

The Maitz System

The Maitz system is located in the Mora subsector of the Spinward Marches. An important, but small starport is located here as it is at a juncture of major routes. Recently radioactive materials discovered within the outer asteroid belt have stepped up development of the system¹.

System Details

Maitz: A201511-B; Non-Industrial, Vacuum World

This system is probably due for an update as it has become very recently involved in shipyards and refining making it more industrial. Details of the system follow²:

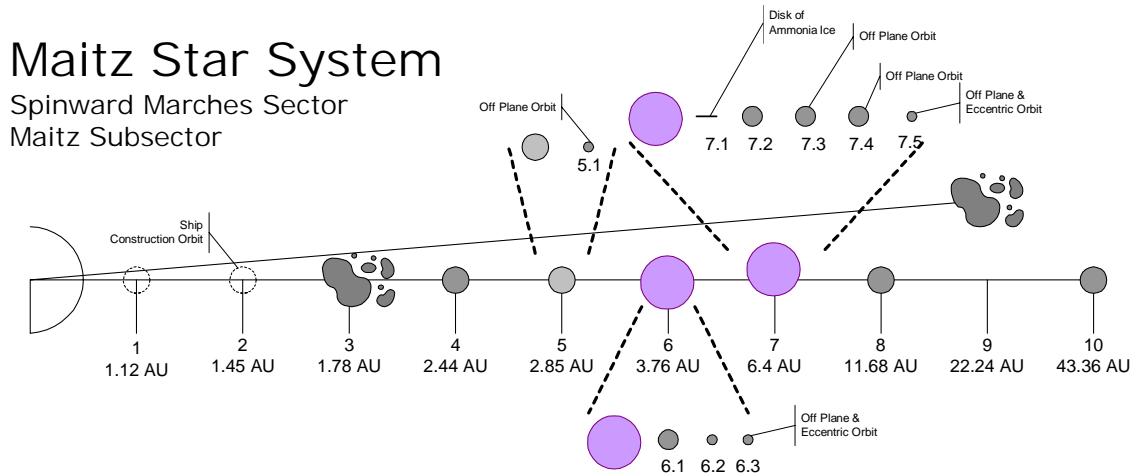


Figure 1

Orbits 1 and 2 are empty. The F1 V main sequence star provides an easily adaptable system. While the mainworld may not appear to be very hospitable; it is better than the other planets in system.

Orbit	Planet Name	Planetary Statistics	Notes
1	---	---	
2	[Maitz Shipyard]	A000411 – B	Shipyards
3	Maitz Belt-1	H000211 – B	Largest Asteroid has colony of belters
4	Belter's Home (Maitz 4)	C510111 – B	Transfer Outpost for Belters & Refinery Ships
5 *	Maitz Prime	A201511 – B	Non-Industrial, Vacuum World
5.1	Maitz Shot	H000010 – 0	Comm and Monitoring Station
6	Fueler (Maitz 6)	Small Gas Giant	
6.1	Fueler-1	Y110000 – 0	
6.2	Fueler-2	FS000111 – A	Non-Industrial, Vacuum World, Emergency Landing Site & Repair Facility
6.3	Fueler-3	YS000000 – 0	

¹ Foreven atlas reference; note that some qualification of this has been made.

² Interactive Atlas of the Imperium reference.

7	View (Maitz 7)	Large Gas Giant	Prime Tourist Destination
7.1	View Rings	YR00000 – 0	Ice Rings of View
7.2	View Volcanoes	Y200000 – 0	Volcanically Active Moon
7.3	Viewer-3	Y100000 – 0	
7.4	Viewer-4	Y110000 – 0	
7.5	Viewer-5	HS00000 – 0	
8	Maitz 8	H310111 – A	Secondary Tug Station
9	Maitz Belt-2	D000211 – B	
10	Outer Maitz	C200311 – A	Non-Industrial, Tug Station, Some Hotel Ops

Maitz Prime (Orbit 5)

The Maitz main world (known as both Maitz 5 and Maitz Prime) is a strange planet. It has small iron core surrounded by hardened rock. This rock surface has three detectable but shallow depressions under the frozen surface of water; most likely from ancient impacts as the rock was near the melting point (or rather as it was cooling to solid). These and a few small subsurface craters have been identified. The upper crust is one of frozen water. This fairly evenly distributed and has a thickness of 10-35 km. It is coated with many micro-particles (i.e. dust from within the system). In general there are few features as meteorites that hit the surface tend to melt the

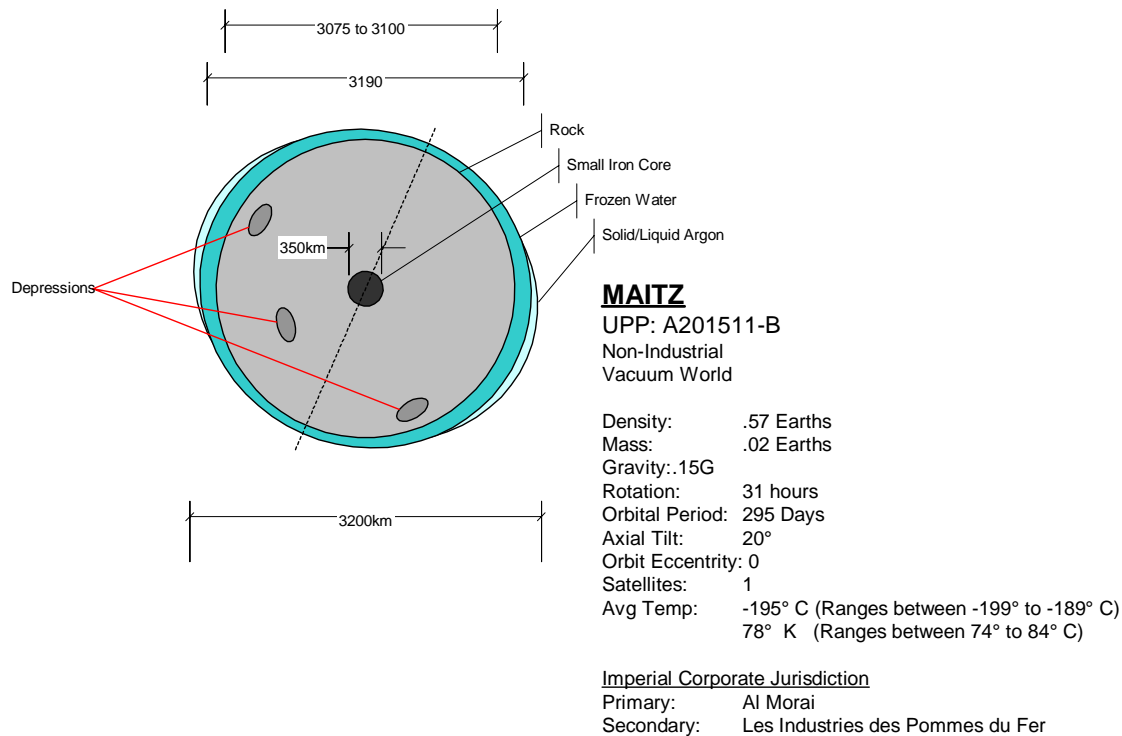


Figure 2

water and then it quickly refreezes, erasing any signs of bombardment, although sometimes cracks where uneven refreezing occurs appear. On top of this frozen landscape, spare argon has liquefied/solidified and due to the centrifugal force has accumulated at the equator (and some in the depressions). This “ocean” of argon is tainted slightly with ammonia, which freezes during

winter and collects on the surface, or melts during summer to hug the frozen water surface giving the ocean an eerie green tint. The ocean is never more than a few tens of meters deep.

The planet is geologically dead, having zero tectonic or volcanic activity. The satellite is too small to have any significant tide influence on the ocean; the ocean's only shape is derived from centrifugal force.

Maitz Prime has a single satellite known as Maitz Shot. This is a captured asteroid that is only 450m by 370m in size. It orbits at the incredibly close altitude of 3100 km in an off-planetary axis orbit. (Close to the orbit of the equator.) This satellite is locked so that one side constantly faces the planet. On this satellite is a communications station on each side; one towards the planet, but closer to the pole and the other directly away from the planet. The side away also serves as a small remote monitoring and control station for incoming ships.

Corporate Ownership

The sector-wide merchant and travel line company Al Morai was granted stewardship of the system of Maitz in 113 at the request of the CEO. Until then, Maitz was a small outpost founded by the scouts for X-boat services. Al Morai agreed to perform the X-boat services under a 500 year contract that fixed the yearly price rather reasonably for the IISS; this has been extended on 100 year increments ever since. It provided the Al Morai corporation a very important hub. By 937, a class B starport was in place.

In 1083, during the Fourth Frontier War, the Imperial government urged further development of the system in the form of mining to provide more raw materials. The IISS, in the Second Survey of the system, had thought the system could prove valuable for metal deposits. Al Morai put out a Request for Proposal (RFP) for the resources. The RFP asked for creative approaches as well as traditional contracting arrangements. Four bidders provided proposals; two were from small concerns that Al Morai felt uncomfortable that they could manage the operations satisfactorily; that left two others, Ling Standard Products (LSP) and Les Industries des Pommes du Fer. (This is French and translates to Iron Apples Industries.)

LSP began as a mining and mineral exploitation firm, and expanded into manufacturing to create markets for the raw materials it produced. Similarly it expanded into transportation to provide cost-effective shipment of raw materials to factories, and finished the expansion by shipping finished goods to markets. It is headquartered in Capital in the Core Sector and trades throughout the Imperium and out to 50 parsecs beyond the Imperial borders.³ LSP provided a traditional proposal to Al Morai; a lease agreement for services of the starport (at a 5% discount) and a 3% profit sharing arrangement on the raw materials. It wanted full control of both asteroid belts. This arrangement made Al Morai wary since it knew many of the raw materials were used "internally" by LSP. (What's a competitive price?)

Pommes du Fer is a firm claiming Solomani ancestry; although this is unconfirmed. It emerged after the Long Night also as a mining and mineral exploitation firm. It decided to enter manufacturing as well to develop markets for its goods. As a corporate entity in an established area of the Imperium, it decided against entering the transportation market, but rather focused on supplying merchant ships to transportation companies. Additionally, it has been keenly interested in entering the Spinward Marches marketplace for its goods. It provided an extremely interesting proposal. First it would provide 1% of all profits to Al Morai for materials and 1% of the daily commodity price for all raw materials it used, second it would build a merchant and small warship construction facility in-system and sell Al Morai ships at 10% discount, it would enter a power sharing arrangement with Al Morai that would also bring some Imperial representation, and finally it would improve the oxygen and water extraction and purification plant for the main world with no charge to Al Morai or employees of Al Morai. Needless to say, this suited Al Morai much better,

³ Page 10, Book 7 Merchant Prince

plus it did not have to allow entrance of LSP into the system (other than standard arrangements of berthing at the starport).

The resulting “government” structure under the two companies provides a convenient way to operate. A dual corporate committee operates the system. This committee consists of the following members:

- CEO of Al Morai, Al Morai’s President of Maitz Operations, and both Vice Presidents of the Maitz Operations (4 votes)
- CEO of Pommes du Fer’s Maitz Operations and their Director of Extraction (2 votes)
- Representatives of the Regina Sector and Mora Subsector (who normally favors Al Morai) (2 votes)
- And non-voting representatives of other local companies, the IIS, the Imperial Merchant Marine and the Imperial Navy.

A subcommittee that is involved directly with the shipyards is also established consisting of the following voting members who set priorities for shipbuilding:

- Al Morai’s VP of Starbase Operations
- Pommes du Fer’s Director of Shipyards
- And representatives of the Imperial Navy and Imperial Merchant Marine.

These organizational structures are shown below.

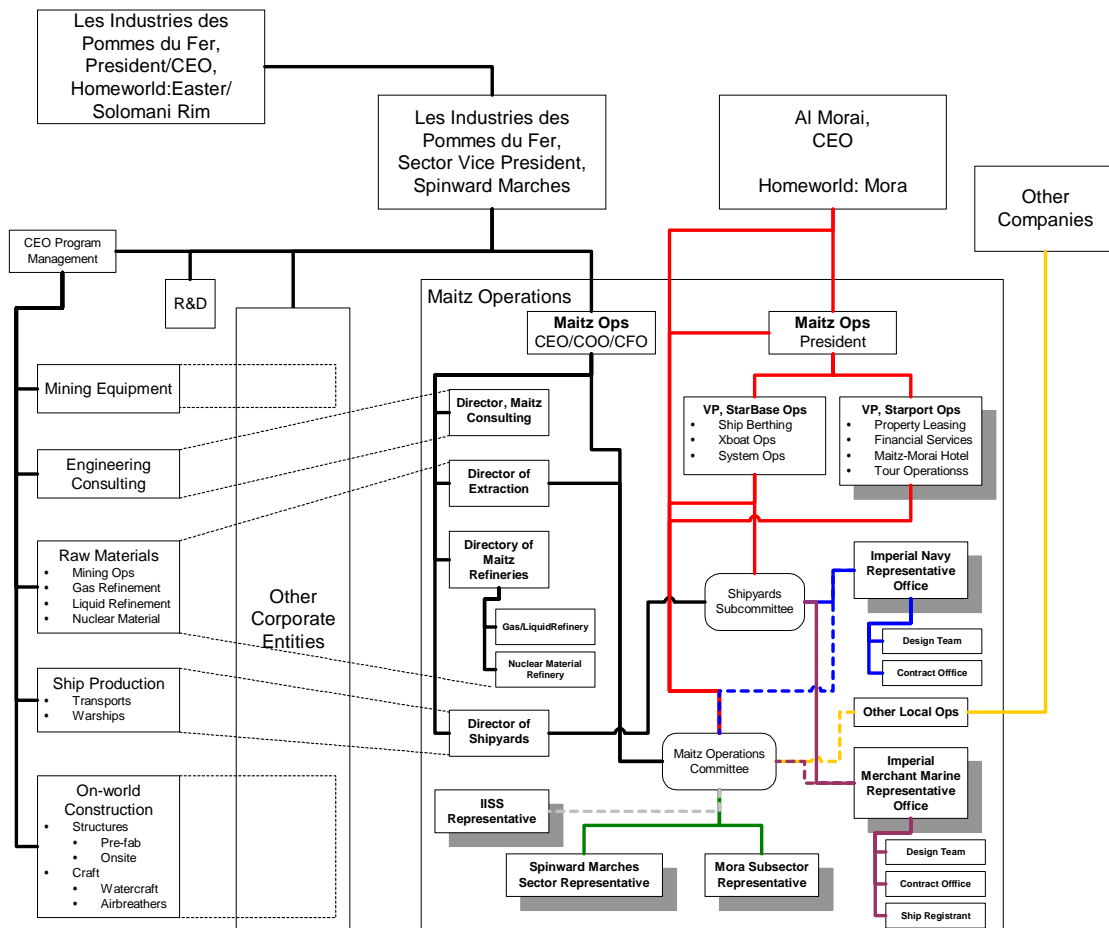


Figure 3

This arrangement has been working well for both corporations and with the limited involvement by the Imperium, the Imperial, Sector, and Subsector governments, all feel comfortable.

Pommes du Fer began mining operations almost immediately in 1084 on the inner asteroid belt. It also improved the oxygen and water extraction and refinement plant in 1086. The shipyard was begun in 1094 and took 7 years to build fully; this contributed extensively to the population. A piping system and a nitrogen and ammonia refinery was added in late 1096. In 1099, two gas transports for delivery from the system's two gas giants and a refinery were added to the system and the starport was upgraded to class A. The gas transports are modified subsidized 400-ton merchant designs that have the staterooms, purification plant, jump drive, low berths, etc. all converted for fuel transport. This allows the ship to carry approximately 280 tons of unrefined fuel and 75 tons of refined fuel in a separate tank to go to and from the gas giants. They each make 4 to 6 runs a day to and from the refinery depending on ship traffic and usage.

In 1101 ship construction began and the first ship delivered was the subsidized merchant "Maitz Magic" delivered to Al Morai. Since then 5 additional merchant vessels, a close escort, and a system defense boat have been built. (This was at the urging of the Sector government, though it is rarely on-station unless a crisis is brewing). Since then, three large asteroid refining ships have also been constructed for use in system. A second system defense boat is planned for construction.

Maitz is considered extremely important to Pommes du Fer; it is their entrance into the Spinward Marches marketplace (having focused primarily on areas within older parts of the Imperium).

Along with the addition of Pommes du Fer, other minor businesses have come to Maitz, such as a casino, and a second hotel. The population had stabilized around 77,000 until the shipyard was built which caused a dramatic increase to a total of 114,000 in system with about another several hundred arriving per month. This population breaks down as follows:

- 2% are in various management, administrative, and clerical duties,
- 19% work in the hotel, food, conferencing, and casino industry,
- 22% work in system and start port operations,
- 2% are in Maitz Engineering Consulting and provide advice to all companies,
- 10% operate shops or retail establishments,
- 1% run tours in 20-ton launches and 40-ton pinnaces,
- 22% work in the shipyards,
- And the remaining 22% work in the mining and refinery industry; operating the 11 or so asteroid mining ships as well as several independent belters that are subcontractors to Pommes du Fer.

At any one time there are 250-1100 tourists, ship visitors, and/conference attendees in the locale. Trade includes ships and natural gases and liquids outbound and equipment and electronics as well as luxury goods inbound. A 2% sales tax on non-essentials pays for all common services such as water, breathable air, waste removal, and electricity with further subsidies from the major companies.

While the law level is extremely low, it is rare for people to be armed or for violence to break out. Most violence occurs from off-worlders who get drunk in a bar and lose in the casinos or get into arguments. The starport and each hotel have a small security detail, which is managed by Al Morai (even non-Al Morai companies use Al Morai security). In refineries, a small team assigned to the plant manager handles the security. A small weapons trade business has appeared as a result of this, but Imperial pressure has kept this legal trade to a minimum. Local law allows only five companies to sell arms and these only correspond to really what is allowed under law level 4.

(i.e. you can buy personal weapons). Three times a year, there is an arms show that allows people to buy more sophisticated weaponry.

Maitz Starport and Environs

The Maitz starport is located at the north pole. This minimized the liquid on which the city had to be built and places it closer to a cleaner source of water (almost no argon above it).

In 1086, construction of new starport facilities were started on top of the new H₂O refinement plant. The landing area was expanded (although about 30% of the square landing facility is original. The original warehousing, hotel, etc. were destroyed over time with the new facilities taking their place as they were completed. Maitz now has the starport landing docs separated from the actual city portion of the starport. This was done at the urging of the Imperial government because of the value of the location; Pommes du Fer was only too happy to accommodate. The construction of these facilities has been ongoing over the last 20 years. Towers 4 and 5 are currently under construction, their skeletal framework is mostly complete. There are plans for four slightly smaller towers on the internal side of the monorail rings.

Monorail rings are at three levels and connect all buildings. The lower monorail ring also connects to the Transport Center and the Refinery. (Refinery runs occur on a limited basis.) A separate monorail connects Admin Central with the Transport Center; this is done for security purposes. A separate set of transport rails connect passenger and crew connections to the Transport Center and the cargo handling area to the Landing Facilities. Finally, a separate monorail connects the Casino and Conference Facilities to the Transport Center. The gas transports are the only ships that will generally land at separate landing pads at the refinery. The general layout of the starport is shown below.

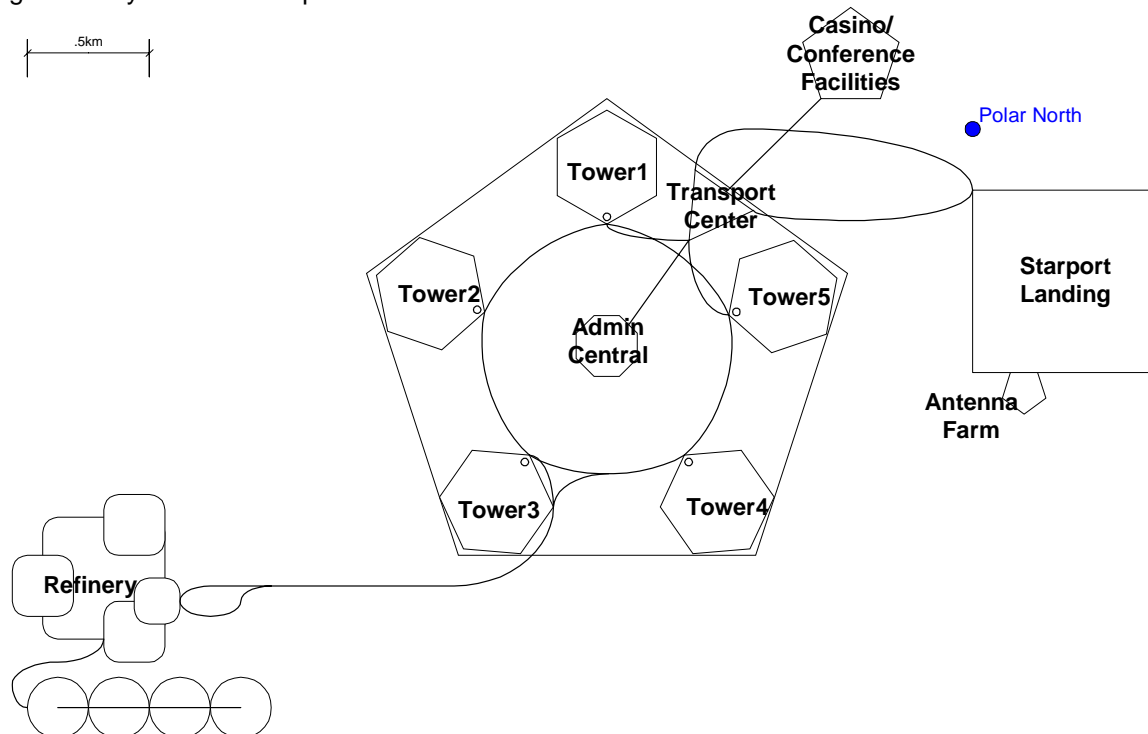


Figure 4

Tower 1 contains mostly some offices and living quarters; it's top is composed of a greenhouse. Towers 2 and 3 are the farthest south and on the top and the south facing sides are large greenhouses; the remaining parts of these are living quarters. Each tower is also double walled with the outside of the internal wall constantly having a clear liquid gel like substance being excreted at the top and flowing down the sides. If a puncture occurs on the external wall, this gel

would quickly solidify (becoming opaque in the process) sealing the inside; even a relatively moderate hole on the interior wall would have the gel seal it and solidify if exposed to vacuum. Towers 4 and 5 are under constructions as previously stated. Only construction management and equipment areas are sealed against vacuum; these are attached to the monorail rings.

The large pentagonal area consists of three floors. The lowest floor is predominantly storage and cargo and has a rail and conveyor system to move goods between the areas. The upper two floors consists of a hotel, several restaurants, shops, businesses, some living areas (these are the most luxurious), and some smaller conference areas; yet still about 25% of this area (under Towers 4 and 5, but not under Admin Central) are used for warehousing. This district is called "The Promenade". Only access to the oxygen and water refinery is under the Admin Central; refinery workers pass through Admin Central to get to work. This allows for improved security to the plant for obvious reasons.

The main complex is approximately 2km across and 1.3km high. It is set on a large artificial metal-rock composite base to a depth of approximately 1km. This provides firm "grounding" should any displacement come to the frozen water on which it sets. Plans for an even deeper and wider base is in the works as a contingency to melting or shifting. A vertical view of the main complex is shown below.

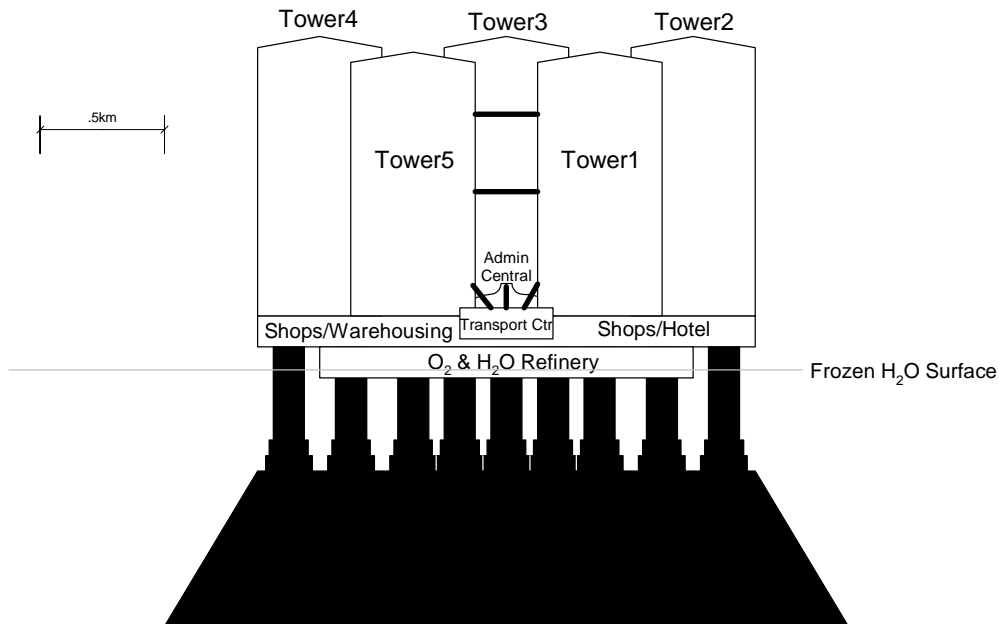


Figure 5

Referee's Notes

Classified information indicates that this system is now considered extremely important to Imperial interests. While overall system operations has been granted to the corporate committee structure; in the event of any significant military crisis, an older cruiser or two will become stationed in system with a few trained demolitions experts to counteract any espionage attempts.

As a covert means of monitoring potential activity a converted X-boat has been assigned to the Tender. This X-boat acts as a set of sensors to monitor communication and ship signals that appear hostile and also as a fighter with a single laser mount. The jump drive has been replaced with a maneuver drive. The side number of the ship is periodically changed, although this has been known to lapse. The X-boat tender is also armed, with two dual missile turrets and a triple turret with two lasers and a sandcaster. These turrets are rarely manned except again during a potential threat scenario. Most likely the Navy or IISS would take control of the contracted tender at that point.

The primary reason the corporate structure is allowed is to reduce the chance of catching the Zhodani or Sword World interest. It is hoped that by allowing the corporate structure to stay in place that these hostile governments will show little interest in the system. Imperial representation on the shipyards subcommittee is intended to ensure that military or merchant marine interests are ensured; additionally they suppress overt advertising (much to the chagrin of Pommes du Fer) of the shipyard capabilities. Al Morai is allowed to advertise the facilities as a weekend escape along with the attractiveness of the tours to view the comets and ice ring of the outer gas giant. These, along with the excellent starport facilities, also provide a nice destination for luxury liners by both the Al Morai and the Makhidkarun lines.

When establishing adventures in Maitz system, two potential types of adventures are immediately apparent. The first is an attempt to thwart (or perhaps perform) a sabotage mission on one of several 'targets'. The shipyards, the refineries, or even the asteroid mining facilities are all fair game.

The second is that two asteroid rings along with the fact that much trade and tourism would flow into and out of the system could produce pirate activity. Adventurers could be the pirates, a trader, or someone called in to capture and/or destroy the pirates.

Traveller Adventure PMB01, "Some People's Pets" places an Ancients site in the outer asteroid belt as well as incorporating the concept of pirates. (This is currently in work.)