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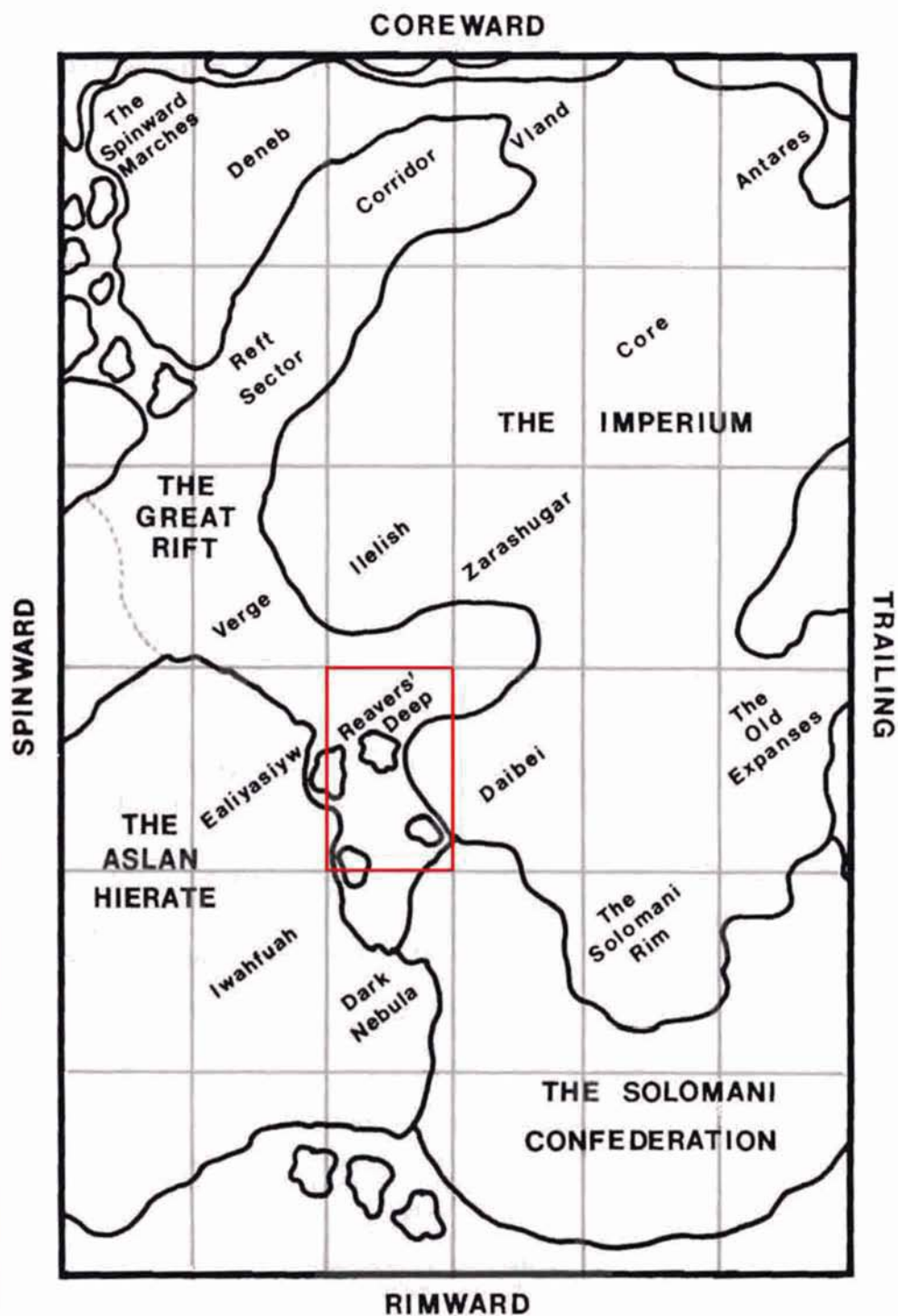
TRAVELLER

A PILOT'S GUIDE TO THE CALEDON SUBSECTOR

by J. Andrew Keith



Gamelords, Ltd.



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

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

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The Reaver's Deep Sector is a Traveller sector originally licensed for development to Marischal Adventures and developed by J. Andrew Keith and William H Keith, Jr for Classic Traveller. A Pilot's Guide to Caledon Subsector was created as part of this material and portions previously appeared in issues of the Traveller Chronicle, a Traveller fanzine. As part of collecting and re-releasing the Gamelords material on CD-ROM by Far Future Enterprises, the texts and drafts of this product have been brought back together in as close a form as was possible, using A Pilot's Guide to the Drexilthar Subsector as a model.

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Introduction

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 top inspire adventure ideas set against the backdrop of any particular planet or star system.

The Caledon subsector is the setting for *Ascent to Anekthor* and other adventures published by Gamelords Ltd. It can also be the scene of a variety of other adventures, as the world descriptions show. This can make the region an excellent location for a campaign; moreover, the adjacent subsector to rimward, the Drexilthar subsector, has already been detailed in a previous *Pilot's Guide* published by Gamelords Ltd., making it possible for the referee to extend his or her Traveller campaigns to cover a broad area of this frontier sector.

STANDARDS AND ASSUMPTIONS

The Caledon subsector is a minute fragment of the fictional universe which has been described extensively in a variety of other Traveller products put out by Game Designers' Workshop and it's licensed companies. Major elements of background which must be known to put the region into its proper context are listed below, explained in the body of the text itself. The Caledon subsector presented in this series is one of 16 subsectors that together form the Reavers' Deep Sector. A sector is a standard unit of astrographic mapping, containing 16 subsectors arranged in 4 rows of 4 subsectors each. For purposes of identification, each subsector is assigned a letter from A to P, and each is given a name, as well. Caledon, for example, is subsector G of Reavers' Deep. Further information on the sector, and the Caledon subsector, follows.

Reavers' Deep lies in a border region between two large interstellar star groupings, and touches on a third as well. These are the Imperium the Aslan Hierate, and the Solomani Confederation. Each extends into some parts of the sector, though the majority of the region is uncontrolled by any of them. The coreward edge of the Deep is a region known as The Great Rift, where the star density is considerably lower than in the heart of the Deep, and no organized interstellar communities exist.

The Imperium (or the Third Imperium, successor to two previous imperial states) is a gigantic, human-controlled interstellar empire, 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 region of space dominated by the Aslan, an intelligent non-human race descended from carnivore/ pouncer stock. The Aslan are a warrior race, proud and noble, with a fierce territorial drive and a semi-feudal society which encourages local independence and rivalries between Aslan clans.

The Solomani Confederation is another human-controlled state, hostile (but not actively so) towards both the Imperium and the Hierate. The Confederation is a representative democracy, with the governments of individual worlds selecting representatives to higher levels of government; again, local world governments retain a great deal of power. The three large states each demonstrate that large, centralized government is not possible on interstellar scales, though each group has adopted different solutions to the same problem.

Dates: All dates herein correspond to the Imperial calendar. Dates are centered upon the Imperial Year Zero (4521 A.D. by Terrestrial dating). Years preceded by a minus sign are before that date; years without a sign or preceded by a plus are after that date. Each year consists of 365 standard 24-hour 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 date of this article is 1111.

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.

ICN Imperial Catalog Number

Star system locations are briefly identified with their location and primary star.

ICN SnnAhhhhPP P

where S is always present (and means Sector), n is the standard sector number (and may be one digit, with leading zeros suppressed), A is the letter code for the subsector within the Sector, hhhh is the hex location (ranging from 0101 to 0810) within the subsector), and PP P is the astronomical characteristics of the primary star (Spectral Type, Spectral Decimal, and Stellar Size).

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

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.

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

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
M ✦	Military Base
C ✦	Caledon Base

Reavers' Deep

The sector most often known as Reavers' Deep is a frontier region lying along the Imperial border. Bounded to spinward by territories dominated by the Aslan, to trailing by the Imperium, to rimward by the Solomani Sphere and various independent worlds, and to coreward by the Great Rift, Reavers' Deep is a diverse region showing the influences of all these neighbors. The map, below, shows the relationship of the Deep to other, neighboring territories.

ASTROGRAPHY

Reavers' Deep contains 16 subsectors, though four of these (Farrift, 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 concentration, averaging close to 30 worlds per subsector.

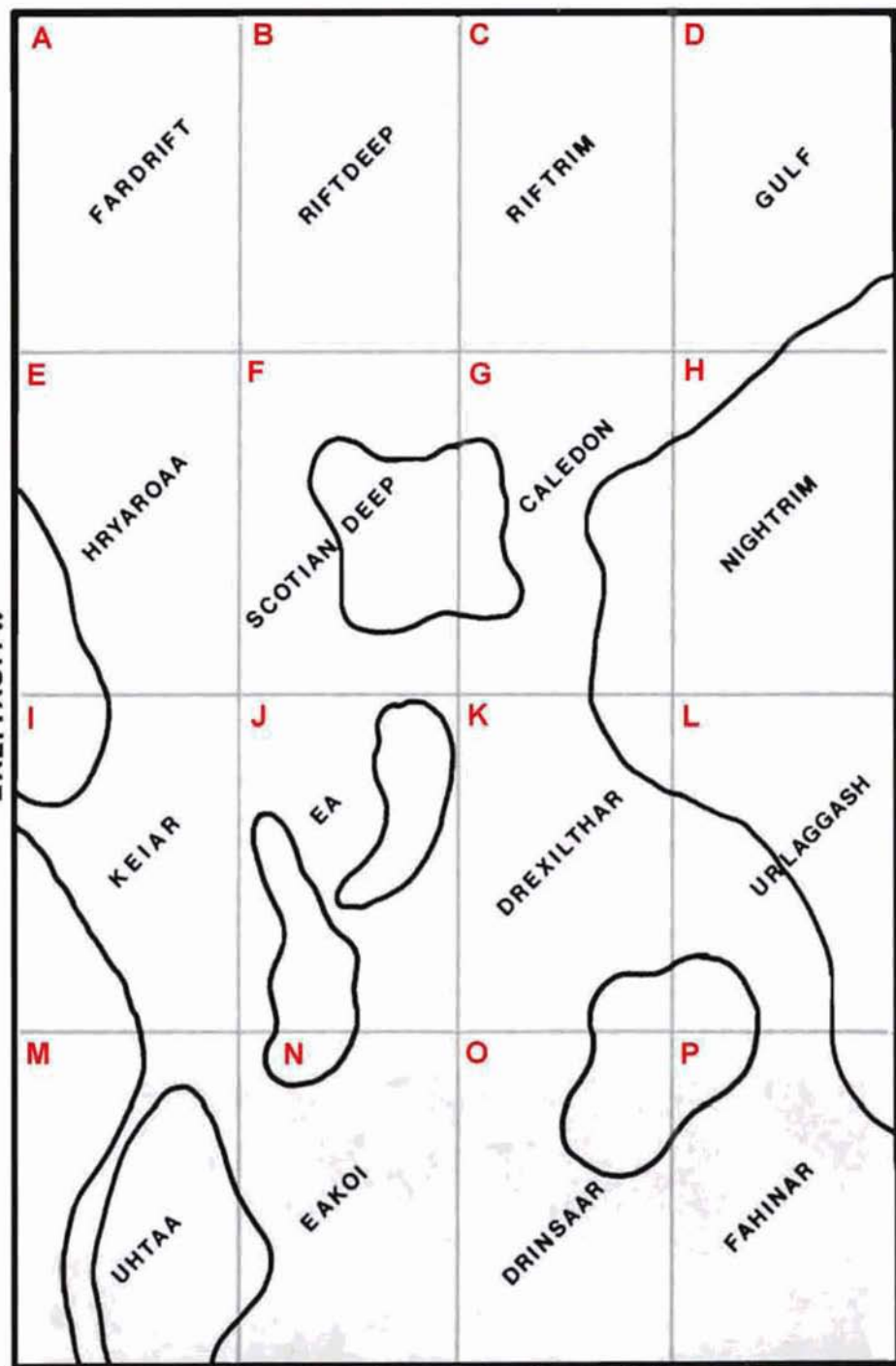
HISTORY

Little is known of the early history of the Deep. It is fairly certain that the Ancients visited several planets in this region; artifacts proving this have been discovered at a number of sites within the Deep.

Near the end of the Pax Vilanica, when the First Imperium was beginning to feel the strain of age and decay, various Imperial governors along the frontiers began secretly recruiting barbarian mercenaries beyond the borders to support their bids for power. One such governor in the region known today as the Daibei sector is believed to have sent expeditions into the Deep, where his people made contact with the Sale culture. Technical assistance was dispatched to the Sale world to give them the capacity to build weapons and starships that would make them useful to the governor's planned rebellion. Soon after these advisors were dispatched, however, violence erupted in the province. In the fighting that followed, the governor perished, and the secret of the Saie was lost to the Imperium. The advisors, cut off, continued to supply their charges with technology, being unable to return home without aid.

The Saie, an aggressive, expansionistic race, used their new technology to establish a small empire in the Caledon, Riftrim, and Nightrim subsectors. They overextended themselves in the process,

ILELISH



DARK NEBULA

and, in a widespread civil war, their empire collapsed. Because they were spread thin, the Saie culture vanished almost without a trace. Even the identity of their homeworld and all records of their physical appearance were lost, buried amid confused myths and legends among the races they had conquered.

It was during the period of the interstellar Wars, when the Vilani and the young, vigorous Terran Confederation first came into collision, that humans of Terrestrial extraction first arrived in the Deep. Settlers seeking refuge from the war-ravaged worlds near Terra made an epic journey which ultimately ended with the discovery and colonization of Caledon, in the Caledon subsector. Other Terrans followed later, during the years of the Second Imperium (the Rule of Man, after Terra conquered the Vilani Empire). The Deep was explored, and a few worlds were settled, but the region remained largely open and uninhabited.

When the Second Imperium in its turn collapsed (largely due to the inherited problems of the previous Vilani regime), the Long Night fell. Interstellar government and communication alike passed away, except in individual areas where a few strong men could hold onto isolated outposts of civilization. It was during the later stages of the Long Night that the Reavers appeared in the Deep; petty warlords or pirates who scraped together a few space worthy starships and used them to loot backward worlds or to seize and hold small empires. Though the same sort of thing happened outside the Deep as well, these freebooters flourished in the Deep long after the rising tide of civilization had put an end to the majority of their brethren, elsewhere.

The Third Imperium to trailing and the spreading Aslan clans to spinward each expanded into the Deep at about the same time. The Reavers faded as ships of these two groups began to explore and conquer the Deep, and the Aslan Border Wars broke out. The conclusion of the wars established a neutral region between Aslan and Imperial Space through the middle of the Deep. This area remains largely independent, though considerable influence is still wielded by the neighboring powers. A few client states or small interstellar governments are present, like the Principality of Caledon and the Carrillian Assembly, but many worlds cling fiercely to their traditional independence, and there are even a few freebooters left to carry on the romance of the Reaver legend.

All in all, Reavers' Deep is a place of contrasts, a fascinating, but often dangerous, frontier region.

The Caledon Subsector

The Caledon subsector (subsector "G" of Reavers' Deep) is named for the Principality of Caledon, a small but flourishing interstellar state that extends over a portion of this subsector and the adjoining Scotian Deep subsector as well. The capital of the Principality is on Caledon, a pleasant, Earthlike world in the subsector (Caledon 0205 A8688A5-C); the Principality is the largest state in this portion of the Deep.

It has been said that the founding of the Principality in -102 marked the beginning of the end for the Reavers in the Deep; others have maintained, less charitably, that Caledon is just the last and greatest of the Reaver kingdoms. In either event, it has been relatively stable since its formation, save for two periods of dynastic crisis and civil war (309-328; 1024-1025).

The first settlement of Caledon and a few of the other most pleasant worlds in the region occurred near the end of the interstellar Wars between the Vilani Imperium and the Terran Confederation. A wave of settlers, primarily of Western European extraction, chose to turn their backs on Earth (whose inevitable decline under the weight of conquered Vilani territory they correctly predicted) and seek a new home far from the scene of the wars. Financed by Charles Stuart Scott, a prominent (and rather militantly Scottish) banker, the expedition found the Caledon system to be ideal. Technology briefly declined on most of the worlds settled by these colonists (Caledon, Stuart, and Clavese were the main colonies in the subsector), but late in the Long Night interstellar travel revived as a result of contact with traders from a petty state in the Daibei sector.

Jamieson Dundas, head of the prominent Dundas family, established himself as first Prince of Caledon in -102. The government he formed was and is a Constitutional Monarchy, headed by the Hereditary Prince backed by a House of Lords, a House of Delegates, and a Grand Senate. Most worlds in the Principality retain a great deal of local freedom; interstellar relations, warfare, and the regulation of trade is in the hands of the Principality. Caledon is famous for its great mercantile houses and traders range far and wide through the Deep on behalf of firms such as Caledon Ventures and The Scotian Deep Trading Company.

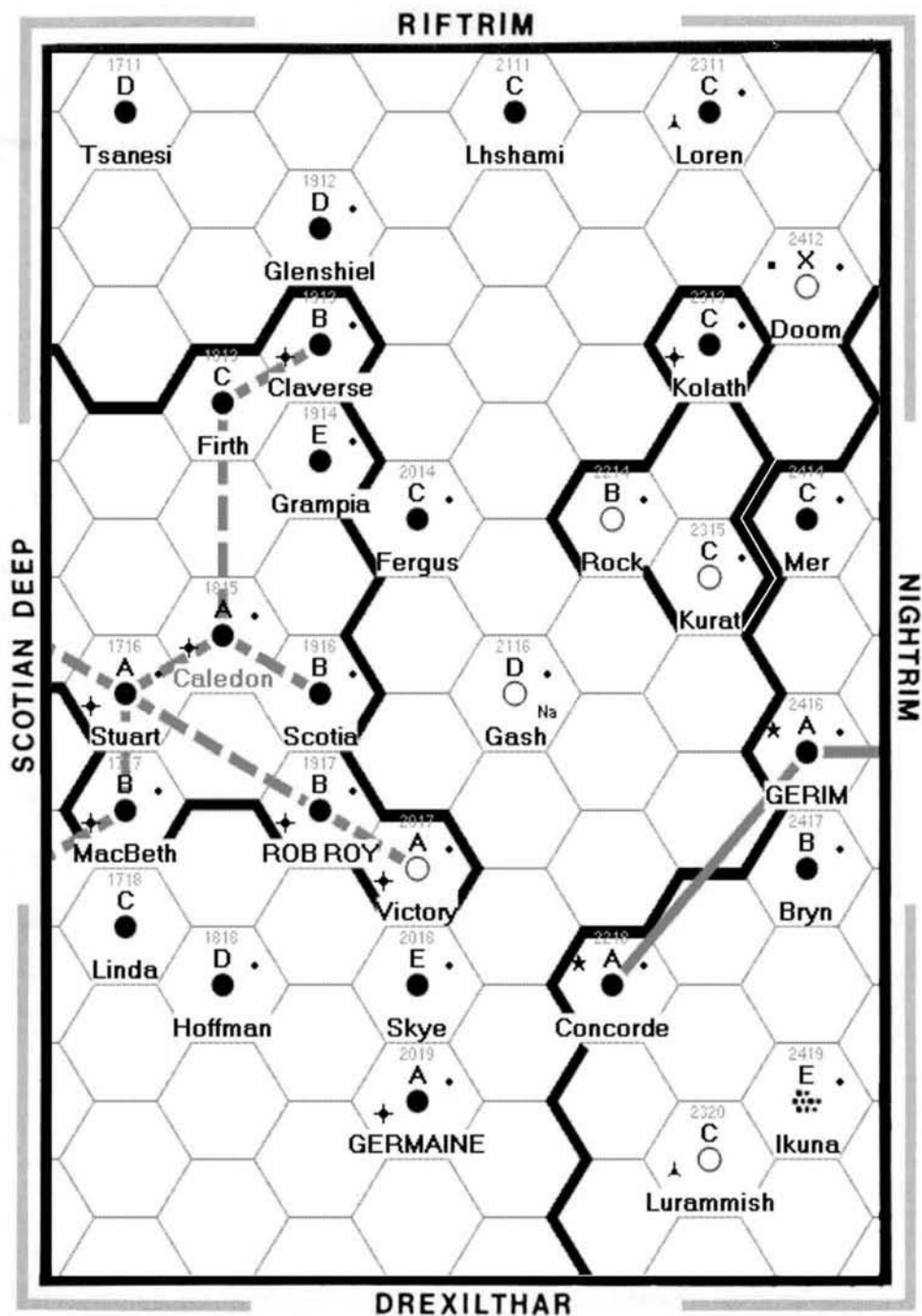
CALEDON SUBSECTOR

Caledon subsector can be roughly divided into four areas of interest. To spinward, the Principality holds sway, while a large chunk of Imperial territory (administered from Nightrim subsector) lies to trailing. The coreward quarter lies at the edge of the Great Rift, and holds a loose scattering of more-or-less independent worlds, while another clump of independent worlds lies to rimward.

Name	Hex	UWP	Bas	Trade	Codes	TPBG	AI	Stellar
Tsanesi	0101	D653636-6		Ni	Po Rs	G000		F7 V
Stuart	0106	A668786-B	C	Ag	Ri	G023	Cp	F4V
MacBeth	0107	B573733-A	C			G022	Cp	K9 V M3 D
Linda	0108	C657510-8		Ag	Ni	G020		F0 V
Firth	0203	C525598-9		Ni		A000	Cp	F7V
Caledon	0205	A8688A5-C	C	Ri	Cp	G013	Cp	G2V
Hoffman	0208	D3218A8-8		Na	Po	G002		M3 V
Glenshiel	0302	DA86563-7		Ag	Ni	G002		F0 V
Claverse	0303	B76778B-9	C	Ag		A014	Cp	F0 V M4 D
Grampia	0304	E132520-5		Po	Ni	G001	Cp	M0 V
Scotia	0306	B789434-B		Ni	Lo	G024	Cp	G0 V
Rob Roy	0307	B6469BA-B	C	Ni	Hi	A002	Cp	K9V
Fergus	0404	C253304-7		Ni	Po Lo	G024		F7 V
Victory	0407	A201766-C	C	Na	Ic Va	G014	Cp	K0 IV
Skye	0408	E799751-5				G012		F8 V M0 D
Germaine	0409	A9B6956-D	M	Hi		G001		F6 V
Lhshami	0501	C477794-9		Ag	Rs	G002	F0 V M1 D	M5 V
Gash	0506	DAF8573-7		Ni	Fl	G012		F1 V
Rock	0604	B400364-A		Lo	Ni Va*	G001	Im	M5 V
Concorde	0608	A999587-E	N	Ni		G013	Im	F3 V
Loren	0701	C57459C-7	S	Ag	Ni	A001		M0 V
Kolath	0703	C7578CB-8	S			A024	Im	G4 V
Kurat	0705	CAA7667-7		Fl	Ni*	G013	Im	A8 V
Lurammish	0710	C512755-9	S	Na	Ic	G000	Im	M3 III M0 V
Doom	0802	X400200-4		Ni	Va Lo	R001		K0 V
Mer	0804	C79A520-8		Ni	Wa	G024	Im	F8V
Garim	0806	A888A97-E	N	Hi		G024	Im	B1 V
Bryn	0807	B4268B8-8				G014	Im	F0 V
Ikuna	0809	E000410-7		Ni	As Lo	G012	Im	F5 IV M0 D

The Caledon Subsector contains 29 worlds with a total population of 37.208 billion. The highest population is 19.1 billion, at Garim; the highest tech level is E, at Garim and Concorde.

* 0:0703



The Caledon Subsector

Planetary Descriptions

On the pages that follow, each of the 29 worlds of the Caledon subsector is described. Descriptions are divided into two parts. Planetographic Data contains scientific material regarding the world, the star system, and the star itself. Following this comes a longer section of general Remarks about the planet.

The planetographic data is primarily provided as "color"; Traveller makes little provision for much of the material covered here, but it is possible to get a sense of what the planet is like by examining the information for each world. Some of the data will have a direct application in special instances; density, mass, and surface gravity figures, for instance, may be used to create planetary templates for starship combat purposes. Atmospheric composition information spells out the exact natures of tainted or exotic atmospheres, for a fuller idea of the hazards of the world. Hydrographic percentages are refined to aid mapping. And so forth.

Though there is not enough space to fully develop data sheets for each system, the basic information is there to allow the referee to do so at need. Information is included to determine virtually anything that may be needed to develop specific material for any world in the system using the rules presented in the TNE book. It should be noted that the term "inhabited world" in the Planetary System data for each system denotes the presence of a world with facilities for handling starships, as opposed to small colonies or outposts that may be present on other planets of any system. Thus, the Caledon system has one "inhabited world", but this doesn't mean that agricultural or mining bases, colonies, or other settlements are not present elsewhere in the system. The details are left to the referee to develop as the need arises. Adventures are hinted at in the description of each planet, but it is for the referee to determine how they may be incorporated into the flow of a Traveller campaign. Thus, we discover that an interplanetary confrontation is brewing in the Linda system. What we choose to do with that information depends on the circumstances of the adventuring group and the needs of the campaign. The referee may develop an adventure from the remarks on the world, or create other adventures to run on the same planet (because a planet is a big place, and many other adventure possibilities are likely to be present in addition to the hints provided), or can create other planets in the system for other adventures. Some worlds are even the setting for published adventures of the now defunct Gamelords, such as Ascent to Anekthor (set on Glenshiel).

THE WORLDS

The worlds of Caledon subsector follow, described in the order of their subsector listing.

TSANESI

0101 D653636-6

Ni Po Rs

G000

F7 V

Primary: Nsenta, spectral class F7 V. ICN S4G0101F7V. Mass 1.196 standard. Stellar diameter 1.252 standard. Luminosity 2.584 standard.

Planetary System: Nine major bodies. One inhabited world (Tsanesi IV). No gas giants. No planetoid belts.

IV Tsanesi: Mean orbital radius 305.18 million kilometers (2.04 AU). Period 973.1 days (2.66 years). Two satellites. Diameter 10251 kilometers. Density .99 standard. Mass .418 standard. Mean surface gravity .74 G. Rotation period: 30 hours, 59 minutes, 28 seconds. Axial inclination 4 39' 56.7". Albedo, .23. Surface atmospheric pressure, .43 atm. Composition standard oxygen-nitrogen mix, breathable by humans without artificial assistance. Hydrographic percentage 33%; composition water and water-ice. Mean surface temperature -5 C.

Remarks: Tsanesi is one of two worlds in the Caledon subsector inhabited by a nonhuman sophont race. The Yn-tsai are a bipedal race, descended from carnivore stock. They stand roughly 1.9 meters tall, and are covered with a white, grey, or golden fur. Hair on the heads is worn long and elaborately braided to denote rank and status in their society. They have seven long, nimble digits on each hand and foot, large barrel chests that compensate will for the low atmospheric pressure in which they flourish, and a broad, flat face. Nictitating membranes over their eyes give them a peculiar "eyeless stare".

When first contacted, the Yn-tsai were an enigma to human explorers. They do not fit into the pattern of life on Tsanesi and could not have evolved on the planet. The first explorers found them to be a peaceful (indeed, a pacifistic) culture -- odd for descendants of carnivores. They had a tech level 3 culture and a feudal society. Most noticeable of all was the fact that the Yn-tsai were terrified of "strangers beyond the sky", and regarded the first off-world visitors to their world with a mixture of fear, suspicion, and awe. Caledonian merchants, scientists, and explorers gradually won a grudging acceptance on Tsanesi, but the Yn-tsai remain reclusive, somewhat xenophobic, and few in numbers. Their technology has increased over the centuries, but they still show a definite desire to avoid those elements of technology devoted to warfare or to space travel.

A Caledonian research outpost is maintained on Tsanesi, and the world is officially listed as a Protectorate of the Principality.

Scientists continue to study the Yn-tsai in hopes of learning the secret of their origins and the explanation for certain odd facets of their culture, such as their incongruous pacifism.

Currently accepted theories hold that the Yn-tsai are descended from a slave race under the dominion of the mysterious Saie, but their origins remain a major puzzle. A few scientists maintain them to be another race transplanted by the Ancients, but evidence is against this. More information on the Yn-tsai can be found in the Gamelords adventure Ascent to Anekthor.

STUART

0106 A668786-B C Ag Ri G023 Cp F4V

Primary: Bangyan, spectral class F4V. ICN S4G0106F4V. Mass 1.38 standard. Stellar Diameter 1.46 standard. Luminosity 4.42 standard.

Planetary System: Six major bodies. One inhabited world (Stuart, V). Three gas giants. Two planetoid belts.

V Stuart: Mean orbital radius, 228.89 million-kilometers (1.53 AU). Period 588.4 days. No satellites. Diameter 9634 km, Density 1.0 standard, Mass 0.422 standard. Mean surface gravity .75G, Rotation period; 27 hours, 14 minutes, 20 seconds. Axial inclination 6 30' 44.4". Albedo, .40 standard. Surface atmospheric pressure, .95 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage 85%; composition water and frozen water-ice. Mean surface temperature 16 C.

Remarks: The current colony on Stuart was established during the early stages of the Principality's expansion into space. However, Stuart has always been something of a mystery because of the stories concerning a previous, failed colony on the world established during the first wave of colonization of the Caledon region by humans from the Terran Confederation.

Records of this first settlement are scanty. It is believed, however, that some 3,000 colonists came to Stuart from Caledon to found a new world. They sent back glowing reports of the lush climate and primitive beauty of the new planet, but a supply ship which orbited several months later could not establish radio contact or locate a landing beacon. It set down where the colony had been built, but found no sign of the people - only the buildings they had left behind. A fragmentary log tape was found which told of a virulent plague, and a plan by survivors to trek to a new site where plague-carrying animals did not flourish. But no trace of the colony was found.

Stuart was left alone after that, considered a 'jinx' by some, and a potential plague planet by others. Eventually, though, it was resettled, and superior medical technology prevented a recurrence of the plagues which troubled the first colony. The original town, at the mouth of the Great River and the edge of the Tangleglade Jungle, is preserved to this day, restored as a historical landmark.

Questions about the fate of the first colony are still common, and archaeologists and other scholars occasionally seek answers at the colony site, but little hope now remains of unearthing the truth.

Of course, stories have circulated from time to time of worthwhile leads or even complete solutions to the mystery. It is variously held that Reavers captured the surviving colonists and sold them into slavery, that an intelligent native race exists in the deep jungle which wiped out the settlers, or that the colony survived, and lives to this day, in some paradise deep in the heart of the jungle. None of the stories is supported by proof, but it is undeniably true that explorers in the jungle have reported strange noises, glimpses of unknown beings, and other enigmas which are often claimed as proof for either of the latter two theories.

MACBETH

0107 B573733-A C

G022 Cp

K9 V M3 D

Primary: Binary system. Duncan, spectral class K9V. ICN S4G0107K9V. Mass .505 standard. Stellar diameter .552 standard. Luminosity .048 standard. Banquo, spectral class M3 D. ICN S4G0107M3D. Mass 1.11 standard. Stellar diameter .006 standard. Luminosity .00003 standard. Orbital radius 620 AU.

Planetary System: Duncan, two major bodies. One inhabited world (Macbeth, II). No gas giants. No planetoid belts. Banquo, two major bodies. No inhabited worlds. Two gas giants in system. Two planetoid belts in system.

II Macbeth: Mean orbital radius, 47.87 million kilometers (.32 AU). Period 93.0 days. No satellites. Diameter, 8350 kilometers. Density, .98 standard. Mass, 0.239 standard. Mean surface gravity, .61G. Rotation period: 4.2 hours, 17 minutes, 16 seconds. Axial inclination 19° 15' 20.8". Albedo, .11. Surface atmospheric pressure, 1.0 atm. Composition, oxygen-nitrogen mix with volcanic sulfur taint; filter masks required to breathe atmosphere. Hydrographic percentage, 38%; composition, water and frozen water-ice. Mean surface temperature, 10 C.

Remarks: Macbeth was originally settled for one purpose and one purpose only - industrial grade diamonds, which occur in great quantities on the planet. The bulk of the gems used in laser-optic computer systems manufactured in the Principality are blue diamonds from Macbeth.

Macbeth is a geologically active world, with tidal stresses contributing enormously to seismic and volcanic activity across the surface of the planet. Diamonds are generally associated with volcanic activity, and that is certainly the case on this world. Of course, not all of the planetary surface is inhospitable, though volcanic outgassing has tainted the atmosphere with sulfur and sulfur compounds, making filter masks essential when breathing the outside air. But the colony - comprised of several cities, including

Duncinae, Birnham, and Scone - is fairly secure from the worst seismic disturbances.

Diamond mines, however, are more risky propositions. Small camps are set up to explore and exploit regions where diamonds might be found; the discovery of a worthwhile producing site leads to a more permanent settlement. Often these sites are in the shadow of an active volcano, and, given the generally unstable conditions of Macbeth, the work can be hazardous in the extreme.

Macbeth's diamond producing areas attract attention from outside the Principality as well as from within. Miners from the Imperial megacorporation Sternmetal Horizons, LIC, have obtained a license to explore and exploit sites and ship the proceeds back to the Imperium. It is also reasonably certain that ships from Germaine, a hostile world outside the Principality, pay occasional clandestine visits to search for gems or to make contact with local miners willing to deal with them. The naval base at Macbeth has hindered, but not entirely eliminated, the success of such illegal ventures.

LINDA

0108 C657510-8	Ag Ni	G020	F0 V
<p><u>Primary:</u> Elsol, spectral class F0 V. ICN S460108F0V. Mass 1.7 standard. Stellar diameter 1.7 standard. Luminosity 8.1 standard.</p>			
<p><u>Planetary System:</u> Thirteen major bodies. Two inhabited worlds (Linda IV; Santiago, VI). No gas giants in system. Two planetoid belts in system.</p>			
<p><u>IV Linda:</u> Mean orbital radius, 203.46 million kilometers (1.36 AU). Period 443.3 days. Three satellites. Diameter, 9819 kilometers. Density, 1.03 standard. Mass, .435 standard. Mean surface gravity, .77G. Rotation period, 35 hours, 42 minutes, 27 seconds. Axial inclination 19 7' 18.5". Albedo, .46. Surface atmospheric pressure, .5 atm. Composition, standard oxygen- nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 71%; composition, water and frozen water-ice. Mean surface temperature, 34 C.</p>			
<p><u>VI Santiago:</u> Mean orbital radius, 403.92 million kilometers (2.7 AU). Period 1242.8 days (3.4 years). Two satellites. Diameter, 8859 kilometers. Density, .99 standard. Mass, .242 standard. Mean surface gravity, .62G. Rotation period, 27 hours, 8 minutes, 40 seconds. Axial inclination 25 21' 4". Albedo, .33. Surface atmospheric pressure, 1.3 atm. Composition, oxygen-nitrogen mix tainted with industrial by products. Filter mask may be required to breathe atmosphere. Hydrographic percentage, 56%; composition, liquid water and water-ice. Mean surface temperature, 10 C.</p>			

Remarks: This star system contains two worlds which have fairly sizable populations, Linda (CG57510-7) and Santiago (C579555-8). What is most unusual about the situation is the fact that the two worlds are unrelated and, in fact, mutually hostile.

Santiago was settled during the Long Night by a Reaver band; the colony quickly lost the capability to travel in space, and lapsed into a state of near-barbarism, which they were only beginning to emerge from again when merchant explorers from Caledon reopened contact with the world.

Linda was settled later, after Caledonian explorers discovered rich veins of lanthanum ore on the hothouse world. A corporate venture was organized to exploit the find, and the planet was duly claimed by Arbuthnot Minerals and Resources Ltd., which company financed a mining colony on Linda. The colony was quite successful, continued to attract colonists, and remained under corporate ownership and control. The inhabitants of Santiago were just beginning to get into space again when the new colony was settled. They attempted to press claims of prior rights to the world, for their own world was poor in lanthanum and hard-pressed to produce jump drive coils (which require lanthanum). This was the start of bad relations between the two worlds. Recently, these bad relations flared into outright conflict when raiders from Santiago attempted to illegally mine lanthanum on Linda. The Santiagas were destroyed by a company police patrol, and a wave of recriminations and counter-recriminations has escalated into an open interplanetary war between Santiago and the Company.

FIRTH

0203 C52559B-9

Ni

A000 Cp

F7V

Primary: Aurora, spectral class F7 V. ICN S4G0203F7V. Mass 1.196 standard. Stellar diameter 1.252 standard. Luminosity 2.584 standard.

Planetary System: Five major bodies. One inhabited world (Firth, III). No gas giants in system. No planetoid belts in system.

III Firth: Mean orbital radius, 182.51 million kilometers (1.22 AU). Period 450.1 days. Two satellites. Diameter, 8267 kilometers. Density, 0.99 standard. Mass, 0.242 standard. Mean surface gravity, 0.62G. Rotation period: 29 hours, 24 minutes, 21 seconds. Axial inclination 14° 58' 35.9". Albedo, 0.30. Surface atmospheric pressure, 0.15 atm. Composition, oxygen-nitrogen mix with taint caused by oxygen imbalance. Filter-respirator combination required to breathe atmosphere. Hydrographic percentage, 56%; composition, water and frozen water-ice. Mean surface temperature 27 C.

Remarks: Firth is remarkable among the Caledonian worlds for its unusual governmental structure, a government derived from difficulties experienced by early settlers attempting to establish a viable colony on the world. The world was originally colonized from Caledon during the first flush of success of settlement of the new area, only 15 years after the Caledonian colony was itself established. Firth was discovered to have extensive mineral deposits deemed useful to the fledgling settlement on Caledon.

However, Firth was never particularly self-sufficient -- resources were simply too scant to permit it. The decline of interstellar flight on Caledon following a series of internal crises and natural disasters left the Firth colony high and dry, the people unable to support themselves without drastic sacrifices. But those sacrifices were made, and Firth survived.

Credit for the survival must go to DIRECTOR, an extensive computer system originally used to coordinate mining operations on Firth. When it became clear that the colony was cut off, the colonists agreed that power should be entrusted to the complete impartiality of the DIRECTOR complex. Programs were devised by which the computer could plan various aspects of food rationing, developmental planning, and the like. DIRECTOR even became a judge, with the power of life and death over the populace. With ruthless application of logic and concerted planning, Firth survived, but at the cost of creating one of the most effective tyrannies in human history. Moreover, across the generations of isolation in Firth's underground city complex, the populace came to accept their condition as natural, and do not to this day understand the horror outsiders experience at the vast, impersonal control DIRECTOR continues to exercise even now, when the need for such direction of resources no longer exists.

Some sociologists believe that the elite caste of computer programmers on Firth have used their position and power to manipulate the government and progress of the world to their own ends, but no proof of these allegations has been advanced.

CALEDON

0205 A8688A5-C C Ri Cp

G013 Cp

G2V

Primary: New Sol, spectral class G2V. ICN S4G0205G2V. Mass 1.0 standard. Stellar Diameter .98 standard. Luminosity .99 standard.

Planetary System: Nine major bodies. One inhabited world (Caledon, III). Three gas giants in system. One planetoid belt in system.

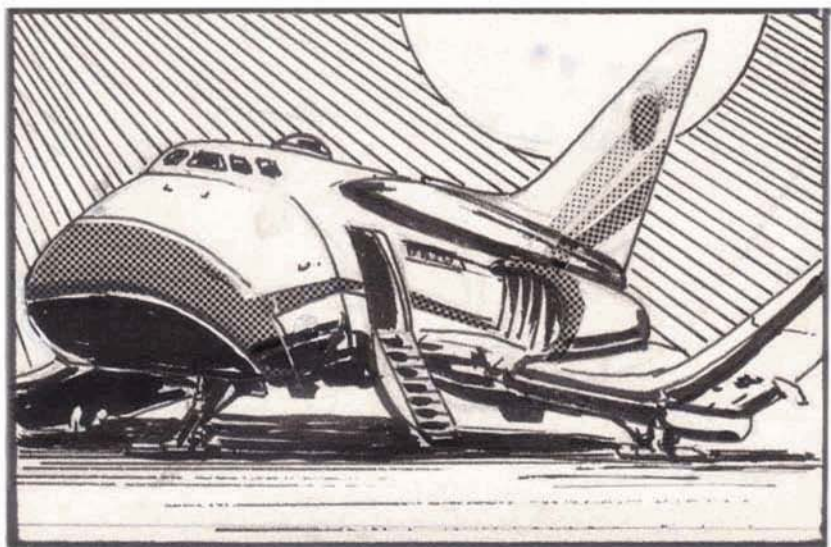
III Caledon: Mean orbital radius, 128.66 million kilometers (.86AU). Period 291.3 days. One satellite. Diameter, 12838 kilometers. Density, 1.01 standard. Mass, 1.01 standard. Mean surface gravity, 1.01G. Rotation period, 29 hours, 48 minutes, 41 seconds. Axial inclination, 21° 22' 3.3". Albedo, 0.35. Surface atmospheric pressure, 1.1 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 81%; composition, water and frozen water-ice. Mean surface temperature, 15 C.

Remarks: Caledon is, of course, the capital world of the Principality of Caledon, and is the center of Principality government as well as the main residence of the hereditary Sovereign Prince of Caledon. The world is extremely similar to Earth, almost ideal in every way. Despite its respectable antiquity as an inhabited world, the population is not large enough to cause crowding or excessive

pollution, thanks both to planned population control and to extensive colonization efforts mounted in the early Principality period. The world is thoroughly civilized and explored; unlike many of its neighbors, Caledon holds few new frontiers to conquer. Most of the interest of the planet comes from political and business institutions rather than any interesting physical or cultural aspects of the world.

Caledon is a self-conscious reversion to a semi-feudal society, though updated for application to a high-tech age. A hereditary nobility provides leadership and a focus of personal loyalties, but the nobility is not out of reach for any common citizen. Patents of nobility may be awarded to any individual for outstanding service to the Crown, which inspires loyalty and effort unheard-of in more blatantly egalitarian societies. The nobility includes Knights, Lords, Margraves, Viscounts, Counts, and Earls, all answerable to the Sovereign Prince. The Prince reigns not as an absolute monarch, but as the leading nobleman of the Principality, and his powers are checked by a Constitution which provides for three legislative bodies: the House of Lords, the House of Delegates, and the Grand Senate.

Lately, the Principality has been split by a certain amount of factionalism developing among the nobility. The precedent by which a comparatively minor baron, Lord Campbell, asserted a claim to the throne against the most powerful Earl in the realm has caused other nobles to look to developing more stable power bases, and has led to incidents of violence between ambitious members of rival noble houses. The incidence of sedition, of the formation of small private armies, and of reckless political maneuvering have all been on the rise for nearly a century, and could lead to trouble in the not-too-distant future.



HOFFMAN

0208 D3218A8-8

Na Po

G002

M3 V

Primary: Hoffman's Star, spectral class M3V. ICN S4G0208M3V. Mass 0.394 standard. Diameter 0.434 standard. Luminosity 0.020 standard.

Planetary System: Three major bodies. One inhabited world (Hoffman, 1). Two gas giants in system. No planetoid belts in system.

I Hoffman: Mean orbital radius, 59.84 million kilometers (0.4AU). Period 59.3 days. No satellites. Diameter, 6166 kilometers. Density, 1.04 standard. Mass, 0.055 standard. Mean surface gravity, 0.39G. Rotation period, none (tidal lock with primary). Axial inclination 39 11' 12.8". Albedo, 0.26. Surface atmospheric pressure, 0.20 atm. Composition, oxygen-nitrogen mix with sulfur and sulfur compound taints. Filter-respirator combination required to breathe atmosphere. Hydrographic percentage, 10%; composition, frozen water-ice. Mean surface temperature (dayside), -109 C. Protective clothing required in open atmosphere.

Remarks: The colony on Hoffman was originally an accident; the colony vessel Germania, outward bound from Caledon crash-landed on Hoffman after a severe drive malfunction. This was in the period shortly before the Long Night, prior to Caledon's loss of interstellar travel. The stranded colonists on inhospitable Hoffman were thoroughly cut off; Hoffman's Star was an uninteresting red sun which, in Caledonian books, rated no more than a catalog number. (Hoffman and its sun were named for the captain of the colony ship, who died when the bridge of his ship was destroyed during the landing. His skill and heroism saved the rest of the ship).

The mortality rate on this bitterly cold colony world ran over 90% in the first three years. Somehow, shelters were built and the colony survived. Ultimately, the colony went underground in a cavern complex discovered by pioneer explorers. Thereafter the colony slowly expanded their underground cities and building their technology as they could. The struggle for survival made their progress slow, and, when a Caledonian merchant ship discovered them in 126, they were still far from sophisticated.

Hoffman welcomed trade with the Principality, but an ingrained tradition of independence and self-sufficiency has caused the inhabitants to maintain a separate identity. Likewise, they have rebuffed attempts by Germaine to form a federation of worlds to offset the power of the Principality. Hoffman would be the lynchpin of such a Federation; Skye is not particularly important, and Santiago (in the Linda star system) unreachable except by way of Hoffman. For this reason, political intrigue by Germaine (and backed by the Maxwellian claimants to the Caledonian throne) is common; plots to replace the hereditary Captain of Hoffman with a puppet more pliable to Germaine's interests are often said to be in the making.

GLENSHIEL

0302 DA86563-7

Ag Ni

G002

F0 V

Primary: Sassenach's Eye, spectral class F6 V. ICN S4G0302F6V. Mass 1.25 standard. Stellar diameter 1.3 standard. Luminosity 3.04 standard.

Planetary System: Twelve major bodies. One inhabited world (Glenshiel, V1). Two gas giants. No planetoid belts.

IV Glenshiel: Mean orbital radius, 261.8 million kilometers (1.75 AU). Period, 756.3 days. No satellites. Diameter, 17174 kilometers. Density, 1.0 standard. Mass, 1.95 standard. Mean surface gravity, 1.25 G. Rotation period: 29 hours, 48 minutes, 56 seconds. Axial inclination, 2 41' 14.0". Albedo, .29. Surface atmospheric pressure, 2.4 atm. Composition, standard oxygen-nitrogen mix, breathable by humans without artificial assistance. Hydrographic percentage, 82%; composition, water and frozen water-ice. Mean surface temperature, 32 C.

Remarks: Glenshiel is a backwater world, beyond the bounds of the Principality but still heavily under the influence of Caledon. It is a Protectorate, enjoying favorable trade relations and naval support from the Principality, but without representation in the House of Delegates or the Grand Senate.

Glenshiel has been settled for only 250 years, since Sir James Armstrong of Caledon founded the settlement now known as Armstrong's Landing. Sir James, who embraced the ideals of a "back-to-nature" movement which at that time enjoyed quite a bit of popularity on Caledon, founded the Glenshiel settlement as a wilderness retreat for those who wished to escape from the frantic pace of modern life. After his death, however, the colony slowly began to fall away from his original ideals. It is now an agricultural community, and Ben Laren, the smaller of two cities on the world, has become a fishing town where bladfisch from the Northfar Sea are caught and exported; they are popular as a delicacy in the Principality and in the Imperial territories to trailing.

The world is famous in scientific circles as the location of an important archeological find, the site of a wrecked starship believed to have belonged to the Saie. Located on the high plateau of Jura, the site (known as Crash Jura) has attracted a large contingent of archeologists and historians interested in the Saie. The work is surrounded by considerable controversy, since Caledonian scientists and Imperial researchers have been clashing over rights of access to the site. The waters have been muddled further by the involvement of an Imperial megacorporation, Makhidkarun, which is attempting to gain access to a few recovered works of art discovered in the ship's hold (apparently plundered from subject races such as the Yn-tsai and the Lhshani), in order to reproduce them and put the reproductions on the market. Charges of unethical conduct have been leveled at Makhidkarun as a result of these efforts.

Glenshiel is also noted as the site of Anekthor, an imposing triple-peaked mountain on the Jura plateau. Shrouded in mystery, it has never been successfully climbed, and is reputed home of the strange animals known as "Windstalkers" -- which defy the world's known biology. More details on Anekthor are covered in the Gamelords adventure Ascent to Anekthor.

CLAVERSE

0303 B7677BB-9 C Ag

A014 Cp

F0 V M4 D

Primary: Binary System. Major - Dundee, spectral class F0 V. ICN S4G0303F0V. Mass 1.7 standard. Stellar diameter, 1.7 standard. Luminosity, 6.1 standard. Companion - Bonnet, spectral class M4 VII. ICN S4G0303M4VII. Mass, 1.11 standard. Stellar diameter, .006 standard. Luminosity, .00003 standard. Orbital radius, 0.7 AU.

Planetary System: Five major bodies. One inhabited world (Claverse, 1). Four gas giants. One planetoid belt.

I Claverse: Mean orbital radius, 239.36 million kilometers (1.6 AU). Period, 532.4 days. No satellites. Diameter, 11261 kilometers. Density, 1.02 standard. Mass, .683 standard. Mean surface gravity, .89 G. Rotation period: 35 hours. 25 minutes, 30 seconds. Axial inclination, 3 30' 26.6". Albedo, 0.46. Surface atmospheric pressure, 1.1 atm. Composition, standard oxygen-nitrogen mix, breathable by humans without artificial assistance. Hydrographic percentage, 70%; composition, water and frozen water-ice. Mean surface temperature, 23 C (with minimal influence from binary companion's movement).

Remarks: Claverse is a world on the verge of rebellion, proof that even the relative order and stability of the Principality is not complete.

Claverse was the headquarters, almost a century ago, of Admiral Earl Maxwell, one of two claimants to the Princely Throne during the Dynastic Crisis of 1024. This crisis, sparked by the death without issue of Prince Colin, triggered a brief but bitter civil war. Maxwell was ultimately defeated by Edward, Lord Campbell, who was crowned Sovereign Prince of Caledon on 004-1025. The Admiral escaped, fleeing across the frontier; his descendents continue to style themselves the rightful rulers of the Principality.

Claverse, Maxwell's home world and military base, has remained dissatisfied with rule by the Campbell dynasty ever since the Admiral's defeat. The world simmered with discontent for many years, and the Campbells were forced to deny Claverse many important freedoms due to the ever-present possibility of armed insurrection. A Royal Governor has been in charge of the planet, suspending the usual principles of the local self-rule, and the planetary naval base is much stronger than the ordinary Caledonian installations (which are generally about the size of Imperial scout installations, and spread

thin through the Principality, to keep small but mobile naval task forces available throughout the kingdom).

The most recently appointed governor, Lord John Gunn, proved to be a poor choice to control the unruly planet. A minor riot caused him to take drastic measures, having naval troops fire into the crowd. The result was even more unrest, which Lord John responded to with orders for martial law to be imposed. "Freedom Fighters" have emerged on Claverse, mounting guerilla raids, stockpiling arms and material, and further increasing tension.

The world has been declared an Amber Zone due to its potential for explosion into outright violence.

GRAMPIA

0304 E132520-5 Po Ni G001 Cp M0 V

Primary: Ember, spectral class M0 V. ICN S4G0304M0V. Mass, 0.489 standard. Stellar diameter, 0.549 standard. Luminosity 0.04 standard.

Planetary System: Two major bodies. One inhabited world (Grampia, 1). One gas giant in system. No planetoid belts in system.

1 Grampia: Mean orbital radius, 29.92 million kilometers (.2AU). Period, 46.7 days. No satellites. Diameter, 1998 kilometers. Density, 1.03 standard. Mass, .002 standard. Mean surface gravity, .13 G. Rotation period: none (tidal lock with primary). Axial inclination, 35 14' 3.2". Albedo, 0.32. Surface atmospheric pressure, 0.15 atm. Composition, standard oxygen-nitrogen mix, respirator required to breathe atmosphere. Hydrographic percentage, 29%; composition, frozen water-ice. Mean surface temperature (dayside), -19 C. Nightside temperatures reach -40 C or lower.

Remarks: Grampia is a small but rugged world settled only within the last two centuries. The world offers much in the way of resources; a number of worthwhile minerals are present in abundance, and the original settlement was founded by MacGregor Minerals, a prominent resource exploitation firm. However, the firm (based on Rob Roy) made the mistake of backing the wrong side during the Dynastic Crisis of 1024, a mistake which caused the Company charter to be revoked when Lord Campbell was elevated to the throne. The mining colony on Grampia rose against management, ostensibly because of politics, but in fact because of the agitation of a few opportunists who saw a rising as a ticket to power and wealth.

Their vision was an accurate one. The victorious Prince granted control of the Grampian colony and mines to the Provisional Workers' Council in early 1025, and the colony remained in the hands of the people from that time on. The council eventually passed power to a regularly elected executive body, with most major decisions being submitted to a Worker's Vote. Any citizen of the planet holding membership in one of several trade guilds is entitled to vote on such major issues, though the franchise is carefully

controlled by vested interests among the various unions. Non-union members are second class citizens with few rights and no voice in affairs at all.

Government by the people has not always run smoothly on Grampia. Politics on the world is an especially dirty game, with a dangerous amount of power being wielded by a few key union administrators. The fact that the Miner's Guild has recently come under the influence of an ambitious pro-Maxwellian, Thom Boumais, has caused considerable concern both on and off Grampia. A power struggle between Boumais and a syndicate of less powerful politicians has been shaping up for some time, and it is believed that the Miner's Guild leader is receiving help from Maxwellian sympathizers on Claverse, as well. Though not a major world, Grampia's resources, and its proximity to both Caledon and Scotia, make it a sensitive world in the interplay of contemporary politics.

SCOTIA

0306 B789434-B

Ni Lo

G024 Cp

G0 V

Primary: Grain, spectral class, G0V. ICN S4G0306G0 V. Mass, 1.04 standard. Stellar diameter, 1.03 standard. Luminosity, 1.21 standard.

Planetary System: Seven major bodies. One inhabited world (Scotia, IV). Four gas giants. One planetoid belt.

IV Scotia: Mean orbital radius, 163.06 million kilometers (1.09 AU). Period, 407.6 days. Two satellites. Diameter, 12206 kilometers. Density, .97 standard. Mass, .65 standard. Mean surface gravity, .85 G. Rotation period: 23 hours, 27 minutes, 48 seconds. Axial inclination, 15 55' 9.7". Albedo, .31. Surface atmospheric pressure, 1.7 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 95%; composition, water and frozen water-ice. Mean surface temperature, 25 C.

Remarks: A pleasant world, Scotia is reasonably Earthlike but has little land area. What land there is lies scattered across the wide seas in island chains; the largest land-mass on the world is less than 15,000 square kilometers in area. Scotia remained unsettled for a long time, considered too poor in land area to support a worthwhile colony. The presence of several far superior worlds nearby reinforced this decision. Transient groups visited the world many times during the Long Night; Scotia was a favorite hiding place for Reaver warships, who could set down on some small island, refuel from the planetary oceans, and make repairs in relative seclusion and security. As the Principality expanded off Caledon, Scotia was claimed early on, but seemed to offer little value in the way of exploitable resources.

However, the world was a beautiful, lush planet, the island chains reminiscent of the tropical isles of Caledon's Windshaeme Sea. William, Fourth Prince of Caledon, arranged to have the world

declared the personal property of the throne, and proceeded to parcel out island estates and titles of nobility to individuals he wished to reward.

Scotia remains to this day a world of estates. Most major nobles and prominent businessmen own islands on Scotia, on which they maintain private retreats, estates, meeting-places, or vacation resorts. A few have even established resort hotels, offering Caledonian tourists the opportunity to spend a few days or weeks on Scotia's magnificent isles.

Aside from the nobility, many individuals own Scotian island estates, usually the result of inheritance from some ancestor who performed a service to the Crown. However, the expense of these island estates is frequently far higher than the owner can afford, and an owner without adequate resources will frequently sell his estate and the title of nobility that goes with it rather than face the costs. It is an expensive but simple way for individuals to gain access to the Caledonian nobility.

ROB ROY

0307 B6469BA-B C Ni Hi

A002 Cp

K9V

Primary: MacGregor's Star, spectral class, K9V. ICN S4G0307K9V. Mass, .505 standard. Stellar diameter, .552 standard. Luminosity, .048 standard.

Planetary System: Six major bodies. One inhabited world (Rob Roy I). Four gas giants.

Rob Roy I: Mean orbital radius, 23.94 million kilometers (0.16 AU). Period, 32.10 days. No satellites. Diameter, 11021 kilometers. Density, 1.0 standard. Mass, .423 standard. Mean surface gravity, .75 G. Rotation period: none (tidal lock with primary). Axial inclination, 32° 36' 36.8". Albedo, .40. Surface atmospheric pressure, .48 atm. Composition, oxygen-nitrogen mix tainted with industrial pollutants; filter mask may be needed to breathe atmosphere. Hydrographic percentage, 60%; composition, water and frozen water-ice. Mean surface temperature, 30 C. Mean nightside surface temperature, -155 C.

Remarks: Like Claverse, Rob Roy supported the Maxwell faction during the Dynastic Crisis of 1024, and suffered in consequence. The world was and is a crucial industrial center of the Principality, and has the second highest population (the highest being at Cuillan/Scotian Deep 0803). During the crisis, both sides planned much of their strategy around the need to control Rob Roy, and there was bitter fighting as a result.

Early in the struggle, Maxwell's forces had the upper hand, but, shortly after Maxwell had himself crowned as Sovereign Prince, the Maxwellians met Campbell's supporters at the Battle of Dunbarton, and Maxwell's fleet broke. Maxwell directed the defense of Rob Roy, one of his last bastions of support, until it became

clear that his cause was truly lost. Then he fled, first to Skye, later to Germaine.

The victorious forces of Lord Campbell never actually engaged in ground lighting at Rob Roy, and never actually discovered Maxwell's command headquarters on the world. It is said to have been located underground somewhere in the arctic wilderness of Polaris, the northern continent of Rob Roy. But Maxwell shut down the complex prior to his departure, and the secret was purged from planetary computer records. For security purposes, the location was actually known to only a handful of key people, and, without coordinates, it remains undetectable. The HQ complex is lost until and unless one of Maxwell's people chooses to reveal its location, or until accidental discovery brings it to light.

There is a famous story, possibly apocryphal, which relates that this "Ice Fortress" (as it was popularly known) is the hiding place for the full Caledonian regalia, the orb, scepter, circlet, and jeweled sword that together were the symbols of the rightful Prince. It is said that Maxwell, prior to his flight, left these symbols of authority here, on Caledonian soil, pending the day when a Maxwell would come to reclaim his own.

The regalia was certainly lost during the war, and never recovered. It is of great value, both monetarily and politically, and a fantastic reward is offered by the Principality of or recovery of these symbolic items.

FERGUS

0404 C253304-7 Ni Po Lo G024 F7 V

Primary: Ra, spectral class, F7V. ICN S4G0404F7V. Mass, 1.96 standard. Stellar diameter, 1.252 standard. Luminosity, 2.583 standard.

Planetary System: Nine major bodies. One inhabited world (Fergus, V). Four gas giants in system. Two planetoid belts in system.

V Fergus: Mean orbital radius, 317.15 million kilometers (2.12 AU). Period, 1030 days (2.82 years). No satellites. Diameter, 4302 kilometers. Density, .99 standard. Mass, .015 standard. Mean surface gravity, .24 G. Rotation period: 26 hours, 8 minutes, 22 seconds. Axial inclination, 21° 7' 1.6". Albedo, .23. Surface atmospheric pressure, .45 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 32%; composition primarily frozen water-ice. Mean surface temperature, -10 C.

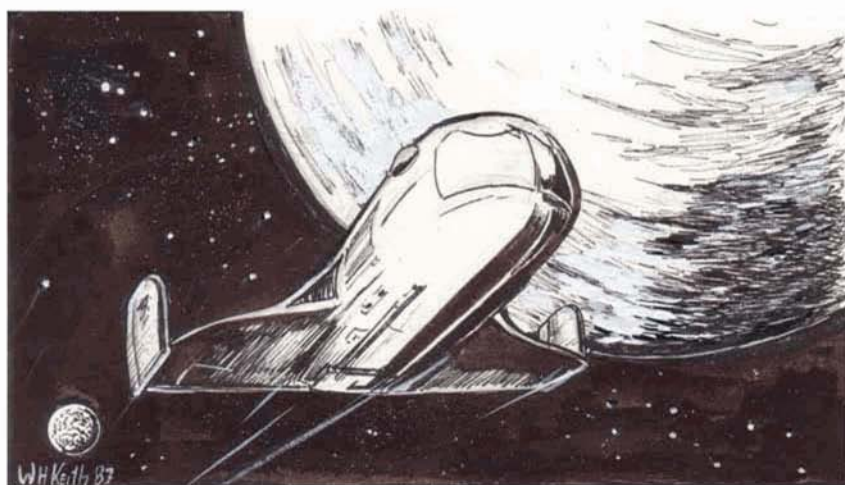
Remarks: Fergus is an anomalous world, a planet which should not be, though very small, it has a fairly significant atmosphere. When discovered, it was found to support an abundance of life forms, but it was something of a potpourri of life from radically different evolutionary backgrounds, apparently all transplanted from other worlds to this one hundreds of thousands of years ago.

Scientists believe that the Ancients were responsible for the world's anomalies; those mysterious, immensely powerful and intelligent beings who scattered Humanity to the stars, genetically engineered Terrestrial canine stock into the intelligent Vargr species, and otherwise altered worlds and life forms across space (often, it seems, on a whim) seem to have taken a lifeless world, Fergus, terraformed it, and seeded it with life. As with most Ancients works, the purpose behind this action is unknown.

It is believed that Fergus was a hospitable, pleasant world in the Ancients period, probably subject to atmosphere and temperature control. Since the disappearance of the Ancients, however, the machinery which maintained all this has shut down. The atmosphere has thinned, and the climate has deteriorated to distinctly chilly conditions. Life forms left on the world are those which could adapt to the colder weather; a few excavations have confirmed that previously a variety of climates and weather patterns existed in which a large number of plant and animal species flourished.

Though the original purposes of the world are now unknown, scientists today are keenly interested in Fergus as a "living laboratory" of evolution and adaptation in action. Whether by accident or on purpose, the world has provided harsh conditions in which life has been forced to adapt or die, giving rise to many interesting variations in behavior and physiology. A large scientific colony has been established on Fergus to study the interaction of these life forms.

Fergus also attracts both reputable archeologists and a variety of fortune hunters, all of them searching for the Ancients complex which almost certainly exists somewhere on the planet. As yet, no sign of this control complex has been found, but it continues to draw seekers of knowledge, of wealth, or of power to Fergus time and time again.



VICTORY

0407 A201766-C C Na Ic Va G014 Cp KO IV

Primary: Ildrathir, spectral class KOIV. ICN S4G0407KOIV. Mass 2.3 standard. Stellar diameter, 3.3 standard. Luminosity, 4.67 standard.

Planetary System: Four major bodies. No inhabited worlds. Four gas giants. One planetoid belts. Victory, IV C, is a satellite of planet IV, Druthere.

IV Druthere: Mean orbital radius, 418.88 million kilometers (2.8 AU). Period 1128.4 days. Ten satellites. Diameter, 78000 kilometers. Density, .2 standard. Mass, .43.2 standard. A large gas giant.

IV C Victory: Mean orbital radius, 3.12 million kilometers (40 radii). Period 92.8 days. No satellites. Diameter, 4531 kilometers. Density, 1.01 standard. Mass, .016 standard. Mean surface gravity, .26G. Rotation period: none (tidal lock with Druthere). Axial inclination 39 54' 42.6". Albedo, .27. Surface atmospheric pressure, less than .01 atm; vacuum suites required outside colony domes. Hydrographic percentage, 10%; composition water-ice. Mean surface temperature, -33 C.

Remarks: The star designated Ildrathir was named by the first interstellar explorers to settle in the region, representatives of the aggressive and militaristic culture of Drexilthar (Drexilthar/Drexilthar 0206 B46969D-7). Prior to the expansion of Caledon, Drexilthar controlled a fairly substantial empire in the Deep. The Ildrathir system represented their furthest penetration coreward. The third moon of the outermost gas giant, Druthere, was established as an advanced military outpost after scouts discovered the fledgling Principality of Caledon, which at that time (-86) controlled only a handful of star systems. The Caledonian worlds were targeted for a full takeover by elements of the Imperial Star Navy.

The Principality, however, acted first. With a handful of ships, Admiral the Earl of Strathmore launched a pre-emptive strike against Ildrathir, running into unexpectedly large forces orbiting Druthere's satellite. In a hard-fought battle, the Drexiltharan forces were defeated. The moon was occupied, and Prince Jameison decreed that it would henceforth be known as "Victory" in commemoration of the battle. Caledonian aid to dissidents caused a rebellion to erupt in the Empire, and Drexilthar was never again in a position to renew direct warfare with the Principality.

Victory is currently the site of a major trading center linking the Principality to the Imperium by way of the Imperial world of Concord. A Caledonian naval base is also present, largely intended to guard against incursions (or a return by Maxwellian exiles) from Germaine.

Every so often, rumors spread through the colony of the presence on Victory (or, possibly, another of Druthere's satellites) of some secret cache of Drexiltharan equipment or weaponry. No two rumors have ever agreed on the contents, location, or fate of this

cache, but the persistence of the basic story makes it probable that there is some basis in fact for the whole claim. The stories have sparked searches by treasure-hunters, archeologists, and even a few Maxwellian sympathizers who hope to turn up an arsenal or a hanger stocked with old but serviceable warships. Such searches have not, to public knowledge, proven successful.

SKYE

0408 E799751-5

G012

F8 V MO D

Primary: Close binary system. Charlie, spectral class F8V. ICN S4G0404F8V. Mass 1.144 standard. Stellar diameter, 1.178 standard. Luminosity 2.126 standard. Flora, spectral class M VI. ICN S4G0408MOVI. Mass .154 standard. Stellar diameter .256 standard. Luminosity .011 standard.

Planetary System: Five major bodies. One inhabited world (Skye, II). Two gas giants. One planetoid belt.

II Skye: Mean orbital radius, 1 10.7 million kilometers (.74 AU). Period 204.1 days. One satellite. Diameter, 12594 kilometers. Density, 1.0 standard. Mass, 0.67 standard. Mean surface gravity, 0.88g. Rotation period: 23 hours, 35 minutes, 11 seconds. Axial inclination, 25 26' 12.1". Albedo, 0.52. Surface atmospheric pressure, 2.0 atm. Composition, oxygen-nitrogen mix tainted occasionally by airborne pollen. CAUTION: POLLEN MAY CAUSE SEVERE ALLERGIC REACTIONS. FILTER MASKS ADVISED FOR ALL ATMOSPHERIC BREATHING! Hydrographic percentage, 94%; composition, water and frozen water-ice. Mean surface temperature, 19 C.

Remarks: Skye is best remembered in romantic fiction within the Principality as the world where Admiral Earl Maxwell was able to shake government pursuit after his ship crash-landed on the planet during the flight that followed his defeat at the Battle of Dunbarton. With the help of a handful of companions, Maxwell went to ground on Skye for several months, eventually linking up with a frigate from Germaine which helped him escaped from searching Caledonian marines. The story of the Earl's sojourn on Skye is now a popular subject for historical novels, ballads, and other stories.

Skye is actually not as romantic as setting as the stories might lead one to believe. Primarily ocean-covered, only 6% of the surface area is land. The primary industries are all ocean-related, as might be expected.

The two chief exports of Skye are leviemeat and matweed, two products of the world's mariculture industry. Leviemeat is a popular foodstuff, harvested from the planet's great levie herds. Levies (short for "leviathans") are immense creatures, massing up to 100 tons, which live deep in the ocean depths. They are hunted from small, 6-man submarines, killed, and brought to the surface by the attachment of large airbags secured by divers. It is dangerous work, both for the sub (for a flick of a levie's tail has been known to

wipe out a sub and its crew), and for the divers, who must go outside the sub and risk encounters with several large scavengers which often contest a levie kill.

Matweed is a thick, tangled type of vegetation which floats on the surface in large patches. Properly processed, it is an excellent foodstuff. Unfortunately, matweed pollen is dangerous; roughly 80% of all humans who breathe matweed pollen are subject to a severe allergic reaction which has been known to cause almost immediate death, and which is a best highly distressing and uncomfortable while it lasts. Filter masks and conditioned residences are essential to avoid exposure to drifting, airborne pollen.

GERMAINE

0409 A9B6956-D M Hi

G001

F6 V

Primary: Beausoliel, spectral class F6V. ICN S4G0409F6V. Mass 1.28 standard. Stellar diameter 1.326 standard. Luminosity 3.042 standard.

Planetary System: Four major bodies. One inhabited world (Germaine, II). One gas giant. No planetoid belts.

II Germaine: Mean orbital radius, 324.46 million kilometers (2.17 AU). Period 1045.1 days (2.86 years). One satellites. Diameter, 15923 kilometers. Density, 1.03 standard. Mass, 1.47 standard. Mean surface gravity, 1.16G. Rotation period: 21 hours, 41 minutes, 44 seconds. Axial inclination 1 58' 41.7". Albedo, 0.24. Surface atmospheric pressure, 22 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 63%; composition, liquid water and water-ice. Mean surface temperature, 20 C.

Remarks: Germaine was colonized at about the same time as Caledon, by an offshoot group disenchanted with the leadership of the Caledonian colony. They settled Germaine, a warm, dense-atmosphere world which offered excellent opportunities to the new colonists.

The Germaine colony turned its back on interstellar travel early, and had a hard time during the Long Night. Raiders occasionally harassed the world, causing periodic destruction and needless death. On the whole, though, Germaine remained fairly stable and civilized. The colonists merely had no great urge to look outward, concentrating on improving their own world rather than exploring others. Caledonian traders "discovered" Germaine during the heyday of the commercial expansion of the Principality, but Germaine was not particularly interested in off-world trade. In 578, an incident occurred in which a Caledonian merchant, who had insisted on attempting to sell his wares despite official warnings that he did so without government sanction, became involved in a small riot and ended up killing two citizens. He tried and imprisoned under local law, but not before another vessel took the story to the Principality.

Caledon had been looking for an excuse to force Germaine to accede to the Principality's demands, and used "gunboat diplomacy" - a squadron of naval ships dispatched to Germaine - to free the imprisoned merchant and force a trade agreement on the isolationists on the world. Germaine's government had no choice but to accept the Caledonian demands. However, the incident was the beginning of a history of ill-feeling between Caledon and Germaine.

Since that time, Germaine has modernized, building a respectable space navy. The planetary population, and great strides forward in technology, make Germaine strong enough to now be able to resist Caledonian threats. There hasn't been any actual warfare, but Germaine has refused to renew the various economic treaties with Caledon, and has been more than willing to offer refuge to members of the Maxwellian party after the defeat of Earl Maxwell (or Prince David V, as he was and is styled by his faction). The current Maxwell heir, who called himself Prince Roger I, remains on Germaine today, and is reputedly planning to exploit tensions within the Principality to attempt a new Maxwellian rebellion.

LHSHAMI

0501 C477794-9 Ag Rs G002 FO V M1 D M5 V

Primary: Trinary star system (two close companions, one distant). Hsmeilha, spectral class FOV. ICN S4G0501FOV. Mass 1.7 standard. Stellar diameter 1.7 standard. Luminosity 8.1 standard. Close companion Shlehsi, spectral class M1VII. ICN S4G0501M1VII. Mass 1.11 standard. Stellar diameter .006 standard. Luminosity .00003 standard. Far companion Ekhana, spectral class M5V. ICN S4G0501M5V. Mass .331 standard. Stellar diameter .358 standard. Luminosity .007 standard. Orbital radius, 4968 AU.

Planetary System: (Itsmeilha/Shlehsi): Eleven major bodies. One inhabited world (Lhshami, VI). Two gas giant. No planetoid belts.

IV Lhshami: Mean orbital radius, 324.63 million kilometers (2.17 AU). Period 696.5 days. No satellites. Diameter, 6634 kilometers. Density, 0.98 standard. Mass, 0.123 standard. Mean surface gravity, 0.49G. Rotation period: 19 hours, 17 minutes, 10 seconds. Axial inclination 25 47' 44.6". Albedo, 0.41. Surface atmospheric pressure, .95 atm. Composition, oxygen-nitrogen mix with oxygen imbalance. WARNING: HIGH OXYGEN CONTENT CAN CAUSE OXYGEN INTOXICATION! Filter masks advised for atmospheric breathing. Hydrographic percentage, 70%; composition: water and frozen water-ice. Mean surface temperature, 5 C.

Remarks: Like Tsanesi, Lhsharni is home to an intelligent sophont race. Unlike the Yn-tsai of Tsanesi, however, the Lhshana people are definitely native to the world, and their evolution and history can be traced with some confidence. The Lhshana are descended from omnivore/gatherer stock. They are a trilaterally symmetrical race, standing upright on three short, muscular legs. Tentaclelar appendages over each leg given them excellent manipulative abilities; a sensory cluster on each tentacle provides

organs for sight, hearing, smell, taste, and infrared vision for each limb. The mouth is located ventrally, and serves only for ingestion; breathing is through a number of breathing orifices located in pairs under each tentacle. The average being stands perhaps 1.2 meters in height.

Lhshana are generally passive, contemplative, and rather fatalistic in nature. Their pre-civilized ancestors were enslaved by the Saie (and much of what we know about that race is derived from oral traditions of the Lhshana, distorted over the centuries into a body of folklore and mythology). They received a considerable boost in civilization thanks to Saie technology, and also absorbed knowledge from Reaver spacecraft which visited the world during the Long Night. When first contacted by Caledonian merchants, the Lhshana had a flourishing tech level 9 civilization, though they had no knowledge of (and little interest in) space flight.

Though not possessed of true psionic abilities, some Lhshana artists are capable of shaping certain native crystals into designs which, aside from an intrinsic beauty, are capable of producing certain specific emotional responses in those who thought the artwork. Representational art is virtually unknown on Lhshami, but Lhshana touchstone sculptures are a highly prized art form commanding high prices throughout known space.

GASH

0506 DAF8573-7

Ni FI

G012

F1 V

Primary: Fury, spectral class FIV. ICN S4G0506FIV. Mass 1.62 standard. Stellar diameter 1.62 standard. Luminosity 7.18 standard.

Planetary System: Three major bodies. One inhabited world (Gash, 1). Two gas giant. One planetoid belts.

I Gash: Mean orbital radius, 254.32 million kilometers (1.7 AU). Period 636.1 days. One satellite. Diameter, 169.36 kilometers. Density, 1.0 standard. Mass, 1.95 standard. Mean surface gravity, 1.25 G. Rotation period: 22 hours, 36 minutes, 24 seconds. Axial inclination 20 3' 4.7". Albedo, 0.35. Surface atmospheric pressure, .45 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance in valley floor (respirator required at surface pressures). Hydrographic percentage, 81%; composition, water and frozen water-ice. Mean surface temperature, 32 C.

Remarks: This world is largely remarkable for the feature that gives it its name - a deep valley running like a scar across the face of the major continent.

This valley averages 1.2 kilometers in depth, 8 kilometers wide, and 117 kilometers in length. Sheer walls delineate it on each side, while the ends are somewhat gentler slopes. It is believed that the Gash (the local name for the valley) was created by some awesome weapon used during the war which is believed to have shattered the domains of the Ancients hundreds of thousands of

years ago. No sign of Ancients ruins has been discovered on the world, but it is believed that the only complex on the world may have been somewhere along the path of the Gash. A disintegration weapon of unbelievable power is usually theorized as the agency for the destruction.

At any rate, the Gash exists. The atmosphere at the planet's sea level surface is too thin to support human life, but, along the valley floor, is sufficient (if still rather thin). Settlements have been established along the valley floor.

The walls of the Gash are a veritable treasure-trove for miners; exposed veins of silver, gold, platinum, iridium, and other metals are found in abundance on the sheer cliffs. It is frequently thought that mineral wealth might have been the attraction for the vanished Ancients site; in fact, though this is sheer guesswork. At any rate, mining is the major industry on Gash today.

Each of the four mining settlements on Gash (the fifth settlement, Touchdown Starport and its environs, is a neutral facility accessible to all) is independent and fiercely competitive, sending out mining teams to locate, claim, and exploit new veins in the cliff walls. Claim-jumping is common, and most expeditions go out expecting, and often looking for trouble. Escalation of conflicts between these parties leads to frequent but short-lived wars between cities; most such conflicts end with resolution of the specific dispute, but the balance of power makes it unlikely that the cities will ever actually unite.

ROCK

0604 B400364-A Lo Ni Va* G001 Im M5 V

Primary: Flicker, spectral class M5V. ICN S4G0604M5V. Mass 0.331 standard. Stellar diameter 0.358 standard. Luminosity 0.007 standard.

Planetary System: One major body. No inhabited worlds. One gas giant. No planetoid belts. Rock, Ib, is a satellite of the gas giant designated Cronos.

I Cronos: Mean orbital radius, 74.8 million kilometers (5 AU). Period 224.5 days. Five satellites. Diameter, 108000 kilometers. Density, 0.2 standard. Mass, 120.1 standard. A large gas giant.

Ib Rock: Mean orbital radius, 5.94 million kilometers (5 radii). Period 146 days. No satellites. Diameter, 7234 kilometers. Density, 0.98 standard. Mass, .123 standard. Mean surface gravity, .49G. Rotation period: none (tidal lock with Cronos). Axial inclination 24 6' 0.6". Albedo, 0.2. Surface atmospheric pressure less than 0.01 atm; vacuum suits required outside colony domes. Hydrographic percentage, 1%; composition, frozen water-ice. Mean surface temperature, -151 C.

Remarks: Rock is a rather unremarkable world, a satellite of a gas giant which has had a small starport administered by the Kolan

Hegemony (an autonomous member of the Imperium) for nearly a thousand years. The port was mostly a stepping stone for trade between the Hegemony and the Principality of Caledon (which have always got on well despite radical cultural dissimilarities). This function was largely superseded by the construction of the great trade ports at Concorde in the Imperium and victory in the Principality, which became the main trade links.

Recently, though, Rock's small port has been expanded; new settlement (largely by colonists from outside the Hegemony) has been encouraged by the Imperium. Plans are in preparation to construct a new naval base near the port, as well, and the upgraded port has already been incorporated into the Imperial X-boat system. This is perceived within the Hegemony as part of a deep Imperial plot to strip away the Hegemony's few remaining holdings, and is bitterly resented. Twice already surveyors working on the site proposed for the naval base have been ambushed, and a rash of minor acts of sabotage has broken out as well, putting the project almost a year behind schedule already. The perpetrators of these acts have not yet been traced.

The Imperium is not able to secure the site with Marines, since this would violate Hegemony autonomy; only after the base is completed can the military move in (unless permission -- so far not forthcoming -- is first obtained from the Hegemony). The local colonial governor has been recruiting mercenaries, ostensibly to serve the same purpose, but more probably to cause additional problems. Imperial planners are still developing ways to counteract this turn of events without a direct confrontation.

CONCORDE

0508 A999587-E N Ni

G013 Im

F3 V

Primary: Lukagim, spectral class F3V. ICN S4G0608F3V. Mass 1.54 standard. Stellar diameter 1.58 standard. Luminosity 6.26 standard.

Planetary System: Ten major bodies. One inhabited world (Concorde, V). Three gas giant. One planetoid belts.

V Concorde: Mean orbital radius, 230.98 million kilometers (1.54 AU). Period 562.5 days. One satellite. Diameter, 14062 kilometers. Density, .98 standard. Mass, 1.40 standard. Mean surface gravity, 1.11 G. Rotation period: 21 hours, 55 minutes, 36 seconds. Axial inclination 27° 35' 27.2". Albedo, 0.45. Surface atmospheric pressure less than 1.7 atm. Composition, oxygen-nitrogen mix tainted by potentially dangerous gas compounds; filter mask required to breathe atmosphere. Hydrographic percentage, 95%; composition, water and frozen water-ice. Mean surface temperature, 28° C.

Remarks: Concorde is chiefly important as the major link between the Imperium and the Principality of Caledon, and has a long history as an advanced outpost of the Imperial presence in Reavers' Deep.

The world was originally settled around -200 by a small band of Aslan clansmen, ihatei searching for a landhold of their own. It was not exactly choice real estate, but the Aslan were not strong enough to take better property away from the various Reaver warlords who dominated the better worlds. The Aslan colony prospered, and established good relations with the emergent Principality of Caledon as the latter began to expand into space.

The Third Imperium arrived in the region just over 400 years after the Aslan settlement was established, and Concorde was the scene of one of the many conflicts which made up the Imperial phase of the Aslan Border Wars. Strangely, in those conflicts the humans of Caledon sided with the alien Aslan, against the Imperium: the Caledonians were unwilling to see themselves consumed by the expanding Imperial frontier as the Kolan Hegemony already had been.

Eventually, though, sufficient guarantees of independence and good faith were offered, and the Principality agreed to withdraw from the conflict. The Aslan on Concorde ultimately chose to accept the Emperor as their new overlord, and Concorde joined the Imperium. The world, given its name to celebrate the new spirit of fellowship that followed this agreement (its previous, Aslan name was Wyaseakhtai), continues today to support a mixed population of humans and Aslan.

It is a major port for trade with Caledon; far-flung Caledonian mercantile interests in turn ensure that goods from a far away as the Hierate border worlds wind up passing through the trade docks of Concorde. Lately, competition between the Caledonian merchants and various Imperial firms (especially Delgado Trading, LIC, a megacorporation) has led to slight downturn in trade through Concorde, and consequent economic and political concerns.



LOREN

0701 C57459C-7 S

Ag Ni

A001

M0 V

Primary: Prometheus, spectral class M0 V. ICN S4G0701MOV. Mass, 0.489 standard. Stellar Diameter, 0.549 standard. Luminosity, 0.04 standard.

Planetary System: Four major bodies. One inhabited world (Loren, 1). One gas giant in system. No planetoid belts in system.

I Loren: Mean orbital radius, 26.93 million kilometers (.18 AU). Period, 39.9 days. No satellites. Diameter, 8552 Kilometers. Density, 1.01. Mass, 1.247 standard. Mean surface gravity, 0.63 G. Rotation period: none (tidal lock with primary). Axial inclination 2 49' 20.2". Albedo, 0.26. Surface atmospheric pressure, 1.1 atm. Composition, oxygen-nitrogen mix with sulfur and sulfur compounds taint; tilter mask required to breathe atmosphere. Hydrographic percentage, 40%; composition, water and frozen water-ice. Mean surface temperature, dayside, 5 C; nightside, -124 C.

Remarks: Loren is a fascinating world, an example of a highly unusual ecology at work. Locked with one side constantly towards its star, the world is not the classic "twilight zone" planet, because even the dayside temperatures under the feeble light of Prometheus are barely over freezing. Twilight zone temperatures are far below the range for human comfort.

Nonetheless, this singularly inhospitable world does support life. In the absence of an effective form of photosynthesis, the plant life of Loren relies on a chemosynthetic base; life flourishes even in some portions of the nightside, where volcanoes supply sufficient heat and a source for a variety of chemicals necessary for the world's life-processes. Higher forms of animal life also exist, in a complex food chain not entirely unlike our own, but with intriguing variations.

The world has been colonized, albeit lightly by a non-human Imperial race originating in the Daibei sector, the Bruhre. The Bruhre are a massive, hexopedal race who themselves are accustomed to a high atmospheric sulfur content (they find the tainted atmosphere of Loren breathable, but rather bland and tasteless). Their body chemistry is such as to permit them to eat the plants and animals of Loren with relish; humans find such food highly poisonous. Thus, the planet is a Bruhre agricultural colony.

The Bruhre are a complex and often unfathomable race, bound to a life of ritual and ceremony. They have complicated laws covering almost every aspect of their lives; it is said that a Bruhre can go for days on end and never say, do, or think a single thing that is not strictly regulated by law and custom. They are also a remarkably intolerant race, and outsiders are expected to comply with their ways totally. For this reason, the Bruhre usually are isolated from the mainstream of other Imperial cultures.

Loren is not actually part of the Imperium, but an IISS base is present, and the Bruhre government of the world is answerable to their own homeworld. Imperial membership is likely to be granted within the next fifty years.

KOLATH

0703 C7578CB-8 S

A024 Im

G4 V

Primary: Thor, spectral class G4V. ICN S4G0703G4V. Mass 0.96 standard. Stellar diameter 0.934 standard. Luminosity 0.778 standard.

Planetary System: Ten major bodies. One inhabited world (Kolath, II). Four gas giants. Two planetoid belts.

II Kolath: Mean orbital radius, 106.22 million kilometers (71 AU). Period 223.0 days. Two satellites. Diameter, 12405 kilometers. Density, 0.97 standard. Mass, 0.650 standard. Mean surface gravity, 0.85 G. Rotation period: 27 hours, 7 minutes, 32 seconds. Axial inclination 28 34' 12.1". Albedo, 0.26. Surface atmospheric pressure 0.95 atm. Composition, oxygen nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 71%; composition, water and frozen water-ice. Mean surface temperature, 20 C.

Remarks: Kolath is the capital of the Kolan Hegemony, which includes Kolath, Kurat, and Rock. The Hegemony is considered a part of the Imperium, but is administratively independent from the authority of the neighboring Nightrim subsector, which governs other Imperial territory in this area. This local autonomy is a long-standing arrangement; it dates back to the latter part of the Aslan Border Wars period (the Imperial phase, 200-380), when the Imperium was just beginning to expand into Reavers' Deep in the face of oppositions from various Aslan clans. Kolath at that time was a late Reaver Kingdom, encompassing its present area plus Gash, Garim, and Mer. Already organized, the region served as an excellent springboard for an Imperial presence in the area, so treaties were signed binding Kolath to the Imperium, but with a grant of local autonomy. As time went on, Gash pulled out of the Hegemony, and the Imperium found it expedient to detach Garim and Mer. Current trends hint that Rock will be the next to go. Still, Kolath remains set in its insistence on internal autonomy, ruling its possessions in accordance with tradition.

The government of Kolath is the Council of Warlords, a body which was originally a military junta of Reaver leaders. It is an elected body, but members of the 15-man council are elected for life. Military service is a prime prerequisite for election, for Kolath is a martial culture. It has been some time since the Imperium permitted Kolath a sizable interstellar fleet, but recruitment for Imperial armed forces (especially the Navy and Marines) is high on Kolath, and their personnel have a justifiable famous reputation as superb fighters.

Society on Kolath is highly regimented, and outsiders find it easy to run afoul of local laws. There is considerable turmoil in the Hegemony at present, since it seems likely that the Imperium is working to strip away Kolath's remaining possessions. Although no one could expect to rebel successfully, there is much agitation against Imperial policies, making the world a veritable powder keg about to be set off.

KURAT

0705 CAA7667-7 FI Ni* G013 Im A8 V

Primary: Thalen, spectral class A8V. ICN S4G0705A8V. Mass, 1.94 standard. Stellar diameter, 1.76 standard. Luminosity, 12.84 standard.

Planetary System: Eleven major bodies. One inhabited world (Kurat, VIII). Three gas giants in system. One planetoid belt in system.

VIII Kurat: Mean orbital radius, 1615.68 million kilometers (10.8 AU). Period, 9307.3 days (25.48 years). Two satellites. Diameter 16728 kilometers. Density, 1.02. Mass, 1.99 standard. Mean surface gravity, 1.27 G. Rotation period: 20 hours, 44 minutes, 31 seconds. Axial inclination 18° 44' 8.8". Albedo, 0.64. Surface atmospheric pressure, 3.0 atm. Composition, methane-ammonia mix, an irritant atmosphere requiring both an oxygen supply and full-body protective clothing. Hydrographic percentage, 75%; composition, liquid ammonia and frozen ammonia ice. Mean surface temperature, -141 C.

Remarks: Kurat is one of the two remaining territories subject to the Kolan Hegemony. The world is far from pleasant for humans, having been settled originally by Reavers who saw the planet as an excellent hiding place for ships in need of repairs between raids. It was reasoned that such a hostile environment would be unlikely to be considered by searching naval forces.

When the Reaver warlords of Kolath moved from raiding to empire-building, Kurat was incorporated early on, and remained part of the Hegemony when Kolath became an autonomous member of the Third Imperium. The original purpose of the world was long abandoned; the populace now turned their attentions to mining, light industry, and the like, rather than supporting raiders. Unlike Mer and Garim, both of which were eventually separated from the Hegemony and directly incorporated into the Imperium, Kurat had nothing much to offer the empire, and so was left alone.

The colonial government installed by Kolath on Kurat has absolute control over the populace. The environment is extremely hostile; with a very high atmospheric pressure, an irritant methane-ammonia "exotic" atmosphere, and an average surface temperature of -141 C, life on Kurat goes on strictly at the whim of the powers that be. A particularly ruthless governor, confronted with rioting and unrest, once made an example of an entire colony dome by shutting down the life support systems. Over 1,000 people were

killed, and the riots ended promptly. The current administration, luckily, is less harsh, and restrictions have been greatly eased.

There is still discontent, however; local "patriots" have engaged in periodic acts of sabotage and defiance, taking advantage of the relatively benign colonial government. To succeed in their schemes for liberation, however, they must first find a way to take out the threat of a life support shutdown.

It is rumored that the Imperium is giving covert support to these activities, so that the Hegemony may be dismembered and absorbed without direct confrontation.

LURAMMISH

0710 C512755-9 S Na Ic G000 Im M3 III M0 V

Primary: Close binary system. Gurumashi, spectral class M3III. ICN S4G0710M3III. Mass, 6.96 standard. Stellar diameter, 162 standard. Luminosity, 1556 standard. Mashakim, spectral class M0V. ICN S4G0710M0V. Mass, 0.489 standard. Stellar diameter, 0.549 standard. Luminosity 0.04 standard.

IX Lurammish: Mean orbital radius 7629.6 million kilometers (51 AU). Period, 48,742.6 days (133.45 standard years). One satellites. Diameter, 9309 kilometers, Density, 1.04 standard. Mass, 0.254 standard. Mean surface gravity, 65 G. Rotation period: 25 hours, 10 minutes, 53 seconds. Axial inclination, 3 23' 10.2". Albedo, 0.23. Surface atmospheric pressure, 0.08 atm. Composition, carbon dioxide-nitrogen mix. Oxygen supply and pressure gear required outside colony complex. Hydrographic percentage, 25%; composition, frozen water-ice. Mean surface temperature, -20 C.

Remarks: Lurammish is an unattractive world orbiting a class M subgiant (and a smaller companion) at a distance of over 7 billion kilometers. It is an unpleasant place, with a trace atmosphere and an unpleasantly cold surface temperature. Nonetheless, it supports a sizable colony. Originally Lurammish was a rather small mining community, but it has grown over the four centuries since it was settled to become a substantial frontier settlement.

The reason for the success of the colony is the presence of large lanthanum deposits. Lanthanum, a rare element, is the first of the "inner transition" metals, and is vital to the construction of inner coils in jump drive units. The abundance of lanthanum ore on Lurammish has made the colony wealthy.

The Lurammish colony is concentrated in a cluster of large arcologies, huge buildings housing over half a million people each. For the hostile environment of the world, the arcologies are a logical solution to problems of life support, housing, and similar considerations. Each arcology is individually ruled through a caste hierarchy of technicians and administrators, with a network of duties and obligations reminiscent of feudal ties of fealty. The overall world government is conducted by a grand council representing each

individual arcology in an essential democratic form of government, but the grand council makes decisions only when the outcomes are to effect more than one community. Up until recently, all mining on Lurammish was conducted by locals and exported; within the past decade, however, Ling Standard Products, the imperial megacorporation, has begun exerting pressure to operate lanthanum mines independently, a move which threatens the planetary economy. In response to protests and cross-claims of sabotage and harassment, the IISS Scout Base recently underwent expansion to provide barracks for a battalion of Marine peacekeepers. This seems to have diluted, at least temporarily, the buildup of tension.

DOOM

0802 X400200-4

Ni Va Lo

R001

K0 V

Primary: Omen, spectral class K0V. ICN S4G0802K0V. Mass 0.25 standard. Stellar Diameter 0.908 standard. Luminosity 0.42 standard.

Planetary System: Three major bodies. One inhabited world (Doom, II). One gas giant. No planetoid belts.

II Doom: Mean orbital radius, 88.26 million kilometers (0.59 AU). Period 182.2 days. Two satellites. Diameter 7048 km. Density 1.05 standard. Mass 0.131 standard. Mean surface gravity 0.53G. Rotation period: 30 hours, 41 minutes, 44 seconds. Axial inclination 20° 15.0". Albedo .20 standard. Surface atmospheric pressure, less than .01 atm. Vacuum suits required for surface EVAs. Hydrographic percentage 0%. Mean surface temperature 40 C.

Remarks: The names given to the bodies in this system ("Omen", "Doom", etc.) are said to have first been applied by the superstitious Caledonian merchant who made the first recorded visit to Mt. Orodruin, the great and terrifying enigma of the planet. That merchant arrived on Doom with a crew often; he escaped alone, gravely wounded, and it was only by the merest good fortune that his ship made a successful jump to neighboring Kolath. The injured crewman died on the jump back, leaving behind recordings of his experiences. These, however, are the largely incoherent ravings of a deranged and frightened man, and are of little value in unraveling the secrets of Doom.

Something, apparently, lies within the great dead volcano Captain Donald Morrison christened Orodruin. It is uncertain just what it may be, from the content of the tapes, but Morrison seemed to be describing an artificial complex of some kind. By piecing together the rambling, incoherent statements made by Morrison and certain supporting information from later expeditions, scientists believe Orodruin is the site of an abandoned military base, probably belonging to the Saie. Morrison's account seems to indicate that one of his men accidentally reactivated a long-dead geothermal generator, which powered up the automated base defense system of this long-forgotten complex. These defenses worked with frightening effectiveness.

And. it seems, they continue to work today. No fewer than ten major expeditions have visited Doom since 678, when Morrison's visit occurred; none have successfully penetrated Orodruin. Every person who has attempted to enter has been killed, and vehicles outside the underground complex have been destroyed when they ventured within a given radius of the base entrance. Twice, ships have been brought down by effective particle beam weapons, as well. The Imperium has posted Red Zone warnings for Doom as a result, though a small, semi-permanent research colony is maintained hoping to crack the base and learn its secrets. There is little hope of this, based on past experience, though at least one researcher has advanced the theory that individual defense systems might be disarmed by a crystal key fitted into any of several locking devices near complex doors. A shattered version of the key was discovered at Crash Jura on Glenshiel; so far, attempts to duplicate it have failed.

MER

0804 C79A520-8 Ni Wa G024 Im F8V

Primary: Daybright, spectral class F8V. ICN S4G0804F8V. Mass 1.144 standard. Stellar diameter, 1.178 standard. Luminosity, 2.125 standard.

Planetary System: Ten major bodies. One inhabited world (Mer, III). Four gas giants in system. Two planetoid belts in system.

III Mer: Mean orbital radius, 101.73 million kilometers (0.68 AU). Period, 191.5 days. One satellite. Diameter, 11565 kilometers. Density, 0.96. Mass, 0.643 standard. Mean surface gravity, 0.84 G. Rotation period; 22 hours, 50 minutes, 8 seconds. Axial inclination, 4 49' 48.4". Albedo, 0.52. Surface atmospheric pressure, 2.2 atm. Composition, oxygen-nitrogen mix with oxygen imbalance. Respirator masks required to breathe atmosphere. Hydrographic percentage, nearly 100%; composition, water and frozen water-ice. Mean surface temperature, 30 C.

Remarks: The water world of Mer is a large planet which is practically without land. Several very small islands have been discovered, but these are little more than small rocks dotting the otherwise unbroken expanse of a world-girdling ocean.

Settlement on Mer has taken an unusual form. Early visitors discovered that vast schools of small aquatic omnivore/eaters, known as lancesharks, were a highly palatable form of seafood which quickly caught on as a marketable foodstuff. The behavior of lanceshark schools, which are migratory creatures who can cover half the globe in the course of a lifetime, made it most economical for fishing communities to follow schools on their travels. Hence the great raft communities of Mer.

In general, a raft community is a large, powered, town-sized ship which can hold several hundred people. Communities follow

specific schools on their migrations, trawling for lancesharks as they go; the lancesharks have a high reproductive rate which makes it possible to harvest large numbers without significantly damaging the school's basic strength. Raft communities support more than just fishermen; they are complete towns sailing the high seas.

The raft communities generally cooperate in a loose planetary government; they form a sort of participatory democracy in which "ship's officers" of each community have a franchise, and a direct vote by radio in all matters concerning the planet as a whole. One of the larger islands holds the starport, and other islands hold repair facilities for raft communities damaged by storms or by encounters with the human's main competition for lanceshark schools, the large, stupid, but dangerous gulperwhales.

In addition to these natural hazards, there are occasional problems of human origin. The fishing culture of Mer is clannish and prone to disputes; vendettas are common, not only between individuals, but between whole communities. Incidents of piracy or vandalism against raft communities are reported, usually prompted by some long-standing grudge between communities. From time to time, too, outsiders have been known to attack rafts, pillage the community, and then attempt to lay the blame on a vendetta situation.

GARIM

0806 A888A97-E N HI

G024 Im

B1 V

Primary: Kammishuga, spectral class G1V. ICN S4G0806G1V. Mass, 1.02 standard. Stellar diameter, 1.01 standard. Luminosity, 1.1 standard.

Planetary System: Eight major bodies. One inhabited world (Garim, IV). Four gas giants in system. Two planetoid belts.

IV Garim: Mean orbital radius, 164.56 million kilometers (1.1 AU). Period, 417.2 days. No satellites. Diameter, 13224 kilometers. Density, 1.0 standard. Mass, 1.0 standard. Mean surface gravity, 1 G. Rotation Period: 25 hours, 7 minutes, 37 seconds. Axial inclination, 20 53' 56.4". Albedo, 0.28. Surface atmospheric pressure, 1.95 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 85%; composition, water and frozen water-ice. Mean surface temperature, 29 C.

Remarks: Garim is an extremely earthlike world which forms the natural hub of the Imperial presence in the subsector. Though not the capital of these territories (the Imperial frontier in the region is administered for the adjacent Nightrim subsector), it is important as a center of administration, communications, and military presence.

The world was once controlled by the Kolan Hegemony, but in 458 the construction of an X-boat link and a naval base at Garim prompted the Imperium to annex the world. A sizable grant of money to the Hegemonic government won the concession easily, and the

local (Kolan) population was quickly submerged in a massive immigration program. The world is now the most heavily populated planet in the subsector, boasting a population of over 19 billion.

There is even today a Kolan minority, who bitterly resent the way in which their own proud, martial culture was stamped out in favor of the mix of cultural and ethnic heritages of the immigrants. A few hotheads have been attempting to resurrect the lost heritage of Kolath on Garim, through secret societies, political protests, legislative drives, and so forth. The usual crop of do-gooders is actively supporting these protests with money and political backing. By and large, though, this "revival of Kolan culture" is more an excuse to organize small groups of uniformed stormtroopers and proactive political demagoguery than it is a genuine attempt to preserve a lost heritage; and, as some scandalized Imperial sociologists have pointed out, the Kolan culture these people are trying to "preserve" is "a militaristic, aggressive, violent, fascist society that makes the Drexiltharan Star Empire look like a pack of devout altruists."

It is suspected that Thuvar Sen, the leader of the major Kolan movement, is seeking a political powerbase from which to gain prominence, rather than simple revival of old Kolan Language and ways for those who want to embrace them. Unfortunately, the local government is reluctant to take heed of the warning signs, and Sen's Kolan Heritage League is a growing political force all out of proportion with its actual numbers.

BRYN

0807 B4268B8-8

G014 Im

F0 V

Primary: Elwynd, spectral class F0V. ICN S4G0807F0V. Mass, 1.7 standard. Stellar diameter, 1.7 standard. Luminosity, 8.1 standard.

Planetary System: Nine major bodies. One inhabited world (Bryn, V). Four gas giants in system. One planetoid belt in system.

V Bryn: Mean orbital radius, 344.08 million kilometers (2.3 AU). Period, 977.1 days. Two satellites. Diameter, 7099 kilometers. Density, 1.0 standard. Mass, 0.125 standard. Mean surface gravity, 0.5 G. Rotation period: 32 hours, 15 minutes, 56 seconds. Axial inclination 11 44' 33.6". Albedo, 0.22. Surface atmospheric pressure, 0.18 atm. Composition, oxygen-nitrogen mix tainted with various industrial pollutants. Filter mask required to breathe atmosphere. Hydrographic percentage, 63%; composition, water and frozen water-ice. Mean surface temperature, 50 C.

Remarks: Though not yet classifiable as an "industrial" world according to the standards generally set down for such planets, Bryn is well on its way towards being a major industrial center of the Imperial frontier. Though small and unattractive physically, economic opportunities of this "boom system" have attracted a large number of new colonists over the course of the past century, and it is

anticipated that the next Imperial Grand Census will show the population well over the 1 billion mark required for an "industrial" classification. Current population is estimated at close to 920,000,000 already.

The government of Bryn is currently headed up by one Richard Kulagin, son of the popular Life-Tribune Eneri Kulagin, a reform politician who ended the excesses of the megacorporations, including Naasirka, GSBAG, and Instellarms, which for a time dominated planetary industry. The elder Kulagin's reforms won the support of the people, forced government by corporate syndicates to withdraw in favor of government by the will of the people, and put Eneri Kulagin in the newly created tribuneship, at the head of the planetary government, for the rest of his life.

After the elder Kulagin's death, his name still had magic on Bryn. His son Richard, a comparatively obscure politician, ran to succeed his father, and was elected overwhelmingly as the new Life-Tribune. Unfortunately Richard Kulagin is not the man his father was. He is commonly referred to as "Deadbrain Dick", and has proven to be totally inadequate to hold office. However, the extraordinary powers granted with the title Life-Tribune make it unlikely that he will be replaced save by voluntary resignation or an untimely death. There are those on Bryn who are not above arranging for the latter.

However, Richard Kulagin's office is now receiving the full support of the megacorporations his father once ousted, who find him easily manipulated and highly useful. A consortium of megacorporations and other prominent businesses have been pulling the strings for Kulagin for some time, and would be very disturbed to see their puppet replaced by a less pliable character.

IKUNA

0809 E000410-7 Ni As Lo G012 Im F5 IV M0 D

Primary: Binary star system. Ikuna, spectral class F5IV. ICN S4G0809F5IV. Mass, 2.5 standard. Stellar diameter, 2.6 standard. Luminosity, 12 standard. Gakur, spectral class M0VI. ICN S4G0809M0VI. Mass, 0.154 standard. Stellar diameter, 0.256 standard. Luminosity, 0.011 standard. Orbital radius, 5.2 AU.

Planetary System: Eight major bodies. No inhabited worlds. Two gas giants in system. One planetoid belt (inhabited) in system.

The Ikuna Belt: Mean orbital radius, 104.72 million to 134.64 million kilometers (0.7 - 0.9 AU). Ikuna starport mean orbital radius 127.16 million kilometers (0.85 AU). Period of LSP Management Facility, 175/7 days. Belt composition, primarily nickel-iron bodies of varying sizes.

Remarks: The Ikuna asteroid belt is a small and not particularly rich region in an unusual star system. The belt is located between the orbits of the two stars, Ikuna and its smaller companion, Gakur. Probably gravitational stresses between them created the belt; the

remaining worlds of the system lie outside the orbit of Gakur, and are quite devoid of interest.

The Ikuna Belt is wholly owned by the Imperial megacorporation Ling Standard Products, which bought all rights to exploit the star system from the Imperium 200 years ago. In addition to mining activities, the belt boasts several fairly large manufacturing centers, including an LSP starship plant specializing in the construction of planetoid-hull vessels.

In fact, the LSP operation at the Ikuna Belt is far larger than might be expected for an E-class port. The facilities at Ikuna are actually far more sophisticated; the belt easily qualifies for status as a class-A port, but LSP managers refuse to open the belt's facilities to non-LSP vessels. Visitors must make do with some primitive facilities located on the moon of the outermost gas giant, over 1,000 astronomical units out from the belt's orbit. Private vessels venturing closer to the belt without express permission are turned away by patrol cruisers crewed by tough mercenaries in the pay of the megacorporation.

This extreme concern with security has led to a great deal of speculation as to the "secret of the Ikuna Belt." Rumors abound; some of the most common include a rich minerals strike which LSP wishes to keep secret both from outside prospectors and from Imperial tax collectors, the presence of a secret testing area for new, high-tech ship designs, the discovery of an Ancients site filled with technological wonders, and many even sillier notions.

The belt, of course, is big enough to make it difficult to police, and other ships could get in among the LSP-restricted belt. However, several incidents have occurred already in which intruders were destroyed without warning if they were found to have ignored the general signals restricting visitors from the belt zone. Whatever LSP is hiding in the Ikuna Belt, the corporation is determined to keep hidden.

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