

# Aek Elakfough

System Survey



Aek Elakfough/Gvurrdon (0439)  
Survey date: 120-1120  
UWP: A000312-G



Aek Elakfough system Survey  
 ©Roger Malmstein, 1991 - 2003

starwolf@chello.no

This document was first made sometime in 1991 when I was a member of HIWG. back then it had the document number 142.05 The information here is largely based on **MegaTraveller** rules, but should be useable for any version of **Traveller**.

The legal stuff

Disclaimer: **Traveller** in all its variants are copyrights of **FarFuture Enterprises**. Any reference to Traveller material by any of **FarFutures** licensees are not intended to infringe on their rights.

The material presented here is not in the public domain, but you are free to distribute it in either electronic or paper form so far nothing is changed in the contest. Youo may neither charge anyone for this material other than covering the cost of CD, paper and the actual copying cost. With other words you are not allowed to earn so much as a dime, shekel, ruble or any other currency. Failure to comply with this will force me to feed you to my pre-sentient Aslan.

# World Builder Handbook Profile

**Size Related**

Diameter: 100m  
 Density: 0.6 (Rocky Body)  
 Mass: 30 000ton  
 Gravity: n/a  
 Primary Mass (star): 0.5214  
 Orbit Number (Planet): 1  
 Orbit Period (Planet): 127d, 20min  
 Rotation Period: 22hrs, 30min  
 Axial Tilt: n/a  
 Orb. Eccentricity: 0  
 Seismic Stress: 0  
 Asteroid Belt Zones: 2  
 Primary Mass (Planet): n/a  
 Orbit Number (Satellite): n/a  
 Orbital Period (Satellite): n/a

**Population Related**

Total Poluation: 9800  
 Population Division: 95%Vargr  
 5% Human  
 Local Customs: See text  
 Cities: All population lives in the wheel habitat  
 Progressiveness: Progressive/Enterprising  
 Aggressiveness: Competitive/Neutral  
 Extensiveness: Discordant/Friendly

**Government Related**

Representative Authority: Several Councils  
 Government Description: Company/Corporation  
 Other Authority:  
 Other Authority:

**Atmosphere Related**

Atmosphere Composition: Vacuum  
 Surface Pressure: 0.00  
 Stellar Luminosity: 0.482  
 Orbital Factor: 591.385  
 Energy Absorption: 0.9  
 Greenhouse Effect: 1  
 Base Temperature: -16.46°C  
 Orbital Ecc. Mod.: 0  
 Latitude Temp Effect: n/a  
 Axial Tilt Effect: n/a  
 Daytime Plus: +0.77°C  
 Nighttime Minus: -20°C  
 Native Life: No  
 Atmosphere Terraform: No  
 Greenhouse effect Terraform: No  
 Albedo Terraform: No  
 Atm/Temp/Terraform: No

**Law Related**

Religious Profile: n/a  
 Uniformity of Law: Territorial  
 Legal Profile: 2 Overall  
 4 Weapons  
 4 Trade  
 3 Criminal Law  
 1 Civil Law  
 0 Pers. Freedom

**Technology Related**

Technology Profile: GG H/L Common  
 G Energy  
 G Comp/Robotics  
 J Communication  
 G Medical  
 J Environment  
 H Land Trans.  
 H Air Trans.  
 H Water  
 H Space Trans.  
 GG Pers/Hvy Wpns  
 J Novelty

**Hydrosphere Related**

Hydrographic Percentage: 0  
 Hydrographic Composition: Ice, if found  
 Tectonic Plates: 0  
 Hydrosphere Terraform: No  
 Terrain Terraform: No  
 Major Oceans: 0  
 Minor Oceans: 0  
 Small Lakes: 0  
 Scattered Lakes: 0  
 Notable Volcanoes: 0  
 Weather Control: No  
 Natural Resources: None  
 Processed Resources: Non-metals  
 Manufactured Goods: None  
 Information: Recordings

System name: Aek Elakfough  
 Sector: Gvurrdon (0439)  
 Star name: Kfor  
 Star spectrum: K8 V  
 Magnitude: 7.91  
 Jump Exit point: 0.158AU

Orbits	Name	UWP	Notes
-	Kfor	K8 V	Central Star
0	Sath	GS00121-F	100m n-20 m-70 c-10 1AU
1	Aek Elakfough	A000312-G	
2	Uluknou	Y757233-F	
30	Orrksallakno	G200263-F	Colony
3	Dekh Arrvae	Y644200-F	
5	Gaeda	H200665-F	
10	Oerskhukh	G415106-F	5Km n-20 m-60 c-20 0.5AU
4	Iztsagh	G000522-F	
8	Thatstliaerr	M7 D	
0	Ghoeknou	Y648223-F	Research Lab
30	Noero	Y300000-0	
50	Rrarr	G520323-G	
60	Uesa	Y530000-0	Research Lab
1	Ksodhillan	H422464-G	
2	Envoeth	Y500113-F	
8	Gzisthok	Y222000-0	Ring
3	Laegukhasdzeko	Y300000-0	
1	Dundou	YR00000-0	
45	Allaekou	YS00000-0	Ring
65	Gzagkurrgh	Y100000-0	
4	Voer	H200000-F	
35	Nerrghan	YS00000-0	

# Aek Elakfough Survey Description

## Background history

Aek Elakfough was first settled in year 540, by the Zhodani. They held a small outpost there for more than 200 years. During the Third Frontier War the outpost was left, in fear from an attack from the Imperial Navy. When the Zhodani moved back into these parts of Gvurrdon sector, they found the system occupied by Vargr. Instead of reclaiming the system, they opted for cooperation with the new inhabitants.

The Vargr that lived on Aek Elakfough had settled on Uluknou (orbit 2). They only used the belt sparingly, when they had little equipment for mining the belt. A few Zhodani belters tried their luck, but none of them got rich.

In 1109 Gzoug and his female partner and lover, Dzado came to the system, more by accident than purpose. They soon saw the possibility of the system to tie Vargr merchants with Zhodani merchants. Rather than settle on a world, they found a large rock in the inner belt, of the main star and settled there. First they did some belting to feed the population on Uluknou with resources.

In 1112 the trade at last surged upwards. They soon had to stop belting, and handle the only starport in the system. In 1113 the starport got full class A classification. Before this, parts for jumpdrives, and refined fuel were only available when ordered in advance. The rock got hollowed out to 70% of its capacity. When it became apparent that the trade would increase even more, Gzoug and Dzado decided to find a even bigger rock to make a new base in. Merchants were coming in daily for refuel and resupply before they continue their further travel.

They had a lucky strike when they analyzed some promising sites for a new starport. The rocks they had investigated was full of Titanium and Yttrium, a superconductive material that are generally used in grav modules. Sometimes it is

used in the jump gridnet instead of lanthanum. The news spread quickly and belters from all surrounding systems invaded Aek Elakfough. Gzoug, who had a contract with Gvaeknoks, a sector wide Vargr operated merchant line, to maintain a stopover for merchants on their way to the Zhodani, soon realized that the operation had to be increased.

In 1114 Gzoug and Gvaeknoks lay claim to the system and its resources. The plans for an improved spacehabitat were started. The Zhodani backed up the claim, when they thought it would serve against their purpose to take the system militarily. They realized that that could be bad for their charisma in Vargr eyes. They however supported the construction of a wheel that is the current main base of the system. Material for the construction was taken from this system while expertise and special equipment was taken from the Zhodani and from Gaeklungoerzaghun/Gvurrdon 2129. This elevated the habitat to fully TL 16. Before this the only thing that made this system TL 16, was Gzoug's and Dzado's starship that possessed some TL 16 equipment.

Besides the wheel there was also constructed a special starport. This starport was constructed to handle the increasing flow of spacecraft and starships that visited in the system.

## Economy.

When the system got little production for its own, the inhabitants are dependant of supply from the outside. Thus the cost for living are 15% higher here than normal. In game terms the players must pay 15% more in monthly upkeep. Jump fuel are 20 percent more expensive when the system do not have a gas giant. Fuel are usually shuttled from the planet Uluknou.

High on the import list is food and different kinds of gear used by belters. Manufactured goods will also bring good income for a prospecting trader.

Before anyone can prospect for ore in this system, they have to get a permit. This cost 5000 credits for the initial local year. For each subsequent year it cost 1500 credits. The belter must sell the prospected ore through the starport. as Zedtl got monopoly on selling and buyng ore from belters. The ore is generally sold further to

The starport have limited space for visiting ships so most long time visitors are adviced to position their ship close by. If necessary, the starport will send a launch to pick ip passengers to the Starport.

The starport itself does not have much of living quarters, except for the staff. After registering at the starport may visitors go further to the wheel and main habitat. The starport can house up to 10 400 ton crafts without being too full. Additionally on two fo the four facility beams there is docking canopies for crafts up to 5000 ton. The docking canopies can only hold one craft each.

The docking facilities are equped so that they may do a full overhaul of visiting ships. Usually one of the canopies are accupied at all time.

On one of the beams there is a ore processing facility run by Zedtl, a company owned by Gvaeknoks and Zhodani. Zedtl got monopoly to buy and sell ore at Aek Elakfough. The processing facility just do a basic seperation of ore from the general rock. The ore is then seperated into main categories. The remaining rock is processed and sold as construction material for mining habitats in the belt.

The last beam holds the main fuel storage. A weekly fuelshuttledocks with this beam and tops up the tanks. The fuel facility also hold the fuel for the starport and the fuel prufication plant for the Aek habitat and starport.

Zhodani or Gvaeknoks. The Starport takes 12% in broker fee, regardless of the seller gains or loose on the transaction.

**Law**

In general there is no rule on weapons in the system, but on the starport or inside the wheel, there is not permitted to carry firearms. Visitors to the wheel have to leave their firearms at the starport or the spaceport on the wheel. Firearms and ammunition are neither sold at the wheel.

Inhabitants of the wheel may own weapons, but they have to record it and leave a ballistic test of the weapons to the security office. Inhabitants are defined as permanent residents of the wheel.

The trade rules are few, but strict. There isn't any custom to pay for importing goods, but there is a 12% VAT for goods sold at the wheel.

The criminal law is also loose, but then there is a restriction of who may become permanent inhabitants of the wheel. This tends to weed out the seedier parts of the applicants for citizenship of the wheel. Thus most inhabitants can be able to thrust each other more closely. The enclosed integrity of the wheel can easily be damaged, that's why the applicants must be checked before they can be accepted as citizens. Murder, theft and frauds are crimes that will automatically expel the criminal from the wheel for life.

The civil laws are somewhat less enforced. The enclosed space the inhabitants live in easily denies them from owning too much property. And the inhabitants are also aware of that destroying something can put everyone's life in danger. If anything are damaged or destroyed the offender must pay a fee. If there is much damage that has been done, just in malice, the offender will be expelled for life.

Because of the confined space the inhabitants live in Gzoug felt that the inhabitants should have a word in everything that concerns them. Or at least will influence their way of life. So if a inhabitant has something to say about something, he can voice it

out as he wish. Thus the wheel got something like the Speakers Corner.

to live in the living quarters of the inner wheel. They cannot commune there either if they are not guest of someone living there. Exepted are those who live with with sophonts that got charisma of 8 or more.

**The life on the wheel.**

The outer wheel contains everything that the inhabitants will need for daily living. Such as shops, restaurants, park and schools and so on. The shops and the restaurants are privately owned. Gzoug and his council members encourage that inhabitants start their own businesses. This will make the flow of money more dispersed, so that it doesn't look like the company that owns the wheel and the accompanying starport pays its employers and then take the money back in rent of apartments and food and so on. However at the time of this survey (year 1120) the number of inhabitants is low. But by 1124 the number is expected to be up to nearly 36000. Total capacity of the wheel is 40000.

The apartments in the outer wheel are large enough to allow a family of 3 live comfortably. At most there may be much as 4 in each flat. The apartments in the inner wheel can hold much as 4 without being crowded. But the luxury flats are best suited for 3. Shops are placed in the outer wheel, and they will mainly be built up by remodelling a flat or two.

For visitors there is two hotels. Both are in the outer wheel. Suk Oul are occupying deck 2 and three. It got 200 small staterooms and 25 bunks for rent. The rent is 25credits a nigh for bunk and 50 for a stateroom. No meals are served. Vaegnarr occupies deck 1 through 3. It got 300 small staterooms and 75 bunks for rent. The rent is 35 for bunk and

80 for stateroom. And breakfast is included in the price.

For the flats there is a fee of 300 a month. The luxus flats in the inner wheel are 600 a month. Employees do not pay rent, but only in the outer wheel.

The lawenforcers are only armed with nightsticks and with flack jackets. This does not make them less dangerous. Their main purpose is to act like police, and help anyone that is in trouble. In case of serious trouble, they can call up backup with any kind of equipment needed to solve the problem.

**Visitors to the Wheel.**

Visitors may dock with the starport or leave the starship at a station close by. If the visitor plans to stay for more than 5 days, he or she must leave the ship near the starport, and be picked up by a gig from the starport. This is done, so that visitors do not occupy all the available space at the starport. Docking at the starport cost 1 credit per dispton per day. The same rate is at the spaceport to the wheel.

To dock at the wheel spaceport, the owner of the ship's boat must pay an one time fee only per craft of 500 credits. This payment are for docking privileges and for the software for the docking procedure. The Zero-

Wheel information

	Length	Width	Height	Disp	Floors
Outer Wheel	2500.0m	60.0m	18m	200,000	4
Inner Wheel	1023.0m	60.0m	11m	50,000	2
Outer Wheel Spokes	217.0m	10.0m	-	1,260	
Inner Wheel Spokes	132.3m	10.0m	-	770	
Zero-G Spaceport	100.0m	39.4m		9,000	

Because the wheel rotates to provide gravity, there will be different gravity figures on the different floors. The difference are small from floor one to floor two, but the change will be noticed from floor one to floor 20. The size of the wheel is aproximatelly 270,000 ton

		Distance from center	G force	Speed
Inner Wheel	Floor 1	163m	0.410g	25.60m/s
	Floor 2	158m	0.397g	24.82m/s
Outer Wheel	Floor 1	398m	1.000g	62.51m/s
	Floor 2	394m	0.990g	61.89m/s
	Floor 3	390m	0.980g	61.26m/s
	Floor 4	386m	0.970g	60.63m/s

G starport of the wheel is in the center, and the wheel is rotating to give it gravity. This makes it a difficult task to dock without proper computer programming. The software the craft gets will link the craft computer to the wheel computer, and the ships boat docks on the directives given from the wheel computer. To go through the hangar doors the craft must rotate around its own axis to be able to go through the doors safely. When the craft is inside, grapplers mounted on the inside of the spaceport will grab the craft and pull it into docking position. This maneuver is of safety reasons never allowed to be done manually. Incidentally crafts without docking software will not be permitted and will be resisted with force if necessary.

The wheel spaceport got class F

rating. It can provide with most types of repairs to ship's boats. The starport is rated class A, and offer full class A services.

All new visitors to the wheel must go through the customs at the starport before admittance is granted. At the starport the visitor will be lightly cross examined and registered. A DNA scan will be conducted so that future identification can be made if a situation which would require this should arise. They will also get a pamphlet of what to do and what they must not do.

### **General system overview**

#### **Gaeda**

This planet contains a Zhodani colony. The zhodani was permitted to return to their settlements that they left during the Third Frontier

War.

#### **Rrarr**

This moon holds the joint research lab of Zhodani and Gvaeknoks. The lab is researching and testing out new technologies for space habitats. The Aek wheel is one of the results of the research. They are also researching into newer and more advanced areas. TL 18 recycles systems for starships are high on their agenda. However the moon is restricted, and patrolled by Zhodani

#### **ksodhllan**

This planet is shrouded with mystery and the rumors are many. Zhodani keeps an thight control over the local space of this planet. And several ships has been fired upon when they try to approach.

## Referee's section.

Players should not read the following paragraph's when that can spoil the when playing in this system.

The Zhodani have high hopes for this system, so it got a unit of Zhodani intelligence agents here. Their main purpose is to surveillance the visitors, to find out if any of them have more interest in the Zhodani presence than what is publicly known.

Zhodani are highly involved with

the research base on Ksodhllan that there is much secrecy about. The base is doing a research in the communication and weapon development. Publicly the base at Rrarr does some communication research, but the main progress is at the lab on Ksodhllan. There is also publicly known that the wheel and the starport got TL 18 experimental communication gear. However this isn't widely known.

If anyone tries to approach Rrarr without permission they will be

hailed by a Zhodani destroyer. If they still does not turn around they will be hailed again. If this does not help they will be attacked. At Ksodhllan the approach is somewhat tougher to say the least. The Lab got a deep meson gun with UCP value K. When a unidentified ship approaches it will be shot at without any warning.

### Law

As stated previous the wheel and the starport have rules against firearms carried by visitors.

### Gallery.

**Gzoug** Director in Aek system.  
799CBA hits 4/5 Born 255—1070  
Apparent age 16 years younger. Cash 500,000+  
Prospecting-4, Ship's boat-2, Infighting-2, Pilot-2, Zero G env-2, Vacc suit-2, Scrounging-2, Mechanics-2, Laser weapons-1, Navigation-1, Leader-1, Electronics-1

Started belting in young age in his homesystem. Soon got tired of the rules and left soon as he could get a small seeker. At an age of 36 he managed to start a small miner company. It prospected well, but the challenge disappeared when he managed to get a large contract. He pulled out with a lot of money, to seek challenge somewhere else. He met his current partner in 1106. Together they travelled around Gvurrdon. They ended up in Aek Elakfough by accident. At first they thought they had done a mistake. The system management was poor to say the least. Merchants, who were eager to trade with the Zhodani, had poor facilities to serve them. Gzoug and Dzado surveyed the belts of this system superficially. They found the rock which was on the outside edge of the Aek belt. The rock was black and had a strange configuration. Hopefully that they might have found an artifact they investigated the rock, but found nothing.

But because of the strange configuration of the rock it proved that a ship up to 500 disp ton could land on it safely. Gzoug soon saw the possibility to make a starport of the rock if they hollowed it out. At first the business was slow, but when they made contact with Gvaeknoks line. The business went better. The merchants saved time by docking with the rock, when they could exit space from a far shorter distance to the starport that they did with the spaceport of Uluknou.

Gzoug still lives at the rock which is just a few kilometers from the wheel. He feels that his beginning was at the rock and wish to stay there. However he is frequently on the wheel to do business with Gzoug himself loves to take chances. Not dangerous to the health chances, but business chances. He is always cheerfully and like to do other persons favors, if he believes that they are worth it.

**Dzado** The female partner to Gzoug  
5AA977 Hits 4/5 Born 302—1074  
Apparent age 12 years younger. Cash 500,000+  
Vacc suit-3, Prospecting-3, Engineering-2, Handgun-1, Sensor-1, Ship's boat-1, Scrounging-1, Zero-g Env-1, Pilot-1, Survival-1

Born as a belter, and have been that since. She met Gzoug in 1106 when they were fighting over prospecting rights over a specific asteroid that was found to be rich on radioactives. However a third party appeared and managed to secure the mining rights. There was love with first sight. They have been cooperating since then. They have not married, when they did not feel that their dangerous profession allowed this.

Dzado is the opposite of Gzoug in many things. She don't trust others that easily, but are willing to help those she first does feel that she can trust. She is more contemplative than Gzoug, which is open to others. However if she feels that she is unfairly threatened or feels that something are wrong she doesn't keep it for herself. If she first get angry, she puts every erg of energy she can muster into the anger and directs it to her target. She rarely comes into physical confrontation, but it has happened.

**Urigzel** Starmerc Commodore and self assigned Leader  
5DDC47 Hits 4/7 Born 199—1078  
Possessions: Corsair, Dagger, LAG, Magnum, Gauss pistol  
Cash 50,000+  
Infighting-3, Pilot-2, Wheeled Veh-2, Intrusion-2, Zero-G Env-2, Propeller aircraft-1, Ship's boat-1, Small Blade-1, CBT rifleman-1

Urigzel did it fairly good as a corsair, but when Kforuzeng collapsed he split in 1112. He roamed around in Gvurrdon until he came in contact with Employees from Gvaeknoks. They wanted starmeros to protect a starport and a space habitat. He jumped on the assignment when it meant safe income and the possibility for fame without risking his neck trying to raid the ever more armed merchants.

At the moment he got three crafts under his command. One is always at the Aek wheel while the two others patrol the surrounding area.

However there is always someone that tries to smuggle in a gun or two.

To smuggle in a concealed weapon.  
*Formidable, Intrusion, [instant, Hazardous, Fateful]*

**Referee:** If this task fails the offender is expelled for life. If the weapon is a bodypistol give a DM+2.

Unless the visitor have something to hide the cross examination will go like a child's play. But if the visitor has anything serious to hide like a murder or something like that, and it is found out, the visitor will be denied admittance.

To trick the examiner at first visit.

*Difficult, Persuasion, int, Instant*

**Referee:** if this task fails the visitor is denied admittance for life. This task should only be done if the visitor got anything serious to hide from the examiner.

#### **Local customs**

The local customs prevents anyone with a CHA status of less than 8 to own an apartment in the inner wheel. If all apartments of the inner wheel are taken it is not uncommon that a high charismatic Vargr bumps a lower charismatic vargr from his apartment.

The fuel shuttle crew are the lifeline of this station, so they usually get better service and is oftenly favored in case of disputes. Fuel shuttlers

also gain charismatic status after a while.

#### **Fire combat inside the wheel.**

Because the wheel rotates, it becomes much more difficult to hit a target with direct fire. The wheel rotates with a speed of about 220Km/h. When you stand in front of the Zero-G spaceport entrance, the wheel revolves clockwise. In the Outer wheel the horizon is at 75meters, and in the Inner wheel it is 22meters.

Hitting someone at Medium range, gives a DM-1

Hitting someone at Long range, gives a DM-2