



Cyan

Pax Rulin / Trojan Reach 2102

Prepared by IIS / TAS 030-1102

Amber Travel Zone Warning

Cyan Overview

Cyan is a binary star system consisting of 11 worlds, one planetoid belt, and no gas giants. It is an Amber Rating by the Travellers' Aid Society, due to the current regime which is xenophobic. While the class C Imperial Starport maintains high security and is well defended, visitors are advised to not leave the starport.

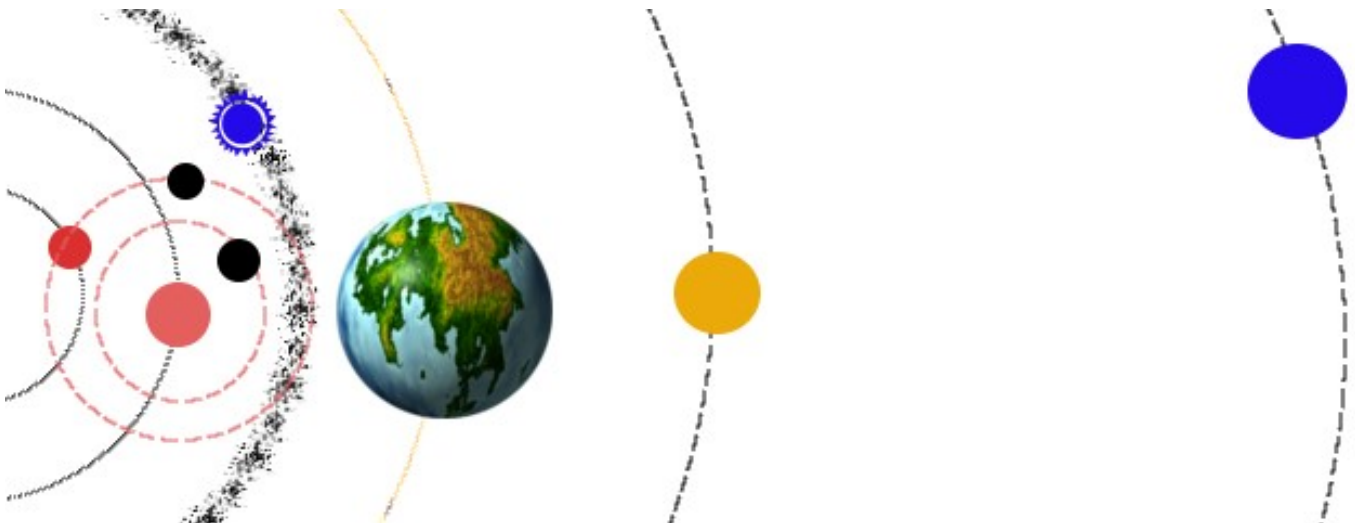
Cyan has a standard atmosphere, which is a little surprising considering the smaller size and gravity of 0.637G. It occupies the 4th orbit, approximately 1.6 AU from Erphag. It has a year of 1,422.6 standard days, and the local rotation is 19.5 hours. Cyan has a 38 degree tilt, and an orbital eccentricity of 0.01. leaving it very consistent, if long, seasons.

Cyan has native population of more than 5 billion people. While nominally an Imperial system, Cyan also maintains 2 colonies of its on at Doradon and Perrier. The native population is under the current rule of Aphix Irteepini who via a coupe took over the planetary government and maintains her control via a large standing army.

There is a large prison camp that houses both Imperial prisoners as well as people Irteepini has exiled. This prison camp is a several thousand hectare camp on the southern continent of Kyon, and houses more than 5,000 prisoners. Irteepini maintains the Imperial contract from her predecessor to keep the credits coming in, which helps to maintain her army. The Imperial Commission On Regional Penitentiary Systems is currently reviewing the situation.

Also of note, there is a large Imperial Scout Service Way Station located in the system as well. This comprises of an Argos class station housing more than 400 permanent Scouts, as well as several Vanguard class fueling stations, several free floating maintenance and repair bays as well as several asteroid-based repair stations. The Way station is located in the Onjeer Belt, which is in the 3rd orbit just outside the jump shadow of the primary star, Erphag. Total Scout population is more than 2 thousand spread across several stations. The primary station is used for administration and as an R&R for Scouts waiting on ship repairs and maintenance.

In addition to the Scout Way station, the Baraccai Technum maintains an orbiting repair yard. This is in addition to the class C port on Cyan itself. Approximately 300 personnel work at the station and yards.



Cyan's inner system, not to scale. Cyan is in the 4th orbit, the Scout Way Station in in the planetoid.

From *Pax Rulin, A Scout's Life*

Cyan was initially explored by the Scout Survey Ship *Giirkha Girgi* in early 52. Noting the temperate and hospital system, Cyan was further surveyed in 59, and an initial colony was established before the end of the century. Cyan officially joined the Imperium in 210 with the establishment of a class C starport as well as the initial Scout X-Boat station, used to extend the X-Boat route rimward.

The population of Cyan grew rapidly over the centuries, and by 600 was approaching a billion people. The Scout X-Boat station expanded to become a Way Station, and started using several planetoids as basis and repair bays. Meanwhile, the people of Cyan seemed reluctant to expand the starport, and trade languished. The government shifted from colonial hierarchy towards a single government leader, elected for 2 local years, which is over 12 standard years.

Starting in 711, Cyan, at tech level 9, had jump 1 craft and started a long term colonization project to Doradon. This desert, airless world started with a

small habitat dome, and required constant supplying from the home system. The Corps of Astronauts grew from a small organization to a much larger portion of the government. The leaders of Cyan wish to show that they could expand the home world's reach. Within 50 years, Doradon was almost self-sufficient. Water was imported from another local planet, and the Scouts established a base in 785. This started the expansion of Doradon's port from D to C, and eventually has improved to be a significant class A port today despite the barren planet.

Wanting to move beyond a barely habitable planet, Illit Ablokrer, ruler in 802, used Doradon as a jumping point to

colonize Perrior, a much more hospitable planet. By 900, both systems were entirely controlled by Cyan, which was now ruled by a single dictator. While not entirely proven, Cyan does support cloning at higher levels of government, and the rulers of Cyan are assumed to be clones of one of the original rulers of Cyan.

By 900, the Cyan Military Caste started to rival the Corps of Astronauts, and political tensions mounted. By 950, martial law was decreed as the military took over the colonization program. It was at this time a large internment camp was established on the southern continent of Kyon. While initially for political exiles, the camp grew significantly under the leadership of Tock Edrer (981-1077). He

expanded the camp to allow for Imperial prisoners, exiles and malcontents, bringing in additional credits to support his regime. The Imperial Commission On Regional Penitentiary Systems agreed to this as at this point, martial law had been lifted and the world seemed to accept its current rulers.

Tock Edrer retired in 1065 and Ilunt Indadz took over the regime. Her regime expanded the prison camp to include more off-worlders. However, a

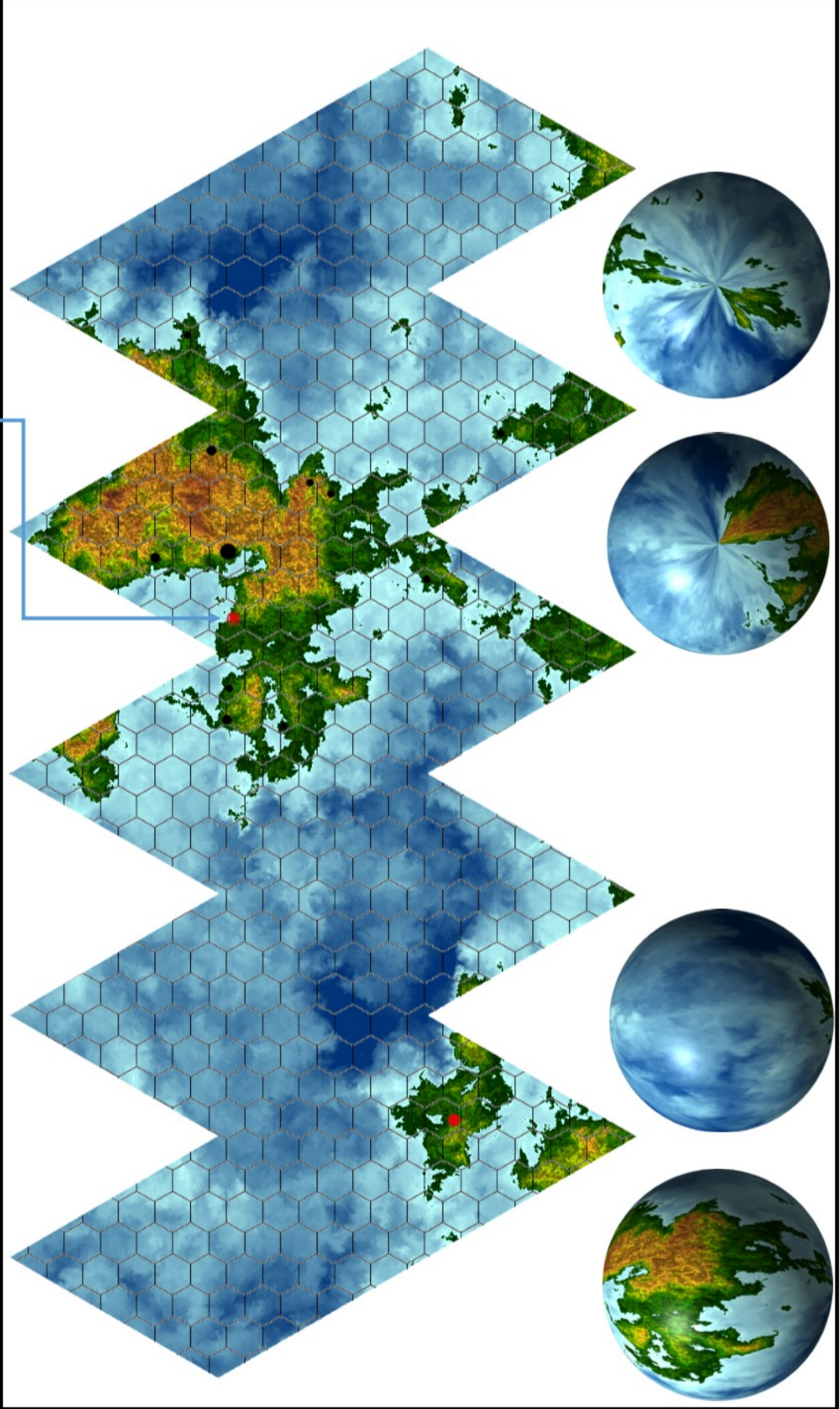
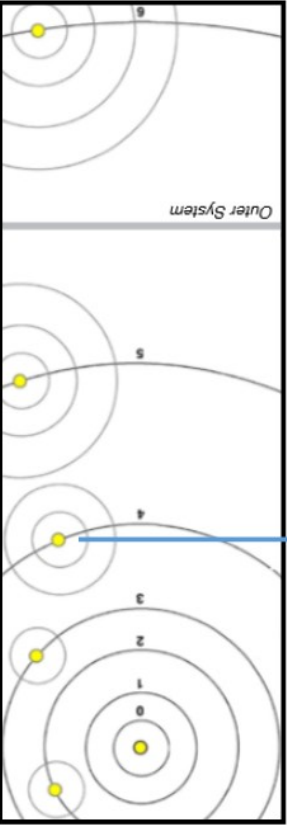
spate of violent incidents in 1095 through 1100, caused by non-native sophonts, gave rise to virulent and xenophobic Thadz movement. Named after Teessula Thadz, this movement started within the army, and soon spread to its leaders. On 119-1100, Aphix Irteepini, via a violent coupe, took over both the Military Caste and the Corps of Astronauts. The starport was actually closed for 100 days as violent riots in startown and local cities expanded almost world-wide. On 201-1100, Irteenipi negotiated with the SPA and the port re-opened, and both Imperial traffic as well as colonial traffic resumed. However, the Travelers' Aid Society posted an Amber travel code on Cyan which has not yet been lifted.



World Grid Map: Cyan / Trojan Reach / Spinward Marches

World UPP: C 5 6 8 9 B 9 A

Standard Atmosphere	Primary sophonts: Humaniti
Gravity .637 G	Imperial Starport, class C
19.6 hour day / night cycle	Amber, Prison, Scout Way Station



Escape!

The prison ship Tartarus is en-route from Doradon, loaded with a mix of Imperial prisoners and political exiles against Aphix Irteepini.

Having some supporters in the Corps of Astronauts, the prisoners have managed to take over most of the ship. There are at least 3 different prisoners currently on the loose.

The first are political exiles, who don't want to go to the prison camp on Cyan. These are political refugees, and will ask for asylum on the player's ship.

The second group are guerilla fighters against Aphix Irteepini, and tend towards violence for anyone in their way.

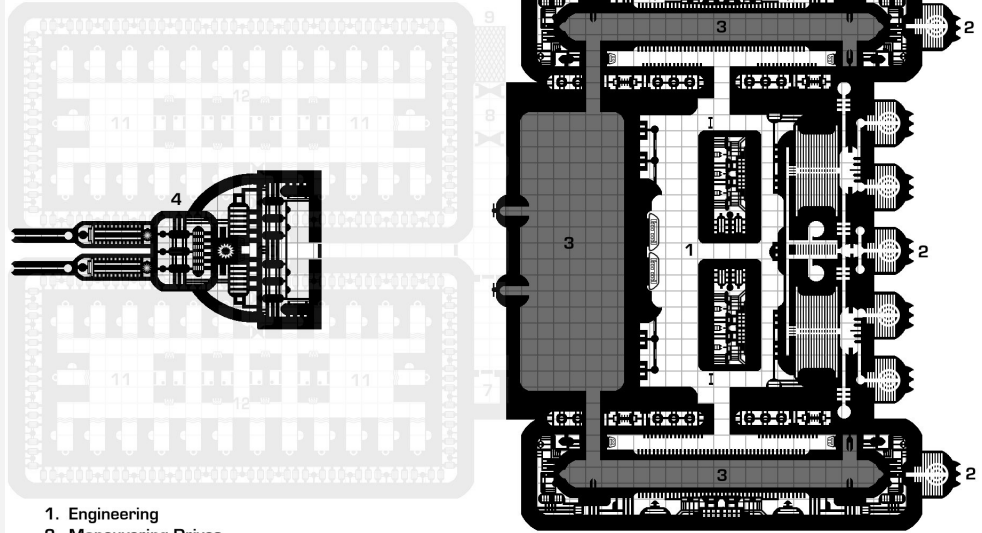
The third group are Imperial prisoners, and represent a range of personalities, from mild to violent.

The player's ship comes out of jump, unfortunately close by the prison transport despite space being really, really big. The Tartarus is faster and much more heavily armed and fire upon the player's ship unless they heave to and allow themselves to be boarded.

Cyan is sending attack craft out to intercept, but they are several hours away at maxi-

THE TARTARUS PRISONER TRANSPORT LOWER DECK (SUB-ENGINEERING)

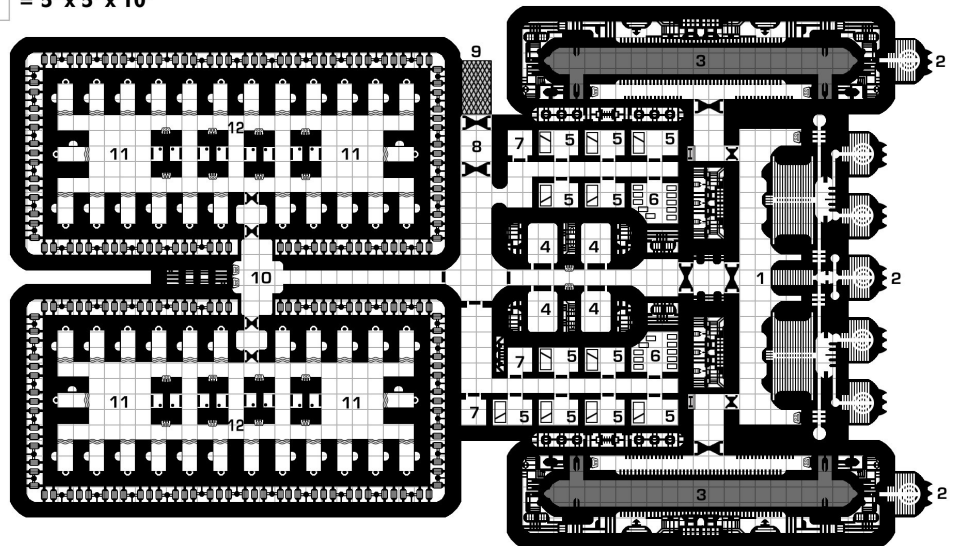
□ = 5' x 5' x 10'



1. Engineering
2. Maneuvering Drives
3. Fuel Reserve
4. Dual Laser Turbine

THE TARTARUS PRISONER TRANSPORT MIDDLE DECK (PRISONER LEVEL)

□ = 5' x 5' x 10'



- | | |
|-----------------------|---------------------|
| 1. Engineering | 7. Storage |
| 2. Maneuvering Drives | 8. Airlock |
| 3. Fuel Reserve | 9. Retractable Ramp |
| 4. Lift/Elevator | 10. Guard Post |
| 5. Guard Quarter | 11. Cell Block |
| 6. Weapons Locker | 12. Isolation Cells |

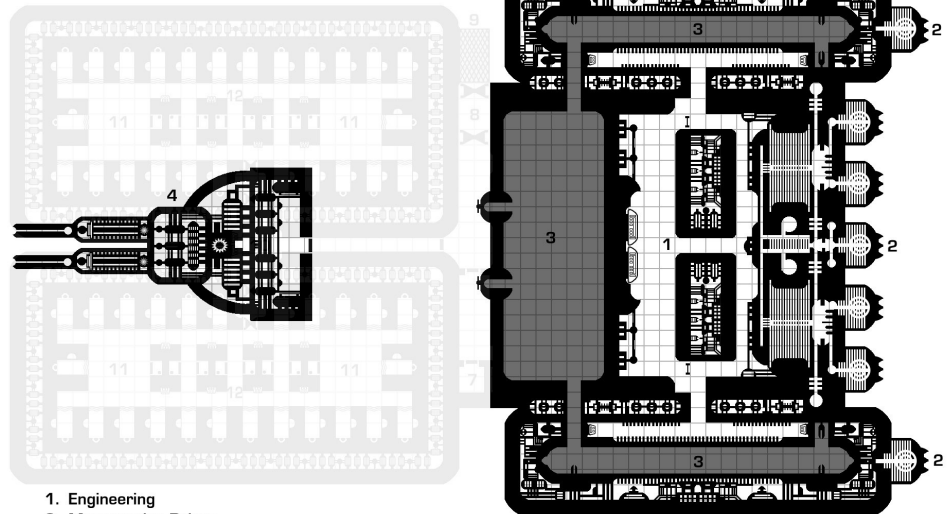
mum acceleration. The Tartarus does not have sufficient fuel for another jump, and the prisoners are weighing their possible actions. Several believe in hostages, but some do not.

Players will have to see if they can turn the tide to prevent bloodshed, or delay long enough for the Cyan Militia to show up with their boarding launches to take the ship back.

Some prisoners may be willing to die, and not care if they take everyone else with them.

THE TARTARUS **PRISONER TRANSPORT** **LOWER DECK (SUB-ENGINEERING)**

□ = 5' x 5' x 10'



1. Engineering
2. Maneuvering Drives
3. Fuel Reserve
4. Dual Laser Turbine

The Prisoners

With the uprising, the initial 50 prisoners are down to 30. The crew of 30 is down to 15, holed up on the upper deck. The prisoners managed to take over engineering and ship systems, and both groups are heavily armed.

The political exiles are pro-Imperium, and will do what they can to avoid attacking Imperial citizens. They will defend the players as much as they can, hopefully to get Imperial assistance in their fight against Aphix Irteepini and her regime.

Leader: Star Chagraske 38AB69, age 51. Former Army Leader, Aggressive and strong willed. Has a variety of combat and leadership skills, and leads the exiles on this trip. Gun-2, Melee-1, Leader-2, Admin-1, Computer-1

2nd Leader: Strok Sainkar 936784 age 45 Former Administrator. Mild, large boned man with a background in economics who opposed Irteepini as leading the world to economic sanctions. Computer-4, Admin-2

Exile: Asyzlar Frit 9727A7 age 41. Scientist / Engineer. She was a former jump engineer who opposed using his engines for transporting prisoners. And now she is one. Engineering-3 (Jump-2, Man-1, Life Support-1, Power-2), Admin-2.

Exile: Grie Izloothari 997A7A age 46, former diplomat. Apparently said the wrong thing at the wrong time. Diplomat-2, Carouse-1, Gambling-1

Sources and tools used

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