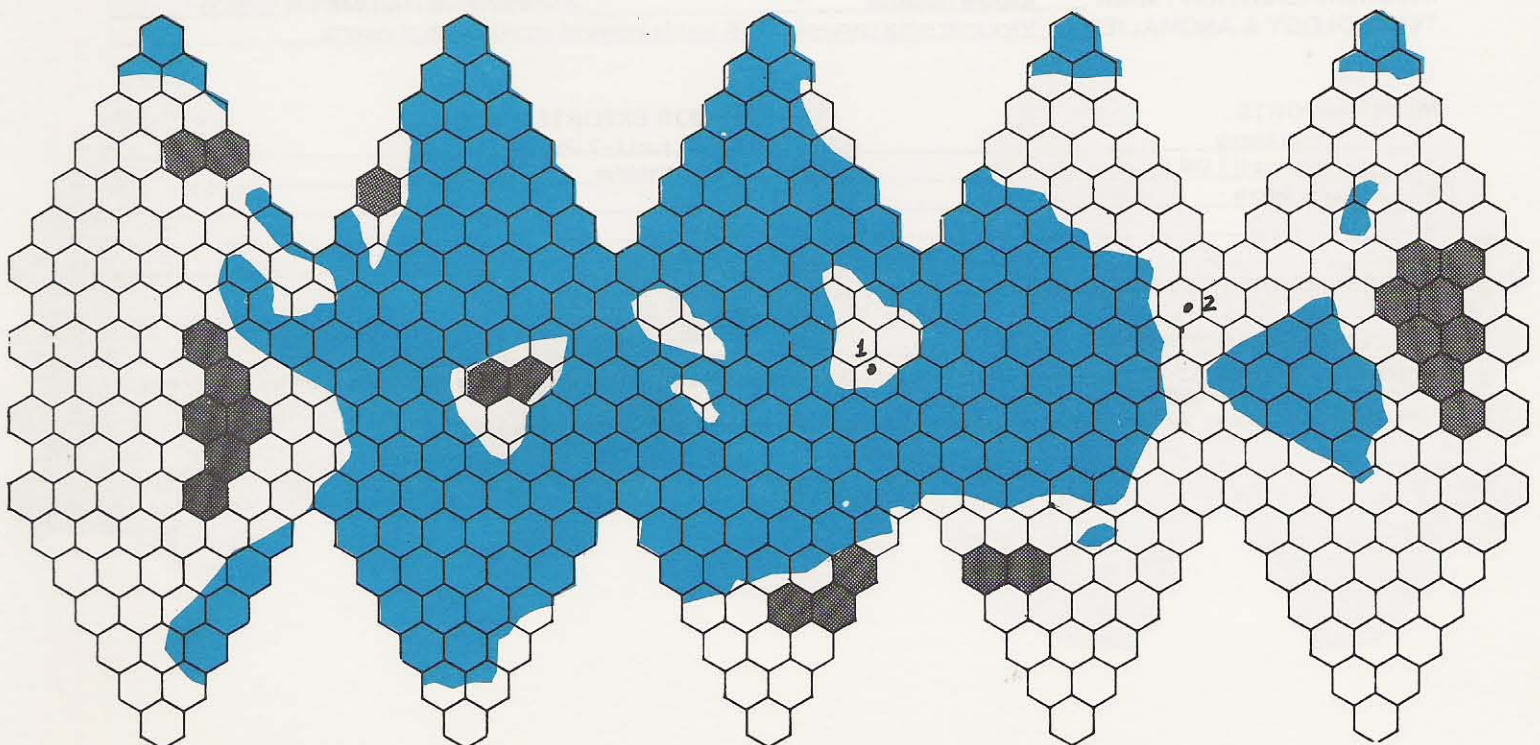
Brandile is the third planet in the Sindrax star system. Sindrax is an ordinary class G yellow dwarf star. Brandile orbits Sindrax at 580 LS.

Brandile is the home world of the Chierol (see Section 5-A), a non-humanoid species. The population is thinly scattered over the large planetary surface area. Brandile is a large, low-density world. Metal resources are poor – anything heavier than iron is virtually unknown.

The planetary climate is very cold, with no seasons to break up the

eternal chill. Tropical regions are the equivalent of high temperate zones on most other planets. Fortunately, the Chierol are built for cold weather conditions.

Brandile has a feudal government, led by a king and queen, parliament, and a body that gives some representation to the commoners. Fiefs of the individual nobles are widely separated by wilderness, where the thriving fur trapping industry supports much of the populace. Disputes between nobles are rare, and are usually settled by a duel or car race, one of the favorite activities of the noble class.






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SENTIENT RACE REPORT, PLANET BRANDILE TECHNOLOGICAL LEVEL 7  
 SENTIENT RACE TYPE Chierol SOCIAL ORGANIZATION Aristocratic  
 POPULATION LEVEL 2,000,000,000 SOCIETAL STRENGTH 10  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 0%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Furna</u>	1 <u>5.5 million</u>	1 <u>A</u>	1 _____
2 <u>Gweegol (Capital)</u>	2 <u>3.5 million</u>	2 <u>B</u>	2 _____
3 <u>Tilwint</u>	3 <u>2.0 million</u>	3 _____	3 _____
4 <u>Bardilk</u>	_____ <u>1.9 million</u>	4 _____	4 _____
5 <u>Whesst</u>	5 <u>3.1 million</u>	5 _____	5 _____

**GOVERNMENT:**

TYPE OF GOVERNMENT Feudal - Parliamentary BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX 16% REPRESSION INDEX 7% LAW LEVEL 14  
 LOYALTY INDEX 70% CORRUPTION INDEX 14% TAX RATE 30%  
 TOTAL TAX MCR 2.1 million

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

1. Parliamentary
2. Lords' Rights
3. Commoners' Congress
- 4.
- 5.

**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT Parliamentary STABILITY 63% VOTE 70% %  
 PARTY/PARTIES OPPOSING \_\_\_\_\_ VOTE \_\_\_\_\_ %

**CURRENT FOREIGN ALLIANCES:**

TRADE ALLIANCES: League Charter . Trade Pact with Federation.

MILITARY ALLIANCES: League Charter

**OTHER ALLIANCES:****PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Average Industrial AVERAGE INCOME CR 3500  
 TECHNOLOGY & ANOMALIES Very poor metal resources. Fur & vehicle industries provide much of exports.

**MAJOR IMPORTS**

- 1 Industrial Metals
- 2 Radioactives (+1 DM to sell)
- 3 Luxury Goods
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**MAJOR EXPORTS**

- 1 Furs (-2 DM to buy)
- 2 Vehicles
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

IMPORT/EXPORT RESTRICTIONS & DUTIES 10% on high tech items.

TRADE ACCEPTANCE INDEX 90%

GENERAL COMMENTS: The population lives in city/fiefs. City lords and the parliament decide police with advice from the Commoners Congress. The King has both veto and advisory powers.  
 Brandile ground cars are the best made in the sector and are heavily in demand, even in the Federation.





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET** CHAYRY

**STAR SYSTEM DESIGNATION** Elysium **BEARING FROM MARKER STAR** 23  
**STELLAR PRIMARY TYPE** G **DISTANCE FROM MARKER STAR** 44 LY  
**PLANETS IN STAR SYSTEM** 6 **VERTICAL COORDINATE** +50

**PLANETARY TYPE** Type 2 - Thin Atmosphere

**ORBITAL DISTANCE** 500 **LS** **PLANETARY DIAMETER** 10,000 **km**  
**LENGTH OF YEAR** 283 **days** **SURFACE GRAVITY FIELD** 1.00 **G**  
**LENGTH OF DAY** 31 **hours** **HYDROSPHERIC RATING** 6 **%**  
**TEMPERATURE RANGE**

**ATMOSPHERIC TYPE** Oxygen - Nitrogen

**COMMENTS ON ATMOSPHERE:** The atmosphere is very thin on the surface (120mm, 25mm oxygen). The lowlands have a thicker atmosphere (800mm, 170mm oxygen), allowing life without a respirator.

**COMMENTS:**

Chayry is the third planet in the Elysium star system. Elysium is a class G yellow dwarf star. Chayry orbits Elysium at 500 LS.

Chayry was settled during the first years of the settlement of the Outworlds. The colonists were a mixed bunch of idealistic pioneers. The population grew slowly until the genetic engineering industry was set up, allowing the dry and almost airless surface to be used to grow food crops and support ranching.

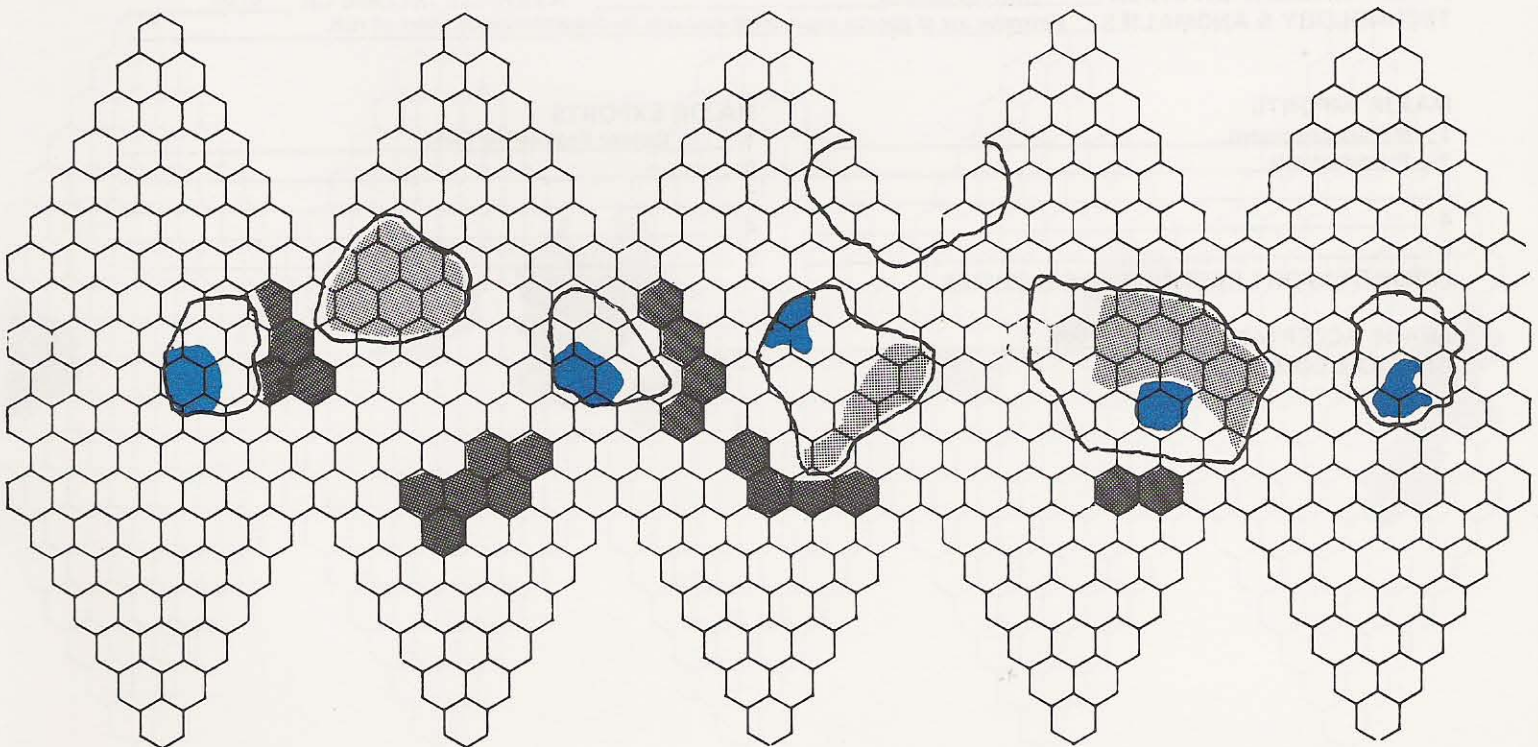
Chayry is an old, dry world. Most of the atmosphere has leaked away, leaving the surface pressure unbreathably thin. The ocean basins, now almost empty, have higher air pressure, allowing normal life without suits or respirators. Water in liquid form is unknown on the surface, though fog and snow exist for short time spans before sublimating away.

The large population is becoming too great for the limited planetary living space. The Lowland cities have an average population of some ten millions each.

The current government is a powerful and popular oligarchy, the Chayry Patriots Party. The government is building a large army and spaceforce, much more than would be needed by a planetary defense force. Chayry has been criticized by several League members on this militaristic trend.

The Lowlands were once sea bottoms. Most of the population lives in these regions. The remaining open water is also found here. Foggy Depressions are shallow lowlands. Enough air is present to grow genetically altered plants which support a ranching industry. Heavy fog is present a good deal of the time.

The surface (land outside of the lowlands) is desiccated and dusty. The only life found there are stray cattle and humans running the few surface industries.






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CONTACTS SERVICE**

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET CHAYRY TECHNOLOGICAL LEVEL 9  
 SENTIENT RACE TYPE Human SOCIAL ORGANIZATION Autocratic  
 POPULATION LEVEL 500,000,000 SOCIETAL STRENGTH 8  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 50%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Port Starbow</u>	1 <u>1.35 million</u>	1 <u>AA</u>	1 <u>125/25</u>
2 <u>Mount Achernar</u>	2 <u>2.6 million</u>	2 <u>AA</u>	2 <u>Military only</u>
3 <u>Lagru</u>	3 <u>13.3 million</u>	3 _____	3 _____
4 <u>Mistfall</u>	4 <u>7.6 million</u>	4 _____	4 _____
5 <u>Southwall</u>	5 <u>10.7 million</u>	5 <u>A</u>	5 <u>150/25</u>

**GOVERNMENT:**

TYPE OF GOVERNMENT Oligarchy BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX 61% REPRESSION INDEX 23% LAW LEVEL 16  
 LOYALTY INDEX 74% CORRUPTION INDEX 17% TAX RATE 40%  
 TOTAL TAX MCR 1,350,000

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

1. Free Chayry Patriots Party
- 2.
- 3.
- 4.
- 5.

**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT Free Chayry Patriots STABILITY 100% VOTE 100% %  
 PARTY/PARTIES OPPOSING Non Allowed VOTE \_\_\_\_\_ %

**CURRENT FOREIGN ALLIANCES:**TRADE ALLIANCES: League CharterMILITARY ALLIANCES: League Charter**OTHER ALLIANCES:****PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Rich Agricultural AVERAGE INCOME CR 6750  
 TECHNOLOGY & ANOMALIES Extensive use of genetic engineering accounts for industrialization index of rich.

**MAJOR IMPORTS**

- 1 Military Equipment
- 2 Petrochemicals
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**MAJOR EXPORTS**

- 1 Genetic Engineering Tech.
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**IMPORT/EXPORT RESTRICTIONS & DUTIES**TRADE ACCEPTANCE INDEX 50%**GENERAL COMMENTS:**





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET** DANDALORE

**STAR SYSTEM DESIGNATION** Binor  
**STELLAR PRIMARY TYPE** K  
**PLANETS IN STAR SYSTEM** 7

**BEARING FROM MARKER STAR** 123  
**DISTANCE FROM MARKER STAR** 38 LY  
**VERTICAL COORDINATE** -45

**PLANETARY TYPE** Type 1 - Terran Jungle

**ORBITAL DISTANCE** 450 **LS**  
**LENGTH OF YEAR** 440 **days**  
**LENGTH OF DAY** 20 **hours**  
**TEMPERATURE RANGE**

**PLANETARY DIAMETER** 12,000 **km**  
**SURFACE GRAVITY FIELD** .75 **G**  
**HYDROSPHERIC RATING** 79 **%**

**ATMOSPHERIC TYPE** Oxygen - Nitrogen (Terran Standard)

**COMMENTS ON ATMOSPHERE:**

**COMMENTS:**

Dandalore is the second of seven planets in the Binor system. Binor is a class K dwarf star. Dandalore orbits the primary at a distance of 450 LS. It has one large moon, Yuuglor, which orbits the planet at 350,000 km.

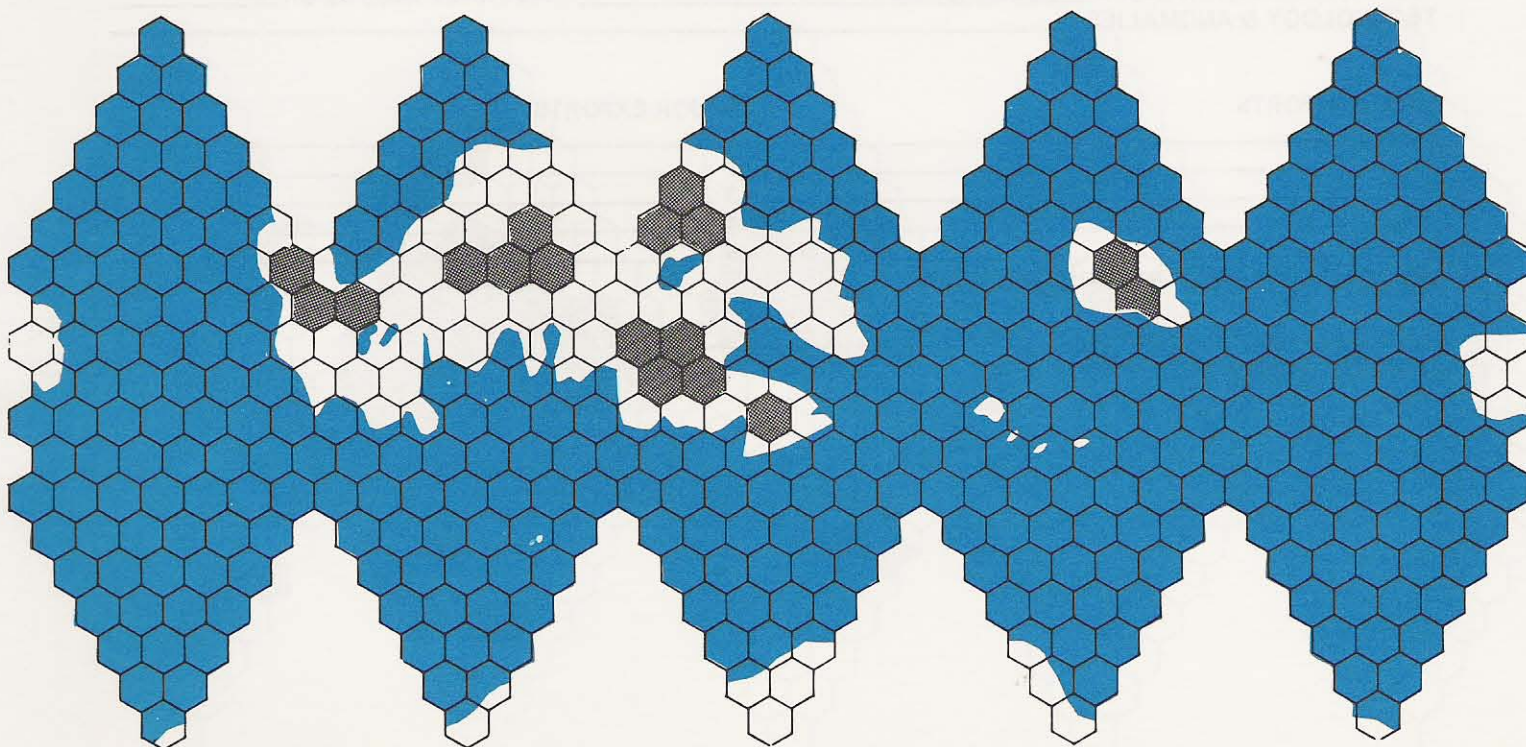
Dandalore was settled by several groups of idealistic colonists some 400 years ago. After a two century dark age, the planet was rediscovered by explorers from Midgard. The population lives in small settlements scattered over the major continent.

Due to a high percentage of surface water and the large tides raised by the moon, Dandalore offers colonists mostly swamp in its land area. The settlers live on and in huge balloon-like floating buildings. Crops are grown in shallow ponds similar to rice paddies; fish and aquatic mammals are herded in the rivers and lakes. This dependence

on the swamp has given it a mystical role in the culture of the Dandalore colonists. Severe penalties are dealt to those who abuse the Great Bog, and human sacrifices are rumored to still take place in isolated settlements.

The Dandalorians have adopted a highly democratic system of government to decide planetary issues. Every adult citizen radios in his or her opinion on an issue to the capitol town of Paddock, where it is processed and acted upon.

Dandalore has a rather low opinion of off-worlders. Tourism is discouraged and the individual settlements are very territorial. Travellers accommodations and transportation outside of the StarPort area are sparse and expensive.







UNITED FEDERATION OF PLANETS CONTACTS SERVICE

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET DANDALORE TECHNOLOGICAL LEVEL 6
SENTIENT RACE TYPE Human SOCIAL ORGANIZATION Open Society
POPULATION LEVEL 1,000,000 SOCIETAL STRENGTH 10
POPULATION DENSITY XENO ACCEPTANCE INDEX 7%

Table with 4 columns: MAJOR CITIES, POPULATION, STARPORT FACILITIES, DOCKING CHARGES. Rows 1-5 with entries like Gushoop, Paddock, B, Military, 50/25.

GOVERNMENT:
TYPE OF GOVERNMENT Athenian Democracy BUREAUCRACY LEVEL
SUPPORT INDEX 17% REPRESSION INDEX 4% LAW LEVEL 19
LOYALTY INDEX 70% CORRUPTION INDEX 7% TAX RATE 20%
TOTAL TAX MCR 480

POLITICAL PARTIES & SIGNIFICANT POLICIES

- 1. None; all decisions are made by the population at large by use of radios.
2.
3.
4.
5.

CURRENT POLITICAL SITUATION:

PARTY IN GOVERNMENT STABILITY VOTE %
PARTY/PARTIES OPPOSING VOTE %

CURRENT FOREIGN ALLIANCES:

TRADE ALLIANCES:

MILITARY ALLIANCES:

OTHER ALLIANCES:

PLANETARY TRADE & COMMERCE:

INDUSTRIALIZATION INDEX Average Agricultural AVERAGE INCOME CR 3600
TECHNOLOGY & ANOMALIES

MAJOR IMPORTS

- 1
2
3
4
5

MAJOR EXPORTS

- 1
2
3
4
5

IMPORT/EXPORT RESTRICTIONS & DUTIES

TRADE ACCEPTANCE INDEX 60%

GENERAL COMMENTS:



**UNITED FEDERATION OF PLANETS  
 DEPARTMENT OF INTERSTELLAR SURVEY**

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**SURVEY EVALUATION, PLANET** GALLMUS

**STAR SYSTEM DESIGNATION** Affinday **BEARING FROM MARKER STAR** 57  
**STELLAR PRIMARY TYPE** G-M **DISTANCE FROM MARKER STAR** 56 LY  
**PLANETS IN STAR SYSTEM** 9 **VERTICAL COORDINATE** -61

**PLANETARY TYPE** Type II, Eccentric Orbit

**ORBITAL DISTANCE** 400-600 **LS** **PLANETARY DIAMETER** 14,000 **km**  
**LENGTH OF YEAR** \_\_\_\_\_ **days** **SURFACE GRAVITY FIELD** .48 **G**  
**LENGTH OF DAY** \_\_\_\_\_ **hours** **HYDROSPHERIC RATING** 65 **%**  
**TEMPERATURE RANGE** \_\_\_\_\_

**ATMOSPHERIC TYPE** Oxygen-Nitrogen (Terran Standard)  
**COMMENTS ON ATMOSPHERE:**

**COMMENTS:**

Gallmus is the fourth planet of the Affinday-Willbur star system. Affinday, Gallmus' sun, is a G dwarf star. The star Willbur is a very small red dwarf. Gallmus has a highly eccentric orbit, getting as close as 400 LS and as far as 600 LS from Affinday.

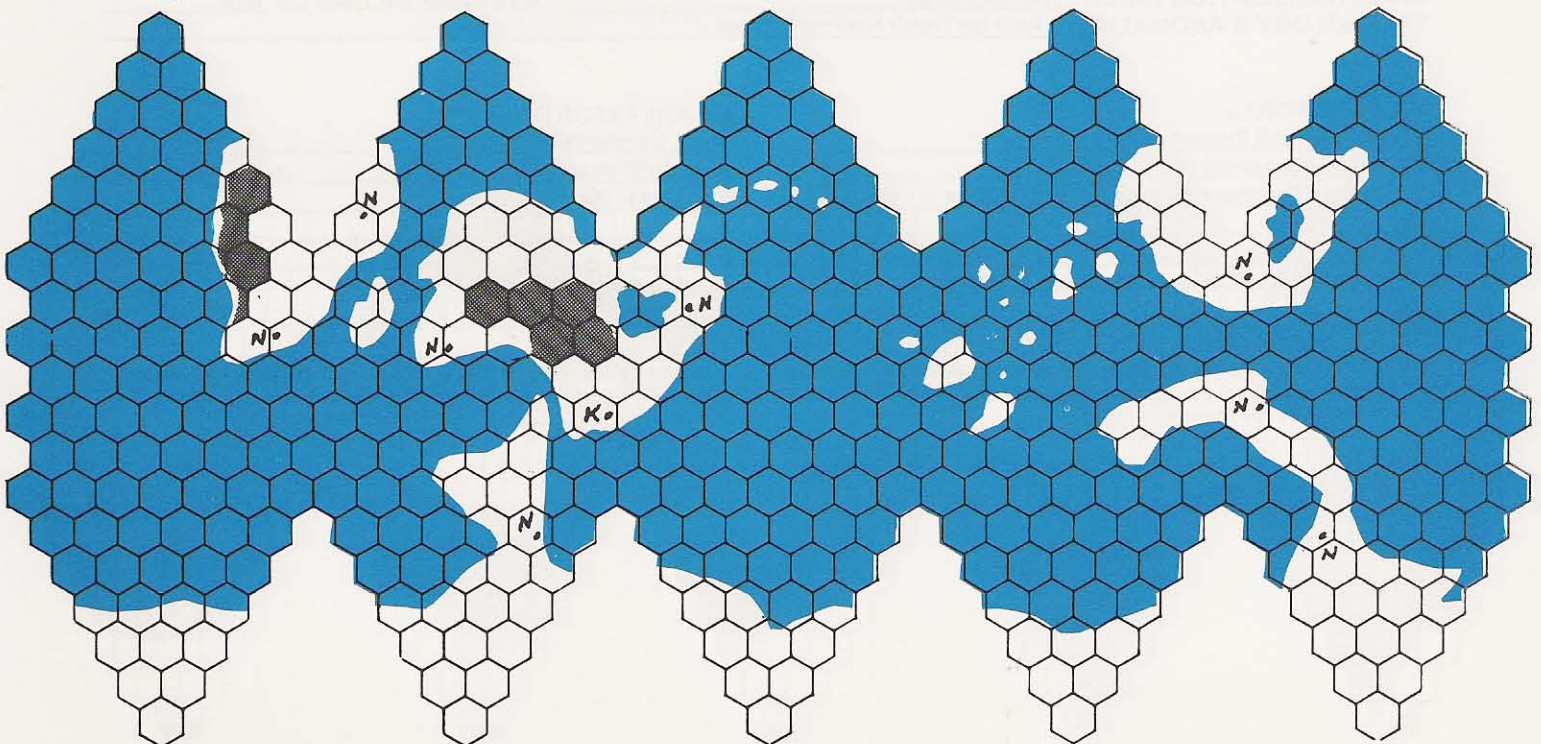
Gallmus was settled by a group of fanatical religious zealots. Their exact identity is unknown, as most of the short planetary history was forgotten in an age of chaos following the initial settlement. Some two and a half million live on Gallmus, and almost a half a million of these live in the fortress city of Kazir. The rest live as nomads, wandering the surface in search of livable climates.

The planetary climate would drive all but the hardest settlers off-

planet. The religious sect that founded Gallmus had no choice as their ship crashed on this world. Local technology is backward, barely into the gunpowder era. The City, Kazir, is run by a warlord who controls all trade and education. He and a few of his chosen elite live on the fruits of the inhabitants of the city. The Nomads are an incredibly adaptable people, going from desert herdsmen to arctic hunters in the space of a year. They often raid the farms on the outskirts of Kazir, and are just as often hunted by the roaming armies of Kazir.

**Game Masters Notes:** Kazir's master, Haid Katarg, runs a slaving business, pirate port, and many other semi-legal activities. The Nomads, who appear to be barbarians, actually have a fairly advanced culture, but do not consider city dwellers as worthy of the honor of seeing or living to tell others of their Nomad ways.

K = Kazir  
 N = Season Nomad Depot-Town






**UNITED FEDERATION OF PLANETS  
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Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET GALLMUS TECHNOLOGICAL LEVEL 4  
 SENTIENT RACE TYPE Human SOCIAL ORGANIZATION Open Society  
 POPULATION LEVEL 2,500,000 SOCIETAL STRENGTH 5  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 0%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Kazir</u>	1 <u>500,000</u>	1 <u>B</u>	1 <u>100/25</u>
2 _____	2 _____	2 _____	2 _____
3 _____	3 _____	3 _____	3 _____
4 _____	4 _____	4 _____	4 _____
5 _____	5 _____	5 _____	5 _____

GOVERNMENT:  
 TYPE OF GOVERNMENT Anarchy/Dictator BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX N.A. REPRESSION INDEX 70% LAW LEVEL 8-20  
 LOYALTY INDEX N.A. CORRUPTION INDEX 20% TAX RATE 40%  
 TOTAL TAX MCR 300

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

1. Haid Katarg, Master of Kazir does not allow any talk of voting or opposition parties.
2. The Nomads have tribal and clan councils.
- 3.
- 4.
- 5.

**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT \_\_\_\_\_ STABILITY \_\_\_\_\_ VOTE \_\_\_\_\_ %  
 PARTY/PARTIES OPPOSING \_\_\_\_\_ VOTE \_\_\_\_\_ %

**CURRENT FOREIGN ALLIANCES:**

TRADE ALLIANCES: League Charter

MILITARY ALLIANCES: League Charter

**OTHER ALLIANCES:**
**PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Poor Agricultural AVERAGE INCOME CR 1500  
 TECHNOLOGY & ANOMALIES Kazir has Tech/7 StarPort facilities

**MAJOR IMPORTS**

- 1 General Tools (Nomads)
- 2 Military Equipment (Kazir)
- 3 Military Equipment (Nomads - add +2 to price in Gems)
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**MAJOR EXPORTS**

- 1 Gemstones (Nomads only)
- 2 Irridium (Kazir)
- 3 Silver (Kazir)
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

IMPORT/EXPORT RESTRICTIONS & DUTIES Trade with Nomads is officially forbidden.

TRADE ACCEPTANCE INDEX 50%

GENERAL COMMENTS: Kazir has a guard company of laser-armed troops, and 2 companies of OOPKREM Light Infantry mercenaries. The Navy consists of 4 corsairs, 5 Greywolf cutters, 2 frigates, and six 10,000 ton fortresses in poor repair. The cutters patrol to prevent gunrunning to the nomads.





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET** GOSHLOOKOUT

**STAR SYSTEM DESIGNATION** Mano  
**STELLAR PRIMARY TYPE** G  
**PLANETS IN STAR SYSTEM** 4

**BEARING FROM MARKER STAR** 173  
**DISTANCE FROM MARKER STAR** 70 LY  
**VERTICAL COORDINATE** +93

**PLANETARY TYPE** Terran Standard A-1

**ORBITAL DISTANCE** 500 **LS**  
**LENGTH OF YEAR** 240 **days**  
**LENGTH OF DAY** 36 **hours**  
**TEMPERATURE RANGE**

**PLANETARY DIAMETER** 13,000 **km**  
**SURFACE GRAVITY FIELD** 1.0 **G**  
**HYDROSPHERIC RATING** 65 **%**

**ATMOSPHERIC TYPE** Oxygen-Nitrogen (Terran Standard)

**COMMENTS ON ATMOSPHERE:**

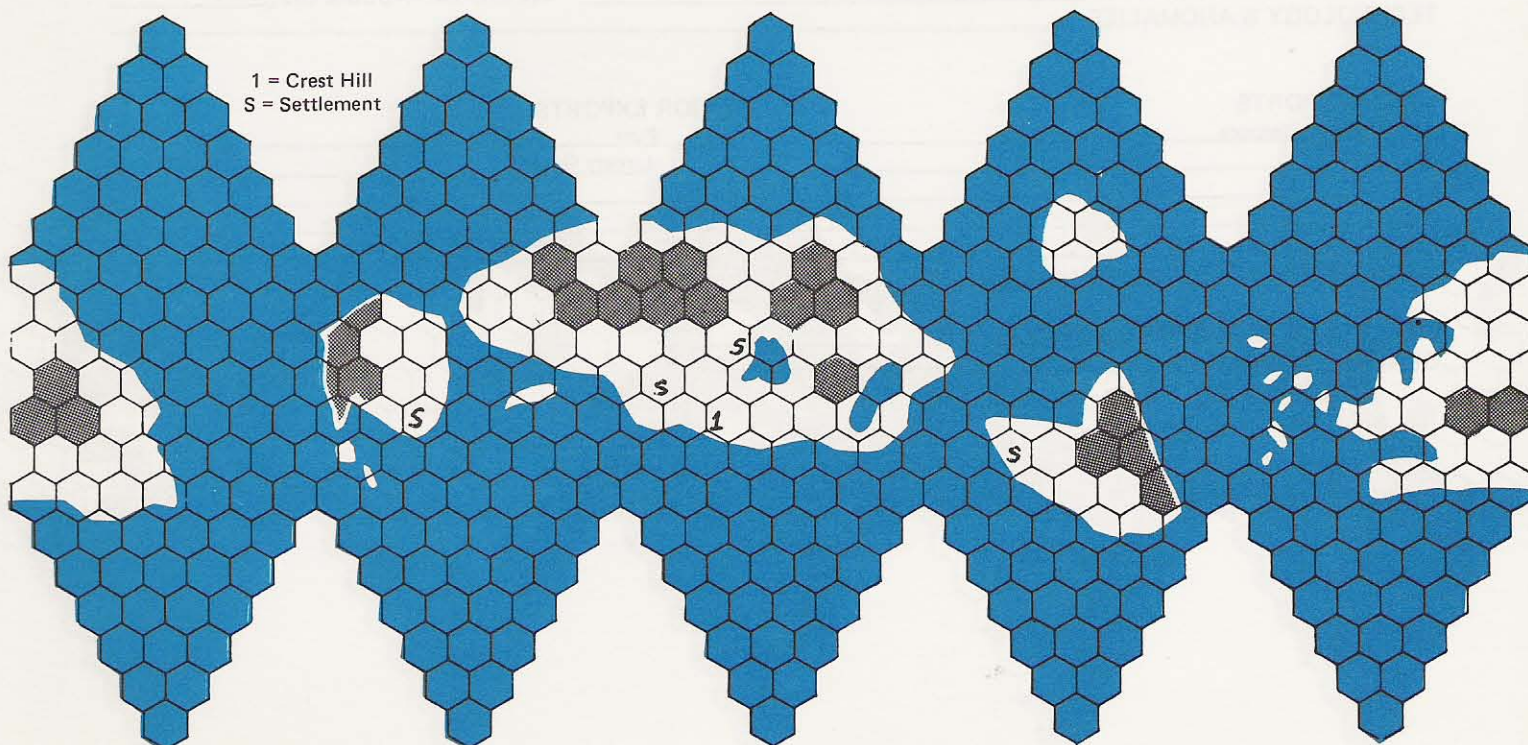
**COMMENTS:**

Goshlookout is the second planet in the Mano star system. Mano is a G class dwarf star. The planet orbits Mano at 500 LS.

Goshlookout was settled in 395 I.E. by humans from Midgard. What appeared to be a prime A-1 world soon turned into a nightmare. A species of semi-intelligent animals lived on Goshlookout. These beasts were omnivorous and thrived on the colonist's crops — and on the colonists. Because of a fast birthrate, a hereditary memory, and an incredible ability to change their own body structure and chemical make-up, the Beasts are formidable foes. Poisons that work one week are useless the next.

All phases of colony life are affected by the Beast threat. Every able bodie human is in the Patrol, a militia that guards the settlements. Towns are small, most with under two thousand settlers, and are enclosed in fences, moats and stunfields. The very important Exterminator Society, a scientific group that studies the latest Beast adaption, has the job of creating new weapons to deal with the new Beast powers.

Goshlookout exports Beast furs and body parts as exotic items. The hide of one Beast mutation, the Bandersnatch, is used in the manufacture of fancy body armor. Venoms and poisons of some Beast types are used extensively in the manufacture of chemical warfare agents. Because of the lack of heavy industry, Goshlookout must import most of the manufactured goods it needs.







**UNITED FEDERATION OF PLANETS  
CONTACTS SERVICE**

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET GOSHLOOKOUT TECHNOLOGICAL LEVEL 7  
 SENTIENT RACE TYPE Human SOCIAL ORGANIZATION Open Society  
 POPULATION LEVEL 100,000 SOCIETAL STRENGTH 6  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 10%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Cresthill</u>	1 <u>15,000</u>	1 <u>D</u>	1 <u>100/50</u>
2 _____	2 _____	2 _____	2 _____
3 _____	3 _____	3 _____	3 _____
4 _____	4 _____	4 _____	4 _____
5 _____	5 _____	5 _____	5 _____

GOVERNMENT:  
 TYPE OF GOVERNMENT Republic BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX 80% REPRESSION INDEX 6% LAW LEVEL 1  
 LOYALTY INDEX 90% CORRUPTION INDEX 9% TAX RATE 30%  
 TOTAL TAX MCR 1050

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

1. Due to the Beast problem, most government is on the village level. The only important function of the central government is the upkeep of the ~~supx~~ StarPort and the small navy. The Exterminator Society is funded, but not run, by the government.
- 2.
- 3.
- 4.
- 5.

**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT N/A STABILITY \_\_\_\_\_ VOTE \_\_\_\_\_ %  
 PARTY/PARTIES OPPOSING \_\_\_\_\_ VOTE \_\_\_\_\_ %

**CURRENT FOREIGN ALLIANCES:**

TRADE ALLIANCES: League Charter

MILITARY ALLIANCES: League Charter

**OTHER ALLIANCES:**

**PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Average Agricultural AVERAGE INCOME CR 3500  
 TECHNOLOGY & ANOMALIES \_\_\_\_\_

**MAJOR IMPORTS**

- 1 Hunting Weapons
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**MAJOR EXPORTS**

- 1 Furs
- 2 Luxury Goods
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**IMPORT/EXPORT RESTRICTIONS & DUTIES**

TRADE ACCEPTANCE INDEX 20%

GENERAL COMMENTS: Unusual weapons will always find a ready market.





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET** KESSEX

<b>STAR SYSTEM DESIGNATION</b> <u>Rant/Rave</u>	<b>BEARING FROM MARKER STAR</b> <u>329</u>
<b>STELLAR PRIMARY TYPE</b> <u>G/M</u>	<b>DISTANCE FROM MARKER STAR</b> <u>47 LY</u>
<b>PLANETS IN STAR SYSTEM</b> <u>9</u>	<b>VERTICAL COORDINATE</b> <u>+19</u>

**PLANETARY TYPE** Type 7 Jungle Planet; Inner Ecosphere

<b>ORBITAL DISTANCE</b> <u>400</u> <b>LS</b>	<b>PLANETARY DIAMETER</b> <u>14,000</u> <b>km</b>
<b>LENGTH OF YEAR</b> <u>280</u> <b>days</b>	<b>SURFACE GRAVITY FIELD</b> <u>1.15</u> <b>G</b>
<b>LENGTH OF DAY</b> <u>31</u> <b>hours</b>	<b>HYDROSPHERIC RATING</b> <u>75</u> <b>%</b>
<b>TEMPERATURE RANGE</b>	

**ATMOSPHERIC TYPE** Oxygen - Nitrogen

**COMMENTS ON ATMOSPHERE:** 15% Oxygen in atmosphere (100mm). Uncomfortable to the unaccustomed. Dangerous spores in the heavy jungle areas.

**COMMENTS:**

Kessex is the second of nine planets in the Rant/Rave star system. Its sun, Rant, is a G dwarf star. Rave is a small class K star in a distant orbit. Kessex orbits Rant at a distance of 400 LS, giving it a rather balmy overall climate.

Kessex was settled in the early second century I.E. by a group of pioneers from another colony near Earth. They were thrown off their original colony for practicing slavery, and brought that peculiar institution to Kessex. Today, the planet is run by a few very wealthy owners, governors, who make all decisions on how the planet is run. The populace are mostly guards and technicians, who have some powers of petition, but do not want to stir up trouble in fear of losing their jobs. The slaves, called indentured servants, have no representation or rights.

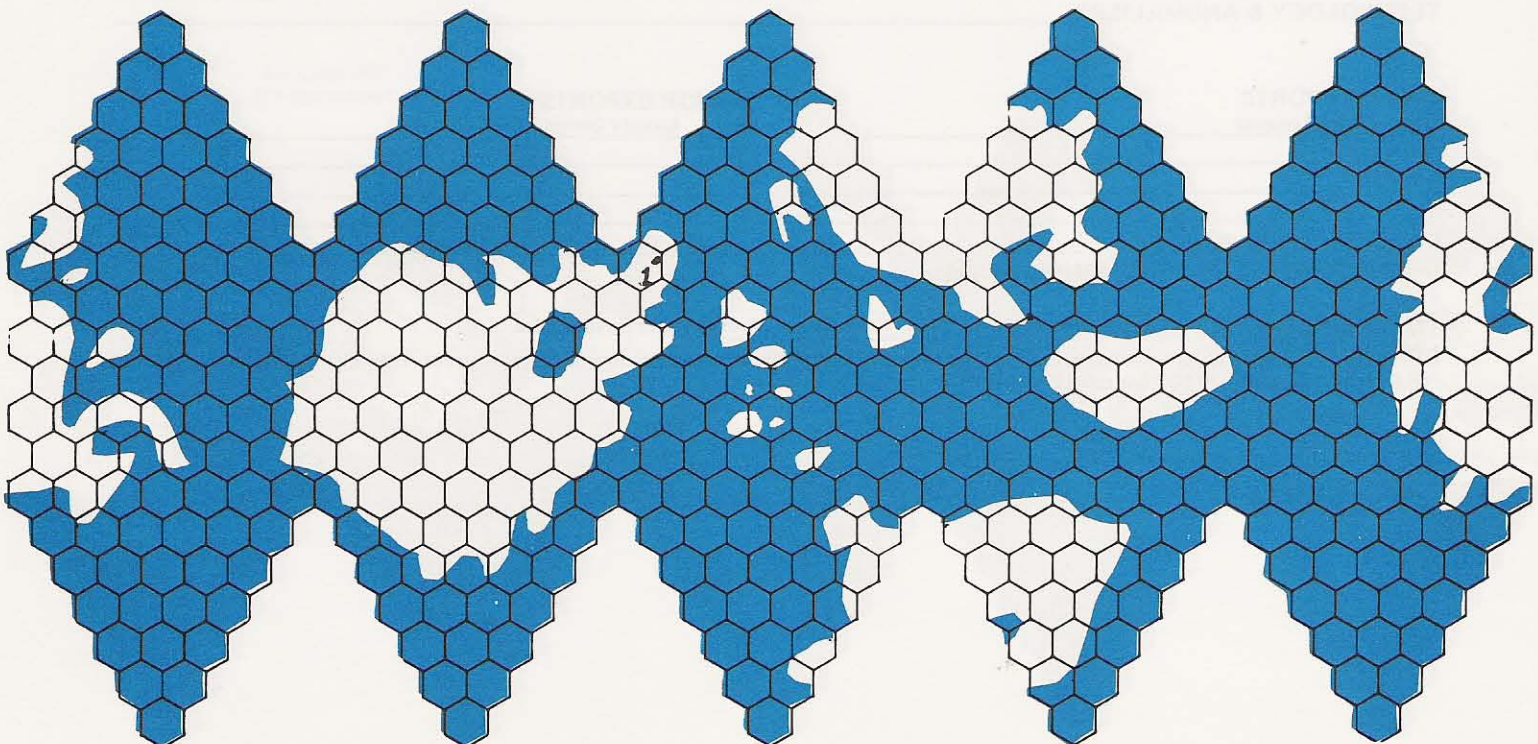
Aside from plantation work, light manufacturing and mining of metals, the slaves major job is spice mining, slang for gathering of fungoids

from deep underground spice caverns. This work is extremely dangerous and unpleasant, and is used by mothers on many worlds to scare their children into obedience.

Kessex is also the slave trading capitol of the Outworlds. The StarPort, Kesselon, is a name feared throughout the sector.

**Game Masters Notes:** Player characters may find themselves on Kessex for many reasons, such as trading, as slaves, rescuing other PCs from slavery, selling slaves, etc.

Though not widely publicized, Kessex has a native race. These Kobolds live in the spice caverns, and occasionally cause cave-ins, floods, mysterious disappearances and equipment breakdowns. Not much is known about them, but several Kobold corpses have been found and dissected. Information on the Kobolds can be found in section 5-E.







**UNITED FEDERATION OF PLANETS  
CONTACTS SERVICE**

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET KESSEX TECHNOLOGICAL LEVEL 7  
 SENTIENT RACE TYPE Human SOCIAL ORGANIZATION Aristocratic  
 POPULATION LEVEL 500,000 SOCIETAL STRENGTH 9  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 20%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Kesselon</u>	1 <u>30,000</u>	1 <u>c</u>	1 <u>100/25</u>
2 _____	2 _____	2 _____	2 _____
3 _____	3 _____	3 _____	3 _____
4 _____	4 _____	4 _____	4 _____
5 _____	5 _____	5 _____	5 _____

GOVERNMENT:  
 TYPE OF GOVERNMENT Slave State BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX \_\_\_\_\_ REPRESSION INDEX \_\_\_\_\_ LAW LEVEL \_\_\_\_\_  
 LOYALTY INDEX \_\_\_\_\_ CORRUPTION INDEX \_\_\_\_\_ TAX RATE 90%  
 TOTAL TAX MCR 1500

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

1. A council of the major 'Governors' makes decisions. The populace has petition powers. The indentured servants have no rights or representation.
- 2.
- 3.
- 4.
- 5.

**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT \_\_\_\_\_ STABILITY \_\_\_\_\_ VOTE \_\_\_\_\_ %  
 PARTY/PARTIES OPPOSING \_\_\_\_\_ VOTE \_\_\_\_\_ %

**CURRENT FOREIGN ALLIANCES:**

TRADE ALLIANCES: League Charter

MILITARY ALLIANCES: League Charter

**OTHER ALLIANCES:**

**PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Rich Agricultural AVERAGE INCOME CR N/A  
 TECHNOLOGY & ANOMALIES \_\_\_\_\_

**MAJOR IMPORTS**

- 1 Slaves/Servants
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**MAJOR EXPORTS**

- 1 Luxury Goods (Spice Products)
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

**IMPORT/EXPORT RESTRICTIONS & DUTIES**

TRADE ACCEPTANCE INDEX 40% for most items. 100% for selling of slaves or buying spice.

GENERAL COMMENTS: The Kessex military consists of hired guards or second generation loyal servants. The navy has 14 patrol corvettes, 16 StarFighters, and a 20,000 ton orbital fortress.





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

SURVEY EVALUATION, PLANET MIDGARD

STAR SYSTEM DESIGNATION Radiant BEARING FROM MARKER STAR 288  
 STELLAR PRIMARY TYPE F DISTANCE FROM MARKER STAR 77 LY  
 PLANETS IN STAR SYSTEM 6 VERTICAL COORDINATE -3

PLANETARY TYPE Terran Standard

ORBITAL DISTANCE 600 LS PLANETARY DIAMETER 14,000 km  
 LENGTH OF YEAR 340 days SURFACE GRAVITY FIELD 1.0 G  
 LENGTH OF DAY 30 hours HYDROSPHERIC RATING 70 %  
 TEMPERATURE RANGE

ATMOSPHERIC TYPE Oxygen - Nitrogen (Terran Standard)

COMMENTS ON ATMOSPHERE:

**COMMENTS:**

Midgard is the fifth of six planets in the Radiant star system. Midgard orbits Radiant, a class F star, at 600 LS. Midgard has three moons, asteroids moved there for mining purposes by the Midgard government.

Midgard was settled 430 years ago in the first wave of Outworld colonization. It is one of the few colonies in this sector to maintain a high level of technology over the centuries.

The population is multi-racial. Some seven species share the planet, more or less amiably. Government is on a local level; each district has its own StarPort, ground forces, and a small navy. The only real planetary agency is the Bureau of Coordination, which directs the armed forces of the provinces when off planet.

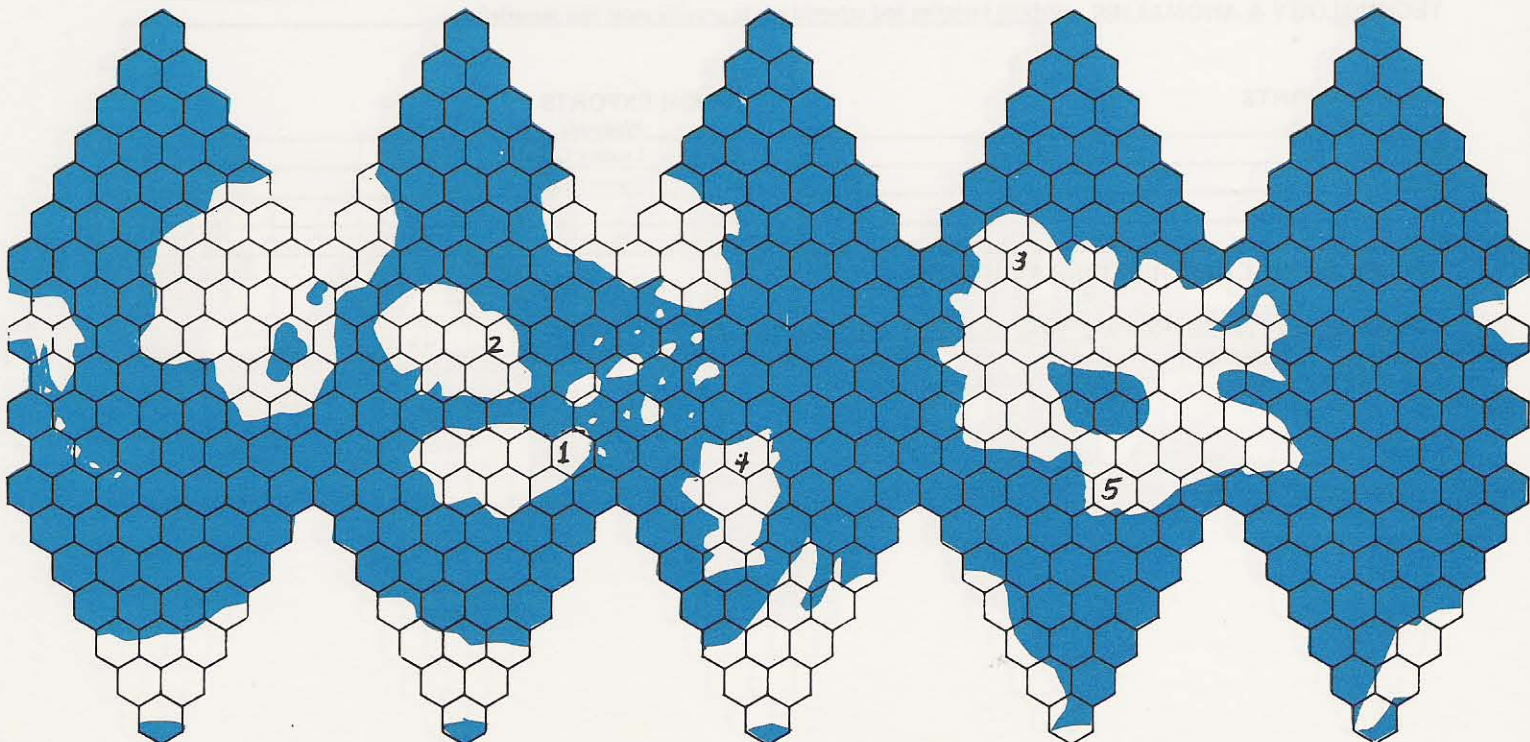
Government and ideologies of the provinces vary widely, from anarchy to computer-run dictatorships. Citizenry are free to travel and live in whatever province they wish, and are encouraged to start their own

societies whenever they want; Midgard was founded as an experiment in social systems and the experiment continues. Some very strange multi-species cultures have arisen in the isolated inland regions of Midgard.

Midgard has the highest tech level of the Outworlds, as well as one of the richest economies. An extensive orbiting factory/shipyard complex turns out some of the best spacecraft in the sector.

The provinces of Midgard have never had a war, but wage extensive espionage and corporate warfare. PCs may find employment as agents for various tasks on Midgard. Off-planet agents are in short supply and would be most welcome.

The provincial navies of Midgard are engaged in a luke warm war with the pirates of the Pemzann nebula and regularly hire private spacecraft to supplement their own forces.






**UNITED FEDERATION OF PLANETS  
CONTACTS SERVICE**

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET MIDGARD TECHNOLOGICAL LEVEL 10  
 SENTIENT RACE TYPE Multi-Racial society SOCIAL ORGANIZATION open/varied  
 POPULATION LEVEL 100,000,000 SOCIETAL STRENGTH 8  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 0%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Ardecco</u>	1 <u>2.5 million</u>	1 <u>A</u>	1 _____
2 <u>Landfall</u>	2 <u>1.5 million</u>	2 <u>A</u>	2 _____
3 <u>Aero</u>	3 <u>.5 million</u>	3 _____	3 _____
4 <u>Arcadia</u>	4 <u>1.75 million</u>	4 <u>A</u>	4 _____
5 <u>Achernar</u>	5 <u>3.0 million</u>	5 <u>A</u>	5 _____

**GOVERNMENT:**

TYPE OF GOVERNMENT Confederacy BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX N/A REPRESSION INDEX 1% LAW LEVEL N/A  
 LOYALTY INDEX N/A CORRUPTION INDEX 5% TAX RATE 30%  
 TOTAL TAX MCR 450,000

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

1. Midgard's planetary government can be classified as a very loose confederacy. The provinces each have a unique government type, with varying degrees of support for the regime. Citizens are permitted to change provincial allegiance as they wish and may start their own provinces.
- 2.
- 3.
- 4.
- 5.

**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT \_\_\_\_\_ STABILITY \_\_\_\_\_ VOTE \_\_\_\_\_ %  
 PARTY/PARTIES OPPOSING \_\_\_\_\_ VOTE \_\_\_\_\_ %

**CURRENT FOREIGN ALLIANCES:**

TRADE ALLIANCES: League Charter

MILITARY ALLIANCES: League Charter

**OTHER ALLIANCES:****PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Rich Industrial AVERAGE INCOME CR 15,000  
 TECHNOLOGY & ANOMALIES Orbital factories and asteroid mines provide most raw materials.

**MAJOR IMPORTS**

1 \_\_\_\_\_  
 2 \_\_\_\_\_  
 3 \_\_\_\_\_  
 4 \_\_\_\_\_  
 5 \_\_\_\_\_

**MAJOR EXPORTS**

1 Weapons  
 2 Luxury Goods  
 3 Space Craft  
 4 \_\_\_\_\_  
 5 \_\_\_\_\_

**IMPORT/EXPORT RESTRICTIONS & DUTIES**

TRADE ACCEPTANCE INDEX 90%

**GENERAL COMMENTS:**





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET** NEW WYOMING

**STAR SYSTEM DESIGNATION** Tarnait **BEARING FROM MARKER STAR** 270  
**STELLAR PRIMARY TYPE** F **DISTANCE FROM MARKER STAR** 15 LY  
**PLANETS IN STAR SYSTEM** 7 **VERTICAL COORDINATE** 0

**PLANETARY TYPE** Terran Steppe Planet

**ORBITAL DISTANCE** 550 **LS** **PLANETARY DIAMETER** 15,000 **km**  
**LENGTH OF YEAR** 420 **days** **SURFACE GRAVITY FIELD** .94 **G**  
**LENGTH OF DAY** 23 **hours** **HYDROSPHERIC RATING** 40 **%**  
**TEMPERATURE RANGE**

**ATMOSPHERIC TYPE** Oxygen - Nitrogen (Terran Standard)  
**COMMENTS ON ATMOSPHERE:**

**COMMENTS:**

New Wyoming is the fourth of seven planets in the Tarnait star system. Tarnait is an F4 yellow-white dwarf star. New Wyoming orbits it at 550 LS.

New Wyoming was settled by a commercial colonization firm from Terra. Over the centuries the towns and cities have grown into self-sufficient city-states. The culture resembles that of the American west in the 19th century; whether this was due to similar conditions or to nostalgia on the part of the settlers is unknown.

New Wyoming is believed to be a very old world. Mountain ranges are small and low, leaving much of the tremendous surface area to wide prairies. The vegetation is edible by cattle and the colonists have taken advantage of this fact.

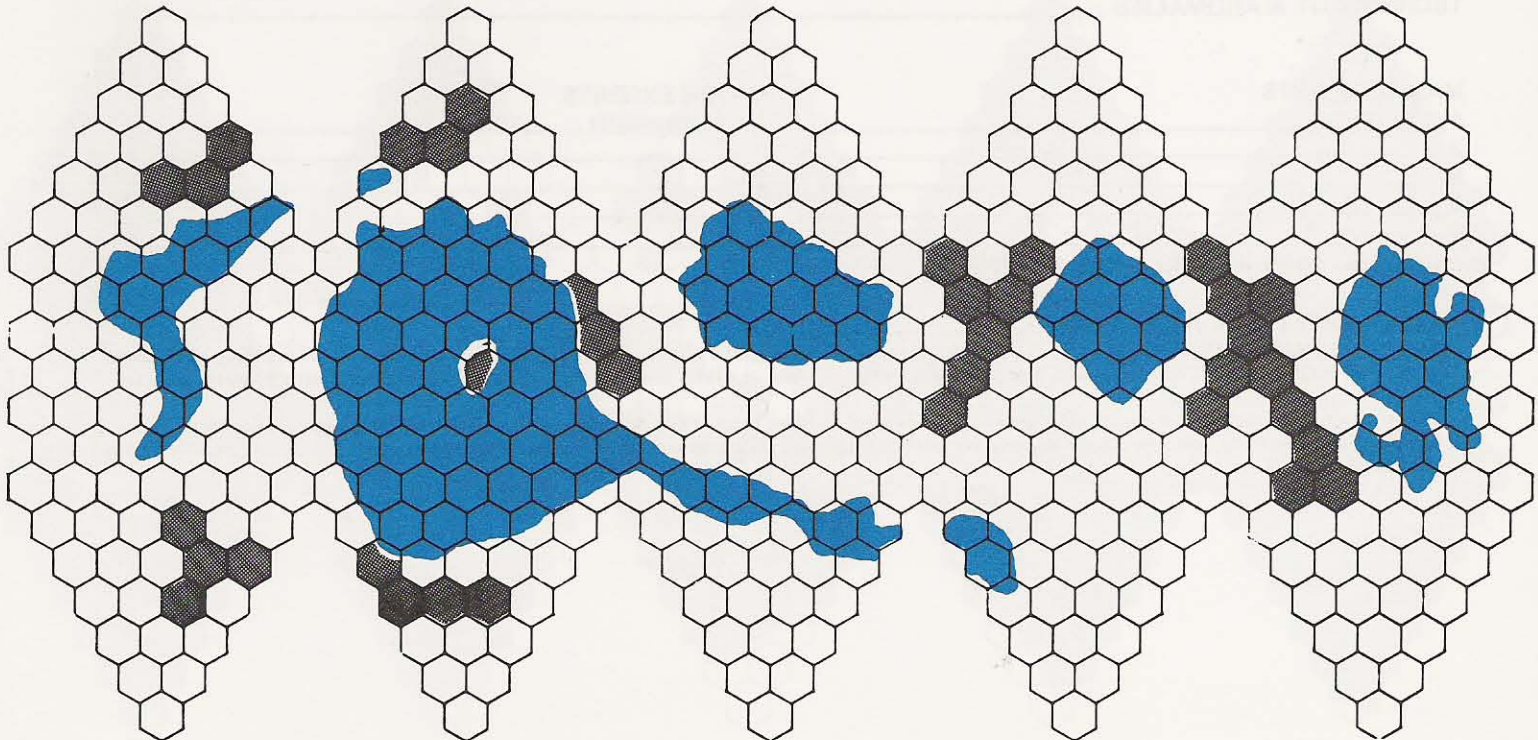
The New Wyoming city states are run by more or less similar systems of government. The planetary government, little that there is, is composed of elected representatives from each city state. The cities, inde-

pendent and fiercely territorial, often make raids on each other and on outlying lands. The City militia, which act as a Planetary Defense Force in times of war, are used in these battles, but mercenaries are often in demand to supplement the forces of the various city states.

Travel in the wilderness is dangerous. Besides the forces of the city states, who are slugging it out, bandits and nomadic herders roam the plains.

The Cult have a small farming settlement on New Wyoming. The aliens keep to themselves and do not welcome strangers. The planetary government discourages humans from bothering the Cult, as the weird folk occasionally pay tribute to the human settlers.

New Wyoming is a terrific place to find employment for mercenaries. The StarPorts of each city state will be swarming with opportunities for legitimate employment and quick, less honest jobs.






**UNITED FEDERATION OF PLANETS  
CONTACTS SERVICE**

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET NEW WYOMING TECHNOLOGICAL LEVEL 5  
 SENTIENT RACE TYPE Human/Cult SOCIAL ORGANIZATION Open Society  
 POPULATION LEVEL 15,000,000 SOCIETAL STRENGTH 7  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 5%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Boom Town</u>	1 <u>2,000,000</u>	1 <u>A</u>	1 _____
2 <u>Zane</u>	2 <u>1,500,000</u>	2 <u>A</u>	2 _____
3 <u>Funjumdar</u>	3 <u>2,000,000</u>	3 <u>B</u>	3 _____
4 <u>Xeres Hill</u>	<u>1,000,000</u>	4 <u>B</u>	4 _____
5 <u>Cult base</u>	5 <u>3,000</u>	5 <u>C</u>	5 <u>off-limits</u>

**GOVERNMENT:**

TYPE OF GOVERNMENT City States BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX \_\_\_\_\_ REPRESSION INDEX 27% LAW LEVEL 14  
 LOYALTY INDEX \_\_\_\_\_ CORRUPTION INDEX 13% TAX RATE 30%  
 TOTAL TAX MCR 11,500

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

- The federal government of New Wyoming is run by a ~~35~~ council of elected officials from the 35 independent city states, and runs the planetary navy and PDF during war. The City States are all run by elected officials and compete violently with each other, often fighting.
- 
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- 
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**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT \_\_\_\_\_ STABILITY \_\_\_\_\_ VOTE \_\_\_\_\_ %  
 PARTY/PARTIES OPPOSING \_\_\_\_\_ VOTE \_\_\_\_\_ %

**CURRENT FOREIGN ALLIANCES:**TRADE ALLIANCES: League CharterMILITARY ALLIANCES: League Charter**OTHER ALLIANCES:****PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Average Agricultural AVERAGE INCOME CR 2500  
 TECHNOLOGY & ANOMALIES \_\_\_\_\_

**MAJOR IMPORTS**

1 Machinery  
 2 \_\_\_\_\_  
 3 \_\_\_\_\_  
 4 \_\_\_\_\_  
 5 \_\_\_\_\_

**MAJOR EXPORTS**

1 Foodstuffs  
 2 \_\_\_\_\_  
 3 \_\_\_\_\_  
 4 \_\_\_\_\_  
 5 \_\_\_\_\_

**IMPORT/EXPORT RESTRICTIONS & DUTIES**TRADE ACCEPTANCE INDEX 60%

GENERAL COMMENTS: There is a 30% chance that a given city state will be at war with 1-6 others. Crop land and herds are the goal of these battles, and tend to end in a month or two. Mercenaries are welcome here as a limit is set on the number of PDF troops each city state may use.

The Cult on New Wyoming run a small starport and food processing plant there. They don't bother the human settlers and will sometimes dump a tribute of valuable metals on a randomly selected starport. Intruders on Cult land are held for a month (50%), ignored (30%), or attacked by 1-6 Gilt (20%).





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET** ODIN

**STAR SYSTEM DESIGNATION** Mayzah/Bauble **BEARING FROM MARKER STAR** 151  
**STELLAR PRIMARY TYPE** K/Gas Giant **DISTANCE FROM MARKER STAR** 46 LY  
**PLANETS IN STAR SYSTEM** 5 **VERTICAL COORDINATE** +80

**PLANETARY TYPE** Type 16: Outside Ecosphere

**ORBITAL DISTANCE** 20,000 **LS** **PLANETARY DIAMETER** 9,000 **km**  
**LENGTH OF YEAR** 250 yrs. **days** **SURFACE GRAVITY FIELD** .31 **G**  
**LENGTH OF DAY** N/A **hours** **HYDROSPHERIC RATING** 10% **%**  
**TEMPERATURE RANGE** -80° - -185°C

**ATMOSPHERIC TYPE** Nitrogen- Methane

**COMMENTS ON ATMOSPHERE:** Temperatures are such that the methane in the atmosphere (about 10%) acts as water in the standard Terran atmosphere and environment. Rivers, rain, vapor, and seas of methane can be found on Odin.

**COMMENTS:**

Odin is a moon of the gas giant Bauble, which is the fifth of five planets in the Mayzah star system. Mayzah is a K class dwarf star which has another inhabited planet, Didzirok, a Greee colony world. Bauble is a very large and hot gas giant, and provides an appreciable amount of heat to its moons, of which Odin is the fifth out of twenty.

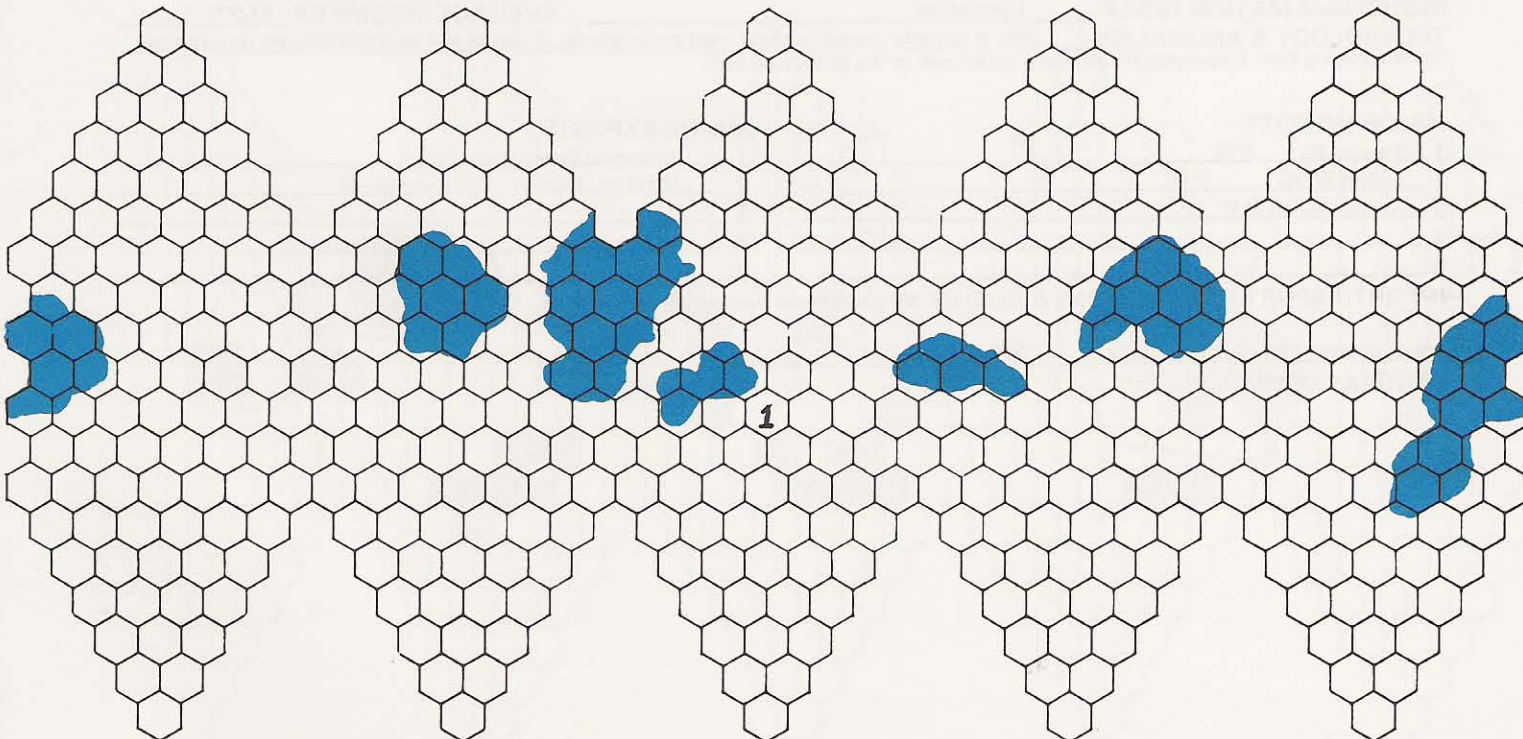
Odin is a complex and cold world, having a nitrogen atmosphere, and enough methane for that element to play a role on Odin similar to that played by water on Terra. Oceans of liquid methane cover about 10% of the surface. The soil is composed of dirty water-ice and frozen carbon dioxide. A few tough life forms are native to Odin.

Odin was settled by a group of chemical manufacturing firms about fifty years ago. Today, three corporations survive; the Lazkee Corporation, Mayzah Cryochem Ltd., and Archernar Freezeworks. A civilian government exists, for the sole purpose of insuring that the rights of employees are not infringed. All other aspects of government are handled by the individual companies for their employees. Competition

is not cutthroat, as the three firms are in different lines of work. The planet is an attractive spot for manufacturing artificial elements and chemical compounds because of the abundant gases, proximity to the chemical pressure-cooker of the gas giant, and the super cold conditions. Much of the manufacturing processes used are extremely dangerous, and visitors are urged to stay in approved areas.

Odin is one of the most important industrial centers in the Outworlds, and as such, is subject to espionage and sabotage, political and industrial intrigue. Employment as guards, agents, and researchers is available to PCs.

The proximity of Odin to the large Gas Giant, Bauble, has made it the chief source of unusual organic compounds in the sector. Cold surface temperatures also make it a prime site for large-scale transmutation factories, which turn out radioactives and valuable super-heavy metals. Several tough forms of carbon based life exist on Odin. One type, a plant-like substance, has very odd psychic properties.






**UNITED FEDERATION OF PLANETS  
CONTACTS SERVICE**

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET ODIN TECHNOLOGICAL LEVEL 7  
 SENTIENT RACE TYPE Human SOCIAL ORGANIZATION Corporate State  
 POPULATION LEVEL 500,000 SOCIETAL STRENGTH 7  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 3%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Mt. Wonder</u>	1 <u>200,000</u>	1 <u>C</u>	1 _____
2 _____	2 _____	2 _____	2 _____
3 _____	3 _____	3 _____	3 _____
4 _____	4 _____	4 _____	4 _____
5 _____	5 _____	5 _____	5 _____

**GOVERNMENT:**

TYPE OF GOVERNMENT Limited Republic BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX 87% REPRESSION INDEX 5% LAW LEVEL 7  
 LOYALTY INDEX 87% CORRUPTION INDEX 16% TAX RATE -  
 TOTAL TAX MCR 100

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

1. Employees Congress: Ensures civil and legal rights for employees.
2. Builders Party: A political party representing the corporations and their interests.
3. Free Fafnir Underground: A leftist fanatic group trying to take over the planet, run by former employees.
- 4.
- 5.

**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT Employees STABILITY 87 VOTE 87 %  
 PARTY/PARTIES OPPOSING Builders/Free Fafnir VOTE 11%/2% %

**CURRENT FOREIGN ALLIANCES:**

TRADE ALLIANCES: League Charter

MILITARY ALLIANCES: League Charter

**OTHER ALLIANCES:****PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Unclassified AVERAGE INCOME CR 13,500

TECHNOLOGY & ANOMALIES Odin is virtually owned by three great corporations. All goods and social services are provided by the employing firm. Employees are generally quite loyal to the employing firm.

**MAJOR IMPORTS**

1 <u>Foodstuffs (+9)</u>
2 <u>Liquor/Wines (+4)</u>
3 <u>Luxury Goods (+4)</u>
4 _____
5 _____

**MAJOR EXPORTS**

1 <u>Industrial Chemicals (-5)</u>
2 <u>Uranium, Thorium, Collapsium (-3)</u>
3 _____
4 _____
5 _____

IMPORT/EXPORT RESTRICTIONS & DUTIES 5% government support duty on imports.

TRADE ACCEPTANCE INDEX 80%

**GENERAL COMMENTS:**





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

**SURVEY EVALUATION, PLANET**           ZAIR'S WORLD (human name)          

<b>STAR SYSTEM DESIGNATION</b> <u>          Krill          </u>	<b>BEARING FROM MARKER STAR</b> <u>          135          </u>
<b>STELLAR PRIMARY TYPE</b> <u>          G/M          </u>	<b>DISTANCE FROM MARKER STAR</b> <u>          88 LY          </u>
<b>PLANETS IN STAR SYSTEM</b> <u>          6          </u>	<b>VERTICAL COORDINATE</b> <u>          0          </u>

**PLANETARY TYPE**           Type 5: Outer Ecosphere          

<b>ORBITAL DISTANCE</b> <u>          620          </u> <b>LS</b>	<b>PLANETARY DIAMETER</b> <u>          12,000          </u> <b>km</b>
<b>LENGTH OF YEAR</b> <u>          650          </u> <b>days</b>	<b>SURFACE GRAVITY FIELD</b> <u>          1.2          </u> <b>G</b>
<b>LENGTH OF DAY</b> <u>          23          </u> <b>hours</b>	<b>HYDROSPHERIC RATING</b> <u>          75          </u> <b>%</b>
<b>TEMPERATURE RANGE</b>	

**ATMOSPHERIC TYPE**           Oxygen - Nitrogen          

**COMMENTS ON ATMOSPHERE:**

**COMMENTS:**

Zair's World is the human-given name for the homeworld of the Greee, (see section 5). It is the fourth of six planets in the Krill-Thoug system. Krill is a G class dwarf, while Thoug is a red dwarf in a distant orbit. The planet circles Krill at 620 LS, at the outer edge of the biosphere.

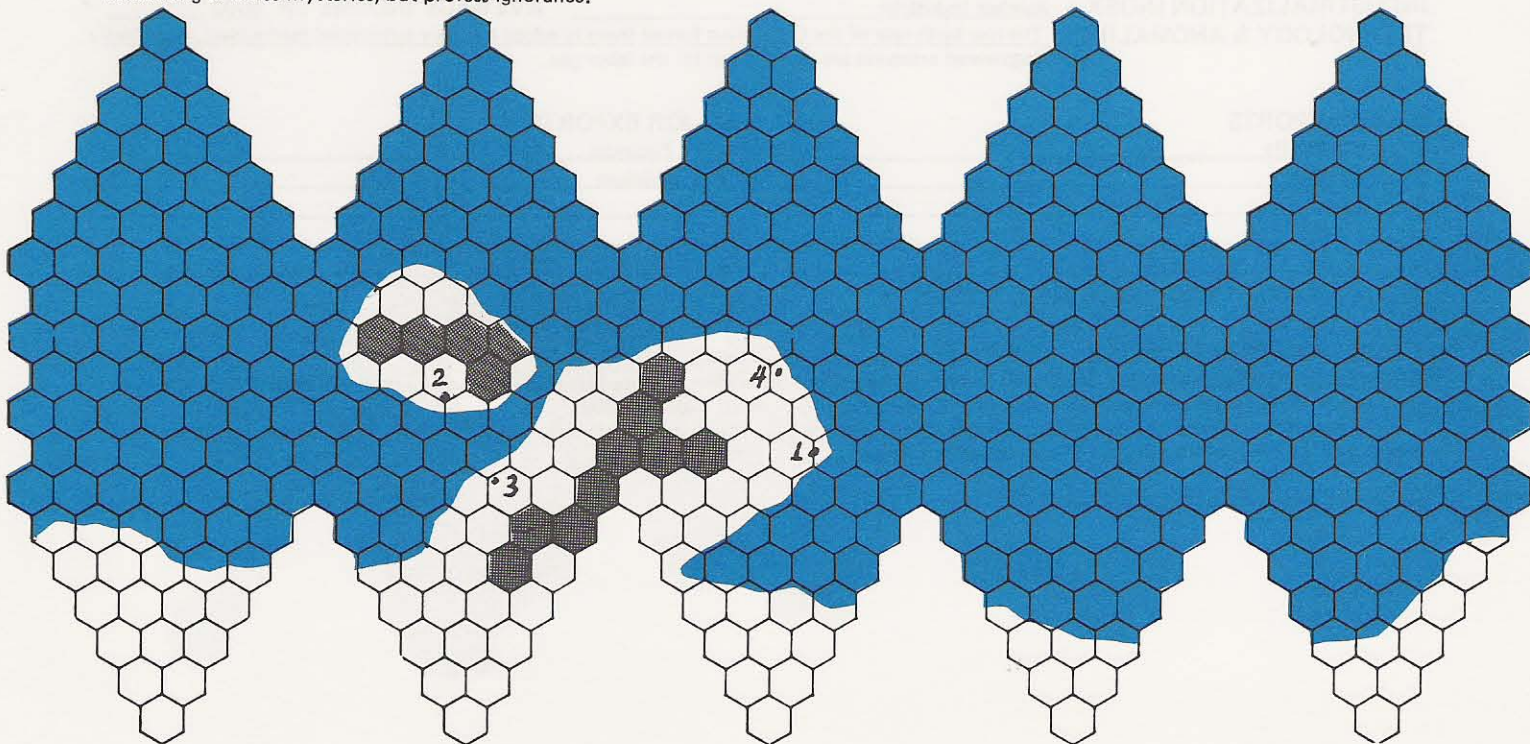
Zair's World was discovered in 105 I.E. by Hentu Zair Tothstukker, one of the famous early explorers of the region. The Greee were in a level of technology about equivalent to that of the industrial revolution on Terra, and politically divided into more than one hundred nations. Since then the nations have condensed into nine larger states, all with similar governments but different philosophies. One nation, Hubroofy, has developed starship technology and now economically dominates the planet.

The Greee are a shy race, and seem embarassed to divulge the details of their culture, biology, or history. Xenobiologists of many worlds would love to capture and question a Greee, but this has never worked. Several people who seretly toured the planet have been hinted to know something of these mysteries, but profess ignorance.

The Greee seem to have a very stable population and low birthrate. This has forced them to automate their means of production and use semi-intelligent, genetically engineered animal/servant races to supplement their limited labor supply. Despite the fact that the Greee have used these technologies for some time, they are not superbly competent with using them. Modern cybernetic tools and robotic systems are a major import.

The climate is generally chilly. The Greee are moderately resistant to cold, but are not suited to year round icy conditions. It is believed that Zair's World periodically has a hot age, when conditions are much warmer and life abounds, at times when the second sun, Thoug, makes its closest approach.

The planet is a good setting for a research or espionage scenario, with the Greee trying to hunt down intruders and hide their awful secrets. The StarMaster is encouraged to use his/her imagination making up suitably weird or horrible details of Greee life and culture.







**UNITED FEDERATION OF PLANETS  
CONTACTS SERVICE**

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET ZAIR'S WORLD TECHNOLOGICAL LEVEL 7  
 SENTIENT RACE TYPE Greee SOCIAL ORGANIZATION Open Society (?)  
 POPULATION LEVEL 500,000,000 SOCIETAL STRENGTH ?  
 POPULATION DENSITY \_\_\_\_\_ XENO ACCEPTANCE INDEX 50%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Favintigraa</u>	1 <u>3,000,000</u>	1 <u>B</u>	1 _____
2 <u>Gach</u>	2 <u>1,500,000</u>	2 _____	2 _____
3 <u>Girask</u>	3 <u>1,200,000</u>	3 _____	3 _____
4 <u>Urguff</u>	<u>2,000,000</u>	4 <u>B</u>	4 <u>Military</u>
5 _____	5 _____	5 _____	5 _____

GOVERNMENT:  
 TYPE OF GOVERNMENT Multi-Government BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX Variable REPRESSION INDEX Variable LAW LEVEL 16  
 LOYALTY INDEX Variable CORRUPTION INDEX 12% TAX RATE 30%  
 TOTAL TAX MCR 900,000

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

- The nation of Hebrooofy is the only one with starfaring capability. Most of the governments are democratic republics. A world defense organization exists, but is dominated by the Hebrooofy government for its own convenience.
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**CURRENT POLITICAL SITUATION:**

PARTY IN GOVERNMENT N/A STABILITY \_\_\_\_\_ VOTE \_\_\_\_\_ %  
 PARTY/PARTIES OPPOSING \_\_\_\_\_ VOTE \_\_\_\_\_ %

**CURRENT FOREIGN ALLIANCES:**

TRADE ALLIANCES: League Charter

MILITARY ALLIANCES: League Charter

**OTHER ALLIANCES:**

**PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Average Industrial AVERAGE INCOME CR 6000  
 TECHNOLOGY & ANOMALIES The low birth rate of the Greee have forced them to adopt a largely automated tehcnology. Genetically engineered creatures are also used to fill the labor gap.

**MAJOR IMPORTS**

- Foodstuffs
- Textiles
- Cybernetics
- \_\_\_\_\_
- \_\_\_\_\_

**MAJOR EXPORTS**

- Platinum
- Irridium
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**IMPORT/EXPORT RESTRICTIONS & DUTIES**

TRADE ACCEPTANCE INDEX 40%

GENERAL COMMENTS: The Greee are a rather shy race. Ships other than approved trading vessels make them nervous; impolite visitors are unwelcome. Tourists are cautioned not to pry into Greee affairs or travel without guides.

The Greee military is small but technically formidable and well trained. The navy consists mainly of STL ships; the Greee are not involved in exploration or imperialism and tend to mind their own business.



## 5 RACIAL PROFILES

**A. CHIEROL** are natives of Brandile. They have settled several other planets in the Outworlds sector.

The Chierol are quadrapedal, standing upright on four closely spaced legs. They have two arms ending in fairly human-like hands. The barrel-like body is covered with inflatable air sacs. These provide excellent insulation against the extreme cold of Brandile. The skin is covered with thick brown fur. All exposed skin is protected by scales of calcium. The head is dome shaped, heavily furred, and well insulated. The only visible facial feature is the white, scaled nose.

Most Chierol are quiet, reclusive creatures. Ambitious Chierol are rare, and are usually found in political career positions, or as explorers or military personnel. The current culture is not xenophobic to any degree and aliens are welcome on any Chierol world.

Chierol can be treated as cold-world ursoids in all respects but one; Chierol use the movement rates of Feline types — having four legs gives them greater speed than other ursoid types.

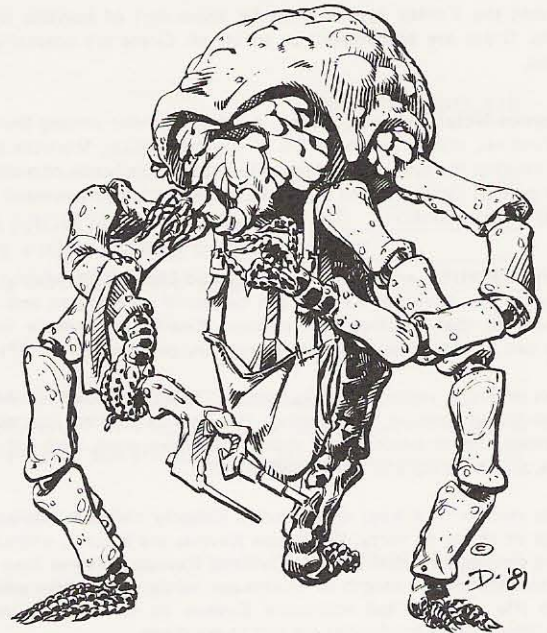


**B. CULT** is the name humans give to this mysterious nomadic species. The minds of the entire species are linked together by a sort of mechanical telepathy, using communicators implanted in the brain of each individual. The CULT lives in space craft or on (or in) asteroid bases. They rarely settle on conventional planets.

The Cult superficially resemble octopi. They have five strong tentacles and a bulbous central body, all encased in a segmented exoskeleton. The CULT beings are not aquatic. In fact, they evolved to live in arid or desert conditions. Cult walk on three of their tentacles at a time, leaving two free for manipulative functions. The thick shell is usually light gray in color, the skin in dark red and purple.

Behavior patterns of the Cult are very erratic. A CULT army invading a planet might suddenly stop firing and withdraw without a word of explanation. Trade missions sometimes dump valuable goods on the StarPort landing field and leave without collecting payment. These aberrations are thought to be due to malfunctions in the computer and communications equipment of the Cult mass-mind network.

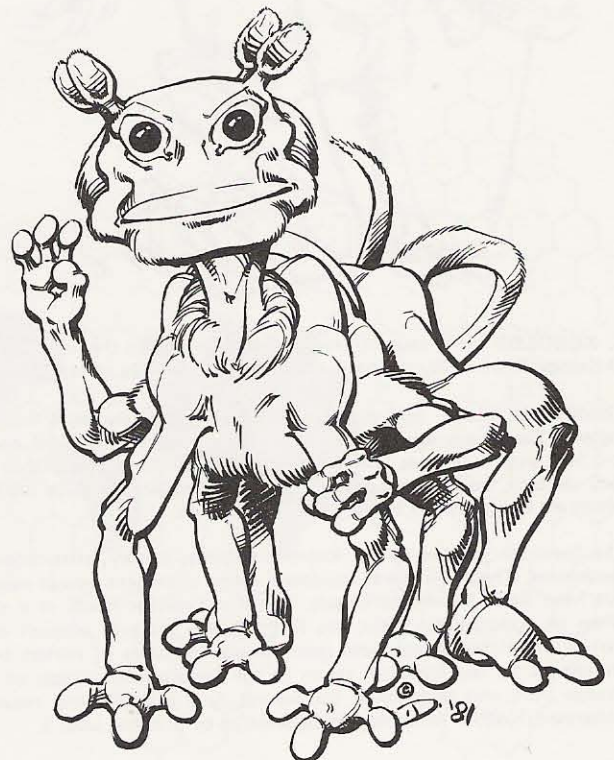
Treat as Mertuns for purposes of attributes and movement. The exoskeleton in armor B/C/F. Intelligence, GTA, MechA and ElecA skills are always 19. Any educational (as opposed to physical/developmental) skills are usable to level 1d6 +4.



**C. THE GREEE** is a race native to Zair's World (the Greee name for the planet is unpronounceable) and have colonized a few other planets. They are rarely seen off their own planets.

Greee are six-legged, small and weak. The two arms, located between the front and middle pair of legs, end in four fingered hands. The rear pair of legs, normally lifted off the ground, are built for leaping. The other legs are for walking or running. The tough, leathery hide has patches of bristly fur protecting the locations of vital organs. The head is melon-shaped and has two large eyes, a mouth, and four conical ears.

The Greee are a shy and secretive race. Visitors to their home planet rarely get outside of official tours and walled compounds. Spies have reported that the Greee are trisexual, something the Greee deny completely. No one has ever seen the mysterious third sex, but it is specu-





lated that the Vortex gender must be some sort of horrible creature that the Greee are embarrassed to speak of. Greee are normally small and frail.

**StarMasters Note:** There is, indeed, a Vortex gender among the Greee. This third sex makes up about 2% of the population. Vortices wander about looking for willing partners in the night. The home of a male and female pair of Greee is then burgled by the Vortex as payment for its services in reproduction.

**D. THE KEWUSS** are a species discovered by mankind early in the interstellar era. Civilized Kewuss can be found on Midgard and on the StarShips of that multi-species culture. Kewuss of a more uncouth nature can be found in the many mercenary companies of OOPKREM.

Kewuss resemble white furred kangaroos. Their long, slim legs are built for high speed running, not leaping. They are as tall, but not as heavy as humans, being weaker and more frail than men. The tail is prehensile, able to grasp and hold small objects.

Kewuss remain in a kind of extended puberty called Wildphase until the age of thirty to forty. Wildphase Kewuss are a surly, uncouth lot, and are despised by their elders. Civilized Kewuss cultures have found ways to shorten the length of Wildphase; while others take advantage of this life stage to sell immature Kewuss to mercenary companies where their violent tendencies are put to good use.

Kewuss may be treated as a canine race in combat NPC attributes, movement and sharpness of senses. Psychology of mature Kewuss is similar to the human norm, while those in Wildphase are xenophobic, paranoid and short-tempered.



**E. KOBOLDS** are a race of troglodytes who live in the deep caverns of Kessex. They rarely leave the caverns, and then only at night.

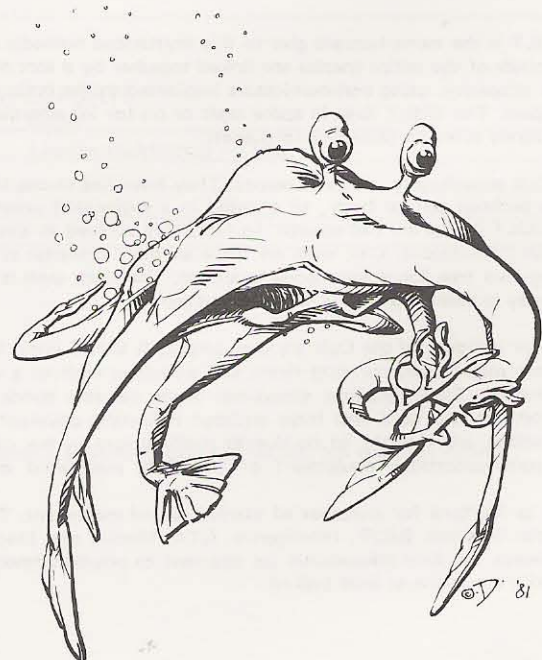
Kobolds are skinny, ugly bipeds. Their height is rarely more than 1.5 meters. They have long, weak arms, three fingered, webbed hands, and feet that double as fins when swimming. Kobold skin is thin and very delicate, usually grey-green in color. Kobolds have three big eyes which are very sensitive to light.

The behavior pattern of the Kobolds exhibits sneaky, cruel and shy tendencies. They will never approach other intelligent beings openly, but have been known to closely follow miners for hours at a time. When an opportunity arises, the Kobolds will tease or ambush small parties of miners. There have been several incidents of miners being kidnapped by the Kobolds, taken to the underground villages of this strange race and questioned for several days before being returned unharmed. Kobold technology is believed to be at about level 3.



The Kobolds are known to use knives, spears, slings, bows and nets as weapons and tools. They are capable of movement in darkness as they possess an innate sonar sense (bat-like) and have a well-developed sense of touch that is extremely heat sensitive. The unusual joint at their elbows can move in four directions making them extremely dextrous. This helps explain their incredible climbing ability.

**F. FINNED ONES** are an amphibious species living on the water world of Agar. They are somewhat like fluke or flounder in appearance, having a flat, wide body. They have a hard shell of cartilage under their skin. Locomotion is provided by seven fin-tipped tentacles (three on each side of the body and one at the rear). A forward tentacle ends in a cluster of cilia and short grasping tentacles used for manipulation. Two spherical eyes are mounted on stalks at the front of the creature. Olfactory organs are located in three tendrils at the top-rear of the body. Finned Ones also have two large mouths which are located along the creatures body at the bottom.





Finned Ones are social creatures who live in underwater compounds in shallow seas. Small settlements on land are built for storage of perishables and for protection from raiders. They can walk and live on land but find it uncomfortable. Communication between humans and Finned Ones has been established, but they have little to say at the present time. Their tech level is approximately Tech/2 and they are being left alone by the human settlers of the planet.

Finned Ones measure approximately five meters from rear to front and have bright red skin which is dotted with white. Their bodies appear to be quite soft but the skin covers a turtle-like covering for protection from natural enemies. They know how to make tools and weapons and use their uncomfortable stays on land for smelting metals, etc.

**G. GREEN STAR DEMONS** are horrid creatures who have no known home world. They raid and conquer small settlements for slave and supplies, then slip away into the void.

Green Star Demons are heavily built bipeds with four strong arms ending in hands with five tentacle-like fingers. The head is comically out of proportion to the body, having to hold a huge mouth, two noses, four ears, and tufts of sensory hairs, thought to sense changes in the air around the demon. The legs are thick and cone shaped, ending in wide, circular feet. The Demon has thick hide of burnt orange color where many patches of sensory hairs are tan and black.

The Demons are xenophobic and highly intelligent monsters. They take intelligent beings for use as food animals, slaves and other horrid purposes. Demon ships shoot on sight, trying to disable and board any ship they come across.

The Demons have the strength of an ursoid, the agility of a feline, and the ferocity of a Bug warrior. Their only weak point is their speed, which is half that of a human when running or sprinting.



**H. BEASTS** are semi-intelligent animals native to Goshlookout. The first beasts were six legged dinosaur-like creatures who were heavily armored and armed. Later types grew wings, prehensile trunks, shooting spines, and other deadly weapons. The worst beast ability is the almost total resistance to poisons and biological weapons.

Beasts exist in a variety of shapes and sizes, but most will have a mass of 100 to 900 kg., maximum characteristics for their size, and be smart enough to avoid most traps and ambushes.

Beasts of under 400 kg. generally ambush prey, waiting for the best opportunity to attack. Larger beasts will charge straight into combat, killing as many of their foes as possible.

Each beast will have one unusual ability, such as resistance to lasers or stunners. The Exterminators Guild on Goshlookout has a huge inventory of interesting weapons developed during their war on the beasts. Most have become useless due to the adaptability of the beasts.

**J. GEERTOK** are a humanoid species native to Standarozzle. They have one colony world to date.

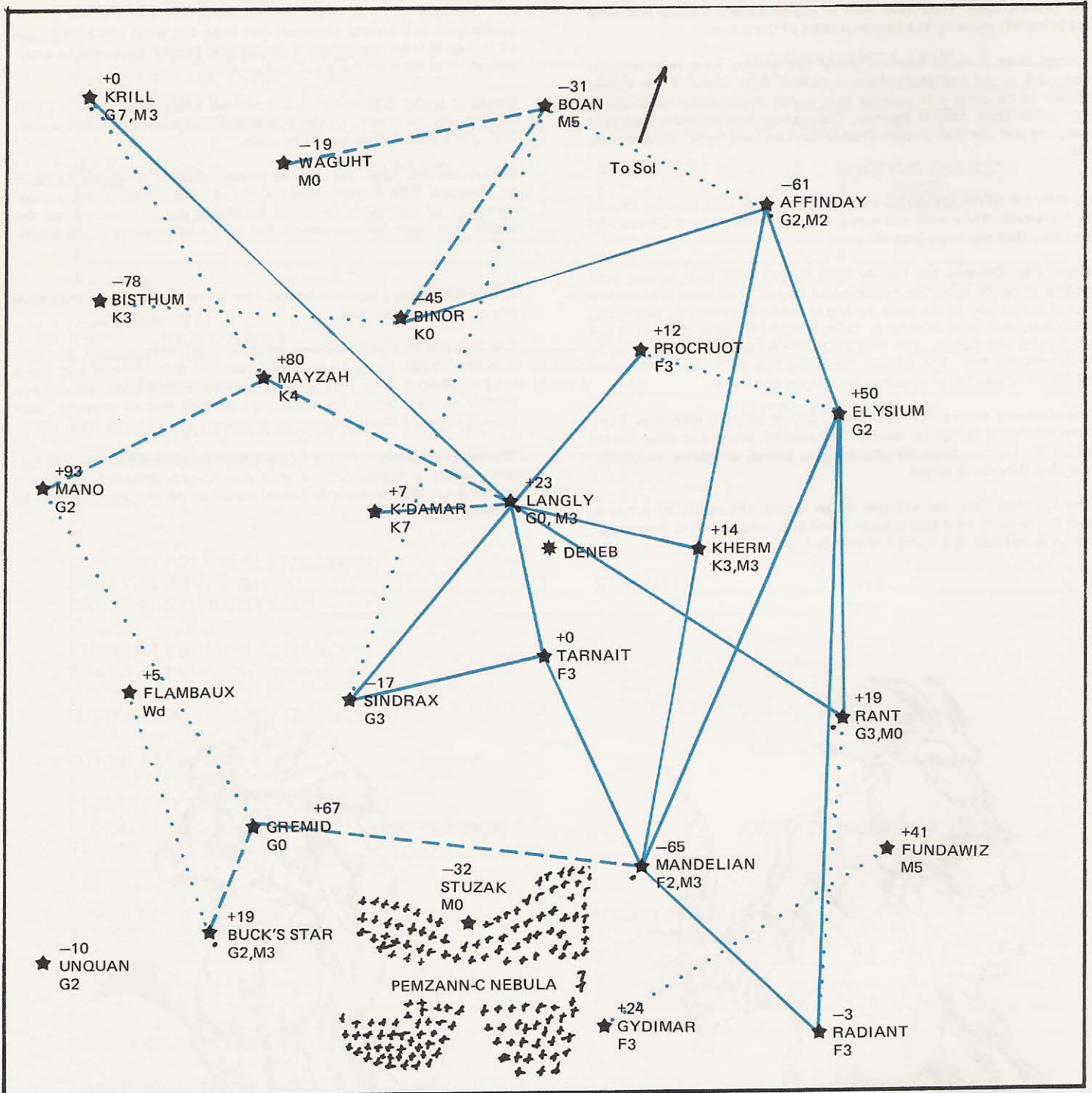
The Geertok are humanoid with some reptilian characteristics. The skin is pebbly-rough, like a lizards. The head has a long snout and sharp teeth. Tufts of blue hair sprout from each limb-joint. These hairs contain sensory organs for detecting humidity and air pressure. Skin color is usually a khaki-gray.

The behavior patterns of the Geertok approach human norms. The current culture is highly rational and scientifically oriented. Aliens are welcome on Standarozzle as fellow travellers on the glorious road to knowledge.





STARLINES OF THE OUTWORLDS



Solid lines indicate weekly flights with the possibility of a second flight per week. The second flight will be to a lesser StarPort (20%) or to a better StarPort (60%). Also a 30% chance of a private merchant free-trader taking passengers per week.

Dashed lines indicate monthly flights with a 50% chance of a second

ship available per month. There is also a 30% chance of a private merchant taking on passengers per week.

Dotted lines indicate a 50% chance of a scheduled flight each month. Additionally, there is a 50% chance of a private merchant who may take on passengers each week.



## 6. ENCOUNTERS

**A. SPACE ENCOUNTERS:** Space Encounters are rolled for when PCs enter a star system, leave a system, and whenever the StarMaster thinks an encounter is appropriate. Roll 1d100, and modify by the following:

System has A StarPort . . . . . +20  
System has B StarPort . . . . . +10  
System has E StarPort or worse . . . . . -10

Die Roll	Encounter
-10-10%	Pirate Corsair, accompanied by a Greywolf Cutter. Will attack if the target craft is under 2000t.
11-20	Pirate Greywolf Cutter: roll for random activity.
21-30	Islander trading sloop: roll for random activity.
31-50	Meteor Miner: roll for random activity.
51-70	Starfarer free trader: roll for random activity.
71-80	Local Defense Ship: roll for random activity, add +10 to die roll. If no navy exists in the system, an unusual encounter occurs.
81-90	League Patrol Corvette: Roll for random activity, add +10 to the die roll.
91-100	Line Naval Unit: 10,000t+ vessel from the local navy, or if none, 1-6 corvettes. Roll on random activity table, add +10 to die roll.
101-110	Irsol StarRoamer: A titanic mobile space colony, stopping here to trade. It is well defended. A wide variety of unusual goods are available; StarMaster discretion.
111-120	Unusual Encounter: Experimental ships, a major pirate raid, CULT invasion, etc.

### RANDOM ACTIVITY

Roll 1d20 and modify as for encounters.

1-3	Piracy in progress. Encountered ship is chasing a smaller vessel.
4-5	Pirate ship looking for prey. Will attack if target is smaller.
6-15	Business as usual. The vessel is doing its specified task. Pirate vessels are on a peaceful mission and will only attack if attacked and the pursuing ship is slower.
16-17	Patrol. The ship belongs to system navy, on SADAR scan duty. Will not hail vessels as a system ship as it is also baiting pirates.
18-19	Ship in distress. Vessel was attacked by pirates, or hit with debris or bad luck. If a merchant or pirate vessel, there is a 10% chance that it is a decoy luring in prey.
20	Derelict. A ship in distress that never received help, alas. If a pirate or merchant, there is a 20% chance that it is a decoy set up by pirates (50%), local navy (20%) or by Greenstar Demons (30%) who need slaves and/or provisions.
21-25	Vessel is fighting pirates. 50% chance that the pirate is a lone cutter, 30% chance pirate is a corsair, and a 20% chance that the pirates are a corsair, 2 cutters, and a captured merchant ship.
26-30	Anti-smuggling patrol. Vessel hails PCs ship and prepares to send aboard search parties. If the characters have any irregularities in state of maintenance, cargo, etc., the patrol will demand that they land for full inspection and possible legal action.

### C. ENCOUNTERS ON THE GROUND

This type of encounter is so variable that the StarMaster should use discretion at all times. Below are a few guidelines and possible encounters.

#### StarPort/City

Merchants looking for cargo, crew, contacts to rid themselves of contraband cargo, someone to fix bids at an auction, etc.

Local thugs out to have fun, looking for someone they have been hired to kill/capture, looking for a rich sucker, etc.

Naval Crew on shore leave, guarding a VIP, looking for an AWOL sailor.

Police looking for a suspicious offworlder, escorting a prisoner, in the act of stopping a crime, etc.

Security guards or OOPKREM mercenaries guarding a person, package, building, or running through the streets to capture an intruder.

Midgard Cult distributing religious tracts describing their weird religion.

May also be a front for agents looking for hirlings.

VIPs of all sorts, Kessex spice miners, politicians, military bigwigs, Merchants Guild director, alien diplomats, etc. Could be in trouble.

Shady types up to no good. Arsonists, assassins, con-men, slavers, pirates hijackers, underground politicians, hijackers, religious fanatics, dirty old men/women/whatever, kidnappers, muggers, robot thieves, etc.

#### Wilderness

Animals doing whatever they do, being hunted, acting as guards or killers, etc.

Hunters of men or animals, legal or otherwise.

Research party investigating something appropriate to scenario.

Military units on practice maneuvers or the real thing.

Farmers or Natives in need of help driving intruders off their property, gathering crops, having a political meeting or necktie party in the woods, smuggling contraband from a ship landed in their fields.

### D. OOPKREM MERCENARY COMPANIES

Oopkrem is difficult to define precisely. In some ways it resembles a clan or extended family, but it is closer to a corporation run for profit by the rich and powerful patriarchs and matriarchs.

Oopkrem mercenary companies are totally made up of Dewuss (see section 5). Most of the troops are bought from backward Kewuss worlds, still in the immature wildphase. Officers are selected from the few Kewuss who survive their term of service to maturity. The most senior officers are old and experienced veterans who belong to the Oopkrem family.

Oopkrem companies are composed of approximately 135 Kewuss. The smallest tactical unit is a team, consisting of five Kewuss with a standard weapon, one with a heavy weapon, and a senior wildphase Kewuss with a hand weapon and communicator.

The section has four teams. It is lead by a mature Director, who also leads one of his or her own teams.

The group has two teams and a headquarters team. This team has a mature senior Director, two mature sub-directors, 2 wildphase communications techs, and a mature medic.

A company has two groups and a headquarters team composed of three mature Leaders (one senior, the C.O. for the company), 3 communications techs, one guard and four mature medics.

Weapons used depend upon the mission for the company. On security or police duty the stun carbine is the standard arm. The tangle rifle is the heavy weapon and the officers carry gyrojet pistols. Light Infantry companies use blast carbines as their standard weapon with stat rifles, grenade launchers or light blast machine guns as the heavy weapons. Officers sidearms are flamer pistols. LBA/4 armor and helmets are worn for protection in this duty mode.

Heavy Infantry companies are similar to the light infantry but have jump belts and better heavy weapons, such as hand scramblers and sled mounted MRLs. Armored command vehicles are also available to Heavy Companies.

### E. STARMASTER'S NOTES

This section is provided to give a StarMaster a starting point in inventing adventure scenarios in the sector. They are purposely sketchy, as player may have read this book, ruining a preplanned adventure, and to allow the StarMaster a chance to add his own ideas to this section of space.

Each section below gives rumors and secret information regarding each planet. Off planet rumors refer to interesting events on other worlds, somewhat distorted by retelling.

#### Agar

1. The finned ones are being hired by the Lazkee Company to recover what appear to be ForeRunner artifacts from a sunken city.
2. The Algae-like plant that is gathered here is really an intelligent group-minded organism. Telepaths who travel in the area where the plants are being processed have reported cries of psychic pain.
3. The OOPKREM mercenaries here are rumored to be planning a coup.



**Alkast**

1. Off-planet rumors.
2. A weird animal has escaped from the zoo in Landfall and is terrorizing the populace.
3. A shipful of pirates is in port, looking for a skilled Medic to shanghai.
4. A mercenary company is hiring at the StarPort.
5. The Black Flu is devastating the northern settlements.

**Brandile**

1. The king is going to race with a count over a personal insult.
2. The pirates of Pemzaan are roaming the wilderness and killing fur trappers for their wares.
3. A federation merchant ship has accidentally landed on the first planet in this system, a very hot rock ball. Rescue teams are being hired to search for it.

**Chayry**

1. Trenthis Horg, director of the Free Patriots Party, has psionic powers and uses them to gain allies.
2. The farmers are stirring up trouble again. The government wants to make genetic engineering of ranchers' children illegal so that the ranch owners will remain dependant upon such manufactured goods as respirators.
3. A federation retired admiral is touring the planet.
4. Midgard diplomats are demanding that half of the Chayry fleet be turned over to the League Pirate Patrol Force.

**Dandalore**

1. A Midgard corvette was shot down by pirates and lies ripe for salvage deep in the swamp.
2. The Pirates of Pemzaan have a base under an inland sea. The local government is either too dumb to notice or is getting a share of the loot from the pirates.
3. Strange ruins, half sunken and guarded by a horrible monster are located deep in the swamp.
4. The daughter of a Kessex spice mining boss has been kidnapped by cultists for a sacrifice.

**Gallmus**

1. The nomads have acquired a squad of Greee deathdroid warbots, and plan to use them to attack the city.
2. Haid Katarg has strange tastes in bed partners — watch out!
3. A merchant sloop at the StarPort is selling good quality slaves at discount prices.
4. Off-planet rumors.
5. The nomads south of the city have a load of gems to trade for guns. The Kazir guard knows they are there, but are waiting for a buyer to meet them to take in a bigger haul of both weapons and gems.
6. A Midgard anthropologist named Laurence has joined the nomads as an advisor. His university sponsors want him back.

**Goshlookout**

1. The beasts have learned how to eat and assimilate botulin toxin unharmed.
2. A crazy miner has learned to live with the beasts in peace. He cannot convince the colonists that the Beasts are just misunderstood.
3. The Exterminators Guild is selling off a stock of gas weapons.
4. An entire company of OOPKREM security guard infantry was eaten by Beasts while guarding a mining installation.

**Kessex**

1. Lone pedestrians are being impressed into spice mining crews with alarming regularity.
2. Midgard espionage agents have freed fifty slaves last week; the agents

and slaves are being hunted by mercenaries.

3. A Greywolf Cutter is being sold at auction tomorrow. Besides the mess left by the last crew, it is in excellent condition.

**Midgard**

1. The libertarian government of the Ardecco province is looking for people to crew their new sloop, destined for a deep probe into the Pemzaan nebula.
2. A new society/city has just been founded. The Gwerrth republic plans to populate itself with clones of a single individual, who will be selected by a series of deadly games in an orbiting space colony.
3. A province populated predominantly by Kewuss/OOPKREM mercenaries it gets its hands on, in order to improve their racial reputation which has been tarnished by the wild eyed military fanatics. They will pay handsomely for any prisoners, especially high-ranking leaders in the OOPKREM organization.
4. Any number of provincial governments, social clubs, commercial firms, and concerned citizens will be on the lookout for adventurers to hire as off-world agents, bodyguards, etc.

**New Wyoming**

1. The CULT are overdue for a payment of tribute. The lucky people who have the tribute dumped on them get to keep 10%, plus damages.
2. One of the city-states has developed atomic weapons — strictly illegal, but who is to tell them that? Mercenaries are nervous about the possibility of battles with nuke-support.
3. A CULT with a gold-plated shell is reciting Greee poetry out by the StarPort fence. It reaches for its blaster whenever anyone approaches.
4. OOPKREM mercenaries hired to take a small village in the woods are being refused to give it up to their employers. More soldiers of fortune are being hired to rout the white furred beasts.

**Odin**

1. Mayzah Cryochem desperately needs medics. The government will fine them for mistreating employees if medics cannot be found.
2. Roogoox plant, used to make psychic drugs by the federation, is so valuable that armed robots patrol the fields where it is grown at all times.
3. Some individual, called the Liberator, wants to hire someone good with explosives.
4. Lazkee Inc. has a computer module that someone on Midgard desperately wants.

**Zaiř's World**

1. The Greee are importing glowing blue ink from the federation. What is it for?
2. Tourists are being pick-pocketed by young Greee in full daylight. The authorities fully reimburse the tourists, but do nothing to stop the situation.
3. The Greee need a language specialist to decode writing on a plaque found on their colony of Didzirok.

**Greywolf Pirate Cutters**

These cutters were designed by the dread Pemzaan pirates for use as a courier, scout and smuggling vessel. The drives are tremendously oversized, able to propel the cutter to near light speed in normal space and fast enough in hyperspace to outrun law enforcement ships.

The large cargo bay allows the cutter to pass as a merchant vessel. The Captain of the ship has a large private cabin with an adjoining cargo safe.

Occasionally such Greywolf Cutters are available from the authorities for auction or salvage.



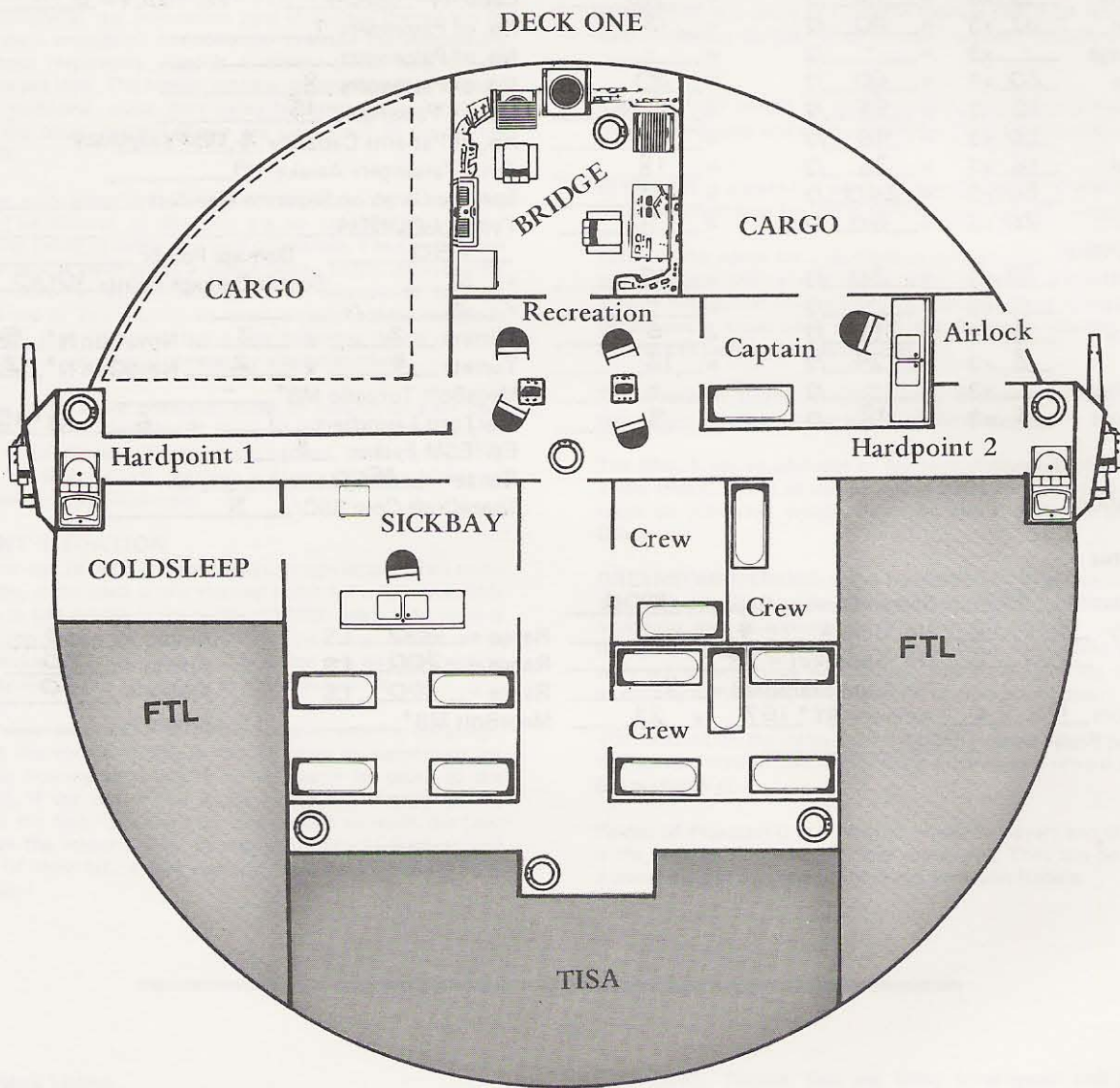
STARSHIP DATA SHEET

Name of Vessel	Class	Dimensions	Comments
<u>GREYWOLF CUTTER</u>	<u>SSC/500</u>	<u>22 METER DISC</u> x <u>5.0</u>	
<b>Specification</b>	<b>Mass(t)</b>	<b>Volume (m<sup>2</sup>)</b>	<b>Deck Area (m<sup>2</sup>)</b>
Hull	<u>500</u> x3 = <u>1500</u> /2	= <u>750</u>	No. Decks = x <u>2</u> /1 Deck = <u>375</u> m <sup>2</sup>
Controls	<u>15</u> x3 = <u>45</u> /2	= <u>22.5</u>	Computer Mk. = <u>IV</u>
Aux. Bridge	<u>-</u> x3 = <u>-</u> /2	= <u>-</u>	Computer Mk. = <u>-</u>
Crew Quarters	<u>25</u> x3 = <u>75</u> /2	= <u>37.5</u>	No. = <u>5</u> Astro. = <u>2</u> Tech. = <u>3</u>
Powerplant	<u>10</u> x3 = <u>30</u> /2	= <u>15</u>	Type = <u>FUSION</u> Fuel/20 days = <u>5</u>
TISA Drive	<u>130</u> x3 = <u>390</u> /2	= <u>195</u>	Max. = <u>260</u> LS Acceleration = <u>25</u> LS
FTL Warp Drive	<u>60</u> x3 = <u>180</u> /2	= <u>90</u>	Max. = <u>30</u> LY Cruise = <u>21</u> LY
Fuel Capacity	<u>5</u> x3 = <u>15</u> /2	= <u>7.5</u>	Capacity = <u>500#</u> Per 100LY = <u>5</u>
High Passage	<u>10</u> x3 = <u>30</u> /2	= <u>15</u>	No. of Passengers <u>1</u>
Middle Passage	<u>-</u> x3 = <u>-</u> /2	= <u>-</u>	No. of Passengers <u>-</u>
Low Passage	<u>20</u> x3 = <u>60</u> /2	= <u>30</u>	No. of Passengers <u>8</u>
Coldsleep	<u>15</u> x3 = <u>45</u> /2	= <u>22.5</u>	No. of 'Passengers' <u>15</u>
Sick Bay	<u>30</u> x3 = <u>90</u> /2	= <u>45</u>	No. of Patients Capacity <u>4, DISPENSARY</u>
Recreational	<u>12</u> x3 = <u>36</u> /2	= <u>18</u>	Total Passengers Awake = <u>9</u>
Cargo Hold	<u>80</u> x3 = <u>240</u> /2	= <u>120</u>	Specific Cargo on Separate Manifest <u>-</u>
Boat Bay	<u>20</u> x3 = <u>60</u> /2	= <u>30</u>	Types <u>LAUNCH</u>
Damage Capacity			<u>450</u> Damage Points
BattleScreens	<u>10</u> x3 = <u>30</u> /2	= <u>15</u>	+ <u>5</u> Screen Damage Points <u>1000</u>
BattleArmour	<u>-</u> x3 = <u>-</u> /2	= <u>-</u>	+ <u>3</u> /+
Main Battery	<u>4</u> x3 = <u>12</u> /2	= <u>6</u>	Turrets <u>2</u> x <u>2</u> NovaGun N* <u>50</u>
Hardpoints	<u>8</u> x3 = <u>24</u> /2	= <u>12</u>	Turrets <u>4</u> x <u>2</u> NovaGun N* <u>25</u>
MegaBolt Torp	<u>-</u> x3 = <u>-</u> /2	= <u>-</u>	MegaBolt Torpedo MB* <u>-</u>
StarTorpedoes	<u>6</u> x3 = <u>18</u> /2	= <u>9</u>	StarTorp Launchers <u>1</u> x <u>6</u> ST* <u>157</u>
EW/ECM			EW/ECM Factor <u>8</u>
Sensors			Range = <u>2500</u> LS
Communications			SpaceCraft Com SSC/ <u>5</u>

Current Status

Damage Capacity	<u>450</u>	Screen Damage Capacity	<u>1000</u>
Main Battery	<u>2</u> x <u>2</u>	No. Guns =	<u>4</u>
Hardpoints	<u>4</u> x <u>2</u>	No. Guns Port =	<u>4</u>
		No. Guns Starboard =	<u>4</u>
StarTorpedoes	<u>1</u> x <u>6</u>	Ammo = ST* <u>157</u>	x <u>22</u>
Fuel Level in Fuel Units	<u>500</u>	MegaBolt MB*	<u>-</u>
		Range =	<u>300</u> LS
		Range =	<u>300</u> LS
		Range =	<u>300</u> LS
		Ammo =	<u>60</u> rounds
		Ammo =	<u>120</u> rounds
		Ammo =	<u>120</u> rounds
		Ammo =	<u>-</u> rounds





- HATCH UP
- ◉ HATCH DOWN
- ◐ HATCHES UP+DOWN



