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# ***A PILOT'S GUIDE TO THE DREXILTHAR SUBSECTOR***

*by J. Andrew Keith*

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***A PILOT'S GUIDE  
TO THE  
DREXILTHAR SUBSECTOR***

***A Supplement for Traveller®  
by  
J. Andrew Keith***

Game Lords, Ltd.

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**Design and Development:** J. Andrew Keith

**Illustrations:** William H. Keith, Jr.

**Editing:** Kerry Lloyd

**Layout:** Michael Watkins

**Graphics:** Janet Trautvetter

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# Introduction

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This booklet presents an in-depth look at a specific subsector of the Reavers' Deep sector, lying at the edge of the Imperium. It contains data on each of the worlds of that subsector, including sufficient detail to inspire adventure ideas set against the backdrop of any particular planet or star system.

The Drexilthar subsector is the setting for *The Drenslaar Quest*, *Duneraiders!*, and other adventures published, or planned for publication, by Gamelords, Ltd. It also, as the world descriptions show, can be the setting for many more interesting situations that provide a *Traveller* campaign with a great deal of excitement and action.

## STANDARDS AND ASSUMPTIONS

The Drexilthar subsector is a tiny portion of the fictional universe which has been extensively described in other *Traveller* products. Major elements of background needed to put the region into context are listed below, or explained in the body of the text itself. Those interested in further details may consult GDW Supplement 8, *Library Data (A-M)*, Supplement 11, *Library Data (N-Z)*, and many other products which fill in more of the background of the *Traveller* universe.

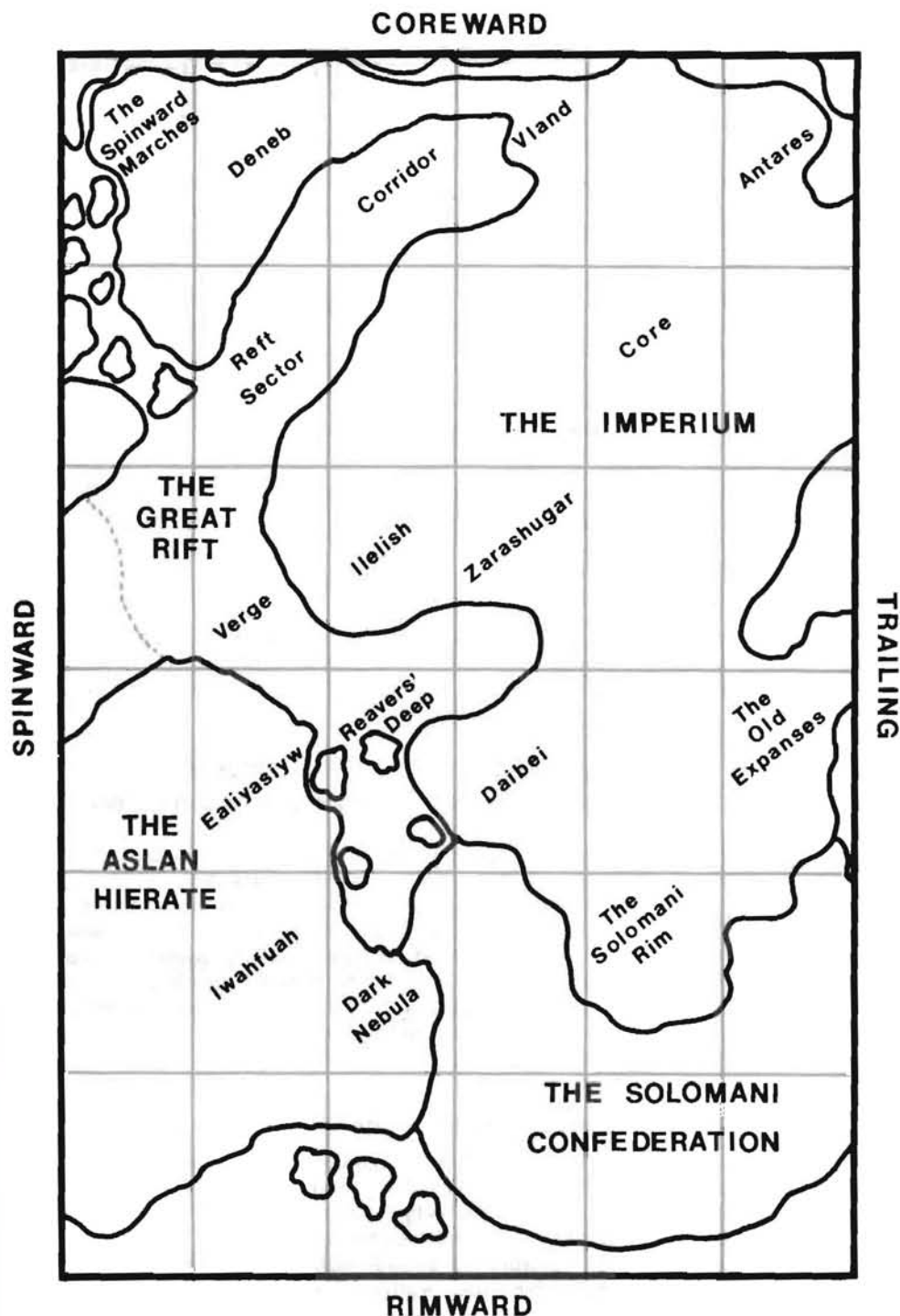
The Drexilthar subsector presented in this booklet is one of 16 subsectors that together make up the Reavers' Deep sector. The sector is a standard of astrographic mapping, containing 16 subsectors arranged in 4 rows of 4 subsectors each. For identification, subsectors are numbered from A to P, and each is given a name as well. Drexilthar comprises subsector K in Reavers' Deep. Further information on the sector is given later in the booklet.

Reavers' Deep lies in a border region between two large interstellar states (and touches a third as well). On the fourth side of the sector is a region known as The Great Rift, where stars are more thinly scattered than they are outside the Rift. The three interstellar states bordering on (and extending into) Reavers' Deep are the Imperium, the Aslan Hierate and the Solomani Confederation.

The Imperium (known also as the Third Imperium, as it is a successor to two previous imperial governments) is a gigantic, human-controlled interstellar government encompassing hundreds of subsectors and thousands of worlds. Its control is loose, however; most worlds handle their own internal affairs.

The Aslan Hierate is a loose hegemony controlled by the Aslan, an intelligent non-human race descended from carnivore/pouncer stock. The Aslan are a warrior race, proud and noble, with a great territorial drive and an almost feudal social system which stresses local independence and action.





The Solomani Confederation is another human-controlled government, at odds with both the Imperium and the Hierate. The Confederation is a representative democracy, but there is little representation of the actual citizenry in the interstellar government. Individual world governments elect representatives to the higher levels of government; they, too, retain much local power.

All three major powers demonstrate the fact that large regions cannot be easily governed by a rigid central authority over interstellar distances, though each has adopted a different system of dealing with the problem.

Dates: All dates herein correspond to the Imperial calendar. Dates are centered upon the Imperial Year Zero (A.D. 4521 in Old Terran reckoning). Years preceded by a minus sign are before that date; years without a sign or preceded by a plus sign are after that date. Each year consists of 365 standard days, numbered from 1 to 365. The full date is expressed as day number-year number; for example, 001-1000 is the first day of the year 1000. The current year is 1110.

World Locations: Each subsector contains 80 hexes, laid out in 8 columns of 10. Each hex is individually numbered. Thus, Ildrissar lies in hex 0706 of the Drexilthar subsector.

#### WORLD DATA

World listings are presented in the format described in the basic Traveller rules, with some extensions to cover specific features of Reavers' Deep. For convenience, format and explanations are given below.

<u>Name</u>	<u>Statistics</u>	<u>Remarks</u>
Sample	0101 A123456-7 N	Poor, Non-Industrial IRG

Sample is the name of the world, 0101 its location within the subsector. A is the starport type, followed by the six digits of its UPP: 1, size; 2, atmosphere; 3, hydrographic percentage; 4, the population exponent; 5, government size; 6, law level. Next, 7 is the world's technological level, while N is the code for any bases that may be present. Remarks (Poor, Non-Industrial, in this case) gives added information, usually, as here, the trade classifications which apply. I is the code for the interstellar government, if any, which controls the world; R is the travel zone classification applied to the planet, with G indicating that a gas giant is present in the system.

Starports: The various starport codes are described below.

- A: Excellent installation, capable of annual maintenance overhauls and construction of both starships and non-starships. Refined fuel available. Travellers' Aid Society hostel present in the Imperium, friendly clients, and on some independents.
- B: Good installation, capable of annual maintenance overhauls and construction of non-starships. Refined fuel available. Travellers' Aid Society hostel present only in Imperial space.



C: Routine installation. Repair facilities and unrefined fuel are available.

D: Poor installation. No repair facilities. Unrefined fuel available.

E: Frontier installation. No facilities or fuel available.

X: No starport. No provision made for starship landings. The single such world in this subsector is not actively interdicted, but is hostile to visitors.

Planetary Size: The planetary size digit gives the diameter of the world in thousands of miles (a size A world has a diameter of 10,000 miles). A size code of 0 indicates an asteroid belt alone is present.

Atmosphere Type: This digit describes the world's atmosphere, as shown on the Atmospheres table. Atmospheres of types 5, 6, and 8 are breathable by humans without artificial aid.

Atmosphere types D, E, and F require a longer explanation. These three types are found only on high-gravity worlds, because such worlds have a high pressure gradient; that is, the air pressure changes more drastically with altitude than on lower gravity worlds. On type D worlds, the air pressure at sea level is too high to support human life, but is breathable at high altitudes. On type E worlds, the world surface is ellipsoidal, not spherical, in shape; the atmosphere remains spherical, so the surface pressure varies from extremely low at the ends to extremely high at the middle, with two breathable bands in between. Type F worlds are exceedingly rare; these are massive worlds which, paradoxically, have atmospheres too thin for humans at most altitudes, but which are breathable near or below sea level (in depressions in the ground).

Hydrographic Percentage: This digit describes the portion of the world's surface covered by water (or sometimes other liquids), given in increments of 10%. Thus, a code of 0 means that there is no water, a code of 1 means 10% water, and so on up to a code of A, meaning the entire surface is covered by water.

Population: This digit gives the exponent of the world's population level. A code of 0 means the world is uninhabited. A code of 1 means tens of inhabitants, 2 means hundreds of inhabitants, and so on up to A, meaning tens of billions of inhabitants.

Government: This digit describes the world's government, as shown on the Governments table.

Law Level: This digit describes the degree to which the government restricts the actions of individuals. One aspect of particular interest to adventurers is the nature of local arms control laws, as shown on the Law Levels table.

Tech Level: This digit gives the general level of technological sophistication for the world. The Tech Levels table gives a rough equivalence between various tech levels and their equivalent periods in Terran history, which may serve as a guide.

Bases: This code describes the presence of any of several types of naval or scout service bases at a world, as shown on the Bases table.

**Trade Classifications:** Most entries under the **Remarks** section are trade classifications, as explained in the Trade and Commerce rules, and described briefly below.

**Rich:** A world is rich if it has a government of type 4 through 9, an atmosphere of 6 or 8, and a population of 6 through 8.

**Poor:** A world is poor if it has an atmosphere of 2 through 5, and a hydrographic percentage of 3 or less.

**Agricultural:** A world is agricultural if it has an atmosphere of 4 through 9, a hydrographic percentage of 4 through 8, and a population of 5 through 7.

**Non-agricultural:** A world is non-agricultural if it has an atmosphere of 3 or less, a hydrographic percentage of 3 or less, and a population of 6 or more.

**Industrial:** A world is industrial if it has an atmosphere of 0, 1, 2, 4, 7, or 9, and a population of 9 or greater.

**Non-industrial:** A world is non-industrial if it has a population of 6 or less.

**Other Remarks:** In addition to trade classifications, a world's listing's **Remarks** section may note other features.

**Asteroid Belt:** The world has a size of 0.

**Vacuum World:** The world has a size at least 1 and an atmosphere of 0.

**Ice-capped:** The world has an atmosphere of 0 or 1, and a hydrographic percentage of at least 1. In this case, the hydrographic percentage represents the area covered by ice-caps.

**Desert World:** The world has an atmosphere of 2 through 9, and a hydrographic percentage of 0.

**Water World:** The world has a hydrographic percentage of A.

**Capital:** The world is a center of government for a multi-world political unit.

**Owned by (Name):** The world has a type 6 (captive) government, controlled by the government (or one of the governments) of another world.

**Military Rule:** The world is governed by the Imperial Navy, usually in the wake of a rebellion, war, or other crisis.

**Exile Settlement:** The world is settled by political exiles and/or refugees who are cut off, for one reason or another, from extensive traffic with outsiders.

**Travel Zone Classifications:** The Travellers' Aid Society classifies all worlds according to their degree of danger to travellers. Worlds are coded **Red (R)**, **Amber (A)**, or **Green (blank)**. The sole Red Zone in this subsector is not, as is usually the case in Imperial space, actually interdicted, but contact is strongly discouraged (by the inhabitants of the planet). Amber Zones are accessible, but pose some hazard to travellers. Most worlds are Green, indicating relative safety.

**Gas Giants:** Gas giant planets are important as a source of starship fuel. Systems possessing at least one gas giant are coded with a **G**.

# TABLES

## ATMOSPHERES

Code	Description
0	No atmosphere
1	Trace
2	Very thin, tainted
3	Very thin
4	Thin, tainted
5	Thin
6	Standard
7	Standard, tainted
8	Dense
9	Dense, tainted
A	Exotic
B	Corrosive
C	Insidious
D	Dense, high
E	Ellipsoid
F	Thin, low

## GOVERNMENTS

Code	Description
0	No government
1	Company/Corporation
2	Participatory Democracy
3	Self-perpetuating Oligarchy
4	Representative Democracy
5	Feudal Technocracy
6	Captive Government
7	Balkanization
8	Civil Service Bureaucracy
9	Impersonal Bureaucracy
A	Charismatic Dictatorship
B	Non-charismatic Dictatorship
C	Charismatic Oligarchy
D	Religious Dictatorship

## LAW LEVELS

Code	Description
0	No laws affecting weapons possession.
1	Body pistols, poison gas, bombs, and grenades prohibited.
2	Portable energy weapons (such as laser rifles or carbines) prohibited.
3	All autofire weapons (except SMGs) prohibited.
4	Light assault weapons (including SMGs) prohibited.
5	Concealable weapons (such as pistols or revolvers) prohibited.
6	All firearms except shotguns prohibited.
7	Shotguns prohibited.
8	All blade weapons except daggers prohibited.
9	All weapons prohibited outside of one's home.
A+	All weapons prohibited.

## TECH LEVELS

Code	Description
0	Stone Age — primitive
1	Bronze Age to Middle Ages
2	14th to 17th Centuries
3	Circa 1700 to 1860
4	Circa 1860 to 1900
5	Circa 1900 to 1940
6	Circa 1940 to 1970
7	Circa 1970 to 1980
8	Circa 1980 to 1990
9	Circa 1990 to 2000
A	Interstellar community
B	Average Imperial
C	Average Imperial
D	Above Average Imperial
E	Above Average Imperial
F	Technical Maximum Imperial

## BASES

Code	Description
N	Naval Base
S	Scout Base
W	Scout Way Station
2	Naval Base and Scout Base
D	Naval Base and Way Station



# Reavers' Deep

---

The sector commonly designated Reavers' Deep is a frontier region on the Imperial border. Bounded to spinward by territories of the Asian Hierate, to trailing by the Imperium, to rimward by the Solomani Rim and various independent worlds, and to coreward by the Great Rift, Reavers' Deep is a diverse region showing the influences of all its neighbors. The map on page 5 shows Reavers' Deep and its relationship to Imperial space.

## ASTROGRAPHY

The Reavers' Deep sector consists of 16 subsectors; four of these (Farriitt, Riftdeep, Riftrim, and Gulf) are technically a part of the Great Rift, and have only a thin scattering of stars. The other twelve subsectors are more normal in stellar concentrations, averaging in the neighborhood of 30 worlds per subsector.

The map opposite is a sector map which shows the subsectors within Reavers' Deep, including the political boundaries of the most prominent states of the sector.

## HISTORY

Little is known of the early history of the deep. It is fairly certain that the Ancients visited several planets in the region; artifacts found at various sites in the Deep have indicated this to be the case.

Near the end of the Pax Vilanica, as the First Imperium began suffering from internal dissension and civil wars among ambitious provincial governors, the Saie culture was first discovered in the Deep. One provincial governor, seeking possible allies in support of his planned revolt in the Dalbel sector, sent explorers out to the uncivilized regions beyond the frontiers. The Saie were the most sophisticated race discovered, with a thriving tech 7 culture. The governor sent technical aid to the Saie world to help them develop interstellar travel. Unfortunately, his plot was uncovered, and he was deposed and executed. The technical mission remained on the Saie homeworld, cut off from support and forgotten.

The aggressive, militant Saie used their newly acquired technology to carve out a small empire in the Caledon, Riftrim, and Nightrim subsectors. They became rather thinly spread in the process; when a major civil war erupted, their empire collapsed, and the culture vanished almost without a trace. Even the identity of their homeworld and all records of their appearance were lost, buried amid confused legends among the peoples they had conquered.

It was during the period of the Interstellar Wars between the Vilani and the young, vigorous Terran Confederation that humans of Solomani

ILELISH

FARDRIFT

RIFTDEEP

RIFTRIM

GULF

HRVAROAA

SCOTIAN DEEP

CALEDON

NIGHTRIM

KEIAR

EA

DREXILTHAR

URLAGGASH

UHTAA

EAKOI

DRINSAAR

FAHINAR

DARK NEBULA



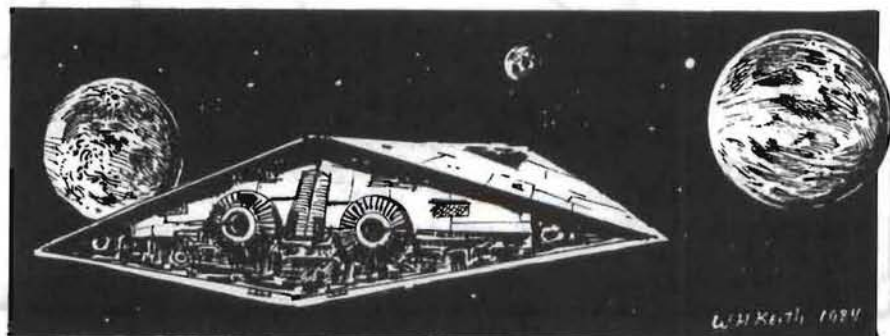
extraction first settled the Deep. Settlers seeking to escape the wartorn worlds near Terra set out on an epic journey which ultimately ended with the settlement of Caledon in the Caledon subsector. Other Terrans followed later, during the period of the Second Imperium (also known as the Rule of Man), exploring parts of the Deep; by and large, however, the region remained mostly unsettled.

The Second Imperium did not last long; the inherited problems of the Vilani regime could not be overcome by their Terran successors in time to prevent a complete collapse. The Long Night ensued, at first a slow decline of interstellar civilization which at last ended in a chaos of petty states and individual strong men attempting to cling to power in the absence of unified government or consistent interstellar communication.

It was during the latter part of the Long Night that the Reavers first appeared in the Deep. The Reavers were petty warlords or outright pirates who parlayed a few handfuls of spaceworthy starships into an opportunity to seize local power bases and loot backward worlds. This was common outside the Deep as well as within, but Reavers' Deep remained a haven for these freebooters long after the rise of new interstellar states extinguished their breed elsewhere.

Eventually, the arrival of the Aslan to spinward and the Third Imperium to trailing, and the ensuing Aslan border wars fought within the Deep itself by these two powers, put an end to the Reavers, though the name lingered in romance and fiction — and is still frequently applied to contemporary freebooters operating out of the independent worlds of the Deep.

Today, the Deep is a divided region, established as a neutral zone between the Imperium and the Hierate many centuries ago. Aslan — and Aslan client states — are present on the spinward and rimward edges of the Deep. The Imperium is to coreward — trailing. Territory belonging to the Solomani Confederation extends through part of the Fahlnar subsector. But the core of the Deep is independent, or under the influence of the two largest political entities in the region, the Principality of Caledon, and the Carrillian Assembly. Although influence from the larger realms encircling the Deep is pervasive, the Deep has a deeply ingrained tradition of freedom from outside interference that makes it an interesting — and often dangerous — sector of the frontier.

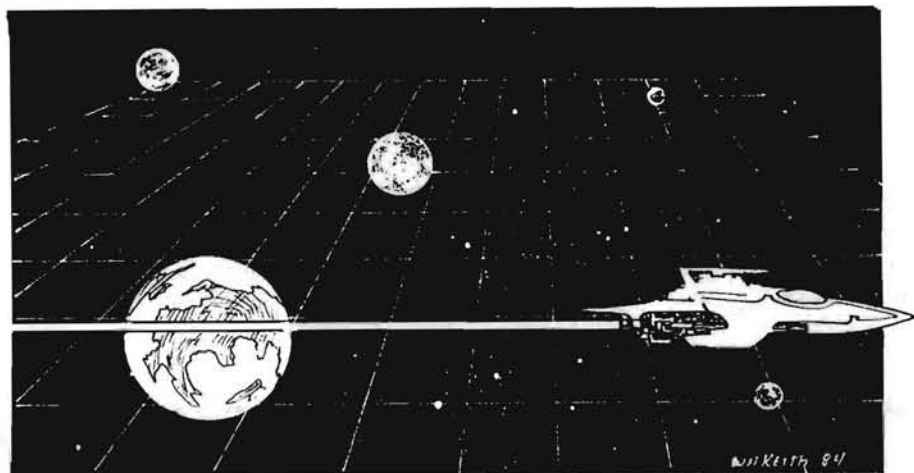


## The Drexilthar Subsector

Subsector "K" of the sector designated Reavers' Deep is the Drexilthar subsector, the name being taken from the world (Drexilthar, 0206) which, during the latter part of the Reaver period was the capital of a small interstellar state of that name, which controlled several of the stars in this region and extended its influence over several more. The inhabitants of Drexilthar, a human minor race which received jump drive during the turmoil of the Long Night and the clashes of the Reavers, proved to be an aggressive, warlike, and generally unprincipled group. Their conquistadores ranged far and wide, turned back only by the infant Principality of Caledon to coreward.

Eventually the Principality engineered the rebellion of the former Caledonian colonies of Duncinae, Ranald, and Fulton, since conquered by Drexilthar. The war that followed shattered the power of the budding empire, and a period of extreme decline and technological regression followed (it is generally believed, incidentally, that the warlike K'tring of Gaajpadje in the Ea subsector are descended from the crew of a warship of the Drexiltharan Imperial Star Navy).

Since the collapse of Drexilthar, most of the systems in the subsector have remained independent and fairly aloof. The Carrillian Assembly has coalesced at the edge of the subsector, and the Imperium has made some encroachments; beyond that, the subsector is fairly wide open. Traders from Caledon and the Confederacy of Duncinae venture into the subsector from time to time, but it is generally considered a quiet, uninteresting backwater. This, however, is a misconception, for like most frontier regions, the drexilthar subsector offers variety, danger, riches, and excitement to those who care to seek them out.



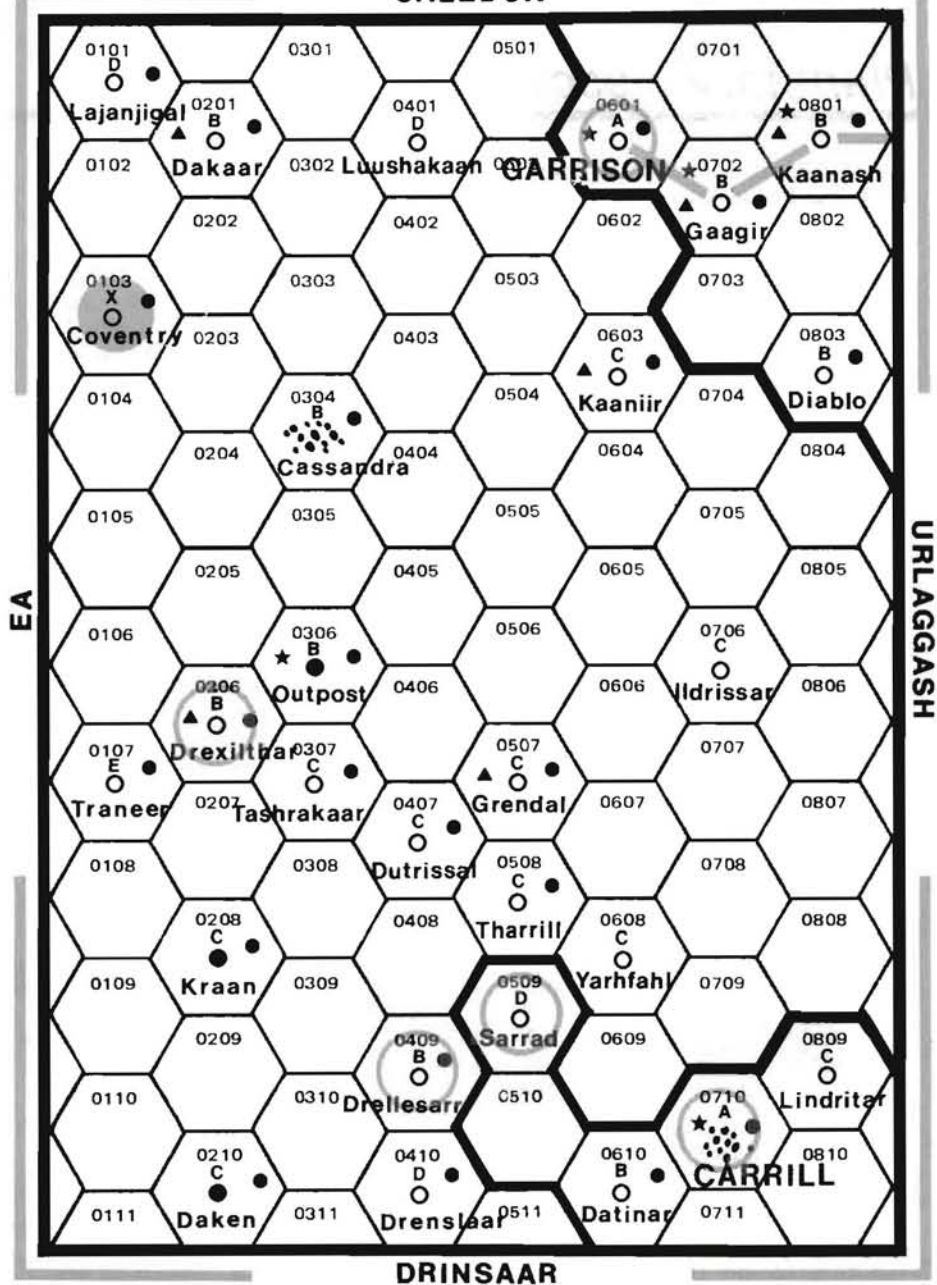
## DREXILTHAR SUBSECTOR

The subsector can be basically divided in three parts. To coreward and trailing, the Imperium dominates, with a few client worlds and possessions beyond Imperial boundaries such as Outpost and Kaaniir. To rimward and trailing, the Carrillian Assembly is dominant, extending its influence to worlds like Yarthfahl and rebellious Ildrissar. The last third is a broad sweep of diverse and mutually independent worlds scattered across the spinward half of the subsector.

Name	Statistics		Remarks	
Lajanjigal	0101	DAB6583-3	Non-industrial	G
Coventry	0103	X565733-2	Agricultural, Exile Settlement	R G
Traneer	0107	E576679-7	Non-industrial	G
Dakaar	0201	B425612-B S	Non-industrial	G
Drexilthar	0206	B46969D-7 S	Non-industrial, Rich	A G
Kraan	0208	C501456-8	Non-industrial, Ice-capped, Vacuum World	G
Daken	0210	C630233-9	Non-industrial, Poor, Desert World	G
Cassandra	0304	B000538-C	Non-industrial, Asteroid Belt	G
Outpost	0306	B110442-E N	Non-industrial	G
Tashrakaar	0307	D651695-7	Poor	G
Luushakaan	0401	D541513-4	Non-industrial, Poor	
Dutrlssal	0407	CAC4235-8	Non-industrial	G
Drellesarr	0409	B310550-A	Non-industrial	A G
Drenslaar	0410	D453694-7	Rich	G
Grendal	0507	C889855-A S		G
Tharrill	0508	C885741-9	Agricultural	G
Sarrad	0509	D88A300-8	Non-industrial, Water World	A
Garrison	0601	A35796B-B N	Military Rule	A G
Kaanliir	0603	C688611-6 S	Agricultural, Non-industrial	G
Yarthfahl	0608	C658796-6	Agricultural	
Datinar	0610	B431685-A	Non-industrial, Poor	G
Gaargir	0702	B465304-C 2	Non-industrial	G
Idrissar	0706	C995836-7		
Carrill	0710	A0009AE-E N	Industrial, Asteroid Belt, Non-agricultural, Capital	A
Kaanash	0801	B55687A-7 2		G
Diablo	0803	B9C7477-8	Non-industrial	G
Lindritar	0809	C5796A7-8	Non-industrial	

The Drexilthar subsector contains 27 worlds with a total population of 11.731 billion. The highest population is 6.8 billion at Carrill; the highest tech level is E, at Carrill and at Outpost.

# CALEDON



## The Drexilthar Subsector



# *Planetary Descriptions*

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The section that follows contains descriptions of each of the 27 worlds which lie within the Drexilthar subsector.

## USING THE DESCRIPTIONS

Each planetary description is divided into two parts. **Planetographic information** comes first. This is material outlining the scientific data of greatest interest known about the system and the world it contains. For most referees and players, it is primarily useful as 'local color'. Basic Traveller makes little provision for the detailed information presented in these descriptions, but such information can give the referee and the players a much greater feel for what the world is actually like.

Some of the data does have a direct application to Traveller. Planetary density, mass, and surface gravity figures, for example, can be useful when creating for space combat purposes. Atmospheric pressure data melds well with the material presented in the Gamelords' Traveller supplements on planetary environments (particularly **The Undersea Environment** and **The Mountain Environment**). Where atmospheres are tainted or otherwise unbreathable, exact problems are spelled out to make for a fuller and more interesting background. Hydrographic percentages are given in greater detail to aid mapping. The average surface temperature of the world (the mean figure for temperatures found along the 40° latitude lines) give a feel for how hospitable the climate is. And so forth.

Other information provided meshes with GDW Book 6, **Scouts**. While full system data forms are not provided for each world, there is enough information to allow placement of other worlds in the system and as much further world creation and refining as the individual referee desires. Data given in the planetographic information enables virtually all of the procedures outlined in Book 6 to be implemented throughout each system. Material has been generated according to Book 6, as amended for errata which have been found in that book.

The second part of each entry is given over to general remarks about the planet. These can amplify data given previously, or can describe cultural or other factors which could lead to adventure situations. Only the most basic information is given; the referee may take this information and build adventures as desired. Thus, consulting the material on Tharrill (0508), the referee learns of a companion world rendered uninhabitable by a virulent plague, rumors of a lost collection of art treasures there, and some information on the plague and how it works. From this, an adventure centering on a search for the treasure might be built up, following whatever lines the referee wishes.



Some of the worlds are (or will be) settings for Gamelords' adventures. Yarfahl (0608), for example, is the setting for **The Drenslaar Quest**; Tashrakaar provides the locale for **Duneraiders**. Referees may wish to consult those adventures to see how an interesting situation from one of the planetary descriptions can be developed into a full-fledged adventure.

Referees should also feel free to develop the subsector further. In the limited space available here, it is impossible to present more than the most basic information on each individual planet. But planets will be diverse, filled with great variety and many different potential adventures. There is enough going on in this one subsector to satisfy even the most jaded of adventuring parties. We've supplied the first few steps — it's up to you to make it work . . .

## THE WORLDS

The worlds which follow are presented in order according to the subsector listing.

### LAJANJIGAL

(0101 DAB6583-3

Non-industrial

G)

**Primary:** Jugjanlej, spectral class F8V. ICN S4K0101F8. Mass 1.14 standard. Stellar diameter 1.18 standard. Luminosity 2.13 standard.

**Planetary System:** Eleven major bodies. One inhabited world (Lajanjigal, V). Five gas giants in system.

**V Lajanjigal:** Mean orbital radius, 418.9 million kilometers (2.8 AU). Period, 4.39 years... 3 satellites... Diameter, 12,354 kilometers. Density, 1.04. Mass, 2.0 standard. Mean surface gravity, 1.3 G. Rotation period: 15 hours, 34 minutes, 58 seconds. Axial Inclination, 19°2'2.1" Albedo, .50... Surface atmospheric pressure, 2.3atm; composition — chlorine-disulphur dichloride mix, rated **CORROSIVE** and requiring complete head-to-toe protection to avoid serious damage. Hydrographic percentage, 68%; composition — liquid water mixed with hydrochloric acid and sulphuric acid. Mean surface temperature, -6°C.

**Remarks:** Shrouded in an eerie yellow-green haze, Lajanjigal is an environment extremely hostile to humans. Unprotected humans would die quickly in the corrosive chlorine which makes up the active ingredient of Lajanjigal's atmosphere. But the world is home to a complete diverse ecology which flourishes in this strange atmosphere; based on a thoroughly different body chemistry, life on Lajanjigal takes on unreal, nightmarish forms difficult for humaniti and other oxygen-breathers to understand.

The world supports a race of sophonts, the Languljigee, a tripedal life form which is not readily describable to humans. This is particularly true because conditions on the planet makes for confusing images; the atmosphere distorts, conceals, and partially obscures visual senses not adapted to the murky half-light found on the surface. The natives are an active, vigorous race, perfectly adapted to their environment; though they have little in the way of technology, they are intelligent and clever.

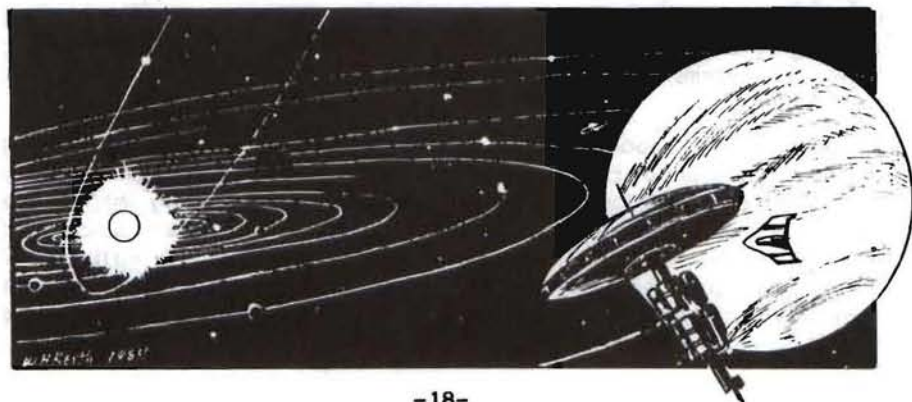
The planet would not ordinarily have attracted the attention of anyone but sophontologists interested in how a civilization might develop in completely unearthly conditions. However, thirty years ago, a ship belonging to Dakaar Trading, a division of the Dakaar Corporation, followed up a clue about the race spilled by a scout in the service of the Confederacy of Duncinae, in a bar on Drellesaar. The scout had been part of a team investigating the Languljigee; the team's geologist, however, had made some interesting mineralogical discoveries at the same time.

The Dakaar ship verified the rumors; Lajanjigal was a world rich in various rare metals and radioactives. But conventional mining techniques were virtually worthless because of the intensely exotic conditions, and Dakaar officials quickly realized that the cost of working the mines there would be prohibitively expensive.

Dakaar solved the problem typically. The natives of Lajanjigal could work without any of the restrictions a human work crew would labor under in the planet's corrosive atmosphere; therefore, the natives were recruited. But the recruiting tactics were less than gentle; when the planetary leadership protested the extremely one-sided offer Dakaar had made, two small native villages were razed by a low-flying pinnacle armed with high explosive missiles. The natives, unable to resist the technology at Dakaar's command, gave in.

Conditions among the natives on Lajanjigal are virtually those of a slave labor force. Quotas set by Dakaar are high, with the threat of massive punishment for failure to meet them. Various offworld groups have protested Dakaar's high-handed tactics, but to no avail. The natives of the planet themselves are unresponsive to offers of help, for Dakaar is a very real and immediate presence, and offworlders are now generally distrusted when they speak of friendship and aid.

A small orbital facility, comparable to a class D starport, is maintained in orbit around the world by the Dakaar Corporation. It includes several small craft armed with missiles, a platoon of mercenaries trained in exotic atmosphere combat, and a staff of technicians and supervisors. Freighters call regularly to make ore pickups; otherwise, contact with the world is minimal.



## COVENTRY

(0103 X565732-2

Agricultural, Exile Settlement

R G)

**Primary:** Shlrpann, spectral class F8V, ICN S4K0103F8. Mass 1.14 standard. Stellar diameter 1.18 standard. Luminosity 2.13 standard.

**Planetary System:** Eight major bodies. One inhabited world (Coventry, V). Four gas giants in system.

**V Coventry:** Mean orbital radius, 212.43 million kilometers (1.42 AU). Period, 578.86 days ... no satellites ... Diameter, 9,110 kilometers. Density, 0.98. Mass, 0.244 standard. Mean surface gravity, 0.61 G. Rotation period: 29 hours, 47 minutes, 18 seconds. Axial Inclination, 25°7'9.8". Albedo, .35 ... Surface atmospheric pressure, 1.2atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 57%; composition — liquid water and water ice. Mean surface temperature, -2°C.

**Remarks:** Coventry is an exile world established by the Confederacy of Duncinae in the neighboring Ea subsector. Political dissidents and other criminals are frequently offered the choice between trial and punishment or voluntary exile to Coventry. This has proven a useful method of humanely dealing with undesirables, and has worked quite well since the system began some 350 years ago.

Coventry is a fairly hospitable world. Though the star is somewhat more energetic than a yellow G0 like Sol or Vland, the world's atmosphere screens out most of the excess UV and other potentially harmful radiation. The world's climate is fairly good, though seasonal variations are extreme because of the significant degree of axial tilt. All in all, though, the world is not harsh, and exile is not a particularly serious punishment.

Coventry is, however, rather strictly interdicted; the Confederacy maintains a listening post and two small warships (10,000-ton destroyers) in the system at all times, based on one of the moons of the innermost gas giant. Traffic can refuel in the system by skimming one of the gas giants, but visits to Coventry itself are forbidden.

Security has been tightened considerably (with an increased outpost staff and a building program to add a small fighter and small craft launch facility at the moon) since the exile of Admiral Thomas Birnham to Coventry. Admiral Birnham was the leader of the Rebellion of '08, which nearly tore apart the Confederacy. The charismatic officer won over all but a small portion of the Confederacy Navy, and came within a hair's breadth of taking the Confederacy capital and forcing his own appointment as President of the Confederacy Council.

Rumor has it that the popular rebel leader is the focus of several different rescue plots. The increased security is an attempt to keep any of these from bearing fruit. Naval assignments to the Coventry station are carefully screened for political reliability, and thus far there has been no trouble.

Little is known of conditions on Coventry, but it is believed that the world is ruled by a fairly tightly controlled oligarchy. Lacking



industry, the exiles have little in the way of technology, save for periodic luxuries delivered by the Confederacy government to ease the exiles' burdens.

## TRANEER

(0107 E576679-7

Non-Industrial

G)

**Primary:** Daneeka, spectral class G5V. ICN S4K0107G5. Mass 0.94 standard. Stellar diameter 0.91 standard. Luminosity 0.67 standard.

**Planetary System:** Six major bodies. One inhabited world (Traneer, II). Three gas giants, two planetoid belts in system.

**III Traneer:** Mean orbital radius, 119.68 million kilometers. Period, 269.56 days... 1 satellite... Diameter, 9,312 kilometers. Density, 1.01. Mass, 0.244 standard. Mean surface gravity, 0.63 G. Rotation period: 27 hours, 18 minutes, 46 seconds. Axial Inclination, 9°43.5" Abedo, .32... Surface atmospheric pressure, 1.2atm; composition — standard oxygen-nitrogen mix tainted with byproducts of industrial hydrocarbons and other chemicals. Filter mask may be required under some circumstances. Hydrographic percentage, 69%; composition — liquid water tainted with industrial pollutants. Mean surface temperature, 9°C.

**Remarks:** Traneer was the first world settled by the people of Drexilthar during the formation of their interstellar empire. Previously uninhabited, it was colonized during this period primarily by Tring and Akakhad political refugees. The world's fortunes rose and fell with those of Drexilthar, and the end of the empire brought an economic and technological collapse on Traneer.

True to their warlike natures, the inhabitants fragmented into several rival states, and intermittent wars have plagued the world ever since. As recovery proceeded, the various nations rebuilt their technologies slowly. Within the last 150 years, heavy industry has been restored (and mostly harnessed to national war efforts). Indiscriminate pollution and waste followed; the ecology of Traneer has been seriously damaged by their over industrialization. Symptoms of the problem — famines, declining birth rates, and the like — are everywhere evident.

So far, relief efforts organized by the Confederacy of Duncinae have come to nought. Each government on Traneer refuses to cooperate until opposing governments are first brought under control or eliminated. Since relief efforts on a planetary scale involve the cooperation of local populations, and those populations refuse to cooperate if the relief workers won't agree to deny their aid to other governments, a situation of virtual stalemate has developed. Public opinion within the Confederacy is generally in favor of letting Traneer solve its own problems, since the inhabitants are unwilling to accept help.

Confederacy-sponsored investigatory teams, most of them operating covertly to avoid accusations of espionage by local governments, are still sizing up the situation on Traneer. Touchy locals, brought up in paranoid suspicion of outsiders, periodically pose a threat to these teams. At the same time, government cutbacks in the Confederacy have limited the amount of support that can be given to protect them. The whole project is slated to be shut down and disbanded in a matter of a few more months.

Traneer's starport facilities are primitive and the inhabitants less than hospitable to outsiders. Visitors are advised to avoid landing at Traneer unless absolutely necessary, though the world does not currently bear an Amber Zone classification.

## DAKAAR

(0201 B425612-B S Non-Industrial

G)

**Primary:** Close binary system composed of major (spectral class K0V) and close companion (spectral class DM4). Major — Tavirr, spectral class K0V. ICN S4K0201K0. Mass 0.825 standard. Stellar diameter 0.908 standard. Luminosity 0.42 standard. Companion — Vlder (orbit #0), spectral class DM4. ICN S4K0201M4(D). Mass 0.83 standard. Stellar diameter 0.006 standard. Luminosity 0.00003 standard.

**Planetary System:** Five major bodies. One inhabited world (Dakaar, I). Two gas giants, one empty orbit (#1) in system.

**Dakaar:** Mean orbital radius, 104.7 million kilometers (0.7 AU). Period, 166.28 days... No satellites... Diameter, 7,314 kilometers. Density, 1.09. Mass, 0.136 standard. Mean surface gravity, 0.55 G. Rotation period: 41 hours, 10 minutes, 56 seconds. Axial Inclination, 17°22'5.9". Albedo, .19... Surface atmospheric pressure, 0.28atm; composition — oxygen-nitrogen mix with oxygen imbalance (32%). Filter/respirator combination required to breathe the atmosphere. **WARNING: LACK OF FILTER CAN CAUSE OXYGEN INTOXICATION!** Hydrographic percentage, 52%; composition — liquid water. Mean surface temperature, 19°C.

**Remarks:** The story of Dakaar is the story of the Dakaar Corporation, a firm founded three centuries ago on profits earned from a lanthanum strike on Dakaar by a handful of independent miners. The lanthanum vein they opened was one of the richest ever discovered in the history of Reavers' Deep, and the miners founded a company that was eventually to become a subsector-wide conglomerate.

The company is headquartered on Dakaar, which is owned by and for the corporation. Several divisions have been spun off — Dakaar Minerals, which runs the planetary lanthanum mines and seeks to exploit mineral wealth elsewhere in the subsector; Dakaar Trading, which operates a small fleet of starships in trade and commercial ventures; and Dakaar Brokers, a widespread firm with offices on most worlds in the region (all of starport C or better outside the Imperium and the Carrillian Assembly) which matches up buyers and sellers of everything from cargos to starships.

Dakaar itself continues to be the corporation's single largest asset, but the conglomerate's other interests are collectively much greater in terms of fame, profits, and attention. Though by no means as powerful as the regional office of a megacorporation would be, the Dakaar Corporation thinks big, and is doing everything possible to continue growing by leaps and bounds. This includes any number of unethical, immoral, or even outright illegal, actions. The management's motto might well be "If we don't get caught, it's worth a try!"

Dakaar, for example, is heavily involved in activities centering on worlds like Drellesaar (0409), where an absence of local laws or law enforcement has made the world a favorite place to buy and sell merchandise obtained or used illegally. The Dakaar Brokers agent on Drellesaar has no qualms about handling pirated, hijacked, or stolen



cargos or material, and is equally happy to locate weapons, ships, and other equipment that eventually end up in the hands of terrorists, criminals, and other lawbreakers in areas of space where laws are enforced.

The loss of control over the Cassandra Belt (0304) two decades ago has set Dakaar Minerals back somewhat; the company continues to make periodic attempts to exploit the Belt illegally. Business has been booming for Dakaar Brokers, however; the rebels on Ildrissar (0706) have recently purchased large cargoes of weapons, and several freighters (Dakaar-class cargo ships bought by Dakaar Trading from a shipbuilder in the Principality of Caledon) for use in their struggle against the Carrillian Assembly.

It is suspected that Dakaar is behind some of the attempts to force the Imperium to close down their base on Outpost (0306), apparently in hopes of profitting from greater disorder in the region, and from the loss of Imperial support for the Cassandra Belt, that it might be reclaimed by the company.

The scout base on Dakaar represents another of the corporation's divisions — Dakaar Surveys — which maintains a private Scout-type organization for research and survey work. Facilities and operations are comparable to an ordinary scout base.

## DREXILTHAR

(0206 B46969D-7 S Non-Industrial, Rich

A G)

**Primary:** Ildran, spectral class G4V. ICN S4K0206G4. Mass 0.96 standard. Stellar diameter 0.93 standard. Luminosity 0.778 standard.

**Planetary System:** Eleven major bodies. One inhabited world (Drexilthar, III). Four gas giants, one planetoid belt in system.

**III Drexilthar:** Mean orbital radius, 143.6 million kilometers (0.96 AU). Period, 350.64 days... No satellites... Diameter, 7,725 kilometers. Density, 1.01. Mass, 0.126 standard. Mean surface gravity, 0.51 G. Rotation period: 23 hours, 19 minutes, 27 seconds. Axial inclination, 15°51'1.0". Albedo, .31... Surface atmospheric pressure, 0.8atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 90%; composition — liquid water. Mean surface temperature, -2°C.

**Remarks:** Drexilthar is primarily noteworthy as the home of the Iithara, a human minor race which exploded to carve a petty Reaver empire in the Deep in the waning years of the Long Night. The Iithara were and are an aggressive breed, largely due to the scarcity of good, usable land on Drexilthar's surface. The planet had a long tradition of strife and turmoil, as several broad racial groups grew up independently of one another on the three small continents isolated among the broad oceans of Drexilthar. Actually, Iithara and Drexilthar are names applied by only one of these groups, the nation/race which eventually rose to dominate the other two. The Tring and Akakhad races were absorbed into the Iitharan empire, but never completely lost their identities.

The world received star flight from a Reaver warlord, Grand Admiral Izanak, who took refuge on Drexilthar following a defeat which badly

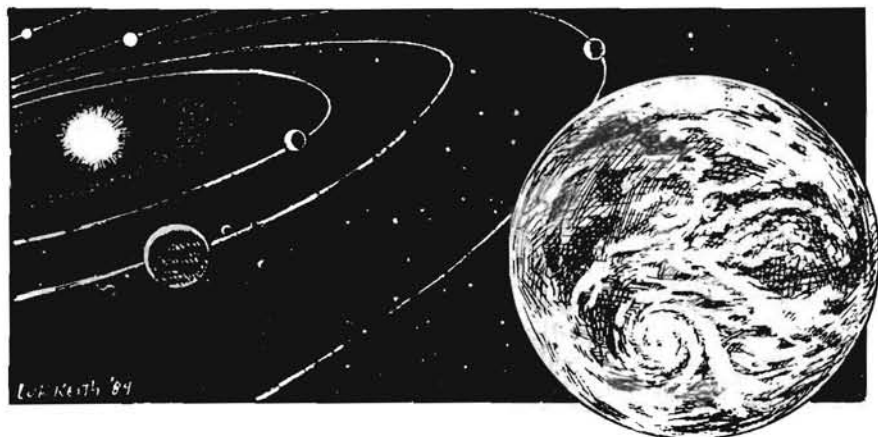
damaged several of his ships. The Iltharans were close enough to fusion power and grav technology to provide needed components and repairs under Izanak's guns, but the Grand Admiral failed to realize that they were fully capable of acquiring jump technology in the process. Within 20 years, the Iltharans were in space; within 50, they had an empire.

That empire passed away in time, due to the revolt of Duncinae in the neighboring Ea subsector and several unfortunate encounters with starships of the resurgent Imperium, the Principality of Caledon (then in its infancy as a power in the Deep), and the Aslan Hierate to spinward. The breakup came quickly, and a sharp decline in technology followed the bombardment of Drexilthar by the Imperial White Fleet in 268. The planet is only now beginning to recover in technological and industrial capabilities, thanks to additional problems in the intervening years which prolonged the collapse.

Drexilthar's inhabitants are militaristic in the extreme, aggressive, obedient to higher authority, and completely without compassion or mercy to the weak. Their dominant culture is Spartan in its subordination of the individual to the state and its rigorous military training. Offworlders are scorned as weaklings, while the people of Drexilthar are held to be the highest of all human forms in the galaxy.

Drexilthar has been classified as an Amber zone by the Travellers' Aid Society, due to the excessive powers of local paramilitary police and this extreme disdain for offworlders. Still, the planet is not without interest, especially for its historical palce in the past of the Deep, and visitors are permitted to move about on the world (under close supervision). Drexilthar is extremely interested in importing higher technology, though an informal agreement between Duncinae, Caledon, the Imperium, and the Carrillian Assembly has placed a ban on such technological transfers.

The Scout Base at Drexilthar is an Imperial station set up in the moon system of the innermost gas giant (planet II). Cultural specialists have been working out of this base for several years investigating the people and society of Drexilthar in depth.





## KRAAN

(0208 C501456-8

Non-Industrial, Ice-capped, Vacuum World

G)

**Primary:** Tertiary star system composed of close double (spectral classes A7III and F5V) and far companion (spectral class K0V). Double A — Achwan, spectral class A7III. ICN S4K0208A7. Mass 8.6 standard. Stellar diameter 4.66 standard. Luminosity 166 standard. Double B — Laglrr (orbit #2), spectral class F5V. ICN S4K0208F5. Mass 1.3 standard. Far companion — Akeen (orbit #16) spectral class K0V. ICN S4K0208K0. (Has no planets, and is of negligible interest).

**Planetary System:** Ten major bodies. One inhabited world (Kraan, IX). Three gas giants, two planetoid belts in system.

**IX Kraan:** Mean orbital radius, 15,013.86 million kilometers (100.36 AU). Period, 319.54 years ... No satellites ... Diameter, 8,594 kilometers. Density, 1.09. Mass, 0.266 standard. Mean surface gravity, 0.68 G. Rotation period: 16 hours, 48 minutes, 19 seconds. Axial Inclination, 4°14'18.2". Albedo, .22 ... Orbital eccentricity, .25 ... Surface atmospheric pressure, 0.001atm; composition — near vacuum conditions with traces of methane-ammonia in planetary 'summer' (perlastron). Hydrographic percentage, 16%; composition — frozen water and ammonia ice. Mean perlastron temperature, -155.7°C. Mean apastron temperature, -182.3°C.

**Remarks:** Circling at a staggering distance away from its star, Kraan is an unlikely site for a colony. Heavy metals attracted the colonists, for Kraan abounds in various radioactives and other useful mineral wealth. The Dakaar Corporation recently bought out four smaller companies which had held leases to assorted sites, and Dakaar Minerals division is beginning to gear up for extensive changes to the planet's traditional organization and operation.

A source of considerable friction on Kraan is the scientific research station at the edge of the shadowland mountains. This station was first erected six years ago to study an archeological find of tremendous potential historical value, an intact base apparently set up by the Iltharans when Drexilthar's empire was at its peak. It has been described as "a treasurehouse of Reaver-era technology and knowledge", and it is now threatened with destruction.

The excavations sit right on top of a deep vein of high-grade lanthanum ore. When previous companies held Kraan, they, and the colonial government, had permitted the scientists to study and restore the site at their leisure, recognizing the historical significance of this thousand-year-old archeological relic. Shortly after Dakaar Minerals bought out the other companies, however, they did a fresh survey, noted the presence of the ore, and gave the scientists six months to pack up and leave the area clear for strip mining.

Naturally, the colonial government disagreed with this ultimatum, and has attempted to back up the scientists. But Dakaar has a long reach, and it is generally believed that the best the government or the scientists can do is delay the inevitable.

The colony on Kraan is largely independent of the mining operations, though a significant portion of the economy is devoted to supporting the mining community. Kraan's position in the subsector brings a fair amount of business through the class C starport, much of it bound for or originating from the freeport at Drellesaar (0409). Piracy is not

uncommon in the system, with a market for hijacked goods only 2 parsecs away; a favorite tactic of such pirates is to lurk in the upper layers of a gas giant's atmosphere to pounce on craft attempting wilderness refueling.

## DAKEN

(0210 C630233-9

Non-industrial, Poor, Desert World

G)

Primary: Turrel, spectral class F3V. ICN S4K0210F3. Mass 1.46 standard. Stellar diameter 1.52 standard. Luminosity 5.34 standard.

Planetary System: Six major bodies. One inhabited world (Daken, IV). Two gas giants, one empty orbit (#3) in system.

IV Daken: Mean orbital radius, 343.97 million kilometers (2.3 AU). Period, 2.89 years ... No satellites ... Diameter, 10,994 kilometers. Density, 1.08. Mass, 0.456 standard. Mean surface gravity, 0.81 G. Rotation period: 21 hours, 12 minutes, 19 seconds. Axial Inclination, 10°15'4.3". Albedo, .20 ... Surface atmospheric pressure, 0.33atm; composition — standard oxygen-nitrogen mix, breathable with respirator to compensate for pressure. Hydrographic percentage, 2%; composition — liquid water. Mean surface temperature, 28°C.

**Remarks:** Daken is an extremely hot, arid world, with little free-standing water; temperatures are too high for humans to survive except near the poles. The world would never have been settled, were it not for the presence there of goldsand, a desert life form similar in evolutionary status to Earth corals. This colony life spreads over large areas of Daken's erg deserts, utilizing a chemosynthetic process for energy. Goldsand is highly prized as a spice; it also has certain pharmaceutical uses, and is an important ingredient in some types of slow and medical slow drugs.

Harvesting goldsand is a dangerous business. Colonies spring up rapidly, grow with great speed, and are then scattered by the fierce sandstorms which sweep across the ergs. Individual parts of the colony may survive to start up new colonies in new locations. Thus, to harvest goldsand, crews must reach a colony soon after it forms, and work it quickly before a storm can carry it off.

Goldsand also forms the chief food source for the sandroller, a small (25kg) animal which poses a danger to humans because of the highly poisonous spines which cover its spherical body. This makes goldsand harvesting doubly dangerous work, for a goldsand colony is sure to be infested with the spiny menaces.

A colony of no more than 750 people has been settled around the south polar starport for the last 125 years. They have grown accustomed to life at the edge of the world's harsh deserts, and make their primary living harvesting goldsand and selling it to offworld markets. Several companies, including the Imperial megacorporation SuSAG and the Dakaar Corporation, have attempted to cut out the locals and harvest goldsand directly, but planetary conditions are far too harsh, and every attempt has ended in disaster.

Recently the Dakaar Corporation attempted to force an exclusive contract on the colony, to tie up the goldsand supply. Since the colony



turned down this offer, there have been threats, rumors of sabotage and violence, and other problems around the colony. The Dakaar Corporation, of course, is suspected of being behind the problems, but there is no proof of this, and corporate officials have hotly denied any involvement in the wrongdoing.

**CASSANDRA (THE CASSANDRA BELT)**  
(0304 B000538-C Non-industrial, Asteroid Belt

G)

**Primary:** Cassandra, spectral class F0V. ICN S4K0304F0. Mass 1.7 standard. Stellar diameter 1.7 standard. Luminosity 8.1 standard.

**Planetary System:** Four major bodies. No inhabited worlds. Four gas giants, one planetoid belt (inhabited), three empty orbits (#2, #5, #6) in system.

**The Cassandra Belt:** Belt Fringe (inner edge) mean orbital radius, 128 million kilometers (0.86 AU). Belt Verge (outer edge) mean orbital radius, 157 million kilometers (1.05 AU). Period of Rockport (starport and main government facility), 792.34 days...

Asteroids are generally less than 1500km in diameter, with negligible mass and gravity. Settlement is light, with the largest single population concentrated at Rockport, and a large migratory population of belters and other asteroid miners and workers. The population does not reflect transitory residents who may work the Belt for only a few months before moving on.

**Remarks:** The Cassandra Belt is a solid source of mineral resources, though it has not attracted any enormous influx of greedy outsiders, and no particular rumors of rich strikes or bonanzas have been in circulation thus far. The Belt is a steady but unspectacular producer.

Unlike many belts, which quickly degenerate into lawless 'boom colonies', the Cassandra belt has a firmly established government which tightly regulates law and order in settled parts of the Belt, and even makes a fair attempt at enforcement through much of the rest of the system. This was not always the case — the Belt was originally a colony established by Dakaar Minerals, based on Dakaar (0201). Twenty-four years ago, intolerable working conditions and an unsympathetic corporate management prompted the Cassandra Strike, a system-wide shutdown of production and shipping facilities. This was followed by a brief workers' rebellion, which ended when Dakaar found that waging war in an asteroid belt against migratory workers was expensive and virtually useless.

The new government, the Council of Ten, was left over from the leadership of the original workers' protests, and has done a credible job of turning the rebellious colony into a solidly prosperous independent state. Though there is little input from the scattered miners (for any kind of democracy would be impractical, given the incredibly diversified population density, and other limitations of time and distance), the Council is generally considered to be doing a good job... though most belters tend to prefer no government at all.

Under the Council, an excellent law enforcement organization is maintained for starport and settlement security at Rockport, enforcement of claims, and the investigation of various infractions against system laws. This police force generally maintains at least twenty patrol cruisers on station throughout the Belt, ready to respond to distress



calls and other problems. They are particularly on guard against attempts by Dakaar Minerals to exploit the Belt without government permission, though this sometimes occurs anyway.

Rockport is a class B starport facility. In addition to ordinary commercial traffic and mineral shipments, the port handles a fair amount of Imperial military traffic travelling to and from the base on Outpost (0306). Indeed, it was due to shrewd negotiation (ending in guarantees to provide service and fill various Imperial resource contracts) that the workers were able to ensure Imperial neutrality — and covert support — during the rebellion, an important part of their success.

For details on belt mining operations, GDW's boxed **Traveller** module, **Beltstrike** provides much needed background information.

## OUTPOST

(0306 B110442-E N Non-industrial

G)

**Primary:** Binary star system: Major — Dareenal, spectral class K7V. ICN S4K0306K7. Mass 0.538 standard. Stellar diameter 0.559 standard. Luminosity 0.064 standard. Companion — Keneer (orbit #1), spectral class M5V. ICN S4K0306M5. Mass 0.331 standard. Stellar diameter 0.358 standard. Luminosity 0.007 standard.

**Planetary System:** Three major bodies. Three gas giants, one inhabited gas giant satellite (Outpost, Ic), one planetoid belt in system.

**Ic Outpost:** Mean orbital radius of primary, 152.5 million kilometers (1.02 AU). Period of primary, 512.98 days. Primary is large gas giant, designated Utgard. Primary diameter, 106,000 kilometers. Density, 0.21. Mass, 119.3 standard. Nine satellites... Outpost, third moon (Ic); mean orbital radius, 1.06 million kilometers. Period, 11.06 days... No satellites... Diameter, 1,995 kilometers. Density, 1.01. Mass, 0.0019 standard. Mean surface gravity, 0.13 G. Rotation period: none (tidal lock with primary). Axial inclination, 2°51'17.2". Albedo, .01... Surface atmospheric pressure, 0.05 atm; composition — chlorine-flourine mix. Atmosphere requires pressure and oxygen gear. Hydrographic percentage, 2%; composition — frozen water-ice. Temperature varies with position of M5V companion star; extremes are 99 days apart. Lower extreme is -180.6°C. Upper extreme is -80.7°C.

**Remarks:** Though it lies 5 parsecs from the Imperial border, Outpost is a military installation of the Imperium; established in 872, Outpost is an Imperial Naval facility. The naval base known as Outpost lies on the third satellite of the system's innermost gas giant. Aside from naval personnel, a small population of civilians (most of them not Imperial citizens) have established themselves on the world in support of the military population. Outpost also boasts a fairly large starport, making the world a major crossroads of trade in this portion of the subsector.

Outpost was established for a number of reasons. First, it provides a certain degree of security and protection to trade in the region, formerly menaced by piracy and strife. In the second place, it maintains communications between the Imperium and the Confederacy of Duncinae, an Imperial client in the Ea subsector adjacent. These two major functions make the naval installation an important presence in the Drexilthar subsector.

Though the world has little to offer the casual visitor, it is a major stopping-point for commercial vessels. Outpost has excellent port

facilities, few restrictions on trade or conduct, and is a crossroads where information, goods, and equipment of many kinds are obtainable.

Some controversy surrounds the naval base on Outpost, however, as it is maintained in violation of the treaty which ended the Aslan Border Wars between the Imperium and various pirate clans. In that treaty, the territories of Reavers' Deep between the two interstellar cultures were made a neutral region, under no one's control. In establishing the base at Outpost, the Imperium made use of a loophole which allowed ground to be leased from client planets or states by the two empires for the purpose of protecting those clients. Outpost was settled in 870 by 500 colonists, many of them retiring Imperial naval personnel; in 871, they signed a treaty establishing themselves as a client world, and construction of the base followed almost immediately. Protests have been filed by certain influential Aslan clans, but otherwise no action has been taken. Nonetheless, there is a certain amount of pressure on responsible Imperial officials to shut down the base, generated both within and without the Imperium... pressure which has been exploited by parties interested in seeing the Imperial presence diminished.

## TASHRAKAAR

(0307 E651695-7

Poor

G)

**Primary:** Naderr, spectral class F6V. ICN S4K0307F6. Mass 1.25 standard. Stellar diameter 1.33 standard. Luminosity 3.04 standard.

**Planetary System:** Seven major bodies. One inhabited world (Tashrakaar, IV). Three gas giants, one planetoid belt in system.

**IV Tashrakaar:** Mean orbital radius, 204.95 million kilometers (1.37 AU). Period, 523.86 days... Two satellites... Diameter, 10,427 kilometers. Density, 1.03. Mass, 0.435 standard. Mean surface gravity, 0.77 G. Rotation period: 28 hours, 14 minutes, 29 seconds. Axial inclination, 48°5.7'. Albedo, .19... Surface atmospheric pressure, 0.64 atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 5%; composition — liquid water. Mean surface temperature, 87°C. Polar regions have a temperature of 25° to 35°C.

**Remarks:** Tashrakaar is a world encircled by a heat desert; only in the polar regions are the sun's rays attenuated enough to allow a tropical, life bearing environment. The equatorial regions as far north and south as 45° latitude are lifeless, baked in temperatures which can exceed 70°C under the afternoon sun.

The tropical polar region around the Great Polar Sea does support a fairly large colony. Its primary economic basis is the collection of manganese, cobalt, and other minerals elements of high purity which are uncovered on the desert surface after a devilblow — a hurricane-force storm which drives sand rather than rain. These minerals were laid down eons ago, when the central desert was the floor of a planet-wide ocean. Now they attract the interest of various mineral exploitation firms which collect the ore in great tracked rock extractors called ore crawlers. Valuable minerals are extracted from the surface of the desert as the crawlers creep slowly along, and the worthless residue, called **screep**, is dumped astern.

The planetary government grants licenses for crawler operation to companies interested in the mining business. A lease of Cr2,500,000 is



paid to work specific tracts of land for ore, providing the major government revenues for the polar settlements.

Some difficulties face the colony. One of the greatest dangers is a degenerate human culture known locally as the Duneraiders. Outcasts from the colony, the Duneraiders live a marginal, nomadic existence at the edges of the great desert. Duneraiders and colonists are bitter foes, and colonists captured by the nomads are frequently offered up to the desert gods in the hopes of bringing water. A few Duneraider tribes have proved amenable to peaceful dealings, but most remain implacably hostile.

Several Imperial corporations work the deserts of Tashrakaar, including Sternmetal Horizons, LIC and Delgado Trading, both large megacorporations. The naval base at Outpost (0306) provides protection to these Imperial companies when they request it, a recourse not available to smaller, non-Imperial companies like Fulton Metals, Diverseco of Tharrill, or the ever-present representatives of Dakaar Minerals.

For more information on Tashrakaar's mining operations, see the Gamelords' adventure **Duneraiders**.

## LUUSHAKAAN

(0401 D541513-4

Non-Industrial, Poor

)

**Primary:** Flicker, spectral class M1V. ICN S4K0401M1. Mass 0.457 standard. Stellar diameter 0.511 standard. Luminosity 0.033 standard.

**Planetary System:** One major body. One inhabited world (Luushakaan, D. One planetoid belt in system.

**Luushakaan:** Mean orbital radius, 23.9 million kilometers (0.16 AU). Period, 34.58 days... No satellites... Diameter, 9,430 kilometers. Density, 1.04. Mass, 0.254 standard. Mean surface gravity, 0.65 G. Rotation period: none (tidal lock with primary). Axial inclination, 10°4'14.1" Albedo, .39... Surface atmospheric pressure, 0.50atm; composition — standard oxygen-nitrogen mix with sulphur and sulphur compound talnts. Requires filter mask for atmospheric breathing. Hydrographic percentage, 14%; composition — frozen water-ice. Mean surface temperature, -18°C.

**Remarks:** Occupying the inner orbit around its dim red sun, Luushakaan is a cold, dismal world. The average air temperature never rises above 0°C, and is frequently far below that. Some heat is provided by the several active volcanos found in the vicinity of the world's only major settlement, but this only adds to the hazards of survival on the planet.

Luushakaan, like many other worlds in the subsector, is primarily a mining settlement. The planet is under the control of the Imperial megacorporation Sternmetal Horizons, LIC, which administers the government of the planet as well as running the mining operations.

Despite its dismal appearance and miserable climate, Luushakaan is a hot property. Extensive deposits of radioactives and other worthwhile minerals have made it an excellent investment for Sternmetal, and the source of considerable jealousy among rival companies. In recent months, the world has been the object of several tradewar raids by an unknown but evidently strong assailant. Evidence has pointed strongly

towards Delgado Trading, LIC, as the culprit, and Sternmetal has launched two minor retaliatory attacks against Delgado operations in the Cassandra Belt as a result.

**Referee's Note:** In reality, the tradewar raids on Luushakaan were mounted by the Dakaar Corporation, using mercenaries and equipment disguised to appear as Delgado personnel. By enflaming a major confrontation between the two giants, the smaller corporation hopes to be able to make significant gains, both in breaking the Sternmetal monopoly on Luushakaan and in other lucrative or potentially lucrative markets, as well.

## DUTRISSAL

(0407 CAC4235-8

Non-industrial

G)

**Primary:** Lattassa, spectral class K3V. ICN S4K0407K3. Mass 0.672 standard. Stellar diameter 0.703 standard. Luminosity 0.21 standard.

**Planetary System:** Six major bodies. One inhabited world (Dutrissal, IV). Two gas giants in system.

**IV Dutrissal:** Mean orbital radius, 157.08 million kilometers (1.05 AU). Period, 479.39 days... Two satellites... Diameter, 17,579 kilometers. Density, 1.02. Mass, 1.99 standard. Mean surface gravity, 1.27 G. Rotation period: 17 hours, 25 minutes, 54 seconds. Axial Inclination, 10°8'7.1" Albedo, .19... Surface atmospheric pressure, 2.2atm; composition — hydrogen-methane-ammonia mix. Rated INSIDIOUS, defeating all personal protective measures within 2-12 hours. **EXTREME CAUTION ADVISED.** Atmosphere highly dangerous to human life. Hydrographic percentage, 47%; composition — liquid ammonia. Mean surface temperature, -33°C.

**Remarks:** A small research colony working with experiments on low-temperature superconductors has been established on Dutrissal; the system is otherwise unattractive and uninhabited. Orbital starport facilities are maintained by the Institute of Science and Technology on Duncinae/Ea, which is also responsible for the research station. Work there is hazardous and boring at the same time; boring due to the isolation of the station, hazardous because of the dangers posed by the world's lethal atmosphere.

The hydrogen which makes up a significant percentage of that atmosphere is highly insidious in nature. Shielding on buildings and ships will defeat the atmosphere, but suits and small vehicles cannot be built to prevent hydrogen diffusion, a process whereby atoms of hydrogen migrate directly through fabric, plastics, and even metals which may be perfectly air-tight.

This poses a great danger, for hydrogen and oxygen mixed in air will combine, explosively, if a spark or flame should ignite it. Suits or vehicles with electronic circuitry have been known to suffer destructive explosions as a result of this process; suit work is highly dangerous under these conditions. Nor can the rate of hydrogen diffusion and buildup be gauged with any accuracy.

The Institute offers high risk/high pay employment at the station for scientist (particularly those with Gravitics skill, as the ultimate aim of the research is to increase the efficiency of gravitic drives and



modules through the use of supercooled conductive circuits), support personnel (cooks, vehicle operators, vacc suit-trained workers, computer technicians, etc.), and even security guards. Two or three incidents of attempted theft of computer files and/or sabotage of the project have already taken place; it is thought that some government or group in the subsector is interested in acquiring the technological improvements being designed at the station to equip a starship or fleet with improved drives (which, it is believed, could achieve a 30% increase in efficiency over current state-of-the-art grav-based drive systems, allowing accelerations of up to 7G in ships previously limited by power outputs to 6G acceleration).

In game terms, the development of this technology would permit construction of drives at current tonnages and costs, producing 1 additional G of acceleration (and a 1G drive could be built for 75% of the lowest tonnage and costs given in starship construction rules). However, the system is still experimental, and subject to failures (roll 6+ once per change in vector, or four times per day under constant acceleration, for a complete breakdown). It may never be perfected to a reliable alternative to available drives.

## DRELLESARR

(0409 B310550-A

Non-industrial

A G)

**Primary:** Binary star system: Major — Dakeen, spectral class M3V. ICN S4K0409M3. Mass 0.394 standard. Stellar diameter 0.434 standard. Luminosity 0.0202 standard. Companion — Ladarr (orbit #2), spectral class M5V. ICN S4K0409M5. Mass 0.358 standard. Stellar diameter 0.331 standard. Luminosity 0.007 standard.

**Planetary System:** Three major bodies. One inhabited world (Drellesarr, D. Two gas giants, three empty orbits (#0, #3, #5) in system.

**Drellesarr:** Mean orbital radius, 29.92 million kilometers (0.2 AU). Period, 52.05 days... No satellites... Diameter, 4,920 kilometers. Density, 1.01. Mass, 0.053 standard. Mean surface gravity, 0.38 G. Rotation period: none (tidal lock with primary). Axial Inclination, 7°12'8.8" Albedo, .10... Surface atmospheric pressure, 0.07atm; composition — primarily nitrogen, with trace elements. Oxygen supply and pressure gear required. Hydrographic percentage, 3%; composition — liquid water. Mean surface temperature, dayside, 33°C. Mean surface temperature, nightside, -23°C.

**Remarks:** Drellesarr is a small tidal-locked world occupying an unusual orbit between two dim red suns. Ordinary dayside temperatures are uncomfortably, but not intolerably, hot. Because of the mechanics of the orbits of Drellesarr and Ladarr, the second star of the system, every planetary year sees temperature extremes occur. In the Time of Burning, average dayside temperatures are around 40°C. The Time of Two Suns sees temperatures drop to the normal average given in the planetary statistics; this occurs about 26 days after the Time of Burning. Then, 26 days later, comes the Time of One Sun, when dayside temperatures range around 29°C, as the companion star is farthest apart from the world. Another 26 days brings another Time of Two Suns, and a final period brings it back to the Time of Burning once more.

Colonized in the era of the Reavers, Drellesarr was originally founded by the great Reaver warlord Blackjack Duquesne as a refuge

for his raiders. The colony on this harsh and desolate world has never been very large (even today it numbers only about 800,000), but it has endured despite its less-than-ideal setting.

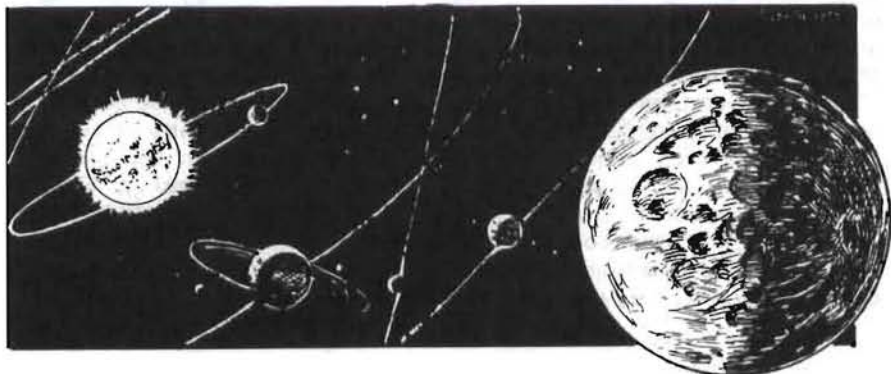
Drellesarr has little to offer — no spectacular mineral deposits, and an environment unable to support life as we know it — in short, nothing to support the colony economically or in any other important way. But the colonists on Drellesarr have supplemented their meager birthright with intelligence and determination, and have kept alive some old traditions to keep their colony flourishing.

Drellesarr is a Freeport — in every sense of the word. A lawless, wide-open frontier community, the colony serves as an open port where repairs, alterations, and improvements can be performed on visiting starships, equipment legal or illegal purchased, goods marketed . . . all with no questions asked.

The visitor to Drellesarr can buy or sell almost anything, with few restrictions and fewer hassles. A Psionics Institute is openly maintained on the world, for here, beyond the bounds of the Imperium, anti-psionics attitudes are less prevalent — though not entirely forgotten — and the people of Drellesarr are tolerant of anything which attracts business.

Naturally, a penalty is paid for all this freedom. Drellesarr's lack of law enforcement (or of laws to enforce) has made the world a dangerous one. Citizens and visitors alike are armed, and nothing prevents anyone from using these arms to kill over the pettiest offense or dispute. Drellesarr is officially listed as an Amber Zone, and visitors are urged to be polite, tolerant, and very, very careful.

On Drellesarr, lack of tariffs brings down the cost of most services. Generally, prices on starport maintenance, repairs, and other services are 25% lower, with occasional exceptions. Goods and services of an illegal nature (illegal in other worlds, that is) are available as well, though the prices are not likely to be quite as low. It should be remembered that many of the items obtainable here will be stolen, hijacked, or pirated — no guarantees are made to protect buyers from the consequences of purchasing such 'hot' merchandise, should the original owner turn up later.





# DRENSLAAR

(0410 D453694-7

Rich

G)

**Primary:** Carrinta, spectral class K5V. ICN S4K0410K5. Mass 0.57 standard. Stellar diameter 0.566 standard. Luminosity 0.08 standard.

**Planetary System:** Six major bodies. One inhabited world (Drenslaar, D). Three gas giants, one planetoid belt in system.

**Drenslaar:** Mean orbital radius, 44.88 million kilometers (0.3 AU). Period, 79.49 days ... One satellite ... Diameter, 6,586 kilometers. Density, 1.03. Mass, 0.129 standard. Mean surface gravity, 0.52 G. Rotation period: none (tidal lock with primary). Axial Inclination, 8°17'16.2" Albedo, .08 ... Surface atmospheric pressure, 0.48atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 37%; composition — water and frozen water-ice. Mean surface temperature, dayside, 78°C. Mean surface temperature, twilight zone, 40°C. Mean surface temperature, nightside, -2°C.

**Remarks:** Like Yarfahl (0608), Drenslaar is a world which lives under the shadow of the Carrillian Assembly, though it is not formally a member of that interstellar government.

Drenslaar is in a tidal lock with its sun; half the world is a burning desert, the other half is locked in perpetual icy night. A narrow band — a twilight zone — provides ideal conditions for human habitation, with a large sea extending from the permanent glaciers of the dark side into the more pleasant climes of the habitable band, providing an excellent place for a colony.

Libration from the world's satellite, a fairly large (diameter 2400km) and close body, shifts the twilight zone back and forth in a slow regular course, providing periods of light and dark. The habitable band sports a comprehensive ecology, and interesting and exotic life forms are known to dwell in the less pleasant regions to sunward and nightward.

The colony itself has been blessed by very fertile agricultural land, and is very well off. The government is distant, but not particularly restrictive, and life for the colonists is, on the whole, a fairly pleasant proposition.

Recently, the Carrillian Assembly, under the leadership of High Justice Daldreem, has 'invited' the world to join the Assembly; planetary government officials have been stalling. Drenslaar is quite well off now, and would certainly lose much by membership in the Assembly. The government hopes that the rebellion of Ildrissar will keep the Assembly occupied for the moment, so that they will not turn to Drenslaar and back up their 'invitation' with force; meanwhile, diplomatic alternatives are being explored as quickly as possible.

The colony suffers from a major problem in communications. Stellar activity (and the proximity of the star to Drenslaar) makes radio signals highly unreliable; land lines are heavily relied on, and most electronics gear must be thoroughly shielded against interference. An unusual weather prediction system is in operation on Drenslaar, involving weather stations strung along the nightside edge monitoring weather conditions, and sending reports back via a transoceanic cable laboriously set down by colony watercraft.

# GRENDAL

(0507 C889855-A S

G)

**Primary:** Hopewell, spectral class G3V. ICN S4K0507G3. Mass 0.98 standard. Stellar diameter 0.958 standard. Luminosity 0.886 standard.

**Planetary System:** Nine major bodies. One inhabited world (Grendal, II). Three gas giants, one planetoid belt, one empty orbit (#0) in system.

**II Grendal:** Mean orbital radius, 94.25 million kilometers (0.63 AU). Period, 184.5 days... Two satellites... Diameter, 13,715 kilometers. Density, 1.01. Mass, 1.101 standard. Mean surface gravity, 1.0 G. Rotation period: 22 hours, 58 minutes, 47 seconds. Axial Inclination, 3°17'2.6" Albedo, .45... Surface atmospheric pressure, 1.9atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 96%; composition — liquid water. Mean surface temperature, 15°C.

**Remarks:** Grendal was first explored, named, and settled by Dr. Charles Abercrombie, a scientist from the Principality of Caledon, who surveyed this region of space 750 years ago. The world was almost ideal, Earthlike in gravity, climate, and most other factors — though with a much greater atmospheric pressure at sea level, and with far more extensive oceans. The scientist assembled colonists from the Principality and emigrated within two years of his original survey.

The planet is named after the world's most fearsome life form, a bipedal, sea-dwelling amphibian christened the grendal by Abercrombie, a long time fan of the old Earth classic, *Beowulf* (the capital-starport complex is named Beowulf, in keeping with this tradition). The grendal lives in coastal waters (down to a pressure of 6-7 atmospheres), but can also visit the surface and walk (rather awkwardly) on land. It is a fierce and dangerous creature, massing up to 300kg, and has been known to raid colonial settlements for food (stealing livestock, game, garbage, and unwary colonists indiscriminately). Primarily nocturnal in its habits, the grendal has rarely been seen for more than a few minutes at a time. Little is known about their habits or natural environment, or they shun noisy undersea craft and make short work of individual divers.

Grendals and colonists live in an uneasy balance, the grendals occasionally raiding a settlement, the colonists shooting back as necessary, but not going out of their way to make trouble for the creatures. This has necessarily tended to make pelagic exploitation difficult, and a few vocal groups have been arguing for a more aggressive campaign against the grendals so that undersea farming and mining colonies can be established. Because the land on Grendal is broken into numerous island archipelagos, a step in this direction will be needed soon, as population continues to expand.

Against this are set various groups opposed to violence against the grendals, including environmentalists, conservationists, and a small minority who are convinced that the grendals are not dumb animals at all, but actually representatives of an intelligent amphibian species with a sophisticated undersea civilization. Reports come in from time to time of grendals spotted using tools, wearing small artifacts, and so forth, but these are usually not credible — most are easily explained as the results



of too much alcohol, mistaken sightings, poor visibility, or coincidence. Still, suspicions that the grendals may be more than a savage nuisance are the source of considerable local speculation and interest.

The Scout base on Grendal is on an island near Beowulf Down starport leased to the IISS under a client planet agreement. The base is small, with a staff of less than 50, but the staff xenologist is fascinated by the grendal question, and has been agitating for funds and personnel to mount a proper study of the beasts.

## THARRILL

(0508 C885741-9

Agricultural

G)

**Primary:** Drathler, spectral class G0V. ICN S4K0508G0. Mass 1.04 standard. Stellar diameter 1.03 standard. Luminosity 1.21 standard.

**Planetary System:** Seven major bodies. One inhabited world (Tharrill, IV), one potentially habitable world (Anatar, V). Two gas giants, two planetoid belts, one captured planet (Anatar, V), which fails to follow accepted planetary progression laws, in system.

**IV Tharrill:** Mean orbital radius, 164.56 million kilometers (1.1 AU). Period, 413.2 days... No satellites... Diameter, 13,677 kilometers. Density, 1.00. Mass, 1.00 standard. Mean surface gravity, 1.0 G. Rotation period: 25 hours, 17 minutes, 12 seconds. Axial inclination,  $5^{\circ}17'3.2''$ . Albedo, .33... Surface atmospheric pressure, 1.6atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 57%; composition — liquid water. Mean surface temperature, 15°C.

**V Anatar:** Mean orbital radius, 194.48 million kilometers (1.3 AU). Period, 530.87 days... No satellites... Diameter, 11,509 kilometers. Density, 1.04. Mass, 0.697 standard. Mean surface gravity, 0.91 G. Rotation period: 18 hours, 28 minutes, 35 seconds. Axial inclination,  $16^{\circ}5'5.0''$ . Orbital eccentricity, .100... Albedo, .30... Surface atmospheric pressure, 1.5atm; composition — standard oxygen-nitrogen mix with viral taint. Requires filter mask to breathe atmosphere directly. Hydrographic percentage, 71%; composition — liquid water. Mean summer surface temperature (at apastron), 11°C. Mean winter surface temperature (at periastron), 9.5°C.

**Remarks:** Tharrill is a pleasant agricultural world with a fairly unremarkable history. Settled from the Carrillian Assembly shortly after that state's formation, the colony never joined, preferring to remain a quiet, independent backwater world.

Anatar, Tharrill's sister world (E797000-0), was settled at the same time, and was, with the exception of a considerably chillier climate, virtually equal in potential to Tharrill itself. Both colonies thrived until, about two centuries ago, disaster struck Anatar. The Red Plague of 922 was one of the most horrible catastrophes in human history.

The origins of the plague are not known with any certainty. It is believed to be the result of a drastically mutated virus of earth origin, but there is no proof for or against this theory. Nor is it known whether the source of the infection was on Anatar itself, or if the disease was brought in from some other world where, perhaps, natural immunities or differences in environment, diet, or other factors prevented the virus from flourishing.

It is certain that it flourished on Anatar. In one planetary year (under two years standard), 90% of the population was wiped out. The

remaining populace was evacuated into large orbital stations and kept under quarantine until doctors were certain they would not spread the plague further.

The Red Plague is extremely virulent, running its course in less than 48 hours, from initial infection to (usually) the death of the victim. Symptoms include fatigue (with rapidly declining physical faculties), dizziness, disorientation, and the appearance of disfiguring red sores on the face and body. In game terms, the character takes 2 points of damage every three hours for 48 hours, randomly against Strength, Dexterity, and Endurance. If still alive after 48 hours, the character will begin to recover at normal rates. Survivors bear the scars for life.

Rumor has it that, during the evacuation, a starship carrying a large shipment of valuable paintings, sculpture, and other priceless pieces from the Planetary Museum crashlanded somewhere in the wilderness northwest of the capital city. Two expeditions have visited the world in hopes of locating and salvaging the lost artwork; both of them contracted the Red Plague — two survivors came back from the first expedition, and none from the second. This has caused fresh consideration of the problem, and has led to the theory that the virus can be absorbed through exposed skin as well as through the lungs. No one has been willing to test this assumption, however, by another visit to Anatar.

## SARRAD

(0509 D88A300-8

Non-Industrial, Water World

A )

**Primary:** Vanadarr, spectral class G4V. ICN S4K0509G4. Mass 0.96 standard. Stellar diameter 0.94 standard. Luminosity 0.778 standard.

**Planetary System:** Five major bodies. One inhabited world (Sarrad, II). Three gas giants, two planetoid belts in system.

**II Sarrad:** Mean orbital radius, 75.0 million kilometers (0.5 AU). Period, 131.80 days ... No satellites ... Diameter, 14,003 kilometers. Density, 0.96. Mass, 0.96 standard. Mean surface gravity, 0.96 G. Rotation period: 25 hours, 51 minutes, 13 seconds. Axial Inclination, 8°18'6". Albedo, .45 ... Surface atmospheric pressure, 2.2atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 99%; composition — liquid water (ice at poles). Mean surface temperature, 40°C.

**Remarks:** Sarrad is a waterworld long a part of the Carrillian Assembly. Up until three years ago, the colony there supported a population of over three million in a vast complex of undersea structures grouped around Starport Island, with a scattering of outposts lying farther out to oversee mariculture and other pelagic exploitation.

Then, in a tragic catastrophe, the colony domes inexplicably failed. Safety interlocks apparently were inadequate, and the entire population was wiped out as sea water flooded into the colony domes under great pressure.

A few thousand people survived the horrific deluge, mostly starport workers, outpost personnel, and a few lucky individuals who managed to reach secure parts of the domes which were not flooded out entirely. But the magnitude of the disaster was overwhelming.



No one has any solid evidence as to the cause of the Sarrad disaster. Official stories are citing a failure of computer-monitored fail-safes on the main submarine lock, but this is large speculation based on survivors' stories and computer simulations aimed at seeing just how so massive a failure could have come about; no hard evidence exists.

More fanciful stories have been circulating as well. The colony was destroyed by terrorists in sympathy with the Ildrissaran resistance (unlikely — the Ildrissaran resistance wasn't particularly well organized three years ago). The colony was destroyed by a hostile, intelligent, aquatic life form (unlikely — no other evidence of such a life form has yet been uncovered on Sarrad). The colony was destroyed at the orders of High Justice Daldreem for some obscure purpose of his own (probably the result of Ildrissaran propaganda — Daldreem is generally conceded to be a megalomaniac and a tyrant, but no plausible purpose can be offered for such a blatant and apparently senseless order).

After the destruction of the colony, the Assembly moved to resettle Sarrad; preparations for this are almost complete. The Dakaar Corporation has offered to assist the assembly in the new construction and colonization effort in exchange for rights to operate a fleet of seagoing mineral extraction and processing vessels out of the rebuilt colony. This offer has been accepted, and work is scheduled to begin on new colony domes within a year.

## GARRISON

(0601 A35796B-B N Military rule

A G)

**Primary:** Hoshito's star, spectral class M1V. ICN S4K0601M1. Mass 0.457 standard. Stellar diameter 0.511 standard. Luminosity 0.0344 standard.

**Planetary System:** Two major bodies. One inhabited world (Garrison, Ia). Two gas giants, one planetoid belt in system.

**Ia Garrison:** Mean orbital radius of primary, 29 million kilometers (0.19 AU). Period of primary, 44.75 days ... Primary is small gas giant designated Obe. Primary diameter, 48,000 kilometers. Density, 0.19. Mass, 10.0 standard. Five satellites ... Garrison, Innermost moon (Ia); mean orbital radius, 144,000 kilometers. Period, 1.92 days ... No satellites ... Diameter, 5,258 kilometers. Density, 0.97. Mass, 0.051 standard. Mean surface gravity, 0.36 G. Rotation period: none (tidal lock with primary). Axial inclination, 3°15'5.2". Albedo, .27 ... Surface atmospheric pressure, 0.45 atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 72%; composition — liquid water and water-ice. Mean surface temperature, 5°C.

**Remarks:** Garrison is the inner moon of a gas giant circling Hoshito's star. Long the site of a major Imperial frontier installation (hence the world's name, the planet also has supported a fairly large colony for several hundred years.

Ten years ago, in the wake of protests over civilian versus military priority at the planetary port facilities, a series of tragic blunders and misunderstandings (culminating in the so-called Birthday Massacre, when 12 protesters were killed while staging a protest march on the Emperor's Birthday) led to a planet-wide rebellion. Local naval and Marine forces were quickly reinforced from neighboring worlds, and the rebellion was rapidly put down. Garrison was declared under martial law, with Marine



Commandant Greyson implementing a number of extremely stringent directives to prevent a further outbreak of violence on the world.

Resentment to the military government runs deep, and new protests have begun against Greyson's refusal to hand the reins of government back to civil administrators. It is widely believed that Greyson enjoys his power as Military Governor Pro Tem, and is deliberately slowing any moves towards a return to the pre-rebellion status. Two major protest strikes by starport workers have taken place in the past year (both suppressed by Marines), while four unsuccessful assassination attempts against Greyson have been mounted. Naturally, these activities have done nothing but solidify Greyson's power, and give him an excuse to clamp down still farther on the population.

Garrison's high law level indicates extremely rigid controls on civilian movements, almost constant harassment by military police, and a stringent curfew imposed on citizens without specific work permits. The planet is posted as an Amber Zone by the Travellers' Aid Society.

## KAANIIR

(0603 C688611-6 S Agricultural, Non-industrial

G)

**Primary:** Luguun, spectral class G1V. ICN S4K0603G1. Mass 1.02 standard. Stellar diameter 1.01 standard. Luminosity 1.10 standard.

**Planetary System:** Six major bodies. One inhabited world (Kaaniir, II). Three gas giants, two planetoid belts in system.

**II Kaaniir:** Mean orbital radius, 130.86 million kilometers (0.87 AU). Period, 293.47 days... One satellite... Diameter, 9,789 kilometers. Density, 0.97. Mass, 0.409 standard. Mean surface gravity, 0.73 G. Rotation period: 19 hours, 41 minutes, 58 seconds. Axial Inclination, 12°18'1.3". Albedo, .44... Surface atmospheric pressure, 2.0atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 81%; composition — liquid water and water-ice. Mean surface temperature, 10°C.

**Remarks:** Kaaniir is a very pleasant world circling a yellow sun just beyond the boundaries of the Imperium. Somewhat cooler than Terra or Vland, the world's main habitation is concentrated in the warm temperate band around the equator. This region is ideal for agricultural production, and agriculture is the primary basis of the Kaaniir colony.

The world, though outside the Imperium, is owned and operated by the Imperial megacorporation Makhidkarun; the corporate giant's gourmet foods division has developed the colony into a series of large plantations where various types of agricultural delicacies are grown for export into the Imperium. Major products of the colony include some very fine wines (any Kaaniir vintage is highly prized by connoisseurs, and most average 1-1/2 to 2 times the basic price of less exalted vintings), plus a mutated form of an ancient and very famous Terrestrial coffee, Jamaica Blue Mountain. The Blue Mountain Label coffee grown on Kaaniir fetches prices of up to Cr50 per kilogram, and is a popular trade item. These are only two of the more famous products grown on Kaaniir — many different fruits, vegetables, meat animals, and other rare gourmet foods are raised and processed on the planet as well.

Makhidkarun enjoys a complete monopoly over Kaaniir foodstuffs; the Planetary Manager of the world is also the head of the planet's government (what there is of it). Little actual control is exercised over the populace; there are company regulations (well-enforced), but few laws. This makes for some interesting cultural variations; for example, murder is not a crime, but the man who kills a worker is required to see to it that the dead worker's production quotas are met for the remainder of the man's expected working life. This can be done by working double shifts, by paying a fixed sum to offset the quota, by indenturing a family member, or by sponsoring an offworld immigrant. Justice is completely subordinated to corporate efficiency.

Though wages are good and regulations not unnecessarily harsh, many workers are dissatisfied with their lot. Kaaniir is run along the time-honored principles of a 'company town' — with the corporation providing all services, and charging those against the pay credited to the workers; it is rare for an employee to save enough to buy himself free and leave the planet. Organized protest has not been a factor on Kaaniir yet, but attempts to stow away, hijack visiting freighters, or otherwise escape the planet covertly, do take place on an individual or small group level.

Makhidkarun does not own ships to service the colony directly; charters to independents and shipping companies are granted, instead. The charter contracts places ship crews under company regulations while on Kaaniir, making them subject to penalties for interference in production, whether through injury to, or murder of, a worker, or through assisting — knowingly or not — in an escape attempt.

The Imperium maintains a Scout base in planetary orbit, which serves primarily as a connecting link to the Cassandra Belt and the naval base at Outpost.

## YARHFAHL

(0608 C658796-6

Agricultural

)

**Primary:** Akharr, spectral class K3V. ICN S4K0608K3. Mass 0.672 standard. Stellar diameter 0.703 standard. Luminosity 0.216 standard.

**Planetary System:** Four major bodies. One inhabited world (Yarhfahl, II). No gas giants, one planetoid belt in system.

**II Yarhfahl:** Mean orbital radius, 96.92 million kilometers (0.65 AU). Period, 233.49 days ... No satellites ... Diameter, 10,525 kilometers. Density, 1.01. Mass, 0.426 standard. Mean surface gravity, 0.75 G. Rotation period: 27 hours, 48 minutes, 7 seconds. Axial inclination, 12°18'19.5" Albedo, .31 ... Surface atmospheric pressure, 0.5atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 85%; composition — liquid water and water-ice. Mean surface temperature, 12°C.

**Remarks:** An independent world just beyond the boundaries of the Carrillian Assembly, Yarhfahl has long been considered more important for its position in space than for any intrinsic value of the world itself. Since the Assembly colonization of nearby Ildrissar, Yarhfahl has been a



necessary staging point for commercial traffic between the Assembly and the new colony, and enjoyed a small spurt of economic growth as a result of this traffic. Locally, however, there was and is little to attract interest to Yarfahl itself. Modest fishing and pelagic maricultural industries support the majority of the 19 million people inhabiting the world.

With the recent outbreak of rebellion on Ildrissar, Yarfahl has assumed an even greater strategic importance. One of the first responses of the Assembly was to orbit a large fleet at Yarfahl, setting the world up as a staging area for operations against the Ildrissaran rebels. Local shipping was seized and pressed into service, and the Yarfahlan government forced to cooperate in various 'protective measures', which virtually eliminated the world as an independent entity. Without a local army or navy of its own, Yarfahl has been unable to offer significant resistance.

Agents of the Ildrissaran rebels have been attempting to stir up trouble on Yarfahl, and a limited resistance movement has formed to begin striking back at the Assembly.

For more information on Yarfahl and its people, see *The Drenslaar Quest*, a Gamelords' adventure.

## DATINAR

(0610 B431685-A

Non-Industrial, Poor

G)

**Primary:** Thurn, spectral class K7V. ICN 54K0610K7. Mass 0.538 standard. Stellar diameter 0.559 standard. Luminosity 0.027 standard.

**Planetary System:** Four major bodies. One inhabited world (Datinar, I). Three gas giants in system.

**Datinar:** Mean orbital radius, 29.92 million kilometers (0.2 AU). Period, 44.54 days... No satellites... Diameter, 7,245 kilometers. Density, 0.99. Mass, 0.124 standard. Mean surface gravity, 0.5 G. Rotation period: 38 hours, 5 minutes, 22 seconds. Axial Inclination, 21°10'2.2". Albedo, .20... Surface atmospheric pressure, 0.38atm; composition — standard oxygen-nitrogen mix. Respirator required to breathe atmosphere. Hydrographic percentage, 17%; composition — liquid water and water-ice. Mean surface temperature, -2°C.

**Remarks:** Datinar is evidence of the dangers of relying on a one-crop market. The world was colonized in the wake of a major platinum-iridium strike nearly 200 years ago, and the population expanded by leaps and bounds as production of ore grew every year. Just over a decade ago, however, two of the planet's three largest mines shut down as the veins they were exploiting gave out; the cost of further ore exploration was pronounced prohibitively expensive by the corporations involved. Equipment and personnel were withdrawn... and a massive recession set in as a result.

Some mining continues, of course, but production is down to the lowest ebb since the planet was first opened for settlement. Without the mines, the remainder of the population (and it is quite a large one — Datinar attracted a very sizable number of immigrants during the boom years) has been economically ruined. The population is capable of



maintaining a self-supporting colony, but the lack of offworld income left by the mine failures shows in all areas of life. That money was needed, badly, to help maintain water reclamation programs, starport maintenance requirements, and similar vital economic necessities.

Matters have not improved since High Justice Daldreem invoked emergency powers to dominate the Assembly. Just when the economy was hitting a low ebb, ruinous Assembly taxation undid all of the attempts of four successive administrations to shore up the weakened fiscal situation. Recruitment of Assembly Peacekeepers provided some work, but the colony still teems with unemployed, hopeless citizens.

Several other worlds of the Assembly have been contributing voluntary aid to relieve the economic crisis on Datinar, and traders can pick up good money and free fuel running charter cargos in to the world. Meanwhile, some hope continues to sustain the planets inhabitants — the hope of discovering new ore deposits to attract minerals firms back to Datinar. Rumors of such a find in the remote and rugged country of Lakharr far to the northwest of the capital has caused an upsurge of hope, but the man who claimed to have found this new site died in a knife fight in a startown tavern, and his information was lost. Further attempts to locate the new mines have thus far been fruitless.

## GAARGIR

(0702 B465304-C 2 Non-Industrial

G)

**Primary:** Shurrupaen, spectral class K4V. ICN S4K0702K4. Mass 0.621 standard. Stellar diameter 0.634 standard. Luminosity 0.148 standard.

**Planetary System:** Six major bodies. One inhabited world (Gaargir, ID). Three gas giants, one planetoid belt in system.

**II Gaargir:** Mean orbital radius, 77.79 million kilometers (0.52 AU). Period, 173.80 days... No satellites... Diameter, 6,592 kilometers. Density, 1.02. Mass, 0.128 standard. Mean surface gravity, 0.51 G. Rotation period: 31 hours, 37 minutes, 29 seconds. Axial Inclination, 8°15'2.9" Albedo, .21... Surface atmospheric pressure, 0.8atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 59%; composition — liquid water and water-ice. Mean surface temperature, 6°C.

**Remarks:** Like most of the Imperial worlds at the edge of the demilitarized zone, Gaargir revolves around the Imperial military presence on the frontier. The world holds a naval base and a Scout service installation, and little else. Less than 7,000 people actually live on the planet, all of them military personnel or their dependents — even the customary civilian support colony has not sprung up in the shadow of Gaargir's bases.

This is due to the fact that Gaargir has been closed to colonization for some time. It is known that the world has been used largely as a training ground for naval and Marine forces — wargames have been regularly held in the system and on the planet. Occasionally, the Imperium has even hired mercenary units to participate as the opposition in these wargames, to give the Imperial forces the toughest possible training. But it is also suspected that the world has been used as a

proving ground for secret equipment, vehicles, and other new technology, and that this is the reason no colonists have been brought in.

There has been some agitation from various sources to have the world, which is a pleasantly Earth-like planet, declared open to colonization. The Navy has, thus far, refused, and discourages visits by private starships. The world is not interdicted, and the class B starport facilities can be utilized by visiting civilians, but the Navy permits no deviation from established approach plans, restricts orbital paths and times, and otherwise limits operations by private craft to ensure greater security. Civilian craft have been shot down for deviating from these procedures; on at least one occasion, it was later determined that the ship in question was in the pay of the Solomani government, and had originally come from the Fahlaar subsector on an espionage mission.

## ILDRISSAR

(0706 C995836-7)

**Primary:** Lassara, spectral class F5V. ICN S4K0706F5. Mass 1.3 standard. Stellar diameter 1.4 standard. Luminosity 3.5 standard.

**Planetary System:** Eight major bodies. One inhabited world (Ildrissar, V). No gas giants in system.

**V Ildrissar:** Mean orbital radius, 299.2 million kilometers (2.0 AU). Period, 906.07 days... Two satellites... Diameter, 15,792 kilometers. Density, 1.12. Mass, 1.59 standard. Mean surface gravity, 1.26 G. Rotation period: 22 hours, 39 minutes, 9 seconds. Axial Inclination, 8°46'8.8" Albedo, .28... Surface atmospheric pressure, 1.8atm; composition — standard oxygen-nitrogen mix with taint from sulfur compounds of volcanic origin. Filter mask required to breathe atmosphere. Hydrographic percentage, 54%; composition — liquid water and water-ice. Mean surface temperature, 26°C.

**Remarks:** Ildrissar was, until recently, a member of the Carrillian Assembly. The world attracted settlers due to the great mineral wealth located by surveys of the planet; the high density of Ildrissar was an early indication of the abundance of heavy metals and radioactives present there. This, in turn, is responsible for the world's rather high surface gravity, and for the vulcanism which prevails over much of the planet's surface... hence the atmospheric taint, caused by concentrations of sulphur compounds of unhealthy proportions.

Ildrissar was settled from the Assembly over two hundred years ago (though it was occupied intermittantly by corporate outposts and other mining concerns prior to that time). As a member world of the Assembly, Ildrissar enjoyed many benefits, most particularly the support of other Assembly planets during the lean times of the early colonial period.

With the assumption of extraordinary powers by High Justice daldreem, in direct contravention of the Articles of Assembly, the people of Ildrissar were hit particularly hard by the many changes in government policy which ensued. Higher taxes, a fixed market price for ore sold to the Assembly far below those available from other markets (access to which was to be greatly restricted), and orders for the nationalization of several key industries were all seen on Ildrissar as being completely



contrary to colonial interests. Several political factions formed, urging resistance to the Assembly — from conservatives who sought a return to rule by the Articles and the Council of Justice to a handful of extremists who urged complete independence. The extremists used their influence and wealth to begin stockpiling equipment and arms, and in hiring offworld mercenaries (for Ildrissar was poor in manpower, but could afford to hire the best in technology and service).

Recently (1109), attempts by Assembly Peacekeepers to enforce Daldreem's new laws led to the notorious Starport Massacre, an atrocity which triggered (prematurely, from the Ildrissarian Patriots' point of view) a full-scale planetary uprising. The Assembly responded to the defeat of the local garrison by gathering a large force, including a contingent of elite Aslan mercenaries, to launch a renewed attack on the rebellious colony. Although successful in the early stages of their invasions, the Assembly drive has lost momentum, and the war on Ildrissar continues to rage at this time.

## CARRILL (THE CARRILLIAN BELT)

(0710 A0009AE-C N Asteroid belt, Industrial,  
Non-agricultural, Capital

G)

**Primary:** Carrill, spectral class A5III. ICN S4K0710A5. Mass 9.0 standard. Stellar diameter 4.6 standard. Luminosity 90.0 standard.

**Planetary System:** Seven major bodies. Three gas giants, one asteroid belt (Inhabited), three empty orbits (#0, #3, #7) in system.

**The Carrillian Belt:** Belt Fringe (inner edge) mean orbital radius, 750.0 million kilometers (5.0 AU). Belt Verge (outer edge) mean orbital radius, 1,000.0 million kilometers (6.7 AU). Period of Capitol (planetoid holding main administrative centers), 13.86 years...

Asteroids are generally less than 1500km in diameter, with negligible mass and gravity. Settlement has been extremely heavy, with a large number of colonies being established in hollowed-out bodies of varying sizes and orbits. The main starport and administrative center is at Capitol.

**Remarks:** The asteroid belt at Carrill was never considered a particularly important system, as the Belt offered little in the way of resources that were not in greater abundance elsewhere. In the year 517, however, the system's importance grew dramatically.

In that year, rivalries between various worlds in the Drexilthar and Ffahlnar subsectors threatened the region with a major interstellar war. The Imperium, with numerous trade interests in the region, stepped in to encourage a peaceful settlement — backed with the threat of direct action if this settlement were not reached. A series of conferences were held in the Carrillian Belt, at an asteroid designated "Round Table", as that system qualified best as neutral ground among the disputing parties.

The result of these conferences was the agreement, in 519, for the various worlds involved in the conferences to federate into a single state for the regulation of trade, economic coordination, and common defense. The Articles of Assembly signed in that year established the Carrillian Assembly, and designated the Belt as the capitol of the new federation.



In the years since that agreement, the Carrillian Belt has swollen in population, industry, and technology, and has become a powerful system in its own right. The Belt houses the main administrative machinery of the Assembly, 32% of the Assembly's major industrial might, and the largest naval base of the Assembly Peacekeepers. A population of 6.8 billion is now spread among the asteroids of the Belt.

Recently, with the assumption of extraordinary powers by High Justice Daldreem, the Carrillian Belt has undergone a transformation into a repressive police state. The size of the local Peacekeeper forces has more than quadrupled, and harassment, permits, invasion of privacy, and rigid control of all individuals have become the norm. The system was recently posted as an Amber Zone by the Travellers' Aid Society due to this large scale intrusion of government into every facet of everyday life.

## KAANASH

(0801 B55687A-7 2

G)

**Primary:** Rlinkaar, spectral class G5V. ICN S4K0801G5. Mass 0.94 standard. Stellar diameter 0.91 standard. Luminosity 0.67 standard.

**Planetary System:** Twelve major bodies. Two inhabited worlds (Kaanash, III; Gaanir, IV). Four gas giants, one planetoid belt, one empty orbit (#3), one captured body (Gaanir, IV), in system.

**III Kaanash:** Mean orbital radius, 79.29 million kilometers (0.53 AU). Period, 145.36 days... One satellite... Diameter, 9,394 kilometers. Density, 1.02. Mass, 0.249 standard. Mean surface gravity, 0.64 G. Rotation period: 32 hours, 18 minutes, 2 seconds. Axial Inclination, 3°5'1.0" Albedo, .40... Surface atmospheric pressure, 0.65atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 64%; composition — liquid water and water-ice. Mean surface temperature, 21°C.

**IV Gaanir:** Mean orbital radius, 113.70 million kilometers (0.76 AU). Period, 249.61 days... No satellites... Diameter, 11,470 kilometers. Density, 1.01. Mass, 0.677 standard. Mean surface gravity, 0.88 G. Rotation period: 23 hours, 55 minutes, 10 seconds. Axial Inclination, 10°5'16.9" Albedo, .36... Surface atmospheric pressure, 0.95atm; composition — oxygen-nitrogen mix, tainted with traces of sulfur dioxide. Filter masks required for prolonged breathing of planetary atmosphere. Hydrographic percentage, 91%; composition — liquid water and water-ice. Mean surface temperature, 0°C; temperature is raised somewhat by vulcanism in some areas.

**Remarks:** The Kaanash system contains two inhabited worlds, Kaanash itself and its sister world Gaanir (C779655-6). The two worlds were settled in separate waves; Kaanash is the older colony. Gaanir originally went unsettled, due to the tainted atmosphere of the world. Some 275 years after Kaanash was colonized, however, an idealistic group of political refugees from Ganidha in the neighboring Uraggash subsector fled their home world and sought asylum on Kaanash. The colony refused this group (known as Technocrats) permission to land, but offered to support them in colonizing Gaanir instead. It was hoped that the mineral wealth of Gaanir could thus be exploited, and the disruptive political philosophies of the Technocrats turned away at the same time.

The Technocrats set up their colony on Gaanir, following the philosophy of government which had proven too radical for Ganidha

and Kaanash. They cherished feelings of dislike for their sponsors on Kaanash, however, for Gaanir was a hell-hole by comparison with green, pleasant Kaanash. Seething with volcanos, the main land mass of Gaanir was unpleasant, and the world's orbit, near the outer edge of the star's habitable zone, made the climate chilly when molten lava wasn't making things too hot (the name Gaanir is derived from the Keeper of the Winds in ancient Vilani myths, a two-faced being whose alternate gusts of hot and cold air fit the description of the planet perfectly).

Gaanir and Kaanash have long been rivals, competing for trade, imperial support, and economic aid. Gaanir is generally the loser in these competitions, because of the edge in technology and port facilities enjoyed by its rival. But the ongoing interplanetary competition is good for outsiders — trade with both worlds is brisk and profitable (buy at -1, sell at +1, over and above usual trade modifiers). Rumor has it, however, that Gaanir has been considering taking direct aggressive action against Kaanash; certainly, there are terrorist organizations on Gaanir which have already done so. Naval and Scout personnel stationed in the system (the bases are on a distant gas giant's moon, away from the immediate rivalry) have been keeping a close eye on things to prevent the development of open strife.

## DIABLO

(0803 B9C7477-8

Non-industrial

G)

**Primary:** Close binary system: Major — Solleir, spectral class F0V. ICN S4K0803F0. Mass 1.7 standard. Steller diameter 1.7 standard. Luminosity 8.1 standard. Companion — Flame (orbit #0), spectral class DG. ICN S4K0803GD. Mass 0.63 standard. Steller diameter 0.012 standard. Luminosity 0.00006 standard.

**Planetary System:** Seven major bodies. One inhabited world (Diablo, III). Four gas giants, two planetoid belts in system.

**III Diablo:** Mean orbital radius, 101.73 million kilometers (0.68 AU). Period, 134.18 days... One satellite... Diameter, 15,322 kilometers. Density, 1.13. Mass, 1.61 standard. Mean surface gravity, 1.27 G. Rotation period: 22 hours, 10 minutes, 10 seconds. Axial inclination, 15°17'2.8". Albedo, .54... Surface atmospheric pressure, 60atm; composition — carbon dioxide/sulfur dioxide mix (plus trace elements). Atmosphere is rated "INSIDIOUS", defeating all forms of personal protection in 2-12 hours, due to extremes of pressure and temperature. Hydrographic percentage, 74%; composition — liquid sulfur, sulfuric acid, and similar compounds. Mean surface temperature, 500°C.

**Remarks:** Diablo is an extremely hostile world lying just within the boundaries of the Imperium. Under ordinary circumstances, settlement of such a world would be highly unlikely, for the planet enjoys surface temperatures in excess of 500°C and has a surface atmospheric pressure of roughly 60atm (Earth sea-level pressure is only 1 atm).

However, Diablo is a major source of industrial-grade daystones, a substance considerably harder than diamonds, formed under the titanic pressures of this and similar worlds. Daystones have many important industrial applications, and mining colonies have been established on Diablo to exploit this valuable resource.

The world holds a number of enclaves owned by different companies and corporations (hence the 'balkanized' government of the planet).

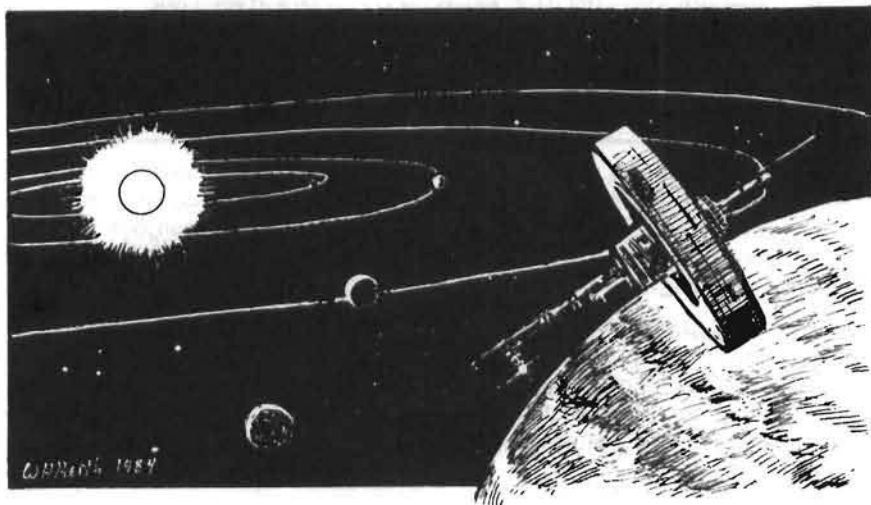


Each enclave is settled in underground complexes heavily reinforced against outside pressures and temperatures. Enclaves have shuttleports for landings by small craft, but the planetary starport, a class B facility, is maintained in orbit. The port is owned and operated by the megacorporation Hortalez et Cie, LLC, which itself has no direct interest in mining operations on the world.

Each enclave is a small 'company town' completely controlled by the owning company (among these companies are megacorporations such as Delgado Trading, Ling-Standard Products, Sternmetal Horizons, and the like, as well as smaller companies operating on a local level). Conditions tend to be harsh because of the complete control management has over the workers. Mercenaries in the pay of the various companies enforce local company laws and regulations, which vary in stringency, but average around law level 7.

The situation on Diablo has been somewhat unstable of late, since the declaration of a tradewar between Delgado Trading and Sternmetal Horizons. Both sides have been hiring additional mercenaries to beef up security, and outright inter-company warfare is expected ... once the problems of waging an effective campaign in Diablo's hellish environment are conquered.

The environment on Diablo will overcome all forms of personal protection (individual protective suits, battledress, etc.) within 12 hours. Vehicles and ships will not be compromised as quickly, but breakdowns are common. Roll 11+ once every hour while operating in Diablo's atmosphere, to suffer a breakdown of some type (the referee can determine the exact nature, depending on the situation). Mining operations are conducted entirely underground, with tunnels being constantly extended around various enclaves. People visit the surface of Diablo as rarely as possible.





# LINDRITAR

(0809 C5796A7-8

Non-industrial

)

**Primary:** Drlikkar, spectral class G8V. ICN S4K0809GB. Mass 0.871 standard. Stellar diameter 0.909 standard. Luminosity 0.52 standard.

**Planetary System:** Six major bodies. One inhabited world (Lindritar, II). No gas giants, one planetoid belt, three empty orbits (#0, #4, #5) in system.

**II Lindritar:** Mean orbital radius, 116.69 million kilometers (0.78 AU). Period, 269.60 days... One satellite... Diameter, 9,318 kilometers. Density, 0.99. Mass, 0.242 standard. Mean surface gravity, 0.62 G. Rotation period: 29 hours, 53 minutes, 31 seconds. Axial Inclination, 12°18'0.1" Albedo, .31... Surface atmospheric pressure, 0.8atm; composition — oxygen-nitrogen mix with oxygen content significantly above normal concentrations (31%). Filter required to breathe atmosphere. **WARNING:** LACK OF FILTER CAN CAUSE OXYGEN INTOXICATION! Hydrographic percentage, 95%; composition — liquid water and water-ice. Mean surface temperature, 37°C.

**Remarks:** Lindritar is a pleasant, almost idyllic world, largely oceanic, with numerous island chains and small landmasses. The planet is rather close to its primary, and has a warm, tropical climate in the 30°-60° latitudes; it is rather too warm for human habitation around the equatorial zone.

Lindritar's atmosphere is of standard pressure, but the perfectly innocuous oxygen-nitrogen mix can be dangerous, due to the 31% oxygen concentration. Breathing unfiltered air leads to a severe condition of hypoxia, with an effect rather similar to intoxication on beings from a more Earthlike world — including humans. Indeed, Lindritar's colonists have evolved an interesting religion which relies heavily on the euphoria of breathing the oxygen-rich air; visions and prophecies by oracular seers high on oxygen are a major element of religious observance (a similar state of affairs can be found on Pysadi, in the Aramis subsector of the Spinward marches; comparisons between these two religions of ecstasy can be found in *Unity and Diversity: Humaniti Among the Stars* [Capitol Press, 1096] — see also *The Traveller Adventure*).

The world is part of the Carrillian Assembly, but thus far has been little influenced by the assumption of power by High Justice Daldreem and the ensuing problems (such as the Ildrissian rebellion) which accompanied it. Lindritar has pretty much gone its own way, meeting the new Assembly taxes and contributing its quota of troops to Daldreem's expansion of the Peacekeepers. Laws have been tightened somewhat in accordance with decrees from Carrill, but by and large, life has gone on untouched by outside problems.

This may, however, change, for undersea exploration has turned up useful ore deposits of various radioactives deep underwater. As these certainly have important military applications, Daldreem's government is likely to turn a great deal more unwanted attention on the world. A few far-sighted individuals in Lindritar are thought to be already in communication with the Ildrissian rebels, planning a resistance movement against the day when Daldreem's Peacekeepers appear to spoil the tropical paradise of the island colonies.

## References and Useful Material

Referees will find a large number of *Traveller* products particularly useful in creating adventures, scenarios, situations, and usable background to go with this and other *Pilot's Guide* booklets. A few of these include:

From **GAME DESIGNERS' WORKSHOP** . . .

Book 6, *Scouts*

Supplement 6, *76 Patrons*

Supplement 8, *Library Data (A-M)*

Supplement 11, *Library Data (N-Z)*

Double Adventure 6, *Divine Intervention/Night of Conquest* (the latter takes place in the adjacent Ea subsector)

Boxed Module 2, *Beltstrike*

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*The Drenslaar Quest* is a full-length adventure taking place on Yarhfahl against the backdrop of the rebellion of Ildrissar. It uses the rules and concepts first developed in *The Undersea Environment* to create a complete adventure situation. *Duneralders* does the same thing for Tashrakaar and *The Desert Environment*, while *Ascent to Anekthor* takes place in the adjacent Caledon subsector — it is an unusual adventure linked with *The Mountain Environment*.

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