



The Meshan Saga

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The Quarter Masters Cupboard

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'Flubber'(TM) toy range from McDonalds (R)

Merchandise from Disney's movie Flubber, 1997 has come and gone from McDonalds. Some of these are now appearing in second hand dealers. Rather gearheading these toys I am limiting this review to usability in different scales. Barbie is Copyright to Mattel.

Scales: 30cm or 1/6th as used by Traveller-Barbie crossover players/collectors
25mm or 1/76th
15mm or 1/100th

Action T-bird

Dimensions 112 x 44 x 50 mm

In all honesty unless you've started using the Lego(R) series of figures as your base scale, I'd pass this on to either a collector or child.

Weber

Dimensions 100 x 70 x 70 mm, span of Arms 100mm

For 15mm or 25mm gamers this is too big for inclusion in most situations although players in K'kree space may use one for a construction bot. For Traveller-Barbie however this is a 60cm fall utility bot. Not contoured for aesthetics , but could be included as a TL8-11 device.

Weebo

Dimensions 55 x 55 x 50-50 mm

15mm and 25mm scales gives a TL12+ piece of power plant or device or escape capsule or satellite. In 30cm this can be a bench top device or gravatic mobile tool or bot.

The Mixing Vat

Dimensions 63 x 57 x 57 mm

In 15mm I don't find this toy to be a credible item. However in 25mm it makes a viable TL 4-6 heavy industrial vat or pressure cylinder (providing you ignore the gauge on the top). In 30cm you've got a dandy 36 litre pressure cooker, mixing vat or test vessel.

Overall this range is most usable by Traveller-Barbie players / collectors. For them the chief advantages are ready use without painting or model conversion.

The Quarter Masters Cupboard

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'Underwater Adventure'(C) toy range from McDonalds (R)

This range of merchandise from McDonalds in New Zealand through May and June 1998. I am unaware of any tie in to other products, movies or events for this range of toys. They are all water safe being of strong plastic shell, nylon working parts and stainless steel spindles and screws. Barbie is Copyright to Mattel.

Scales: 30cm or 1/6th as used by Traveller-Barbie crossover
players/collectors
25mm or 1/76th
15mm or 1/100th

Turtle (Red toy)

Dimensions 97 x 62 x 46 mm

The hull has a vaguely Aslan style to it. In its current shape the rivets give it a chunky look. I'm putting mine in the spares box till a kit conversion idea strikes me. It's not usable in its current form but has promise.

Nautil Sea Robot (Orange toy)

Dimensions 90 x 50 x 37 mm

As is, the hull style gives it a TL 5-8 look, functional and possibly built to a budget. In 30cm it makes a light underwater or hostile environment RV or bot at TL 7 or 8. In 25mm a heavy RV or manned underwater vehicle at TL6-8. Some how I envisage cables hanging from a control ship with this one. If you rip off the wheels, cut the waldo arms and file the 'front' flat, then paint it grey, I can see it becoming part of several standard engine room configurations. In 15mm I can see enterprising modellers using this as the rear half of a sub or ship.

Alvin Explorer (Green toy)

Dimensions 95 x 53 x 38 mm

This model has a more TL6-9 look, with conventional conning tower, the scale is best for 15mm or 25mm. As is the winding knob needs to be replaced by propeller and rudder, and putty in the holes. This will yield a believable small sub. If the hull front is built up a credible sub tug or small cargo sub may result. Alternative model builders may make this a credible nonstarship tug/cargo handler/ miner. In my case it's in the spares box till later.

Nautilus Submarine (Blue toy)

Dimensions 86 x 47 x 45 mm

In my opinion this is wasted as a submarine. It's a much better shape for conversion to a dirigible. I will deal with conversions to 15mm TL4, 15mm TL8 and 25mm TL7 or 8 dirigibles in later articles.

Overall, getting this set of toys is great for plastic modellers with imagination and time. Anyone interested in putting in an article for a model using these basic toys please send it in.

Subsector A Meshan 1200imp

Vaerdzoukhu

0206 Meshan

X4637..-3 5

Vaerdzoukhu is not found on maps other than for those dated 1115 imp. I've left it in for 'fog of distant sourced information' flavour. I envisage it as a lost world, an El'drado, a legend.

Use it and enjoy <grin>.

Ragdo

0210 Meshan

Orbit	Cica 1120		cica 1200
Star F6V			
2	SGG		
2	Y-R00000-0		Y-R00000-0
5	H-200000-0		Y-200000-0
9	Y-400000-0		Y-400000-0
50	G-430100-5	pop 53	Y-430000-0
3	SGG		
1	Y-R00000-0		Y-R00000-0
6	H-S00000-0		Y-S00000-0
8	Y-400000-0		Y-400000-0
12	Y-300000-0		Y-300000-0
25	Y-S00000-0		Y-S00000-0
60	Y-310000-0		Y-310000-0
4	SGG		(Habital Zone)
4	C-6869BA-6	Hi pop 1x10 ⁹	E-686888-5 Ri Blk pop 2x10 ⁸ (MSP 10x10 ⁹)
5	H-100000-0		Y-100000-0
6	H-35331D-5	Po Lo Ni pop 4680	G-353350-5 Po Lo Ni pop 6552 (MSP 7x10 ⁷)
7	G-100100-5		Y-100000-0
10	Y-S00000-0		Y-S00000-0
11	Y-472000-0		Y-472000-0 (MSP 3x10 ⁶)
50	Y-10052B-5		Y-100000-0
6	SGG		
11	Y-400000-0		Y-400000-0
12	H-600000-0		Y-600000-0
45	Y-S00000-0		Y-S00000-0

Rescue shelters are on 2nd Moon or orbit of each planet or Gas giant. This is a peculiarity of the Ragdo starport authority. Each shelter had (in 1115) a pressure dome with air lock, bunk space for 16 persons (Vargr or Human), basic life support for 200 person days, a single fresher (endurance unstated), a standardised medical chest, and a continuous broadcast radio.

Post 1200 the Main world has 8 states, they are moderately cooperative on matters of necessity. Minor border incidents have however occurred.

	Pop	Gov	Law	Tech
Ghotsouldhae	26x10 ⁷	5	3	5
Dhorro	31x10 ⁷	6	9	6 over 4
Ekhsgrvu	14x10 ⁷	8	8	5
Ghalkheghoegh Guokou	37x10 ⁷	5	4	6
Ghalkheghoegh Knorr	33x10 ⁷	6	B	6 over 3
Rung	24x10 ⁷	9	8	4
Uenghaarvvei	20x10 ⁷	4	3	5
Fae	15x10 ⁷	7	9	5

Ruheg (Beta Bee) 6552 5 0 5

Ragdo Delta Eff had at 1120 no officially listed population, hence no stat appears for either time frame. Options for alien reserves, recluses or other mysteries are open.

Aengdan

0310 Meshan

Orbit	cica 1120		cica 1200
Star M4V			
0	C-624364-6	Lo Ni pop6248	X-624000-0
1	Y-413000-0		Y-413000-0
1	Y-R00000-0		Y-R00000-0
50	Y-100000-0		Y-100000-0
2	Y-301000-0		Y-301000-0
3	Y-301000-0		Y-301000-0
4	G-200125-5	pop 20	Y-200000-0
5	H-000000-5	pop 3	Y-000000-0
6	Y-627124-5	pop37	Y-627000-0
7	Y-430164-5	pop10	Y-430000-0
7	Y-S00000-0		Y-S00000-0
10	Y-200000-0		Y-200000-0
50	Y-100000-0		Y-100000-0
8	G-000165-5	pop83	Y-000000-0
9	LGG		
5	Y-100000-0		Y-100000-0
7	Y-600000-0		Y-600000-0
9	Y-300000-0		Y-300000-0
25	Y-54A000-0		Y-54A000-0
30	Y-100000-0		Y-100000-0
35	Y-100000-0		Y-100000-0
55	Y-400000-0		Y-400000-0
10	SGG		
45	Y-320000-0		Y-320000-0
50	Y-100000-0		Y-100000-0

NOTES:

The prime planet was all starport, industrial center and agricultural domes. In 1122 the out worlders are beltlers or other resorce 'hunter-gathers'.

All planets are in the outer zone
Biospheres: nil

Razfa

0409 Meshan

Orbit	cica 1120		cica 1200
Star	G2D		
0	Y-201119-D	pop84	Y-201000-0
1	H-64243D-D	pop57971	Y-642000-0
	25	Y-S00000-0	Y-S00000-0
	30	Y-S00000-0	Y-S00000-0
2	SGG		
	2	Y-R00000-0	Y-R00000-0
	50	Y-5A0219-D	pop430
3	A-300A9A-E	G Na Hi Va Cap	pop 3x10 ¹⁰
4	SGG		X-300000-0
	40	Y-300000-0	Y-300000-0
	50	Y-310000-0	Y-310000-0
5	G-74726B-D	pop 805	Y-747000-0
6	SGG		
	6	Y-321000-0	Y-321000-0
	9	Y-400000-0	Y-400000-0
	25	Y-100000-0	Y-100000-0
	35	Y-S00000-0	Y-S00000-0
	40	G-653268-D	pop506
	45	Y-S00000-0	Y-S00000-0
	50	Y-500000-0	Y-500000-0
	55	Y-S00000-0	Y-S00000-0

NOTES :

These are interim stats for a star system assigned for development by Gary Arnesson. Major changes are therefore possible. Gary being a Battle Tech fan originally envisaged a virus strain with a like of big robotics with big guns.

All planets are in the outer zone

Biospheres: nil

Gzurrgho

0410 Meshan

Orbit	cica 1120		cica 1200	
Prime Star	G8V			
0	Y-S00000-0		Y-S00000-0	
1	Y-340000-0		Y-340000-0	
	20 Y-200000-0		Y-200000-0	
2	B-AE9796-7 C FI	pop 3x10 ⁷	B-AE9000-0	(Habital Zone)
	6 Y-S00215-6	pop 530	Y-S00000-0	
	50 Y-S00117-6	pop 94	Y-S00000-0	
	55 Y-S00000-0		Y-S00000-0	
3	Y-645000-0		Y-645000-0	
4	SGG			
8	Secondary Star M9D			
0	Y-200000-0		Y-200000-0	
1	Y-746000-0		Y-746000-0	
	12 Y-S00000-0		Y-S00000-0	
2	SGG			
	1 Y-R00000-0		Y-R00000-0	
	7 G-450237-6	pop305	F-45027A-7	pop320(* till 1133)
	30 Y-445000-0		Y-445000-0	
3	Y-300000-0		Y-300000-0	
4	Y-712000-0		Y-712000-0	
	4 H-S00165-6	pop 65	Y-S00000-0	
	35 Y-S00000-0		Y-S00000-0	
4.5	Y-505000-0		Y-505000-0	
	8 Y-S00000-0		Y-S00000-0	
	45 Y-S00000-0		Y-S00000-0	
	55 Y-S00000-0		Y-S00000-0	
10	Y-837000-0		Y-837000-0	
10.2	F-100329-6	pop 6426	Y-100000-0	
	(Notional placement as this captured planet has a comet like orbit)			
11	F-532214-6		Y-532000-0	
	4 Y-S00000-0		Y-S00000-0	
	8 Y-S00236-6	pop 585	Y-S00000-0	
	10 G-S00117-6		Y-S00000-0	
12	Y-643000-0		Y-643000-0	

NOTES:

Biospheres: <scheduled for 4th run rework>

The remnant population (*) died out in 1133 had indulged in some cold recovery however many non mobile virus artifacts still existed. These artifacts were responsible for a late kill period. Solar collectors on the moons of the main world were still operating and beaming to rectifiers downside in 1133. The remnant pop had no idea what is receiving this power although they know that auto defences on the moons still work, and some of the debris in far orbit include mines.

Thougzaerrg

0506 Meshan

Orbit	cica 1120	cica 1200	(Habitat Zone)
Star K5V			
0	C-8D5277-5 G Fl Lo Ni pop 837	X-8D5000-0	
1	Y-S00000-0	Y-S00000-0	
2	SGG		
2	Y-R00000-0	Y-R00000-0	
7	Y-300000-0	Y-300000-0	
8	Y-S00000-0	Y-S00000-0	
12	Y-200000-0	Y-200000-0	
3	Y-505000-0	Y-505000-0	
11	Y-310000-0	Y-310000-0	
40	Y-210000-0	Y-210000-0	
50	Y-430000-0	Y-430000-0	
4	Y-S00000-0	Y-S00000-0	
5	Y-603000-0	Y-603000-0	
12	Y-200000-0	Y-200000-0	
6	Y-2A2000-0	Y-2A2000-0	
9	Y-102000-0	Y-102000-0	
10	Y-S00000-0	Y-S00000-0	
7	LGG		
1	Y-R00000-0	Y-R00000-0	
2	Y-R00000-0	Y-R00000-0	
4	Y-525000-0	Y-525000-0	
5	Y-411000-0	Y-411000-0	
6	Y-200000-0	Y-200000-0	
7	Y-300000-0	Y-300000-0	
11	Y-400000-0	Y-400000-0	
35	Y-302000-0	Y-302000-0	
50	Y-300000-0	Y-300000-0	

NOTES:

Biospheres: <scheduled for 4th run rework>

The previous population subsisted by trading rare minerals and growths for basic necessities most particularly low pressure containment shelters. When this source failed they resorted to living on higher mountain tops even so this did not prevent them dying out from over pressure ailments.

Llegza

0508 Meshan

Orbit	cica 1120		cica 1200
Star	F7D		
0	Y-00031B-3	pop 3442	Y-000000-0
1	LGG		
5	Y-310000-0		Y-310000-0
7	Y-300000-0		Y-300000-0
8	Y-220000-0		Y-220000-0
10	Y-600000-0		Y-600000-0
12	Y-100000-0		Y-100000-0
30	Y-400000-0		Y-400000-0
35	Y-400000-0		Y-400000-0
50	Y-400000-0		Y-400000-0
2	C-6467BA-4	Ag pop 2×10^7	C-646769-4 Ag pop 2×10^7 (MSP 2×10^7)*
3	Y-705000-0		Y-705000-0
4	F-00033B-3	pop 7306	Y-000000-0
5	F-814318-3	pop 3518	Y-814000-0
8	Y-73626C-3	pop 179	Y-736000-0
13	Y-210000-0		Y-210000-0
6	Y-471568-3	pop 3×10^5	Y-471476-4 pop 20951 (MSP 0)

In 1103 the system government of Llegza was taken over by the (Vo) central government. When this was finalised the greater system was populated. This proved to be a poor decision with the advent of the collapse.

Contact with the one remaining outpost is via remnant tech who live exclusively in pre collapse buildings.

NOTES All planets are in the outer zone.
Biospheres : Llegza Delta

*The Maximum Sustainable Population is an anomaly due to the biology of the Tent Fern and geothermal activity. The local biosystem uses Thermosynthesis hence unlike Terrain flora where the ratio of below/above ground parts of a plant is about 1/1, here the ratio is about 4/1.

Tent ferns form a dome like canopy with a central stem. Under this a filtered micro environment has developed with a series of parasites and symbiots. These include:

- an 'earth worm' that aerates the soil beneath and around the canopy. They are about 2cm long, reproduce by androgynous exchange of genetic material and segmentation. They consume decomposing organic material. Their excreta usually placed well below ground is a source of organic acid that assists the roots of the fern.
- decomposing amoeba, a series of 19 (identified) separate amoeba that break down organic matter.
- 4 varieties of lesser ferns that 'crack' mineral elements, releasing them into the 'local' atmosphere. These drop copious spores that are moved by wind drift out of the canopy at ground level. All of these can thrive in thin standard atmospheres, in sheltered places.
- 2 varieties of hanging fern, being parasites of the tent fronds. They use moisture from the tent fern and atmospheric gasses to produce a range of simple compounds that drip into the floor of the tent.

The practical way of using the fern is to position a bed or sleeping platform about 30-40cm off the ground to keep a sleeping human/vargr in more oxygenated gas. A mature fern can maintain a person for about 30 hours before viable air is stale. A mature fern will take about 120 hours to recharge or scrub its dome gas.

A fern will take about 1100 days to reach mature size and will live about 2500-2700 days before beginning to deteriorate. A skeleton, liking much like an umbrella less fabric may last for some time if undisturbed.

Necessary preconditions for the fern's good growth. Thin atmosphere (also can handle Nitrogen or mild Carbon Dioxide taints), ground warmth (no permafrost), frigid atmosphere for control of premature germination, poor light (outer zone planets or twilight zones of tidally locked worlds). As the ferns micro ecology is a package deal indiscriminant (non scientific) sampling will fail to produce viable transferable specimens.

Post 930 imperial calender, xenobiologists noticed cohabitation in some tent ferns of human/vargr parasites. Flea eggs are now (1200 imperial calender) considered as normal in the micro environments.

Kikhtats

0604	Meshan		
Orbit	cica 1120		cica 1200
Prime Star	F8D		
0	Y-S00000-0		Y-S00000-0
1	Y-S00000-0		Y-S00000-0
2	LGG		
1	Y-R00000-0		Y-R00000-0
5	Y-S00000-0		Y-S00000-0
7	Y-400000-0		Y-400000-0
8	Y-S00000-0		Y-S00000-0
9	Y-100000-0		Y-100000-0
10	G-440103-3	pop 61	Y-440000-0
11	Y-430000-0		Y-430000-0
13	H-855265-3	pop 724	X-855000-0
30	Y-502000-0		Y-502000-0
40	G-200118-3		Y-200000-0
60	Y-300000-0		Y-300000-0
5	Secondary Star M1D		
0	F-000216-3	pop 745	Y-000000-0
1	LGG		
5	Y-S00000-0		Y-S00000-0
6	Y-330000-0		Y-330000-0
7	Y-300000-0		Y-300000-0
8	Y-400000-0		Y-400000-0
11	Y-501000-0		Y-501000-0
20	Y-520000-0		Y-520000-0
45	Y-200000-0		Y-200000-0
50	Y-100000-0		Y-100000-0

2	LGG	
6	Y-200000-0	Y-200000-0
7	Y-525000-0	Y-525000-0
10	Y-700000-0	Y-700000-0
11	Y-200000-0	Y-200000-0
30	Y-510000-0	Y-510000-0
40	Y-400000-0	Y-400000-0
50	Y-S00000-0	Y-S00000-0
55	Y-510000-0	Y-510000-0
150	Y-300000-0	Y-300000-0
3	Y-200000-0	Y-200000-0
11	Tertiary Star MOD	
0	Y-S00237-3 pop 610	Y-S00000-0
1	Y-S00000-0	Y-S00000-0
2	Y-300000-0	Y-300000-0
10	Y-S00000-0	Y-S00000-0
11	Y-300000-0	Y-300000-0
3	Y-220235-3 pop 599	Y-220000-0
4	Y-S00265-3 pop 602	Y-S00000-0
5	Y-S00263-3 pop 303	Y-S00000-0
13	D-896485-4 G Ni An pop 6×10^4 X-896000-0	
14	Y-000000-0	Y-000000-0
15	SGG	
1	Y-R00000-0	Y-R00000-0
9	Y-S00000-0	Y-S00000-0
45	Y-600000-0	Y-600000-0
200	Y-S00000-0	Y-S00000-0

NOTES:
 All planets are in the outer zone
 Biospheres: nil

Kongghoth

0609 Meshan

Orbit	cica 1120		cica 1200	
Prime Star	F2V			
0	Y-S0031B-7	pop 4169	Y-S00000-0	
1	G-22036B-7	pop 2777	Y-220000-0	
	4	Y-S00000-0	Y-S00000-0	
	5	Y-S00000-0	Y-S00000-0	
	6	Y-100000-0	Y-100000-0	
2	Y-000000-0		Y-000000-0	
3	Secondary Star M2D			
	0	Y-S0016C-7	pop90	Y-S00000-0
	1	Y-000000-0		Y-000000-0
5	LGG		(Habital Zone)	
	3	Y-210000-0	Y-210000-0	
	4	Y-210000-0	Y-210000-0	
	13	B-54459D-8 G Ag Ni	pop378000	D-54436C-5 pop 4151 (MSP 7x10^7)
	20	Y-12232A-7	pop 6645	Y-122000-0
	35	G-40133B-7	pop 4879	Y-401000-0
	50	Y-100000-0		Y-000000-0
6	SGG			
	4	Y-200000-0	Y-200000-0	
	5	Y-S00000-0	Y-S00000-0	
	6	Y-100000-0	Y-100000-0	
	7	Y-200000-0	Y-200000-0	
	30	Y-S00000-0	Y-S00000-0	
	35	Y-100000-0	Y-100000-0	
	45	Y-210000-0	Y-210000-0	
	150	Y-330000-0	Y-330000-0	
7	SGG			
	1	Y-R00000-0	Y-R00000-0	
	7	Y-100000-0	Y-100000-0	
	8	Y-410000-0	Y-410000-0	
	10	Y-210000-0	Y-210000-0	
	30	Y-100000-0	Y-100000-0	
	50	Y-S00000-0	Y-S00000-0	
8	SGG			
	50	G-400100-7	pop71	Y-400000-0

NOTES:

Biospheres: Kongghoth Prime only <scheduled for 4th run rework>

Dhedhate

0706 Meshan

Orbit	cica 1120		cica 1200
Prime Star	K0 II		
0	F-S00164-8		Y-S00000-0
1	G-200134-8		Y-200000-0
	60 Y-100000-0		Y-100000-0
2	Y-540000-0		Y-540000-0
	2 Y-R00000-0		Y-R00000-0
	9 Y-300000-0		Y-300000-0
	45 Y-300000-0		Y-300000-0
5	Secondary Star M4 D		
0	G-250411-8	pop 30278	Y-250000-0
1	Y-390121-8	pop 84	Y-390000-0
	1 Y-R00000-0		Y-R00000-0
	1.2 Y-R00000-0		Y-R00000-0
2	H-560261-8	pop 154	Y-560000-0
	1 Y-R00000-0		Y-R00000-0
	7 Y-200000-0		Y-200000-0
	10 Y-100000-0		Y-100000-0
7	G-000133-8		Y-000000-0
8	Y-530000-0		Y-530000-0
	20 Y-S00000-0		Y-S00000-0
9	B-9A8653 -9	G FI Ni pop 6x10 ⁶	X-9A8000-0
10	Y-302000-0		Y-302000-0
11	Y-530000-0		Y-530000-0
	11 Y-200000-0		Y-200000-0
	65 Y-S00000-0		Y-S00000-0
12	Y-A82000-0		Y-A82000-0
13	G-977264-8	pop 957	Y-977000-0
	35 Y-400000-0		Y-400000-0
14	H-622111-8	pop 48	Y-622000-0
	9 Y-300000-0		Y-300000-0
15	G-932113-8	pop 10	Y-932000-0
16	Y-816324-8	pop 5559	Y-816000-0
17	G-400362-8	pop 3858	Y-400000-0

(Habital Zone)

NOTES:

Biospheres: Dhedhate Prime only <scheduled for 4th run rework>

There was surviving population at Dhedhate Zeta Alpha till 1176 haveing a higher environment tech (TL9) and have otherwise salvaged what they can (TL8) without travelling off world. They had no surviving ships and fell victum to a Vampire. The ruins hold several cashes of data on how this commumity survived the collapse and may include pictorial evidence of the last raiders.

Zaelan

0707 Meshan

Orbit	cica 1120		cica 1200
Prime Star	G6 V		
0	Y-400000-0		Y-400000-0
1	F-500300-8 Ba pop 3350		Y-500000-0
2	D-120565-9G De Ni Po pop 650876		X-120000-0 Cm (Habital Zone)
3	LGG		
1	Y-R00000-0		Y-R00000-0
2	Y-R00000-0		Y-R00000-0
3	Y-200000-0		Y-200000-0
10	Y-400338-8 pop 4500		Y-400000-0
12	Y-200233-8 pop 620		Y-200000-0
4	SGG		
3	Y-R00000-0		Y-R00000-0
3.1	Y-R00000-0		Y-R00000-0
6	Y-300000-0		Y-300000-0
30	Y-600123-8 pop55		Y-600000-0
8	Secondary Star M7 D		
0	Y-303237-8 pop 462		Y-303000-0
1	Y-R00000-0		Y-R00000-0
1	LGG		
2	Y-R00000-0		Y-R00000-0
6	Y-S00000-0		Y-S00000-0
30	Y-400000-0		Y-400000-0
35	Y-200000-0		Y-200000-0
10	LGG		
1	Y-R00000-0		Y-R00000-0
6	G-743138-8		G-743000-0
7	Y-100000-0		Y-100000-0
8	Y-501000-0		Y-501000-0
10	Y-401000-0		Y-401000-0
12	Y-100000-0		Y-100000-0
25	Y-200000-0		Y-200000-0
30	Y-100000-0		Y-100000-0
40	Y-400000-0		Y-400000-0

NOTES:
Biospheres: nil

Suekhsaer

0804 Meshan

Orbit	cica 1120		cica 1200
Prime Star	K6 D		
0	A-57359E-9 G Ni	pop 8x10 ^{^5}	X-573000-0
1	LGG		
1	Y-R00000-0		Y-R00000-0
5	G-10021C-8	pop 350	Y-100000-0
2	G-00036H-8	pop 6200	Y-000000-0
3	LGG		
5	Y-S00000-0		Y-S00000-0
10	Y-300000-0		Y-300000-0
6	Secondary Star M3 D		
0	Y-S00000-0		Y-S00000-0
1	Y-S00328-8	pop 1800	Y-S00000-0
2	H-S0023H-8	pop 710	Y-S00000-0

NOTES:

All planets are in the outer zone

Biospheres: nil

Gzallezue

0807 Meshan

Orbit	cica 1120		cica 1200
Prime Star	F0 D		
0	E-78A231-8 Lo Ni Wa pop 807		X-78A000-0 Cm
7	Y-400000-0		Y-400000-0
9	Y-200000-0		Y-200000-0
10	Y-400000-0		Y-400000-0
1	Y-200000-0		Y-200000-0
2	Secondary Star M4 D		
1	LGG		
2	Y-R00000-0		Y-R00000-0
4	G-650060-7 pop 2		Y-650000-0
5	Y-330000-0		Y-330000-0
6	Y-330000-0		Y-330000-0
10	H-630160-7 pop 59		Y-630000-0
30	G-S00062-7 pop 9		Y-S00000-0
35	Y-300000-0		Y-300000-0
55	Y-100000-0		Y-100000-0
4	SGG		
13	Y-200000-0		Y-200000-0
25	Y-100000-0		Y-100000-0
45	Y-S00000-0		Y-S00000-0
5	Y-100000-0		Y-100000-0
6	LGG		
7	Y-200000-0		Y-200000-0
8	Y-200010-7 pop 3		Y-200000-0
9	G-100014-7 pop 10		Y-100000-0
13	Y-200000-0		Y-200000-0
35	Y-S00000-0		Y-S00000-0
50	Y-S00000-0		Y-S00000-0
7	SGG		
3	Y-R00000-0		Y-R00000-0
5	Y-644000-0		Y-644000-0
6	Y-534000-0		Y-534000-0
7	Y-S00000-0		Y-S00000-0
10	Y-S00000-0	Y-S00000-0	
35	Y-S00000-0	Y-S00000-0	

NOTES:

All planets are in the outer zone

Biospheres: nil

Prior to 1120 Gazlezue Bis Alpha Bee was the government manned refueling post. Refined fuel could be purchased there by private ship crews with prior approval of the Star port Authority.

Zuzodh

0808 Meshan

Orbit	cica 1120		cica 1200
Prime Star	M6 V		
0	C-310436-6 G Ni	pop 41087	X-310000-0
2	Y-R00000-0		Y-R00000-0
7	Y-S00216-5	pop 234	Y-S00000-0
8	G-S00269-5	pop 433	Y-S00000-0
1	Y-S00267-5	pop 240	Y-S00000-0
2	SGG		
1	Y-R00000-0		Y-R00000-0
3	Y-R00000-0		Y-R00000-0
7	Y-100000-0		Y-100000-0
9	Y-S00000-0		Y-S00000-0
11	F-100165-5	pop 63	Y-100000-0
12	Y-200000-0		Y-200000-0
35	Y-310000-0		Y-310000-0
45	F-100265-5	pop 679	Y-100000-0
3	SGG		
30	Y-S00000-0		Y-S00000-0
175	H-636115-5	pop 87	Y-636000-0
4	Y-200000-0		Y-200000-0
5	LGG		
20	F-730229-5	pop 409	Y-730000-0
30	Y-510000-0		Y-510000-0
40	Y-400000-0		Y-400000-0
50	H-301226-5	pop 965	Y-301000-0
10	Secondary Star M8 D		
0	G-S00264-5	pop 350	Y-S00000-0
1	Y-S00000-0		Y-S00000-0
2	G-300105-5	pop 56	Y-300000-0
3	Y-5A0208-5	pop 337	Y-5A0000-0
9	G-537266-5	pop 451	Y-537000-0
30	Y-S00224-5	pop 364	Y-S00000-0
4	Y-435267-5	pop 350	Y-435000-0
8	Y-440000-0		Y-440000-0
9	Y-S00224-5	pop 99	Y-S00000-0
11	F-400238-5	pop 331	Y-400000-0
12	Y-633000-0		Y-633000-0
2	Y-R00000-0		Y-R00000-0
8	Y-S00238-5	pop 394	Y-S00000-0
13	G-430263-5	pop 236	Y-430000-0
50	Y-310216-5	pop 149	Y-310000-0

NOTES All planets are in the outer zone.
Biospheres : nil