

# MERCENARY BREED



DRAKE MINING AND MANUFACTURING



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# DRAKE MINING AND MANUFACTURING

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# PREFACE

The Argo Galaxy is growing – not physically but figuratively. After years of study, the House of the Alliance has finally decided to open the Hastilion Expanse for full settlement and corporate utilization. Researchers identified numerous planets and moons as optimal for civilization and corporations from around the known galaxy, including Drake Mining and Manufacturing, are making plans to acquire land.

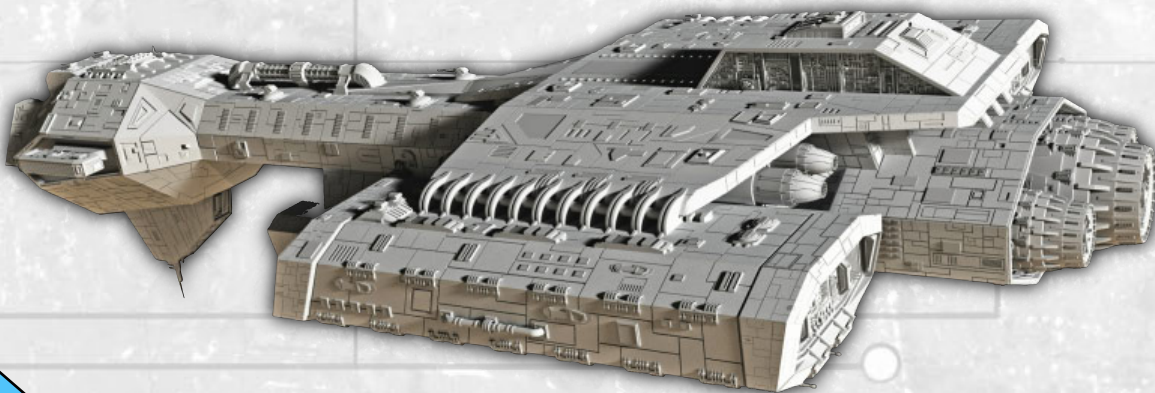
Since its inception, Drake Mining and Manufacturing has prided itself on mining resources and creating high-quality products from those resources to support the entire galaxy. Moving into the Hastilion Expanse provides them with a wealth of opportunities to expand their operations and grow their business. That is, of course, if their new facilities can survive.

New planets are always fraught with hidden dangers from native flora and fauna, pirates, rival corporations, and rebellious populations. Only the strength of Drake's mercenary force will help them overcome any roadblocks and become successful. As long as they don't get killed in the process.

Welcome to the Mercenary Breed campaign set, *Hastilion Expanse*. *Hastilion Expanse* is a space opera campaign designed for **Mercenary Breed**, presenting the campaign and supporting it with source material, character options, new adversaries inside and outside of the campaign, and an accompanying piece of fiction.

Originally published in *Savage Insider Premium* and the *Hastilion Expanse Compendiums*, this new release updates the campaign to Mercenary Breed 2.0, expands on the original content, and conforms to a new development template. To utilize the *Hastilion Expanse* campaign, players and GMs will need a copy of the *Savage Worlds* core rulebook, available from Pinnacle Entertainment Group, and the *Mercenary's Handbook* for Mercenary Breed. GMs should also have a copy of the *Galaxy Guide* and *Xenopedia*. This release, *Drake Mining and Manufacturing*, serves as a primer to the campaign and setting along with providing new character options usable within the campaign and as a standalone product.

The *Hastilion Expanse* is a 12-part plot point campaign, taking the characters from Novice through Legendary, supported by full-length missions and Savage Tales.





## BACKSTORY

Approximately five years ago, the House of the Alliance announced the opening of the Hastilion Expanse within the Lunar Sector. Colonization groups were formed to establish settlements along with any necessary terraforming and bio-domes. After four years of establishing colonies, utilities, and basic necessities, the Hastilion Expanse was opened up to major corporations.

Drake Mining and Manufacturing Corporation already had a large presence in the Lunar Sector, including its galactic headquarters located on Dansk within the heart of the sector. Not wanting other corporations to claim the most promising mining territories, Drake immediately started purchasing the rights to numerous lands throughout the expanse and key locations throughout the Lunar Sector.

To facilitate the safe expansion of their operations and to secure proper permissions and blessings from the various noble houses, religious sects, and political powers, Drake established a new mercenary force. Their missions are simple, at least on paper: ensure all new territories are free from hostilities and that diplomatic relations with any involved party remain friendly. This is where the player characters come in.

Characters in this campaign can exhibit any motivation and xeno template desired. There are no limitations and the design of the campaign is extremely open. Thus, characters may come from the Lunar Sector, somewhere nearby, or somewhere far away. They could even have lived a life aboard a spaceship before being hired by Drake (see **Character Options** for further details).



# CHARACTER OPTIONS

The Hastilion Expanse presents players with a few new xeno templates along with the housing and vehicles available for requisition from Drake Mining and Manufacturing. Although the golgesh and xiog come from the Hastilion Expanse, they are usable throughout the Argo Galaxy.

## NEW XENO TEMPLATES

Provided here are three new character xeno templates to choose from.

### SHIPBORN GEMINI

Some abandon the comforts of planet living for a life among the stars. From a young age, they hear tales of voyages through distant planetary systems discovering unimaginable riches and meeting all types of new xenos. Upon reaching adulthood, many of these stargazers join the ranks of the Allied Navy to achieve their goal of a life among the stars.

Those that find the most solitude within the cosmos retire from the Allied Navy, or finish their commission, and find employment on a spacecraft and spend their days exploring. Many of them start families and raise their children with the same stargazing goals as their own. Their children are taught in schools high above the planets and learn the ins and outs of the spacecraft they call home. Those children are referred to as shipborn and are common within the gemini species.

Instead of the standard gemini xeno template (which includes the free Edge), shipborn gemini characters apply the following xeno template:

#### XENO TEMPLATE

- A Life Among the Stars:** Shipborn geminis are taught to navigate the cosmos and how to be a part of the inner workings of the space vessel they call home. Gain a free d6 in Navigation or Piloting.
- Clean Air:** Life aboard a space vessel is fairly sterile as scrubbers continually clean the air to remove disease-bringing viruses and bacteria. Although they receive immunizations, shipborn geminis tend to be less immune to disease compared to planet-side geminis. Gain the Anemic (Minor) Hindrance.
- Language:** Like traditional geminis, shipborn geminis are fluent in the Argosian language. Additionally, they are versed in trade and naval speak consisting of codes and slang commonly used for trade and military purposes. This is part of their Common Knowledge relating to the Argosian language.
- Training:** Shipborn geminis are trained for combat and a life amongst the stars from an early age. Their skills are honed through several years of schooling and on-the-job training. Gain +1 die type to Agility.



## GOLGESH (GOHL-GEHSH)

The golgesh are an advanced race thriving in the deep waters of Hydra. They have evolved from a simple underwater race to one accustomed to living above and below the water. Their skin keeps them warm while underwater and loses moisture slowly to keep them from drying out above the water. Being mostly aquatic, they require submersion in water to avoid dehydration.

The golgesh are technologically advanced, but struggle to live with other Alliance races as they require more water than most spacecraft can handle. Their specially designed spacecraft are small, but powerful, holding enough water to keep the crew from perishing. Travelling vast distances is quite difficult so establishing a home world on Hydra was important for their expansion. The golgesh head council plans to establish numerous underwater cities within the upcoming decades.

Most golgesh look very similar. The average height is 6 ft. tall and their body structures are similar to the geminis. Their skin is significantly different and is able to repel water enough that when they surface, they dry quite quickly on the outside while retaining moisture on the inside. This allows them to live above ground, but they still need to submerge themselves in water at least once a day. They have gills along the sides of their heads and their lungs can breathe air and extract the oxygen from the water. Golgesh have tails and large feet and hands that assist in swimming. This allows them to swim rapidly and maintain control (if they need to carry a weapon). Although their skin allows them to adapt to a life above and below water, it doesn't offer any additional protection from attacks.

### HISTORY

The golgesh are a lost species. The last remnants of their species was found floating in space inside a highly adapted spaceship 100 years ago. As the spaceship drifted near the Allied Navy, a force was sent to investigate. All those onboard were held in some type of cryogenic stasis inside all-but frozen water. Only a small part of the spacecraft was traversable by the small force, so the craft was tugged to Dansk. Gemini scientists discovered how to release those inside stasis and brought them to a containment area for recovery. Upon recovering, the leader, Sheleth, had few recollections of what happened.

Sheleth's story, although very fragmented, told of an experiment to save the golgesh species. Although the reason for this experiment was no longer known, he and a group of 99 golgesh volunteered to start a new life. Without knowing how long it would take, the group was kept in cryogenic stasis until someone found them and their species could start anew. The hope was that whatever was forcing this experiment would come to pass and the species would live on as before. However, he didn't feel that was the case.

According to the craft's computer, it had been traveling through space for 200 years. For the first 50 years, the craft had enough fuel to travel. Once the fuel ran below a certain threshold, the craft went on shutdown where all non-essential systems were turned off to keep the passengers alive. The craft apparently had enough fuel to last another 50 years and was thus floating for the last 100 years. After that, everyone inside would have perished and the golgesh species would be lost forever (assuming their home world met with some type of destruction that forced the experiment).

After continued research into the ship's computer system, engineers were able to extract bits and pieces of information relating to why the golgesh left. From what they could decipher, their home world, although its name couldn't be found, was succumbing to horrible outbreaks, turning their water supply poisonous and filling

the air with toxins. When the engineers told this to Sheleth, he shook his head slowly, realizing that such an occasion would kill every golgesh on the planet.

The House quickly offered the golgesh a temporary home on Dansk until they could find a new home world. While this worked for them, there are other planets out there with a lot more water that could embrace a population like the golgesh. Once Hydra opened for settling, the golgesh jumped on the chance to claim a new home world and grow their species from meager numbers to a thriving population.

## **GOVERNMENT**

The golgesh are a very conservative and democratic race. Although they have no recollections of their species' government structure before leaving their home world, the way they were treated by the geminis impressed them so much that they felt their people should be governed by the people who are all given a fair vote. Although no government was formally established while on Dansk, the Golgesh Council was established shortly after moving to Hydra.

The Golgesh Council is still in its infancy and laws are being written monthly. They don't have the manpower for a justice system, thus those who break their laws are dealt with very swiftly and in a fairly subjective manner. The golgesh vow someday to establish a proper justice system.

The Golgesh Council handles all interactions with the House and the rest of the Alliance. No golgesh are currently members of the House, but that's mostly due to their limited numbers. They are incorporating the ideals of the House and the Alliance into the laws they've been establishing. At the same time, the

golgesh have slight memories of their previous religion and formed a new one loosely based on the ideals of what they remember. Many laws of the Alliance, being incorporated into their government, are also being incorporated into their religion.

## **MILITARY**

The golgesh have no organized military. At this time, their numbers are so few that an organized military wouldn't be feasible. Instead, they have warriors trained by the Allied Navy – and sometimes mercenary forces – that serve in a militia to establish a defense while waiting for reinforcements. Additionally, these warriors hunt the waters throughout Hydra to bring food back for the entire settlement.

## **SPACE TRAVEL**

The golgesh are obviously capable of space travel technology, based on the fact they were found drifting through space. Gemini engineers have reverse engineered that original spacecraft to establish designs for new craft that could accommodate the golgesh.

These special craft have environmentally con-





trolled rooms where the golgesh can rest to replenish the moisture their bodies need. Although only two spacecraft have been built, the golgesh use them religiously to travel between Hydra and Dansk for supplies and personnel.

### XENO RELATIONS

The golgesh have few interactions with other xenos other than the geminis. The festoons have been traveling to Hydra to assist in educating young golgesh about the galaxy around them, but few other species are ever found on Hydra. However, if anyone from another species approaches the golgesh, they find a species that is happy to be alive and willing to try diplomatic relations.

### MODERN TIMES

The golgesh are still working to fully integrate themselves into Alliance life. They hope to someday own a seat in the House and even start a corporation that becomes large enough to need a mercenary force. Their population is growing rapidly with all who are able encouraged to have children. Their birth rate is quite high and because everyone is so busy establishing a government, training to become a warrior, or working on new settlements, raising these children has become a communal activity. The actual parents of the children care for them for the first few years and then hand off 75% of the care to a group charged with raising the next generation. This group includes many festoon and gemini teachers eager to share their knowledge with such a willing group of children.

The golgesh have also spent much time working with various corporations to design equipment, tools, luxuries, and many necessities needed for the golgesh to survive. These designs have also led to the engineering of similar necessities needed for other species to live within the underwater settlements on Hydra. This has allowed many golgesh warriors to enter the ranks of the mercenary forces and earn credits that can be funneled into the species' coffers to help the continued expansion of their species. At this time, almost all golgesh are working toward a single goal: the proliferation of their species into one that can no longer be considered endangered. They estimate their population will increase from the original 100 to over 2,000 in 100 years.

### XENO TEMPLATE

- **Dehydration:** Golgesh require submersion in water to avoid dehydration. Every golgesh character must submerge themselves in water for at least 30 minutes every day or gain one level of Fatigue. This Fatigue only goes away once the character submerges himself for 30 minutes per level of Fatigue.
- **Language:** Golgesh are fluent in Argosian along with their native language Golsh.
- **Swimmers:** Golgesh are excellent swimmers and accustomed to fighting under the water. Gain a free d6 in Swimming, ignore penalties for fighting while underwater, and have a swimming Pace equal to their Swimming die.
- **Underwater Heritage:** Golgesh have evolved from an underwater species to one that can live below and above water. They are able to breathe underwater and can never drown.

## XIOG (ZH-YAHG)

The xiog are an extremely hardy race able to live within some of the most unbearable environments. This is due to centuries of evolution on a dying planet that became filled with fumes and gases as the planet decayed. Fortunately, the race retained its ability to breathe in healthy environments in addition to their ability to breathe in toxic environments.

The xiog find it advantageous that they can survive in these types of environments. It allows them to build settlements and possibly establish new home worlds that are all but impervious to invasion by hostile races. Additionally, they are able to reduce the expense of mining within these types of environments by removing the requirement for bio-domes and air scrubbers. Many believe this type of lifestyle has also increased their immunity to poisons and many chemicals that would otherwise prove fatal for the common gemini.

The xiog look similar to the geminis. They have the same bodily structure although their skin is a light blue with faint lines all over. Their ears are pointed at the tips and their eyes typically exhibit very piercing colors. However, they are the same size as geminis with an average range of 5 ft., 6 in. to 6 ft., 4 in. Their skin is also extremely similar to the geminis although it doesn't react negatively to environmental toxins.

### HISTORY

The xiog are an intelligent species with a recorded history that goes back 7,500 years. From their home world Xoxo in the Belior Expanse, they lived in extremely prosperous life that eventually led to space exploration and the technology to traverse the galaxy. However, what they didn't realize until encountering the geminis is that Xoxo actually has a toxic atmosphere.

When the xiog left their planet to explore their planetary system for the first time, they were met by a l'nel fleet that quickly contacted the Allied Navy. Seeking immediate diplomatic relations, a contingent of gemini ambassadors met with xiog ambassadors and formed an immediate friendship. Although getting past the language barrier took some time, the xiog gladly opened their arms to the.

However, the first landing force of geminis on Xoxo were not met with such a happy meeting. Sensors on their ship detected a high level of toxins in the air, forcing them to abandon their diplomatic meeting and only meet on the Allied Navy ship. The xiog were quite baffled as the air in the ship was as breathable to them as the air on Xoxo. So instead, a landing force of gemini scientists was sent to investigate, equipped with everything they need to breathe the toxic air. What they found was astounding.

The xiog lived in a combination of dwellings above and below the ground. Entrances to the underground cities (where most of the population resided) were blocked by a porous substance similar to an extremely thick sponge. This material was movable like a door, but appeared to seal the opening quite well. Once the scientists traveled deeper into the underground cities, they found the air to be clean. Apparently, the porous doors were trapping the toxins but allowing oxygen through due to the difference in size of oxygen molecules versus the toxins. Vents were scattered throughout the entire underground city with that same porous substance acting as a window.

Fascinated by this design, the scientists asked the xiog for permission to study their anatomy closer, ensuring no harm would ever come to the patient. Although the xiog were reluctant, they saw only curiosity in the eyes of the scientists and not hostility. After studying the patient, the scientists concluded that the xiog had a filter in their body that removed the toxins and allowed oxygen to travel through.



These filters were similar to the porous substance they found, although completely biological in nature and able to exist within their lungs without causing additional problems. They also found the xiog's skin was impervious to the toxins and any changes to their surrounding environment. Essentially, they had evolved into an extremely adaptive species.

The xiog patient was returned to Xoxo with nothing more than stitch marks. However, the information gathered by the scientists was provided to xiog scientists who were finally able to better define their species and form better theories on how they evolved thousands of years ago.

With this new information in hand, xiog scientists and historians were able to create a timeline regarding their initial evolution. When the xiog were first evolving into an intelligent species, Xoxo was a dying planet with an atmosphere going from clear to toxic due to the release of gasses from underground. The species evolved to handle this new toxic environment and the additional heat that came from it (the toxins tend to increase the air temperature). At some point, they started building their cities primarily underground and found a porous substance that kept the air underground clean. Although they didn't originally realize the substance was filtering the toxins, they did know it made the air more comfortable.

### GOVERNMENT

The xiog have an aristocratic government. All laws are decided by a body of nobles who typically gained their positions from the death of a descendant. Although one can marry into a noble family, it is rare for a noble bloodline to have little more than nobles throughout. Although they treat the rest of the people with respect and dignity, the noble class definitely demands the respect of the people beneath them.

The nobles are more than just a body of governors; they are also a body of theorists and thrill seekers. Along with their many advisors and ambassadors, the aristocrats fund all means of scientific research, scholarly studies, engineering, and anything else that promotes the advancement of the species. In comparison to the geminis, the xiog evolved much faster technologically. This is mostly due to the drive of the aristocrats.

### MILITARY

The xiog have a very well organized military. Although they are the only surviving intelligent species on Xoxo, the different nations, all run by different noble bodies, have squabbled for millennia. Large wars are common, and most of them are fought for control over technology and new research. In the past couple centuries, however, the xiog nations have managed to unify to deal with hostilities from outside.

Unbeknownst to the xiog at the time, they were the victims of two different invasions from a space-faring species. There were many assumptions on where the invaders came from, but no answers were ever found. Instead of arguing and pointing fingers over who is attacking who, the nobles allied together, sending all their armies against the invaders to save the planet.

The invading species was apparently immune to the effects of the planet's atmosphere, although the xiog knew nothing about that until the gemini scientists arrived. Both invasions were from the same species and both times they were fought off by the combined efforts of the xiog nations. After the second invasion ended, and the as-



sumed evacuation of the hostile species from Xoxo, the nobles created a peace pact that has survived into modern times. Although they still function as separate nations, they are all, currently, at peace with each other.

Without ever figuring out where the species came from, the xiog turned their eyes toward the stars for answers. Their scientists and engineers from all across the planet quickly discovered the means to travel to their moon, Xion, only to find that a large fleet was parked near their planet. The moon force panicked and immediately abandoned their mission, fearing an invasion. The entire planet prepared for an invasion and watched as another hostile species entered their atmosphere. However, this time the xiog were lucky and the invaders were not able to breathe the toxic air. The invasion was quickly abandoned and the species left Xoxo's planetary system. Ever since this trip 200 years ago, the xiog have been left alone.

### SPACE TRAVEL

The xiog discovered the means to travel into near space 200 years ago. Approximately 100 years ago they designed a craft that could travel to the ends of their planetary system. They were able to traverse the galaxy 20 years later with their first encounter being a l'nel naval fleet. Thankfully for them, the l'nels were being regulated by the Alliance and avoided all hostilities. They relayed a message to the Allied Navy who arranged the aforementioned meeting.

Since then, and with the continued efforts of other Alliance species, the xiog are an integral part of space travel finding a place aboard many different fleets and sending their own to the stars.

### XENO RELATIONS

The xiog have not forgotten the invasions on Xoxo as they are documented. With each new species they encounter, the xiog examine the stranger to determine if they were from the species that invaded Xoxo. Once the xiog realize the stranger is not part of the invasion species, they strike-up diplomatic relations in the hopes of furthering their wealth, research, and technology. No leads have been found.

Additionally, the xiog have been working hard to promote their people into military and mercenary ranks as it's seen as an honor in the eyes of the nobles. Some nobles have claimed that any xiog mercenary that lives to finish their career can return to Xoxo and become a noble.

### MODERN TIMES

The xiog are an integral part of the Alliance and hold seats in the House. Their ability to thrive in toxic environments has given them the opportunity to populate planets that are typically deemed useless. They can work in toxic environments that normally require bio-domes that only support a limited population. They have become quite valuable to the Alliance for this ability and were presented with the opportunity to make Schigar a new home world if desired. The xiog leapt at the opportunity and are making plans to establish Schigar as their second planet. This could create a new class of nobles or even the establishment of a different form of government. Of course, the latter would never happen if the nobles have anything to do with it and they're the ones that control all the money.

The opening of Schigar has also provided the xiog with the first real opportunity to form a corporation that could become one of the mega corporations. This new corporation could acquire the rights to mine toxic planets using a xiog workforce that can survive the conditions. Although few planets of this type have been found, the xiog are confident that there are many more out there yet to be discovered.



## XENO TEMPLATE

- **Language:** Xiog are fluent in Argosian along with their native language Xoog.
- **Survivors:** The xiog are survivors of hellish conditions and able to find sustenance within the most obscure food. Gain a free d6 in Survival.
- **Toxic Immunity:** Xiog evolved many millennia ago while living upon a dying planet. They are immune to all environmental effects and poisons and may not take the Anemic (Minor) Hindrance.
- **Vision:** The increase to their immune system and ability to breathe harsh environments has had a detrimental effect on the xiog's vision. Gain the Bad Eyes (Minor) Hindrance. This vision cannot be corrected by technology as it is inherent to their biology.

## RACIAL EDGES

Here are a few new Racial Edges to coincide with the new xeno templates.

## ENHANCED IMMUNITY

**Requirements:** Novice, Xiog

Some xiog, typically those with noble blood, have complete immunity to anything introduced to their body. Scientists believe this is due to enlarged livers and kidneys, although the xiog nobles claim it is a sign of a noble bloodline. Not only are these xiog immune to the environment and poisons, they are also immune to diseases and the effects of alcohol.

## GALACTIC CARTOGRAPHER

**Requirements:** Novice, Shipborn Gemini, Smarts d8+, Navigation d8+

Some shipborn geminis are taught the art of charting the stars and planets. Much like cartography planet-side, maps are made defining the placement of planetary systems, stars, debris, and everything else within the galaxy for navigational and logistical use. However, charting the stars is much more three-dimensional requiring a much higher level of detail. The character gains a +2 bonus to Navigation rolls. Additionally, they can recall the location of space lanes, stars, planetary systems, and planets as a Common Knowledge roll.

## MOISTURE IMPLANTS

**Requirements:** Novice, Golgesh

Many golgesh turning to work in a mercenary force have special moisture implants placed into their body. These implants absorb moisture much more efficiently than their skin and release it at just the right speed for the golgesh to avoid dehydration. With these implants, the character can go seven days before being immersed in water for 60 minutes (the implants take longer than their skin does to become saturated). However, the character still gains one level of Fatigue every day past the seven days.

## DRAKE MINING AND MANUFACTURING

Drake Mining and Manufacturing is one of the largest corporations in the Lunar Sector. As Drake Designs, it earned its fame by designing machines to better mine any type of raw material. Seeing an opportunity to provide the galaxy with primarily commercial goods, Drake Designs invented machines to better utilize those materials during manufacturing, even using those same materials to do so. They sold the designs for their machines for billions of credits and the machines are now more readily available (and less expensive due to higher production volumes). This money was used to invest in mining operations using the machines they designed. After profits for mining and manufacturing operations started rolling in, the executives rebranded the company as the more accurate Drake Mining and Manufacturing.

With their understanding of the equipment, Drake is able to continue using the machines at their greatest potential to produce some of the highest quality products around. The company reinvests the money made from manufacturing and mining activities to reduce their overhead by designing more efficient equipment and finding more optimal locations. With the opening of the Hastilion Expanse, Drake intends to establish several dozens of new mining and manufacturing facilities. The only problem is the lands are still being settled and difficulties are likely. They have appointed a Master of the Mercenary Force and instructed him to find the best mercenaries available to overcome potential or ongoing issues.

Drake's galactic headquarters are located within the city-state of Machenko on the sector's most populated planet, Dansk. Their headquarters consists of a large campus filled with tens of thousands of employees supported by corporate housing, restaurants, shopping, and supermarkets. The campus is very self-sufficient and allows the corporation to provide its employees benefits they normally wouldn't receive, compensating for a low paycheck.





Drake expects to spend 500 billion credits on expanding throughout the Lunar Sector. The company has estimated returns to be close to five trillion credits each year once the expansion is complete. The mercenary force will perform all security and diplomatic duties throughout the course of the expansion. Those who survive are promised riches and fame without measure.

**Statistics:** Drake Mining and Manufacturing has yearly revenue around ten trillion credits. The completed expansion should increase revenue by 50%. Knowing the Hastilion Expanse would someday open, the company has been saving cash for years, getting ready for this large effort.

The company focuses its efforts on the actual mining and manufacturing activities while using third parties for shipping, logistics, and equipment sourcing. To maintain their high level of success, they employ programmers with intimate knowledge of the equipment to create the software powering the manufacturing machines. Hackers have attempted to steal the software in the past, but mercenary forces have always prevailed.

Drake's executives line the pockets of many politicians and city officials, allowing them to perform deeds that would normally be frowned upon. As long as the corporation sticks to dealing with threats, thieves, and hackers, authorities ignore the bribes. Sometimes the money is funneled into the city or surrounding communities to increase the general view of the company.

**Relations:** Current relations with the general public are very good. Part of that is due to the charitable donations and city funding Drake has provided, but is also due to its overall worker happiness. While employees receive smaller-than-industry-standard salaries, they are all given free room and board as part of their employment. At this time, the only news concerning the company revolves around the money it's spending throughout the Hastilion Expanse to increase its holdings.

**Mercenary Forces:** The new mercenary force established to secure this expansion is headed by Lord Meirion Leohn, a longtime Drake executive. Lord Leohn has identified at least seven planets and five moons as favorable mining locations. Additionally, he has set aside a block of corporate housing for the new mercenaries.

## HOUSING

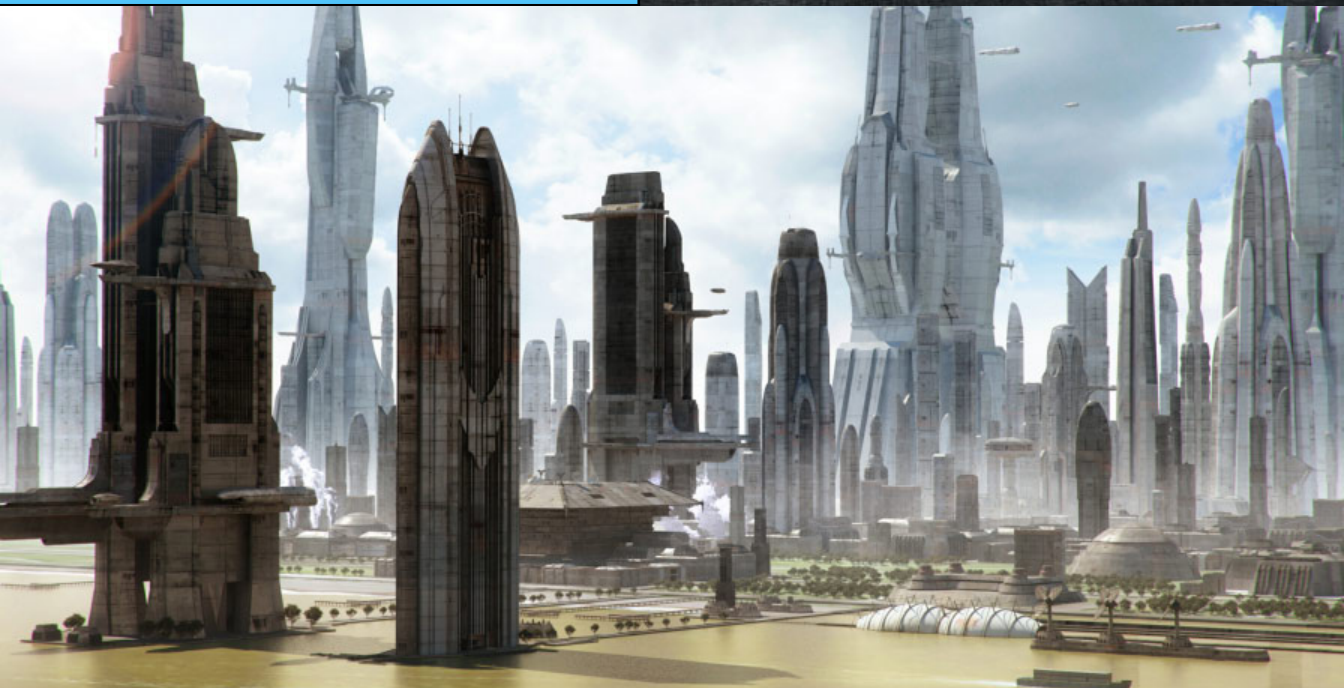
Drake Mining and Manufacturing believes in rewarding its mercenaries' hard work by providing many of the basic necessities, including housing. Housing is assigned or requisitioned according to each character's current Reputation. Upon starting their career with Drake, all mercenaries are assigned to one of the many corporate housing units in the main layer with the bulk of the population.

Outside of vacation homes, characters may only hold a single property at any given time. When requisitioning a new home, they are required to vacate their current home while moving to their new one.

**Corporate Housing:** At 0 – 9 RP, and upon first hiring, characters are assigned to one of the corporate housing units owned by Drake. These units are blocks within high-rise apartments located in Machenko's main layer. These apartment units are in the better portions of the main layer where the upper layer doesn't reach, although the underground is just below the surface. Many of these units are built near, or sometimes on, the water and are considered higher class than the bulk of the main layer which sits directly underneath the upper layer.

Each corporate housing unit is contained within a block of 20 shared by all employees and further shared by the remaining tenants of the apartment building. Each character is assigned a private, spacious studio apartment with a walled-off bathroom. Basic furniture and luxuries are supplied but little consideration is spent on entertainment. These units are ample for living and the regular day-to-

The Reputation-based housing and vehicles herein are related to mercenaries working for Drake. However, these are fairly standard rewards throughout the Argo Galaxy and many corporations mimic this scheme or use something very similar.



day activities of anyone, but provide little comfort for those looking to host parties or just inviting more than a couple guests over.

**Apartment:** At 10 – 19 RP, characters are allowed to requisition an available apartment within any building throughout Machenko’s main layer. Many apartments are available next to the water and afford great views of the city. If desired, there are apartments available in the inner portions of the main layer where the upper layer meets. Those outside of the inner portions may even have rooftops for those who wish to gaze upon the city below.

These apartments are much more comfortable than corporate housing for the single character, even those with a small family are accommodated. Each one has two separate bedrooms, two separate bathrooms, a walled-off kitchen, and a large great room that serves as dining and living room. Much more money and time is spent on entertainment and luxury with comfortable furniture and large entertainment centers to keep the character happy.

**Condominium:** At 20 – 29 RP, characters are allowed to requisition a condominium within the lower levels of the upper layer, near the wealthier and more respected residents. Each condominium is contained within a low-rise complex typically consisting of twenty units. Most condominiums are located within the inner portions of the upper layer with views of the more expensive housing near the edges.

Condominiums are an improved housing solution compared to apartments as they offer many amenities within the complex. These amenities include pools, workout rooms, social rooms, and, often, private meeting rooms. Each condominium is split into two floors with living space on the first floor and sleeping space on the second floor. The rooms are larger than apartment rooms with most being equipped with three bedrooms instead of two.



**Townhouse:** At 20 – 29 RP, instead of a condominium, characters are allowed to requisition a townhouse within the lower levels of the upper layer near the edges of the upper layer. Each townhouse is contained within a tightly-packed neighborhood although no one shares a common wall. Neighborhoods range from 500 to over 1,000 townhouses with central, community parks.

Townhouses do not provide the amenities that a condominium does, but they are instead detached living that offers a little more privacy. Each townhouse consists of a row-style, three-level home sandwiched between other homes. A personal garage is contained on the lower level along with an entertainment room. Following up the stairs is a kitchen and great room with two to three bedrooms and bathrooms on the third floor. The rooms are comparable to a condominium although brimming with extra windows and better views.

**Luxury Home:** At 30 – 39 RP, characters are allowed to requisition a luxury home within the upper levels of the upper layer. Each luxury home is contained within a secured neighborhood typically consisting of 100 homes. Most of these homes are near the edges of the upper level which provide views of the lower level and beyond.

Luxury homes have community amenities such as pools, central parks, social rooms, and private meeting rooms. Each house is very spacious with a minimum of four bedrooms and a family room in addition to the living room. Most luxury homes have three to five stall garages to park the high number of vehicles the residents enjoy driving.

**Vacation Home:** At 40+ RP, characters are allowed to requisition additional homes in the form of vacation homes, typically located outside of Machenko, within one of the nearby island communities, or within the wealthy districts above the upper layer. Characters are allowed to requisition additional vacation homes at each interval of 10 RP. Each vacation home is equivalent to a luxury home but within a quieter neighborhood meant for those escaping the urban life.

Vacation homes have their own pools and are large enough to contain their own social and private meeting rooms. A minimum of five bedrooms and bathrooms can be found, plus large entertainment rooms filled with the latest entertainment technology. Some of the most famous vacation homes contain animal sanctuaries, greenhouses, private casinos, and all sorts of ridiculous luxuries that few can afford. Characters are allowed to ask for virtually anything within reason to add to their vacation home and at the GM's discretion.

Upon reaching this level of Reputation, characters are equivalent to executives and politicians and are possibly famous within the mercenary community.

## VEHICLES

Mercenaries are required to travel throughout Machenko using their own vehicles. Drake Mining and Manufacturing allows each one to requisition vehicles according to the character's current Reputation. Upon starting their careers with Drake, characters are allowed to requisition a single vehicle while the group is able to requisition a single, multi-passenger, reinforced vehicle.

When characters reach the required Reputation level and requisition new vehicles, they retain ownership of their current vehicle. Additionally, vehicles with Reputation requirements lower than the character's current level may be traded in for a different vehicle of a Reputation requirement lower than the character's own (the new vehicle can be lower or higher than the original vehicle).





**Motorcycle:** At 0 – 9 RP, characters are allowed to requisition a personal motorcycle for quick transportation throughout the city. While Machenko exhibits roads for wheeled vehicles, other cities may use hoverbikes which are included in this level. However, a character cannot requisition one of each.

Personal motorcycles are fast, light-weight models designed for short-distance travel. While a passenger may fit on the small rear portion of the seat, it is without comfort. Windshields are short and riders must crouch to be covered by them.

**Economy Car:** At 0 – 9 RP, instead of a motorcycle, characters may requisition small, economy-oriented cars. These cars hold two to four passengers, although the two in the back seat may find leg room limited. Economy cars are designed to be inexpensive and conserve gas. Few choose to requisition an economy car, but as they are some of the most common vehicles around, they easily blend into society. In cities without standard roads for wheeled vehicles, economy cars are not available. Economy cars provide Armor 1, except for the windows which provide no armor.

**Surveillance Van:** At 0 – 9 RP, the mercenary force, as a group, may requisition a surveillance van for reconnaissance or other, espionage-type activities. These vans have commercial-style seats in the front and lettering on the side to match a typical commercial vehicle. In the rear of the van is an ample set of surveillance equipment along with two more chairs for those monitoring the equipment. Surveillance vans provide Armor 2, except for the windows which provide Armor 1.



**Sedan:** At 10 – 19 RP, characters are allowed to requisition a standard sedan. These cars hold four comfortably and are designed with more options and style. Additionally, they are equipped with under-dash radios for brief sessions of surveillance. In cities without standard roads, sedans are replaced by the standard hovercar. Sedans provide Armor 2, except for the windows which provide no armor.

**Coupe:** At 10 – 19 RP, instead of a sedan, characters may requisition a coupe of equivalent size and comfort to a sedan. Coupes are more stylish than their sedan counter-parts, but getting in and out of the back is a bit more difficult and requires extra time for the front passengers to move the seats forward.

**Reinforced Van:** At 10 – 19 RP, the mercenary force may trade their surveillance van for a similar one with reinforced sides and better technology for longer distance surveillance. Reinforced vans provide Armor 4, including the windows.

**Full-Sized Sedan:** At 20 – 29 RP, characters are allowed to requisition a full-sized sedan. They are similar to standard sedans except they can hold five passengers comfortably and are equipped with additional, under-dash surveillance equipment. Full-sized sedans provide Armor 2, including the windows.

**Luxury Sedan:** At 30+ RP, characters are allowed to requisition a luxury sedan. These cars are no different in function than full-sized sedans outside of being designed for maximum comfort and convenience. They are a status symbol and carry the same technology as a full-sized sedan. They also provide Armor 3, including the windows.

**Sports Car:** At 30+ RP, instead of a luxury sedan, characters are allowed to requisition a sports car. These cars are high-tech coupes and sedans equipped for a significantly higher speed. They carry the same technology as a full-sized sedan except for only seating two to four. They also provide Armor 3, including the windows.

**Fully-Reinforced Van:** At 30+ RP, the mercenary force may trade reinforced vans for the highest technology, fully-reinforced vans. These vans carry the latest surveillance equipment for the most covert operations. Fully-reinforced vans provide Armor 8, including the windows.

**Personal Watercraft:** For missions that require travel across the water, a character may temporarily requisition a personal watercraft from 0 RP. If the character gains enough Reputation to receive a vacation home, he may keep up to two personal watercrafts for personal or professional use.

**Speed Boat:** For missions that require access to islands or moored ships, the mercenary force, as a group, may requisition a speed boat from 0 RP. If any character gains enough Reputation to receive a vacation home, they may opt to keep a single speed boat instead of any personal watercraft.

**House Boat:** For missions that require long-term stays on the water or near the coastline, the mercenary force, as a group, may requisition a house boat from 0 RP instead of other housing, should the mission warrant it (such as dealing with particularly wealthy individuals who only deal with others of their stature). At the GMs discretion, characters of a very high Reputation may be allowed to keep a single house boat.

# GAZETTEER

The Lunar Sector lies directly south of the Gemini Sector, the political center of the Argo Galaxy, within the Southwest Quadrant. The Lunar Sector contains ten expanses, including the Hastilion Expanse, the furthest southwest and the last to be settled. The Lunar Sector sits on the Hexa arm of the Argo Galaxy and remains the farthest reach of the Alliance within the Southwest Quadrant. Starting with the Hastilion Expanse and traveling clockwise are the remaining nine expanses in this order: Talion, Belior, Exeter, Satilion, Familion, Molore, Drelmore, Hartel, and Cin-telion.

Dansk, the cultural center of the Lunar Sector, sits along the edge of the Hastilion and Talion Expanses. It's part of the Talion Expanse. Even though it's not near the sector's galactic center, the gemini concluded it's an optimal planet and settled it as the primary Alliance seat within the Lunar Sector. It is, however, closer to the Gemini Sector than it is to half of the expanses in the Lunar Sector.

## DANSK

Dansk is the cultural center of the Lunar Sector and its most populated planet. All those wishing to do new business within the Lunar Sector must first report to the Gemini Sector Council for requests and approval. While primarily controlled by the geminis, Dansk is a cornucopia of species, businesses, and professions.

The most populous city-state of the entire sector, Machenko, resides on Dansk. With a population over 50 million, all the sector's powerful and prosperous corporations have established headquarters within its city limits. It is here that Drake Mining and Manufacturing has built a grand galactic headquarters and is eager to expand their operations.

**Environment:** Dansk is an extremely fertile planet, bursting with valuable resources and rich soil to support its population. Mining, manufacturing, and agriculture thrive while many retail, commercial, and industrial centers have been established to support the entire work force and provide goods for most of the populated planets within the sector. With the current announcement to allow further expansion of the Lunar Sector, Dansk is tightening its spread of resources to avoid depleting the planet and starving its inhabitants. The Gemini Sector Council is looking toward their resident corporations to provide the sustenance new civilizations require.

Water covers 45% of the planet. Its seven landmasses are scattered across the planet and easily traversed through an extensive rail system. None of its oceans are significantly larger than the others and the landscape is predominately mountainous. Several dozens of feet of snow cover the mountains every year, bringing fresh water to the population throughout the seasons.

Valuable resources are locked away in the depths of the continually mined mountains while large swaths of fertile plains lie between and amongst the foothills. To preserve the soil and resources, cities are always built in non-productive, although often wooded, areas outside of the mountain ranges. This style of engineering results in large city-states that dot the countryside instead of spanning large areas of treasured land. To connect these condensed cities, an environmentally-friendly rail system has been installed.



**Population:** Dansk has never been a single-species planet. Although settled and established by the gemini, they immediately opened it to all xenos as an anchor for operations within the Lunar Sector. Members of the Alliance were encouraged to set up corporate headquarters to create an extremely prosperous planet. This decision was also meant to preserve the other planets within the sector, and as businesses continue to thrive, more corporations choose it as their headquarters.

The population is now a blend of over 25 species, not all part of the Alliance, and a population of eight billion contained within 500 city-states. With such a diverse collection of xenos, tensions wax and wane with periodic, small fights breaking out. Most battles are political or noble in nature and consist of subterfuge and other means of vying for power.

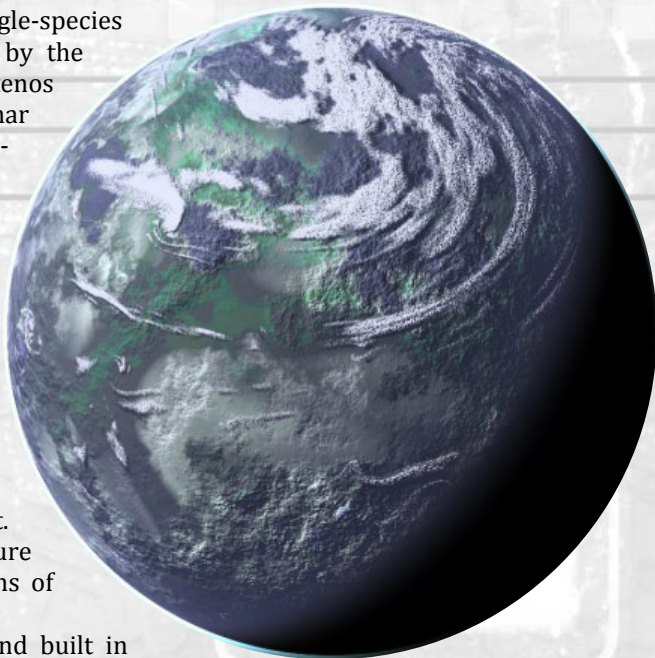
Each city-state is considerably dense and built in layers. The wealthier the individual or corporation, the higher their facilities are built. The lowliest of the population live underground in a sprawling community of the downtrodden (typically referred to as the underground). Most of the population lives in the main layer built from ground level up to 100 feet followed by decreasing sizes of layers, which include the upper class and extremely wealthy (including nobility and politicians). Upper layers are built on the roofs of the buildings below which become extremely expansive as they approach the ground (like a pyramid).

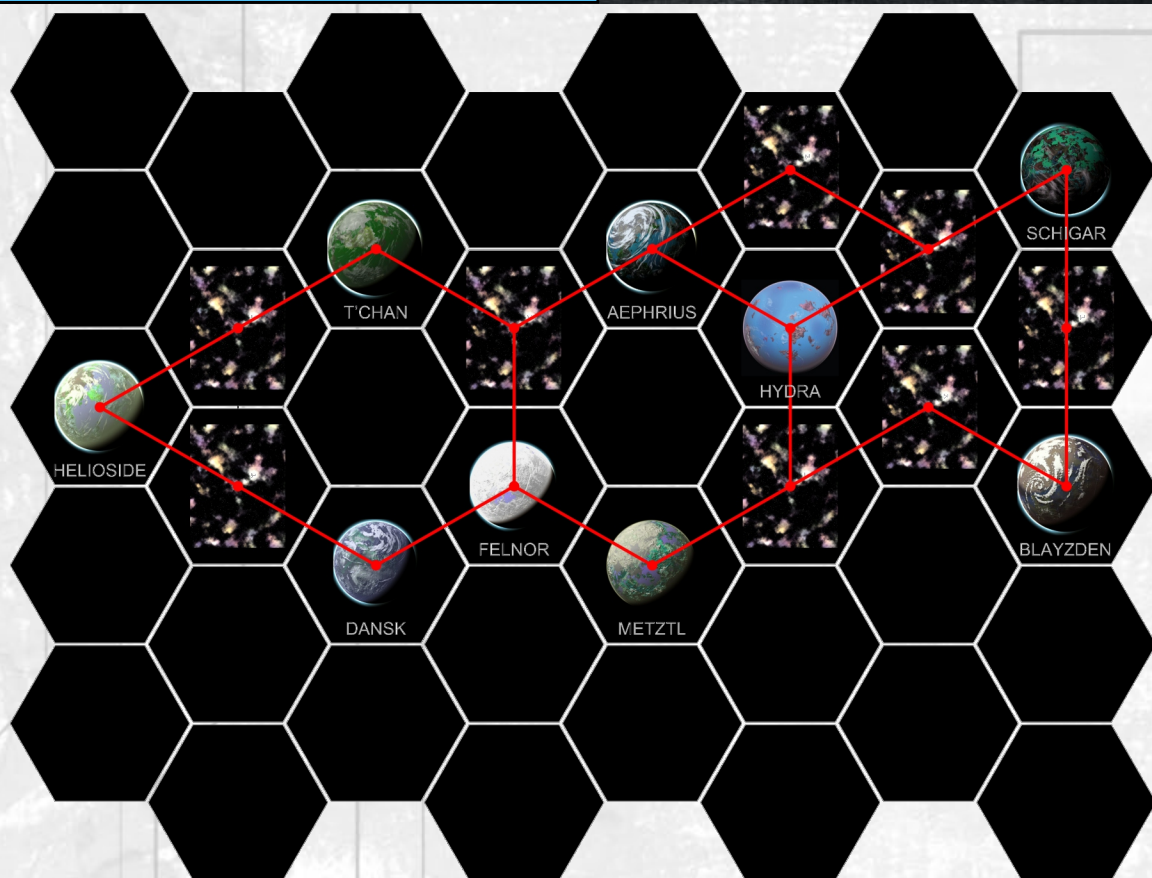
The founders of Dansk and the Gemini Sector Council have always encouraged high-technology. As such, each city-state has no fewer than twenty spaceports. Machenko has fifty. Due to the placement of these city-states, sky travel is preferred and additional moorings for interplanetary travel exist (those are not considered official spaceports). Most residents cannot afford sky or space travel and spend their time traversing the planet aboard Green Rails, the rail system powered by magnetics.

**Planetary Science:** Dansk is a medium-sized planet with a full rotation every 30 hours and a full revolution every 386 days. It rotates on its axis at a 30-degree angle. It has three moons, Alpha, Beta, and Omega, all of which contain mining facilities and additional spaceports. All three moons are near each other and can be seen together in the sky approximately one hour before the setting of Alpha.

**Atmosphere:** Dansk has a standard atmosphere and gravity in regards to most settled planets. It was settled as a center of high-technology and all precautions have been taken to preserve its flora, fauna, climate, and atmosphere. All technology is environmentally-friendly, a bi-product of research and development prior to settlement. Although the underground communities have a less-than-desirable air quality, the air above ground is clean and clear.

**Culture:** On the surface, Dansk has a democratic society filled with peace and diplomacy. After living there a couple years, residents realize that the real power is held by the corporations, nobles, and politicians constantly contending for power. Those who have stood their ground and ultimately failed have been known to find themselves waking up the next day within the underground with nothing left but their clothes.





Many religious factions exist throughout the planet and are relatively peaceful in the public eye. Behind the scenes, they too struggle for power, each hoping to convince the masses their religion is better than the others.

Law enforcement is quite busy dealing with these minor political, noble, religious, and corporate skirmishes. However, they are easily swayed by the right price. Corruption runs deep, and Machenko is swimming in it.

The opening of the Hastilion Expanse is seen as an omen for many citizens as they are ready to leave their lives at Dansk behind and join a community built on honesty and generosity. Most of the corporations don't care as the more people that leave the planet, the more jobs that open up for those who would like to become a part of this great endeavor (the expansion of corporate holdings).

## AEPHRIUS

Aephrius is a lush planet, three star systems away from Dansk. It's the most desirable planet for nobles, vacationers, corporate executives, and anyone else with millions of credits. Its tropical climate makes it the most attractive planet to the entertainment and vacation industries.

The gemini who first settled Aephrius set forth very strict laws to preserve its natural beauty and avoid tainting the landscape to further entice wealthy individuals. Corporate restrictions are controlled by its capital city Beatis.

**Environment:** Most of Aephrius is tropical and sub-tropical, creating a massive jungle rich with exotic fruit. This large, never-ending canopy provides little sunlight to the jungle floor and most of the soil is tough and lacking nutrients for



agriculture. The trees that grow in the jungles are tall and thick with most settlements being built amongst their branches. Those that do not reside within the jungle are built along the warm-water coastline or atop plateaus located sporadically throughout the jungle.

Only 35% of Aephrius contains water with the largest body being the Aephrius Sea. All the water is fresh and safe to drink. Rain falls often and holding ponds create lavish spas amongst the treetop settlements. The planet is otherwise covered with jungles, grassy coastlines, and the large high-desert (on the northern continent). Well over half of the continents are covered by the Aephrian Jungle.

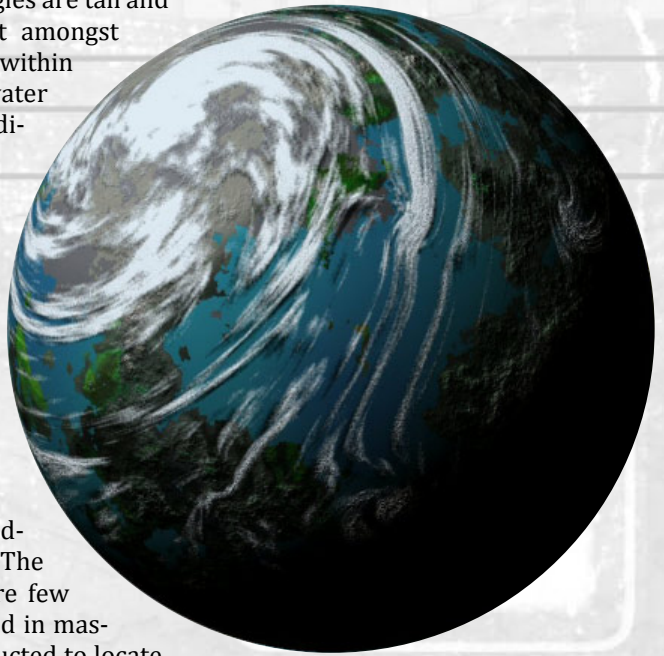
Aephrius consists of one massive land-mass divided into ten regional countries. The largest continent is the high-desert where few dwell, but minerals are believed to be held in massive deposits. No surveys have been conducted to locate the deposits, but aerial footage shows signs of precious metals. The settlements on Aephrius ignore the high-desert as it's not a desirable area to the wealthy they are looking to attract.

**Population:** Aephrius is operated by geminis and primas, the former being the builders and the latter being the laborers. The primas are superb at building treetop settlements and have found excellent pay working for the greedy geminis. To accommodate the high number of primas workers, an entire treetop settlement, approximately one mile in diameter, has been established by the geminis. These primas live quite lavishly and enjoy the lush jungles and abundance of fruit.

The geminis have built fifteen settlements so far: ten along the coastline and five more in the jungles (not including the primas' settlement). Each one is limited to one square mile of space and no building can be more than 60 feet tall. Additionally, everything must be extremely environmentally-friendly and no pollution-generating industries are allowed. The aim for every single settlement is luxury and wealth without compromising the beauty of the planet.

Although industry is limited, luxury, modern conveniences, and high-technology are not. Every facility is connected to the settlement's central computer system wirelessly and no entertainment expenses have been spared. In fact, approximately half of every gemini settlement consists of casinos, spas, restaurants, lounges, and other types of entertainment facilities (including those deemed illegal or immoral on other planets).

**Planetary Science:** Aephrius is a medium-sized planet with a full rotation every 23 hours and a full revolution every 335 days. It rotates on its axis at a 40-degree angle. It has two moons which have yet to be named so most simply call them Leading Moon and Trailing Moon. Leading Moon is quite large while Trailing Moon is quite small. The appearance of Leading Moon is often used to signify the start of the night life while the appearance of Trailing Moon signifies the end and a time to return to your sleeping quarters. The rising of the moons occurs approximately six hours apart.



**Atmosphere:** Aephrius has an extremely favorable atmosphere often referred to as 'heavy' compared to other planets. The high moisture content within the jungle leads to fog most mornings and humidity the rest of the day. Although the air may feel heavy, it is as easy to breathe as Dansk and smells of fresh flowers and trees.

**Culture:** Aephrius has a paradise-driven culture. Everyone acts as though they live on a tropical planet, which they do, and treats other planets as though they wouldn't be worth the time to visit. While this is snobbish, they are quite right in that many who travel or move to Aephrius find other planets to be unworthy. This is partially due to the pampering lifestyle but can also be attributed to the exciting nightlife and warm, calm waters.

Most geminis frown upon lower-class settlements outside of the primas settlement being established. They respect the primas laborers and couldn't truly build their lavish homes without them. While this respect is paid to the primas, it is not paid to equivalent geminis or non-jungle dwelling species. All geminis are expected to live within the gemini settlements and if they cannot afford it, they should leave and move to a less expensive home. However, the wealthy cannot function without the working class and there are many areas of each settlement designated for the middle-class citizens (pay scales are higher on Aephrius than many other planets). The working class keeps the entertainment establishments functioning and essentially serves to cater to the wealthy citizens and visitors.

The settlements along the coastline are not connected by road or rail. All travelers are expected to take ferries or hovervehicles when traveling between settlements. (Hovervehicles ride just below the tree line, but above the brush line. There are paths through the jungle where the trees are far enough apart to allow hovervehicles to travel like a single-lane highway.)

There is a single, five-landing pad spaceport located across the Aephrius Sea. From here, travelers can board a ferry to the coastal settlements or take the new rail leading into the high-desert. (The rail doesn't cross the Aephrius Sea.)

Religion is practiced freely and all who can pay for a chapel are allowed to build one. Law enforcement is viewed very similarly and controlled by whoever has the most money. Aephrius is extremely liberal, but travelers are warned to be cautious about who they say things to and what they say. While the law is flexible, it often lies in the interpretation of the wealthy and whoever established that particular law facility.

## BLAYZDEN

Blayzden is a barren planet, four planetary systems away from Dansk. It is a very undesirable planet for living, but extremely rich in minerals and resources. Due to its vast deserts and hot, dry climate, the only sustainable settlements are along the large seas scattered throughout the northern hemisphere.

All those who live here are part of the mining and excavation efforts. No one would move to Blayzden willingly nor does anyone want to work here for an extended period of time. Although the areas along the seas are green and comfortable, the mining and excavation are located throughout the vast deserts where the air is dry and temperatures are hot. The lack of vegetation also produces high winds and many sand storms.

**Environment:** No one truly knows why Blayzden is such a barren planet. It is located far enough from its sun to allow populations to live and the rains are enough to sustain life along the seas. The sands of the massive deserts are so vast that life outside of such a limited area would be unbearable. Although this creates



dry air and extreme conditions, work can easily be done during the night hours when no one has to worry about heat exhaustion and sand storms.

Only 10% of Blayzden contains water in the form of several large, fresh water seas. These seas are quite deep and produce enough rain along the coastlines to sustain a green area that holds the deserts back and stops them from encroaching upon the water. These are the only areas known to sustain any type of flora or fauna outside of the wild desert creatures accustomed to the extreme conditions.

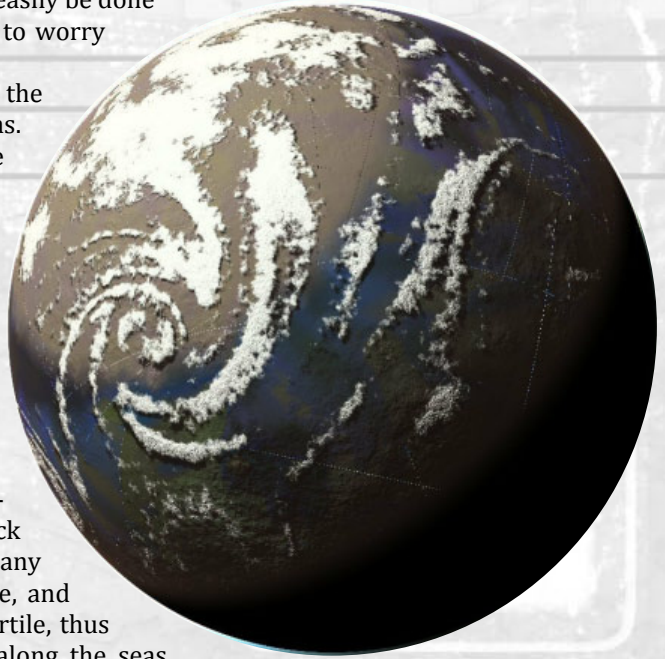
There are two main landmasses covering Blayzden: brown sands in the north and black sands covering the entire southern hemisphere. Although called black sands, the sand is actually a dark brown. Many believe the vast deposits of minerals, ore, and precious gems caused the land to be infertile, thus producing the large deserts. The lands along the seas carry no deposits and are fertile enough to sustain regular vegetation.

**Population:** Blayzden doesn't truly have a population as no one lives there permanently. All residents are workers who stay in temporary housing throughout the course of their contract and then return to a more desirable planet. While many have attempted to establish settlements in the desert near the mining and excavation facilities, sand storms cover all facilities and shifting sands cause them to sink. The only way to reach the facilities is by riding in a hovervehicle during the night when the winds are calm. That means all mining and excavation is done within 100 miles of the current settlements. Engineers are researching ways to mine further way from the settlements.

Various races have built a total of 30 settlements, so far. Each one is quite small and houses enough to support three to five work forces (typically 100 – 200 employees each). In addition, all common amenities can be found along with entertainment, law enforcement, and small government centers. As these settlements are not permanent residences, all laws are governed by the founding corporation. Government centers serve administrative purposes and human resources outlets.

Due to the harsh conditions and the high amount of deposits, workers on Blayzden are quite wealthy. They receive hazard pay and profit sharing. This is the only driving factor for anyone to come to Blayzden on a work contract. Anyone could come here, work for ten years and retire to Dansk if they manage their credits accordingly. In addition, all corporations are turning very large profits from the vast number of opulent deposits.

**Planetary Science:** Blayzden is considered a large planet with a full rotation every 48 hours and a full revolution every 400 days. The long days and nights allow the corporations to get a lot of work done before the sand storms pick up again in the morning. There are four large moons which no one has bothered to name. At all times, at least two of the moons can be seen in the sky with a couple hours each day showing three moons at once.



**Atmosphere:** While seemingly unbearable during the day, Blayzden has an optimal atmosphere to sustain life at night. During the day, the air in the desert is barely breathable due to the high content of dust and particles. During the night, the winds die down and the air clears. The areas around the sea do not exhibit this same problem other than the tracts of land that border the deserts.

**Culture:** Every settlement on Blayzden has its own culture according to what race primarily resides there and what corporations have established a foothold. There are a couple common features amongst these settlements including their high levels of technology, air cleaners throughout the buildings should the wind blow strongly, and a desire to make mounds of money. That desire is an extreme form of greed and could manifest as quiet attempts on one's life to create a job opening. Law enforcement monitors everyone in case of unexplained deaths. That is, of course, unless paid handsomely by corporate executives.

One of the greatest technology installations on Blayzden is the underground rail system. Those tunnels carry gravity-riding rail cars from city to city at speeds exceeding those of the hovervehicles. The tunnel systems are equipped with air scrubbers, filters, and reinforced walls to ensure the encroaching deserts do not blow sand into the tunnels. Engineers are plotting new tunnels to the current mining and excavation facilities, but digging under the sand is proving difficult.

Each settlement has a spaceport that reaches well into the sky, away from possible blowing sand. Each spaceport has enough space for ten landing pads that accommodate smaller starships or four landing pads for large freight ships. Upon landing, travelers take the large elevator down to the city below while freight rides in a huge elevator to fill the freight ships.

Religion is optional. Many races establish small chapels for a handful of people, but the government and corporations stay away from regulating them. Everyone is free to worship whatever they want whenever they want as long as it doesn't interfere with work or other corporate activities. Blayzden is not controlled like other planets but rather is governed like a conglomeration of corporations. Executives make the big decisions and things like religion must conform to corporate schedules.

## FELNOR

Felnor is a frozen wasteland, one planetary system away from Dansk. It has very little to offer other than its rich deposits of precious gems and ores. It is considered unlivable outside of the mining settlements. The ground is frozen solid and glaciers reside in almost every area water can be found. Massive craters are cut into the planet for mining and housing is built directly into the walls of the craters.

Everyone living on Felnor is part of the mining efforts. The only people arriving willingly, as most workers as assigned against their will, are looking to purchase gem deposits and establish new mines, although they quickly leave once work begins. According to statistics, everyone who works here leaves as soon as their contract ends.

**Environment:** Felnor is located too far from its sun to maintain an optimal climate for humanoid life. When establishing a new mining settlement, excavators create massive craters, one to five miles in diameter and two miles deep, with walls built up well above ground level. Beneath the frozen ground, the temperature is warm enough for workers to live. To keep these conditions inside the crater favorable and keep the workers satisfied, all houses and facilities are built directly into the walls of the craters with an extensive pathway that wraps around and around, leading to each doorstep.



Life outside of the craters is completely unbearable. Terrible winds whip across the landscape and freeze any who attempt to surface. Those winds carry snow and frozen dirt that coats all surfaces. The walls of the crater are built high enough to avoid the effects of these winds. Life scans have shown no living flora or fauna aboveground, but the winds often cause interference.

Surprisingly, around 50% of Felnor contains water, although 90% of it is frozen. There are two large areas of water that are not frozen, although the temperature is only just slightly above freezing. They receive enough sunlight to remain open throughout the majority of the year.

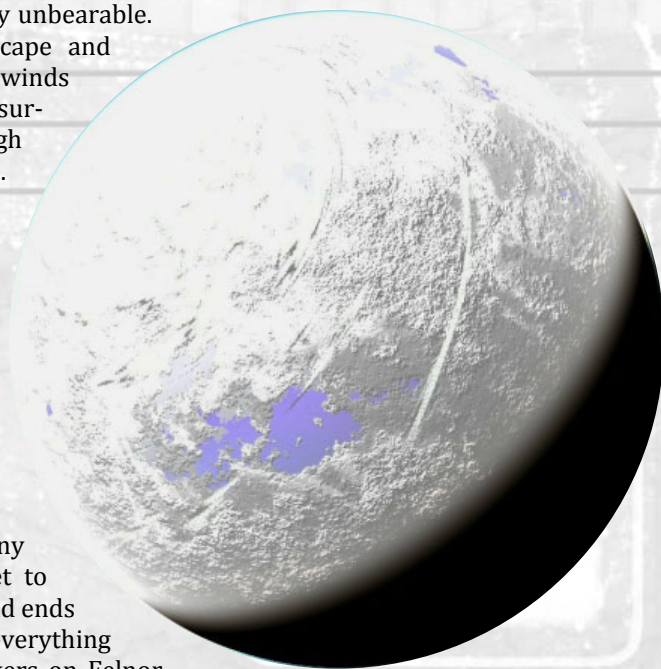
To date, no one is quite certain how many land masses there are as they have yet to spend enough time plotting where the land ends and the water begins. From the surface, everything pretty much looks the same. Most workers on Felnor refer to the land as cold, really cold, and deathly cold, in reference to their geographical location.

**Population:** Similar to Blayzden, Felnor does not have a large permanent population. Workers come and go and due to the frigid weather; most contracts only last two Felnor years. Contracted workers live in large, temporary housing blocks carved into the crater walls. Each housing block is large enough to handle 20 workers. A pathway, only large enough for small vehicles and primarily used for walking, wraps around the entire crater many times to connect all of the housing blocks and buildings. Eight elevators are located throughout the crater to quickly bring people from level to level and all the way down to the basin where the mining camps are located.

A total of five mining craters have been carved into the landscape. There is no subterranean transportation between the craters, although the planet's engineers are researching ways to safely dig long-distance tunnels and install a rail system. Travel between craters is rare and must be done by specialized aircraft (made for travel throughout Felnor) as standard aircraft cannot traverse the harsh winds. Aircraft must be strong enough to withstand the pelting wind and protect those inside should the aircraft crash.

Only the gemini have risked their lives to create mining craters on Felnor. While other races are contemplating it, the extreme cold weather typically turns them away. Gemini corporations mainly see Felnor as a treasure trove and do not care about the weather; they are too determined to plunder the gems inside. Although the workers on Felnor could potentially become quite wealthy through hazard pay and profit sharing, they rarely spend more than two years per contract as the cold weather drives them away. There are rumors that some corporations are turning to the illegal slave trade to find workers for their mines. Slave workers are rarely paid well for their service.

**Planetary Science:** Felnor is a medium-sized planet with a full rotation every 28 hours and a full revolution every 580 days. The long years are part of a worker's contract which many do not learn until reaching planetside. There are three moons which have not been named. Those residing on Felnor rarely see the moons or the



sun and feel naming them would be useless. The moons are fairly spaced apart. Only two can ever be seen in the sky at the same time and that's only for a couple hours.

**Atmosphere:** The livable atmosphere on Felnor is the only reason scientists felt it worthy of survey in the first place. While the air is dry and extremely cold, it holds enough oxygen for those below ground, inside the craters, to breathe normally. However, some of mining activities are producing pollutants that struggle to float outside of the crater. This has created breathable, but foul-smelling air.

**Culture:** Felnor has a very mixed culture due to the hodgepodge of workers that choose to sign the work contracts (finding workers can prove quite difficult). There is very little interaction from the corporations and very little law enforcement. There are rumors that underground crime syndicates have formed, but no one has found any evidence. The Alliance owns the task of establishing a proper law enforcement group, but has yet to do so. Whoever has the most power at any time appears to be enforcing the laws. Bribery runs rampant and politics are in the hands of the corporations.

Each crater settlement has a large spaceport at its basin to support all types of spacecraft. Each spaceport has 10 landing pads of various sizes. The coming and going of spacecraft appears to keep the crater settlement at a higher than expected temperature. None of the workers complain about the extra heat, but the smell can become overwhelming.

Religion is unknown. It is believed that many workers follow their religion in whatever way they've done before, but no chapels or formal institutes are known to exist. Much of Felnor is controlled by power; whoever holds the most power right now is unknown as it seems to change often. Many believe whoever controls the crater settlement at that time is probably attempting to sway the workers to their religion, but no evidence of this has been found.

## HELIOSIDE

Helioside is an Earth-like planet on the fringe of "civilized" space. It is renowned for its near perfect weather and is an ideal vacation spot for most species. The planet has very few raw materials and the soil is only adequate, which has led to very few outsiders having any desire to settle the planet. The main population is a group of displaced gemini who wished to follow a more rigid sense of self-government. The other species, here long before the gemini, is an advanced, mysterious one known as latharians.

**Environment:** Helioside is an odd planet. Almost all the land is located between 45-degrees north and south of the planet poles and separated into three large continents: Brazwall, Malsk, and Typius, each streaked with wide bodies of water and winding rivers that flow universally from north to south. The rest of the surface is dominated by vast oceans. The weather on the continents averages a comfortable 27°C for 95% of the year. The ground soil is not overly abundant and most of the major governments only have enough to feed their populations.

**Population:** Two of Helioside's continents are dominated by a xenophobic species known as the latharians. Little is known of them as they fiercely defend their borders, all thick with genetically modified rainforests, suggesting the race is scientifically well-developed. The latharians do not participate in space flight or exploration, but have the technology to disable ships in orbit if necessary. The final continent, Malsk, is home to an offshoot of the gemini species. These people left their home world several hundred years ago, preferring to live a caste driven life where nobility still rules the people.



**Planetary Science:** With its awkward “wobble”, Helioside enjoys almost non-stop temperate, sunny days. As such, the planet is the perfect vacation spot and nearly 95% of the 420 days are temperate and sunny, with the occasional sprinkle of rain to cool down sunning vacationers. Helioside is the fifth planet in the Helioside System, with all inner planets being scorched rocks, stripped of atmosphere, and the two external are massive gas giants. A rotational 26-hour day sees roughly 18 hours of sunlight. Below and above the 45-degree mark on the planet, the oceans are a turbulent mess with little ocean travel possible.

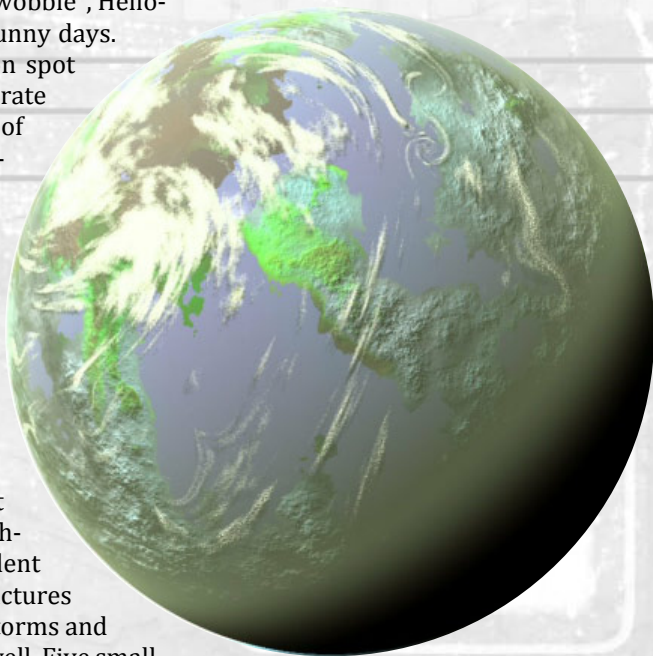
For approximately 20 days in the middle of the year, the planet undergoes what the locals call “Sotherification.” This is a latharian term intended to describe the violent storms that streak the entire planet. Structures are built to withstand the worst of these storms and any harvest is scheduled around them as well. Five small moons (Lyman, Sefcovic, Briante, Gallosa, and Soltes) orbit laterally around the planet, and one dominant moon, Villettas, orbits along the lines of longitude.

**Atmosphere:** Helioside has an oxygen-rich atmosphere and a generally pleasant disposition. Much of Malsk’s population produces pollutants, but never enough to have a disruptive effect on the planet’s atmosphere. Many suspect the latharian have some sort of way to regulate the effect.

**Culture:** Malsk’s population is organized into a three-caste system. The lowest tier is full of criminals, debtors, and malcontents. These people are given positions generally as laborers. The second tier makes up the majority of the planet’s population and is known as the middle-class. These people are generally employed in the hospitality, science, and production positions. Finally, the nobility sit atop the cultural landscape on Malsk. The continent has hundreds of minor royal families all in-charge of their local areas or countries. Each is responsible for keeping the peace and providing to the centralized government, currently led by the Hyperion family.

There is little upward mobility in the tiers. Children of lower tier families are encouraged to undergo a “citizenship test” to move into the middle-class, but people are generally only born or married into the noble class. The three weeks of Sotherification are considered a holiday for all residents. During this time, the children in the lowest tier are given the opportunity for upward mobility. It is also common for noble houses to adopt a promising student or professional into their house.

Little is known of the latharian culture. Occasional sightings indicate they are of a reptilian nature, but their thick jungles and border patrolling technology keep prying eyes away. The gemini that came here long ago requested an audience with the latharians only to be rebuffed. However, an electronic beacon on Malsk repeated four encoded words, “You may live here.” Since that time, hundreds of years ago, there have been only a few rare instances of communication.



## HYDRA

Hydra is a young, water-filled planet three planetary systems away from Dansk. Its land is still being created through volcanic activity, although a large life of flora and fauna exists underwater. The lands are not yet fertile, but are filled with obsidian, exotic rocks, grassland, and volcanic soil. What lies at the bottom of the oceans has driven its settlement.

Lying beneath the ocean's floor are massive pockets of oil and gas. Everyone living on Hydra resides in underwater cities. These massive cities are equipped to drill for oil and gas without altering the volcanic landscape. Many find it exotic and flock to where many have never been. There is a constant flow of aquatic creatures and beautiful, underwater oases of water-born plants and coral. It has come to be known as the underwater paradise.

**Environment:** Engineers theorize that Hydra will become an extremely fertile planet as its landmasses continue to grow. Volcanic activity is producing nutrient-rich soil, although not far enough from the volcanoes to actually be usable. Additionally, its climate is optimal and its vast oceans help regulate that climate. With its current state of infancy, much of this is theory and cannot be confirmed for hundreds if not thousands of years.

The current conditions of the volcanic islands are rocky and unstable. The ground is hard with lava flows at least once a year. Some islands are seeing lava flows once a month. If one were able to survive the lava flows, as some of the areas haven't seen lava flow in decades, conditions on the islands are otherwise quite stable. Temperatures avoid the extremes, rainfall is regular, and new flora and fauna are beginning their early stages of development. Attempts to survive the lava flows have yet to be made, although the technology is available.

Hydra is 90% covered with water. Several dozens of small to large unnamed islands dot its ocean. The single ocean has been divided into four quadrants simply called north, east, south, and west. While efforts to fully explore every inch of the ocean are ongoing, no one is quite certain how much of the ocean has actually been explored. There are too few landmarks to make an accurate determination. It's estimated that 85% has been explored although many engineers claim that the number is probably closer to 60%.

**Population:** Hydra was originally thought to be a useless planet for settlement until speaking to the golgesh. The golgesh are an aquatic species that live on land or under the water. Seeing an opportunity to expand their race, they shipped supplies to Hydra and built the first underwater settlement, Tholgar. Wishing to share this settlement with the rest of the Alliance, they designed accommodations similar to vacation spots and executive retreats. During this construction, the golgesh discovered large deposits of oil and gas beneath the ocean's floor.

With the success of Tholgar, the golgesh have started construction on the second and third settlements Rhulyeh and Byzanium, respectively. The golgesh population continues to grow with the lure of wealth and a new, exotic home along with drawing small groupings of other species to establish new facilities to extract the oil and gas. Additionally, some corporations find the obsidian along the volcanic islands desirable. That has opened a wealth of new markets on Hydra along with opportunities to establish larger settlements and attract even more potential residents. Hydra is changing from a simple underwater vacation spots to one of the most desirable homes-away-from-home for the extremely wealthy. Life underwater is not cheap.



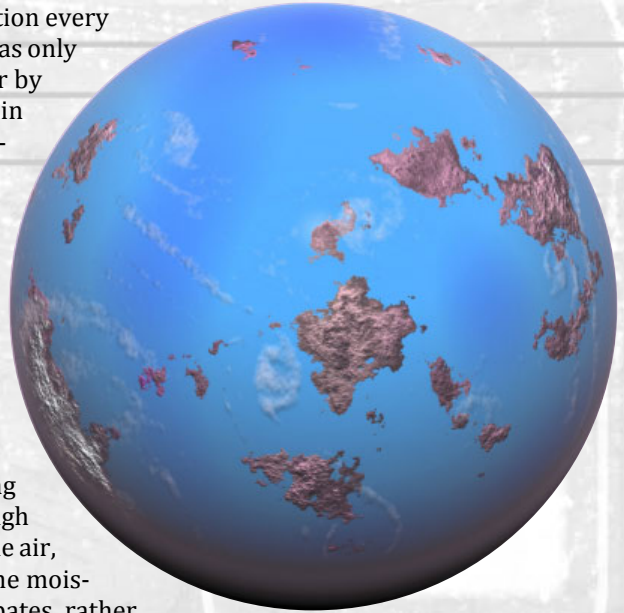
**Planetary Science:** Hydra is a medium-sized planet with a full rotation every 25 hours and a full revolution every 350 days. It rotates on a 45-degree axis and has only one moon. The moon has been named Relgor by the golgesh who are developing it as the main spaceport. Life under the water is much different than life above as very little light actually makes its way to the Tholgar settlement. While life above water receives a varying amount of light, according to its geographical position, that same light only penetrates to the ocean floor settlements for half that amount of time.

**Atmosphere:** Hydra has an optimal atmosphere with oxygen levels that can sustain a vast array of life. This is one reason scientists theorize that new surface-dwelling flora and fauna are soon to appear. Although the volcanoes spew no shortage of ash into the air, the ocean waters and regular rainfall keep the moisture level high enough that the ash dissipates rather quickly (mixing with the water and becoming heavy enough to fall quickly, typically taking fewer than 15 days).

**Culture:** The golgesh are an extremely conservative species and highly value their friends, family, and employers. They have established rules and regulations and a large contingent of law enforcement. For fear of offending other xenos, laws are meant to be fair while retaining some rigidity. The golgesh require that all residents and visitors within their settlements adhere to the laws that have been laid forth. There are no prisons or holding cells for criminals. There are no courts to try those criminals. Instead, lawbreakers are judged by the severity of their crime and deemed a violator or just ignorant. If one is deemed ignorant, a mandatory 10-day course on ethics, morals, rules, and regulations is the only thing that keeps them from being expelled from the planet. Anyone deemed a violator is immediately, permanently expelled from the planet.

Tholgar has the only spaceport on Hydra, although it's a temporary one. A permanent one is being built on Relgor. The current spaceport is only large enough to accommodate a single spacecraft and is not planned to be enlarged as a new spaceport is replacing it. The new spaceport on Relgor will contain landing pads for small transport craft that bring people and goods to and from Tholgar and a single, large spaceport for the settlements to use. The spaceport on Tholgard will be converted to accommodate several small transport craft to accept those coming from and going to Relgor. Each new settlement will have the same setup. Thus, corporations wishing to drill the oil and gases are required to establish their own spaceports or methods of shipping goods off-planet as the golgesh's set-up will not accommodate them. Obsidian mining platforms typically have a dock for craft to transport the obsidian.

The golgesh have a form of religion and have properly established it within Tholgar. There are two chapels that can be used outside of normal worship times by other species to perform their religious practices. Due to this borrowing of the chapels, no other species have established chapels within Tholgar.



## METZTL

Metztl is a lush jungle planet one planetary system away from Dansk with settlements established prior to the opening of the Hastilion Expanse. Previously, the settling of Metztl was regulated by the Alliance and very few were able to participate. The dangerous wildlife throughout the jungles made it necessary to restrict the number of settlers, but many corporations have proved that they can survive alongside the dangerous creatures by building protected settlements and employing Settlement Rangers. As such, new settlements are being allowed, although still limited in number, with new mines and a boost to the current economy.

Residents of Metztl find the move to be a bad idea and fear for the lives of newcomers should they venture out into unknown jungle areas. There are many large, wild creatures, and a few hidden, primitive races are believed to call the jungles their home. Settlers are advised to stay away from unknown creatures and unknown races as both are equally as dangerous.

**Environment:** Metztl is a jungle paradise for all those who survive. Those who avoid being mauled by jungle creatures or resist deadly ailments live in a vast area of warm temperatures, vividly green trees, and beautiful scenery. While the air may feel thick from the high humidity due to the regular rains, it is extremely clean and noted as one of the purest around. Although the ground is not ideal for agriculture, the jungle grows many fruits and vegetables to sustain its population and allow for trade to other planets.

Metztl is 45% covered in water from salty seas to fresh lakes and rivers throughout the jungles. There are ten seas not declared large enough to be oceans teeming with underwater life. Many parts of the jungle are filled with water from the heavy rains creating areas that become their own lakes during the rainy season and simple underbrush during the dry season. Mountains collect much of the rain water and send it spiraling through the landscape through vast rivers that lead to one of the ten seas.

Metztl is comprised of two connected land masses divided into several continents. The landmasses and continents have yet to be named while residents refer strictly to the settlement from which they came. Many believe the dividing of the continents to be very recent and a work in process. The large landmass is primarily covered (over 90%) by the lush jungles. The small landmass is primarily covered by snow and hard ground as it resides over the northern hemisphere. Few have explored this territory as it does not appear to contain anything of value.

**Population:** Metztl was settled over a century ago by gemini looking for a new paradise. They found it on a nearby planet covered with massive jungles, warm weather, and deadly creatures. They established fortified towns and learned to survive amongst the flora and fauna. Expeditions proved profitable through the location of valuable minerals and ores leading to sporadic mining establishments. Much of the population thrives on the foraging and exportation of fruits and vegetables with mining activities primarily being handed over to the few corporations who reside planet-side.

The opening of the Hastilion Expanse has given Metztl the opportunity to grow by drawing more settlers and corporations to increase the wealth of the planet. Many of the noble houses fear the worst and are leery of over-population. They aim to control the settlement efforts and control as much of the planet's wealth as possible. This has given rise to a lot of political battles between the House of the Alliance and current Metztl noble houses.



**Planetary Science:** Metztli is a medium-sized planet with a full rotation every 28 hours and a full revolution every 380 days. It rotates on a 45-degree axis and has two moons, Melox and Emmery. The two moons are often found nestled in the sky together with a two hour difference between their rising and falling. Life in the undergrowth of the jungle can be difficult as much of the light is shaded by the large trees and dense canopies.

**Atmosphere:** Metztli has an extremely favorable atmosphere and is considered to have the purest air in the entire galaxy (considering known planets). This is attributed to the high quantity of jungles and the efforts to preserve them. Populations are quite small so settlements have not been required to clear-cut areas to support their growth. With the rising number of immigrants, the noble houses are drawing up plans to limit settlement size and regulate what can and cannot be built.

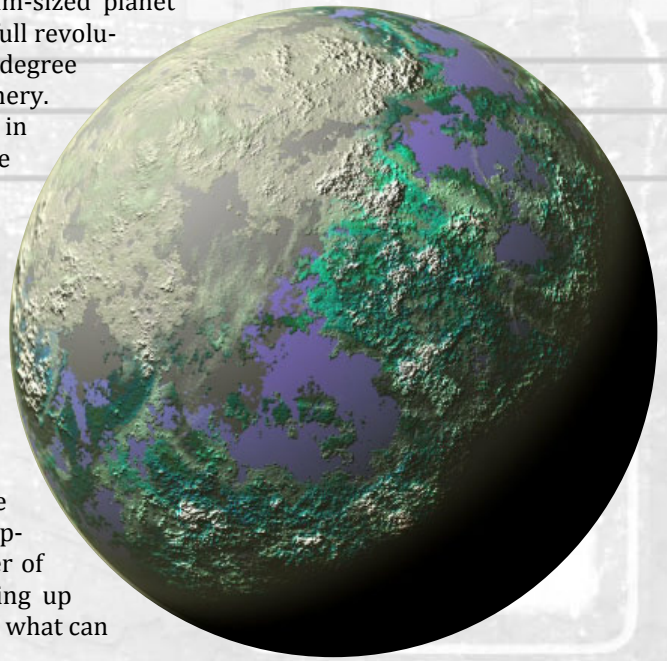
**Culture:** The residents of Metztli are fairly conservative with the noble houses aiming to properly control all activities. Everyone wishes to keep Metztli has a luscious paradise and will not allow any debauchery or lewd acts. However, many believe the noble houses to be quite corrupt and line their pockets with dishonest money as they take advantage of the less-fortunate. No studies have been able to prove these theories.

The remaining population is filled with hard-working individuals who enjoy life on Metztli and work hard within the mines, corporations, and noble houses doing a variety of jobs. Most residents make just enough to survive with community efforts offering aid to those who cannot. Additionally, sprinkled throughout the population are Settlement Rangers aimed at protecting their kin.

Settlement Rangers are taught and trained to hunt the many creatures living within the jungle to keep their home settlement safe. Tracking and survival are important to a Ranger's prosperity as the jungles can be a vicious place to be. Many mining settlements have been attacked by these creatures with resulting high number of casualties. Many of the residents hope for skilled soldiers to join the ranks of the Rangers and help keep the settlements safe.

There are two large spaceports residing on the northern landmass, away from the jungles. Connecting the spaceports to the settlements is a lengthy series of eco-friendly rail systems and large sail ships (for travel across the sea). Each spaceport has enough room for any type of spacecraft although larger ones are limited to a single ship per port.

Religion is very important to many of Metztli's residents with each family belonging to their chosen religion. This has created an abundance of religions, with many similarities, consisting of approximately 100 families each. They feel religion should not be assigned.



## SCHIGAR

Schigar is a toxic planet located five planetary systems away from Dansk. Life is only sustainable for races that can breathe methane and sulfuric gases. Otherwise they must be inside one of the many bio-domes.

Schigar would be a completely useless planet if it weren't for the trapped gases beneath its surface that are captured and used throughout the galaxy for heating and other industrial purposes. Much of the landscape is scorched and nothing is able to grow. The bio-domes have been established by the gemini with fertile soils atop specially-engineered habitats that allow for agriculture to sustain the planet's small population.

**Environment:** Schigar is considered a total wasteland with poisonous seas, scorched, volcanic lands, and air that is not breathable outside of a few, unique xeno species. One species in particular, the xiog, is able to breathe the gaseous atmosphere and was able to build the bio-domes for the gemini settlements.

Schigar is 66% filled with green-tinged water polluted by sulfur and other, currently unknown substances. Scientists believe the scorched soil bleeds into the water causing the pollution. However, only the gemini consider it pollution while the underwater flora and fauna are able to thrive.

Few scientists spend time researching the underwater life on Schigar as it's not worth the time or cost. The xiog have been slowly transferring scholars to the planet as the environment is not toxic to them and the underwater life could prove quite fascinating. They are establishing research facilities, but traveling outside of them is forbidden for anyone other than the xiog. Gemini walking the land unprotected will die within hours.

Schigar comprises one large landmass and several smaller ones throughout the oceans. All landmasses are being divided up by the xiog into individual continents with naming currently being debated. Due to its scorched nature, much of each landmass appears black or dark brown and very little vegetation is able to grow.

**Population:** There are two gemini settlements on Schigar filled with workers and corporate managers, and those who support them, to extract the gas deposits. The xiog are building two settlements to entice the hardy species to explore the new planet. All settlements will accommodate up to 10,000 residents to limit the amount of oxygen and other resources required to sustain each population.

The discovery of Schigar has given the xiog the opportunity to extend the reach of their species and provide a location for a new home world. Government officials within the species wish to establish military bases with training camps, corporate facilities, and spacecraft factories to improve their presence within the Argo Galaxy. The addition of Schigar allows the xiog to increase their importance within the Alliance by opening new supply chains between them and other xenos along with establishing a naval presence to assist the efforts of the Allied Navy.

The two gemini settlements are connected by an underground rail system protected from the toxic air while a new expansion is being built to connect to the xiog settlements. Each settlement is focused on corporate efforts and no one has yet to immigrate for extended living purposes. The xiog settlements are determined to change that by offering land ownership and profit sharing for all xiogs that immigrate to Schigar and establish new roots.



**Planetary Science:** Schigar is a small planet with a full rotation every 18 hours and a full revolution every 320 days. It rotates on a 40-degree axis and has a single moon which the xiog are debating a name for. The planet is closer to its sun than many other planets so very little ice or snow are ever found. Additionally, the toxic waters freeze at extremely low temperatures providing open water all year long.

**Atmosphere:** Schigar has a thin atmosphere which scientists believe has led to its scorched condition. The local sun's rays are able easily to penetrate and the land appears to have suffered from many spontaneous fires. After burning the vegetation and forcing the air to dry, the lands refuse to grow anything other than the hardiest plants which do little to prevent the planet from looking like a burnt wasteland. Most of these plants blend-in to the landscape with a similar dark brown to black coloring. Scientists believe this is due to the toxic air although the plants appear to be thriving.

The air is completely unbreathable to anyone who sustains life from oxygen or by extracting oxygen from water. It is filled with methane and sulfur along with a number of unknown gases. To date, only the xiog have been able to withstand this atmosphere outside of the bio-domes.

**Culture:** The gemini residents on Schigar are strictly corporate focused and there only to work. They follow their superiors' orders and hope their contracts don't last too long. Rules and regulations are at the behest of the corporate managers and many feel they are living a repressed lifestyle. However, everyone is treated equally (outside of the managers and executives) and given ample housing and food along with the most essential items needed for survival.

The xiog residents have a much different aspect of life. Schigar is going to be a new home so they treat it accordingly and are establishing all types of modern technology and luxuries. Their race is fairly liberal, but punishment can be quite strict for those who break their loose laws. It is not unheard of for one to live a life of thievery and debauchery and have law enforcement simply look the other way.

Entertainment is an important industry to the xiog with gambling, music, and theater topping the list. Many casinos are being established by them within the settlements to entice newcomers to the planet. It is said that for the right price, you can find anything within a xiog casino.

Religion follows a very similar liberal path with xiog cults appearing frequently. Most of them are non-aggressive but often preach a lifestyle considered immoral to many other races. The typical xiog family may belong to a total of ten religions throughout their lifetime with some spending only a year with a given religion, becoming bored, and moving on to the next.

This type of lifestyle is looked down upon by many other races, but the xiog are said to be the happiest in the galaxy.



## T'CHAN

T'Chan is a fertile planet located three planetary systems from Dansk. Its land is similar to many others while its oceans are relatively shallow and teeming with plant-life producing a green tinge to the planet.

T'Chan is not rich with minerals, precious metals, or gems but has some of the most fertile soil throughout the Hastilion Expanse. Agriculture thrives here with enough food produced to feed at least five fully-settled planets. T'Chan's agricultural industry is providing food to the majority of the Expanse while settlements are being established. Many gemini are immigrating to T'Chan for the opportunity of peaceful living and ownership of large plots of land.

**Environment:** T'Chan is covered in rich, fertile plains and rolling, grassy hills with just the right combination of plant-life. Mountains are a rare sight, and life under the water is as active as life above it. The entire ocean bed is covered with green, underwater plants that make the water appear green from space. Closer inspection shows the water is as clear as glass and fresh enough to drink with little to no filtering.

T'Chan is 70% covered by water with the oceans only reaching depths of 100 feet at the most. Travel by large ship is discouraged and instead replaced by hover-boats. The oceans are divided into quadrants and defined as north, south, east, and west while the gemini council prepares a full map of the planet.

There are four main landmasses on T'Chan which are to be divided into a total of 16 continents, again to be named by the gemini council. The northern and southern poles of the planet are covered in snow while most of the remaining land stays warm due to the large oceans. It is believed that the plant-life on the floor of the oceans keep the water warmer than expected. All usable land has a growing season of at least 75% of the year with a maximum growing season of 90% of the year. The climate is very favorable for agriculture.

**Population:** There are twelve gemini settlements that serve as central governing locations for the surrounding agricultural lands. Each settlement is governed by an elected official who reports to the planet's recently established Gemini council. The gemini council is tasked with properly mapping the planet and investigating the ideal locations for each crop; not all the soil is ideal for every type of crop.

The discovery of T'Chan was a huge boon to the gemini people and the House of the Alliance as they now have a steady stream of food to provide to the entire Expanse as it is being settled. It is believed that even the underwater plants can be harvested for food without damaging the eco-system.

Each of the gemini settlements are connected by an eco-friendly rail system designed to carry people and crops from the outlying lands to the governing centers. These settlements and the entire rail system were established by the gemini but have seen an influx of other xenos joining the harvesting efforts. This has led to new rail systems being added to accommodate the high number of immigrants.

**Planetary Science:** T'Chan is a large planet with a full rotation every 42 hours and a full revolution every 420 days. The long days are ideal for growing as the frequent rains quench the fertile soil with the necessary nutrients. That allows the crops to grow faster compared to most planets producing a growing season that allows two sets of crops to be planted and harvested.



T'Chan rotates on a 35-degree axis and is optimally located near its sun. Besides the warm water, temperatures throughout the planet are stable and quite comfortable. The northern and southern poles are considered frigid with snow that falls and melts continually throughout the year.

**Atmosphere:** Scientists believe that due to the high amount of plant-life, T'Chan has one of the most stable atmospheres in the Expanse. Harmful rays from the local sun are completely blocked allowing the flora and fauna to thrive. The air is extremely clean and all precautions to keep it that way have been taken. The Gemini council has mandated that all industries must produce zero pollution.

**Culture:** T'Chan has an extremely mixed culture that is becoming more difficult to manage as the settlements continue to grow. The original gemini settlers were quite liberal and found an opportunity for wealth using the fertile soil to supply the entire Hastilion Expanse. While they lacked the required amount of manpower to do it, they found it quite easy to find families willing to uproot and immigrate to T'Chan.

The follow-on population that began to work the land was quite conservative compared to the original founders. The liberal gemini were building the government centers and central settlements to process the food and perform all types of monetary transactions while the farming population remained conservative. This created a slight rift between the two that remains somewhat peaceful. Both types of gemini understand they need the other to survive so a relationship of convenience has been formed.

With the continual growth of agriculture throughout T'Chan, workers found it increasingly difficult to keep up with production demands, especially since the growing season consists of two harvests per year. The conservative gemini sought out additional workers for their fields with low pay but the promise of room and board. That has proved to not always be true. Many of the new workers have been essentially turned into slaves.

While slavery is outlawed by the gemini, it is not well-controlled by the House of the Alliance. Several xenos use slaves regularly and many of them have taken interest in the agricultural industry on T'Chan. The gemini residents claim their workers are not slaves with the term indentured servant being loosely used. No one will admit to blatant slavery, but government investigations are proving otherwise.

The liberal gemini council has forbidden residents to use slaves or treat their workers like slaves. They are forming a coalition with central government law enforcement to deal with the situation. The conservative gemini residents, backed by their zealot preachers of the recently formed T'Chan Church, are putting a lot of pressure on the government to stay out of their affairs and allow them to continue their production levels as they see fit. Tension between all parties is high and many hope for a peaceful resolution.

