

A 3D architectural rendering of a modern building at night. The ceiling is a prominent feature, composed of numerous sharp, crystalline, orange-red structures that resemble stalactites or a complex, textured surface. The building below is dark, with some windows and a balcony visible. The foreground shows a textured, wavy surface, possibly a pool or a large plaza, with some structural elements and a small light fixture. The overall atmosphere is dramatic and futuristic.

Ankhir System Survey

Ankhir/Gvurrdon (1728)
Surveydate: 120-1120
UWP: C6869BB-7

Ankhir 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 142.06 The information here has been converted from **MegaTraveller** rules to **TNE**, but it should be useable with 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:	8850Km
Density:	0.9 (molten core)
Mass:	0.38
Gravity:	0.68
Primary Mass (star):	0.058
Orbit Number (Planet):	0
Orbit Period (Planet):	135ds, 15hrs, 36mns
Rotation Period:	45hrs, 17mns, 24sec
Axial Tilt:	40°
Orb. Eccentricity:	0.00
Seismic Stress:	0
Asteroid Belt Zones:	1
Primary Mass (Planet):	n/a
Orbital Number (Satellite):	n/a
Orbital Period (Satellite):	n/a

Atmosphere Related

Atmosphere Composition:	Std oxygen/nitrogen mix
Surface Pressure:	2.00
Stellar Luminosity:	0.18
Orbital Factor:	836.345
Energy Absorption:	0.718
Greenhouse Effect:	1.15
Base Temperature:	-148.7°C
Orbital Ecc. Mod.:	0
Latitude Temp Effect:	+18°C to -42°C
Axial Tilt Effect:	

0.00 Hexrows:	0		
0.25 Hexrows:	1	Summer +6°C	Winter -10°C
0.50 Hexrows:	2	Summer +12°C	Winter -20°C
0.75 Hexrows:	3	Summer +18°C	Winter -30°C
1.00 Hexrows:	4-11	Summer +24°C	Winter -40°C
Daytime Plus:		+1.6°C	
Nighttime Minus:		-10.1°C	
Native Life:		Yes	
Atmosphere Terraform:		No	
Greenhouse effect Terraform:		No	
Albedo Terraform:		No	
Atm/Temp/Terraform:		No	

Hydrosphere Related

Hydrographic Percentage:	62%
Hydrographic Composition:	H2O
Tectonic Plates:	3
Hydrosphere Terraform:	Yes
Terrain Terraform:	Yes
Major Continents:	3
Minor Continents:	10
Small Islands:	14
Archipelagoes:	3
Notable Volcanoes:	1
Weather Control:	No
Natural Resources:	Agricultural, Compounds
Processed Resources:	Agroproducts
Manufactured Goods:	Parts, Consumables
Information:	Recordings, Art Software, Documents

Population Related

Total Polulation:	6,760,000,000
Population Division:	100% Vargr
Local Customs:	See text
Primary Cities:	

City	Population	Port
Khan	1,000,000,000	C
Kfoghzelgnirr	800,000,000	D
Ekouragzelloegats	800,000,000	C
Ungvelaghi	500,000,000	C
Gvodz	500,000,000	F
Uevu Orrun	300,000,000	F
Aegoekrrango	200,000,000	F

Secondary Cities:

City	Population	Port
Toensu	100,000,000	E
Olaeknadz	90,000,000	G
Vaethaengrral	90,000,000	E
Gzuenkal	90,000,000	E

Tertiary Cities:

City	Population	Port
28 Cities	50,000,000	E
89 Cities	5,000,000	D
445 Cities	500,000	F
2670 Cities	50,000	F

Progressiveness:	Reactionary/Stagnant
Agressiveness:	Unaggressive/Neutral
Extensiveness:	Fragmented/Friendly

Government Related

Representative Authority:	Legaslive/Ruler
Government Description:	Non Charismatic Dictator
Other Authority:	Executive/Ruler
Other Authority:	Judicial/Elite Council

Law Related

Religious Profile:	n/a
Uniformity of Law:	Territorial
Legal Profile:	B Overall F Weapons F Trade 7 Criminal Law C Civil Law B Pers. Freedom

Technology Related

Technology Profile:	73 H/L Common 7 Energy 6 Comp/Robotics 8 Communication 6 Medical 7 Environment 7 Land Trans. 7 Water Trans. 6 Air Trans. 7 Space Trans. 87 Pers/Hvy Wpns C Novelty
---------------------	---

Hex	Summer Day	Summer Night	Winter Day	Winter Night
1	-123.1	-131.6	-139.1	-147.6
2	-123.1	-131.6	-155.1	-163.6
3	-123.1	-131.6	-171.1	-179.6
4	-123.1	-131.6	-187.1	-195.6
5	-129.1	-147.6	-193.1	-201.6
6	-135.1	-143.6	-199.1	-207.6
7	-141.1	-149.6	-205.1	-213.6
8	-147.1	-155.6	-211.1	-219.6
9	-153.1	-161.6	-217.1	-225.6
10	-159.1	-167.6	-223.1	-231.5
11	-165.1	-173.6	-229.1	-237.6

System name: Ankhir
Sector: Gvurrdon
Star name: Kagoe
Star spectrum: M9 V
Magnitude: 13.90
Jump Exit point: 0.19AU

Orbits	Name	UWP	Notes
-	Kagoe	M0 V	Sentral Star
0	Ankhir	C6869BB-7	
1	Suk	SGG	Size 80
7	Saekekh	YS00000-6	
8	Kanaeraanae	Y200000-6	
11	Otongou	Y100000-6	
12	Iluksaekhaghza	Y400000-6	
2	Ovikarrunekoz	H10010E-7	Military Base
3	Zuenokhag	Y711000-6	
7	Doerr	Y500000-6	
8	Gagokono	Y100000-6	
10	Irrats	Y310000-6	
4	Outs	Belt	1Km, n-30 m-50, c-20, 0.1AU
5	Tengvaghukor	LGG	Size 150
3	Angiksa	Y200000-6	
7	Ukaghz	Y200000-6	
8	Gazgvung	G66026B-6	
9	Vursa	Y622000-6	
30	Oedzharzets	Y700000-6	
45	Kfozoun	Y722000-6	
50	Laegithusa	Y420000-6	
6	Erzgvaelen	LGG	Size 200
7	Ozoz	Y300000-6	
8	Rruekhog	G60016E-7	Military Base
13	Urigzel	Y600000-6	
35	Dath	Y320000-6	
40	Dirrfeurzou	Y320000-6	
45	Ousdolurs	Y612000-6	

History

Ankhir are maybe the most peculiar planet in Gvurrdon sector. The System has experienced severe swings in technological levels. The highest tech achieved in the systems recorded history is 12, or close to it. Several disasters and wars have taken its toll on the equipment on this hostile planet.

At the beginning of the colonization for more than 800 years ago, the system was under one rule. However when the population grew and the living space became more precious, civil unrest made its appearance. After a few years the government lost all control and the planet got balkanized in the following civil war. After more than 700 years, factions came and went as the war for control swayed back and forth. Most of the conflicts cannot be classified as full fledged war when there was mostly border incidents and local rebellion. But the end result was a total splintering of the population of Ankhir.

The wars were usually called "Fuel wars", when they usually had aim to conquer the enemy's fission fuel sources. Most of the fighting was then over the few Uranium mines that exist on this planet.

Around 1060 a small coalition of governments decided to get outside help. Several neighbouring systems came to help. Most of the other countries resisted this help in the beginning, so after a few years of fierce battle, which left much equipment destroyed, the parts decided to go to the negotiation table and admit that they after several hundred years of unrest and fierce hostility they was not in the condition to handle the breakdown of the society. Now Ankhir is currently divided into 5 counties that are controlled by a central ruler. Each of the counties got a local ruling system. Not much unlike a state governor. These counties are consisting of the former countries that battled for supremacy.

The first new union government started initially out as federated states council, not much unlike UN on ancient Earth. The union pact was signed in 1087, which made all inhabitants citizen of the unified Ankhir. The countries was made into counties with local control. The people elected leaders into the local ruling body, which in its turn selected a single ruler. This ruler sits for a term of 6 local years. recently (1119) two rulers have been replaced due to claims of incompetence. A less charismatic ruler are now in place. The central government have its seat in Khan, which have been made the planet capitol.

The severe cold has driven the population under ground. When the planet was first colonized an extensive terraforming project was started, but the ensuing wars destroyed much of this work. Today they get energy and heating by to main sources. Fission plants and core heat mining. The latter consist of specialized drillholes where cold water is pumped down towards the core. deep down the water is heated to super hot temperatures and brought to the surface to run steam generators or for heating the cities.

The fission plants have a serious problem. fissionable sources on Ankhir are poor and few. Most of the fission material are imported from either the belts or out system. This has put most of the counties on the brink of bankruptcy. Prior to the peace this was solved by raiding other countries for their sparse sources.

There is a few Uranium mines around, but those are few and tended to change hands when the conflicts really heated up. There was not unusual to see large troop concentrations around these sites. A few of the mines was difficult to protect when they lie at remote sites.

Rules of War.

Generally when a situation ignited, anything went. Over the years the different governments had to strike some agreements on how to fight and not to fight. Thanks to these rules they managed to preserve what little that was left of their technology.

-Starports are not to be used as military bases. They are not to be attacked by military forces. If the area the Starport is situated in falls to the opposition, the starport is then transferred to the occupation force. No material may be removed from the starport. This rule only apply for class C starports.

Due to the drop in tech levels, mass destruction weapons are not legal to use. The reason is that there is very little equipment around that makes it possible to survive if the temperature should drop, or other environment systems should bust.

Power stations are not to be destroyed, but they can be occupied.

Chemical weapons are prohibited. This is due to the strain on the environment system this type of weapon have.

Most of the really heavy weapons are used at sea where subs use any type of weaponry

available. These battles tended to be short when the hull get breached, the sub zero temperature water froze everything quite quick. A crippled sub could neither expect to get any help as the technology for sub surface rescue equipment are poor at the best.

City life

the cities are a combination of heavily insulated surface structures with corridors between them, domed structures and subterranean corridors and cavernous domes. City transportation are usually by musclepowered vehicles as bicycles. There is also extensive subway networks and other types of public transportation. The more richer families use electric cars and in rare occasions imported grav vehicles. Grav vehicles can only be used in a few places.

Economics.

The major export products is algae and orrkong. Several merchants can bring home large profits on these products. And traders will earn fast bucks on selling almost anything to this world. The items that brings most income is spare parts. Even if they are of low tech level.

Even if a ship captain can earn a lot of credits on algae and Orrkong, Ankhir does not earn much on these transactions. Buying equipment from outside is expensive so the world economy balances on a thin tightrope.

Commuting between the cities.

When the planet was first colonized, there was built a lot of tunnels that special trains could use. This made it possible to travel between the cities without being exposed to the harsh cold. With the decline of technology due to conflicts and a few unforeseen natural disasters, many of these tunnels got closed when the trains stopped to run. A few major tunnels between the major cities has been kept open to a great cost.

Due to the friction between the powerblocks there was little effort to open a tunnel or keep a tunnel in order when it lead to an enemy city. The tunnels that have been classified as inoperative can be travelled through, but the risk for something going wrong is large.

The tunnels that has been classified as safe and operative are traversed by long range vehicles that run on batteries or synthetic fuel. The world lack natural raw oil, so the different factions buy fuel from outside or synthesize their own, which are more common.

There is put up a program to fix some of the tunnels so that they at least can be traversed without risking your life.

Between the continents submarines are the way to go. Surface transportation are very rare as the extreme cold makes equipment very brittle and prone to breakdown.

The tunnels.

The tunnels was constructed at the same time as the planet was colonized. The network grew as the population grew and sought new sites to dig in.

The major tunnels are two levels high. Each level is divided into three parallell lines. Two mainlines and one maintenance line.

Intersecting these main tunnels are several minor tunnels branching off to secondary and tertiary cities.

Atmosphere and Hydrosphere.

Even for the strong cold there is a mix of oxygen and nitrogen. This is due to the high mix of helium that has bound itself to these other two chemicals. The high concentration of helium makes people sound like Donald Duck if they breath this mix. And Vargr that sound like DD is almost impossible to understand.

The hydrosphere is standard water. But due to the everlasting cold the seas are eternally covered by ice.

Terraforming

The conflicts in the past stopped the ongoing terraforming projects. However now that outside aid has arrived and the peace once again has come to Ankhir, the terraforming projects are starting up again.

There is billions of tons of CO2 trapped in the frozen ground. At the moment of this survey two large mirrors are under construction in orbit intended to reflect the weak sunlight down to the surace and release some of this CO2.

Another project is working on the only major volcano on this planet to decrease the albedo of this planet so less energy is reflected back to space.

Other projects are planned, but they need to be considered carefully for their effect on the planets envrionment.

The aim is to increase the albedo to 0.9 or better and the greenhouse effect to about 1.3. The scientiest expect that the atmospheric pressure will increase to about

2.20 due to the release of trapped gasses on the planet surface. They also hope that after those primary values are reached the process will run more by itself.

Venturing outdoors

Sometimes there is no option but to go outside. The best option is to use hostile environment suits. However these needs to be imported and can easily cost three times as much as normal. However there is locally produced heat suits, but they can only keep the wearer warm for about 4 hours before the battery needs to be recharged. Even without the battery the suit can keep the wearer warm for quite some time before the wearer freezes to death. The main problem is the freezing dry air that need heating before it is inhaled. A locally produced suit cost about 4000 credits.

Agriculture.

Even for the strong cold there is natural life. Some can be found at the sea shore as algae like plants that cling to the rocks. These algae plants are just a few millimeters large. There is also plankton like organisms in the water. The largest water creature found to date is an Orrkong, a shrimp like creature that lives off the plankton. This creature can be 23mm large

To supply the population with food there is 3 main sources: Import, the sea and the pens.

Imports are expensive, so only the most wealthy have the credit to buy imported food. The seafood is low on certain proteins the Vargr need, but they eat it. The pens are maybe the most used food source on Ankhir. The pens are holding animals that have been imported, which got a short reproduction cycle. Just like rats or rabbits. Thus there is possible to maintain a food supply that can feed all inhabitants.

The main problem is to feed the food animal. Herbivorous animals can be a problem when they need off world fodder. Some is grown on site, but that is not adequate. Carnivorous animals is even worse. Eaters and Killers in this group will be a problem when they need a lot of meat to feed them. If the supply dries up they go cannibalistic, which will spell the end for the farmer.

Omnivores has been proven most successful when they can eat both other animals and other types of available food.

County Overview

County: Gogokoko
Population 2,030,500,000

Capitol Kfoghzelgnirr
Gogokoko had the original government of this planet. This government was founded short after the initial colonization for more than 800 years ago. It had its seat at Kfoghzelgnirr, which is the oldest settlement on this planet. It has grown many times larger since the first habitation.

It does also sit on the only fusion plant that still are "alive". Although it needs repairs. Unfortunately, no-one knows how to repair it.

There was an attempt to bring technicians from outside, but they got assassinated before they could do anything good. This sparked one of the five Fuel Wars. This fusion plant is well guarded, so that nothing are going to happen to it. Someday they hope that they will be able to repair it.

County: Ksoulakh
Population: 2,614,500,000
Capitol: Khan
The largest county both in size and population. In the recent years it have faced internal unrest since the popular governor Vursa got replaced due to illness.

The county is built up by several minor counties. On Dzorrghgugarrg, the second continent that Ksoulakh spans over have proclaimed independence. The three large cities here have joined forces. Currently they fight a war with the Ksoulakh main forces.

County: Olaerknadz
Population: 1,206,000,000
Capitol: Ekouragzael loegats
This county is actually built up by the majority of the governments that requested the aid several years ago. When the peace plans did not go through, they converged into one political group with the responsible authority of f world at Aengvoun. After some years with conflicts they managed to get some sense into the other factions heads.

Thanks to the limited space technology this county had managed to acquire, there has been detected two Uranium deposits in this system. Both of these sites are protected by a small military force until they manage to get mining equipment to the sites.

County: Aezsekhoughi
Population: 243,900,000
Capitol: Allgnez
Other cities
The smallest county in both size and population. It managed to stay independent during most of the conflicts because of its

remoteness. During most of the fierce wars it was allied to Olaeknadz. It still has' good relations with Olaerknadz.

Due to this the country managed to acquire more HiTech equipment than most other states. Except for Olaerknadz that is.

The law in this county gives any Vargr that has passed 16 years the right to vote. However this vote is only limited to local county ballots. Issues that have planet wide interest the Vargr must be 18 years old. At this age they are also allowed to enter active military career, or other types of professions.

County : Ghaegne
Population : 576,000,000
Religious Profile: A512478
Capitol : Gzuenkal

The former government of this county enjoyed sharp raise in followers after that Aengvong came to help this system out of its predicament. However not in the aid of Aengvong. By claiming that the off wonders are unclean and makes the holy ground dirty.

The fact is that this government was ruled by a strict religious government. About 80% of the population of this county does follow this religion actively. However on different levels. When Aengvong came, the church sized power in the country it belonged to, when it became apparent that this government sought cooperation with the intruders. When the church had secured its power base it claimed that the countries that sought help from outside was weak in spirit and in Charisma. (The latter may be true.) They further claimed that they was so weak that they went to the devil (or something like it) to help them enslaving the rest of their world.

These claims plus the high Charisma of the religious leaders, made several Vargr flock to their cause. A few minor countries got swallowed in the process. In the following war it lost the continent Gverrg to the north. Which later became independent and called itself Aezsekhoughi.

This county was quite xenophobic. Off world visitors was advised to steer clear of this country by any cost. Despite the xenophobic nature of the government, they decided to try to advance into space travel. Not for getting merchandise rom outside or to colonize other planets, but to foil Olaerknadz space program. The main aim was to make take of fs and re-entry of Olaerknadz's space vehicles dangerous and costly as possible. No manned space probes was launched,

when this was not the main aim. The research centered itself around developing weapons that could hit the enemy vehicles in the launch or re-entry phase. Projects on developing spy and weapon platform satellites was also running.

After some years the government that ruled this country realized that they really needed help from the outside. When they decided to lay down arms, the process of starting the negotiation became more easy. After a few years at the table most of the differences was worked out.

Overall evaluation.

Visitors to this system should be careful. Although the inhabitants are friendly, the high law level makes it difficult to steer clear of problems. The laws are neither equal in all the counties. What's legal in one county may be illegal in another county. Check with the local governmental office to get information of the local restrictions.

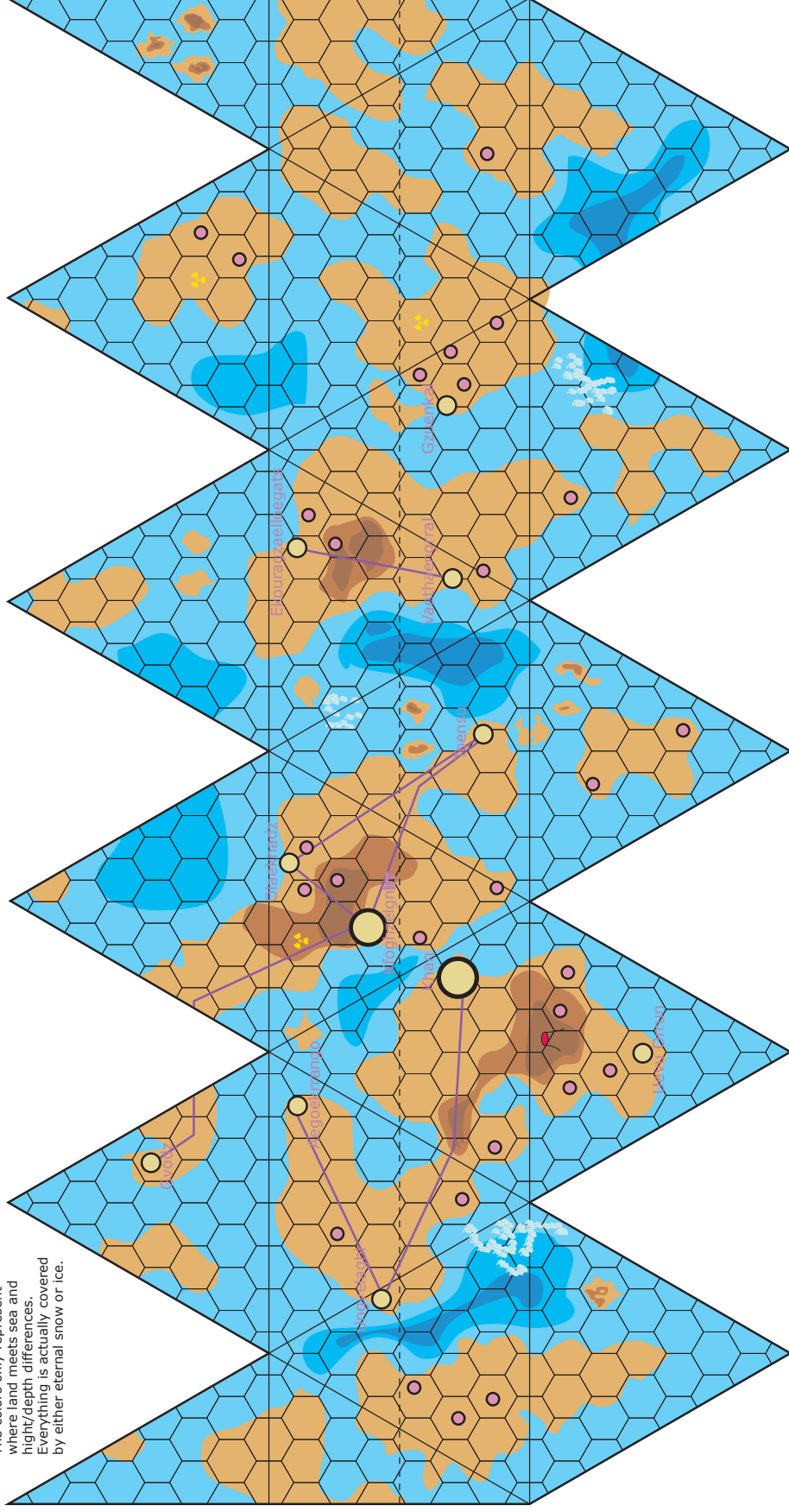
The government have been rather stable since peace broke out, but the least 12 years with political confusion may change this over night. One conglomeration of cities on the Dzorrghgugarrg continent have proclaimed independence. Others may follow if they succeed to keep control of their claimed territory.

Alien visitors (non Vargr) should stay away from Ghaegne when there is still some xenophobic tendencies. The xenophobia has decreased but they still feel uneasy around outsiders and strange beings.

A visitor will soon experience the hard way of life the population have. You can't expect to find first rate hotels. Hotels at third rate is more common. The overall night life is quite rich. A visitor can enjoy him- herself with a multitude of entertainment and diner places. However bear in mind that they are not up to standards you find on other worlds. The city of Khan have probably the two best nightclubs and restaurants in this system. Arsgvoets and Rrogdarr are their names. They have specialized in off world visitors. First class staff with first class prices. You should order tables in advance.

Planet Name: Ankhir
 Location: Gvurrdon 1728
 Hex Size: 794.37Km

Notes on the map:
 The colors only represent
 where land meets sea and
 height/depth differences.
 Everything is actually covered
 by either eternal snow or ice.



	Shallows (0 - 100 meters)		Primary City		Secondary City
	Ground (1 - 400 meters)		Deep (101 - 300 meters)		Volcano
	Hills/Rough (401 - 1000 Meters)		Very Deep (301 - 4000 meters)		Uranium mine
	Mountains (1001 - 5000 Meters)		Archipelagoes		Sub surface tunnel

