

Subsector Sourcebook 4

Sequoyah

SEQUOYAH



TRAVELLER

Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.

Sequoyah

A Subsector Sourcebook

From Gypsy Knights Games

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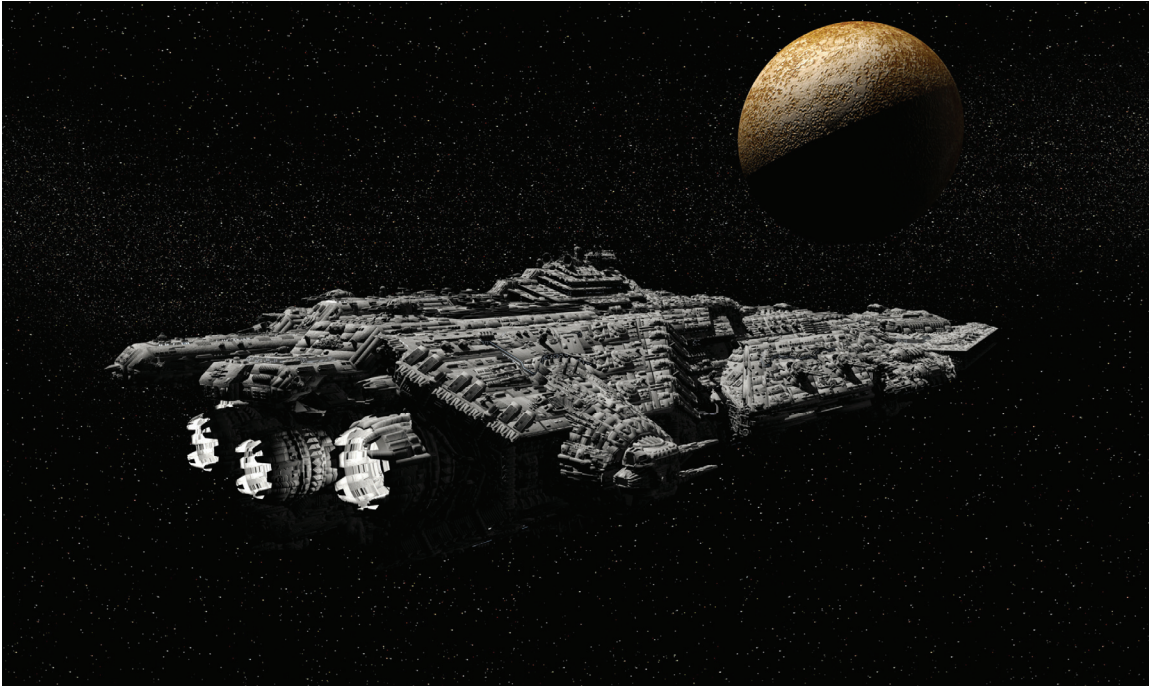
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About this book

This book is intended to provide a Traveller Referee with an interstellar polity full of adventure for his or her players. It can be used as an adjunct to an existing Traveller game or be used as the basis of a new campaign.

This book is a companion volume with **The Hub Federation**. In that book, we detailed not only a small polity in the center of the Hub subsector, but also much of the shared universe from which many of our Gypsy Knights Games products originate. Only the UWP chart will be repeated here from that book.

Most of our previous books have had allusions to this setting but we've tried very hard not to be too heavy-handed with the presentation. In this book, we will be a bit more open about the alternate setting. However, we intend this book to be useful to anyone who is refereeing a game of Traveller.

Of course, Referees can choose how and where to use this material as they see fit. This subsector, its history, culture, and people can all be imported into any existing Traveller game without too much pain.

At any rate, whether you choose to use the Gypsy Knights setting or not, we hope that this product can provide you and your gaming group with hours of fun and excitement.

In some places, you may note that not everything is detailed. This is entirely intentional and is done to allow Referees a bit of leeway with each world.

The text gives a general view of each system. This is, by necessity, a broad generalization. In every culture, there are those who do not go along with the established norm. On a world of millions or billions of inhabitants, keep in mind that some will simply not fit into the outline we are detailing. Referees are

The Shaded Areas

For the most part, the information concerning the systems, planets, governments, and people of the Hub Federation is presented in the manner of a travelogue. A largely neutral voice, along the lines of a guidebook, gives you the general idea of the subject matter.

In these shaded boxes, we talk directly to the Referee and the players as opposed to the travelogue writer speaking neutrally to your characters. So in places where we feel you need more detail, where we feel the need to let you in on something, or simply to point out a possible adventure idea, you'll see these shaded boxes.

advised that, while the overall culture might fit into these descriptions, a realistic portrayal will have variations from NPC to NPC.

About the Author

John Watts is the owner and president of Gypsy Knights Games, a third party, small press publisher creating supplements for the Traveller role-playing game. John is married to his wonderful wife, Wendy and lives with three cats, Ariel, Moneypenny, and Felix. He is a fan of many science fiction authors, the James Bond books and films, Blake's 7, Star Wars, Star Trek, Firefly, and football.

John has been the Referee of a continuing Traveller game since 1985 when he discovered the game. He has written a Traveller adventure "Winter of Discontent" which was published in the Journal of the Traveller's Aid Society by

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Level of Detail

Something each reader should keep in mind when reading this book is that we are only giving a general look at each of these worlds. There are definite reasons for this.

First and foremost is time and space. We simply are not going to cover these worlds down to the minutest details. It would be impossible.

Each of these worlds could have an encyclopedia set devoted to all of the plant life, animal life, and so forth. We are simply not going to delve into that kind of detail.

In addition, we want to spark the Referee's imagination not think for him/her. We want to be sure that we give the Referee inspiration and room to move rather than create a rigid and unbendable background.

Steve Jackson Games in 2005. In February 2011, he founded Gypsy Knights Games. Since then, he has written 25 books in the "Quick Worlds" series, a Traveller career track for medical personnel, two subsector sourcebooks, The Hub Federation and two books in our 21 Plots series (a book of varied gaming situations for adventures in Traveller).

About the Gypsy Knights

The Gypsy Knights are a gaming club based in the southeast United States. The club started around a game of Traveller at a hobby shop in Chattanooga, Tennessee called The Royal Tiger in 1991. The group formed the core of the crew of the merchant ship Gypsy Rose. At the end of that campaign, one of the members of the group, Alan Mullican, coined the name "Gypsy Knights". It stuck.

Since then the group has spread out across the southeast US, played many other games and campaigns, and has thrown some fantastic parties at several conventions (you may remember us at Magnum Opus Con or Sci Fi Summer).

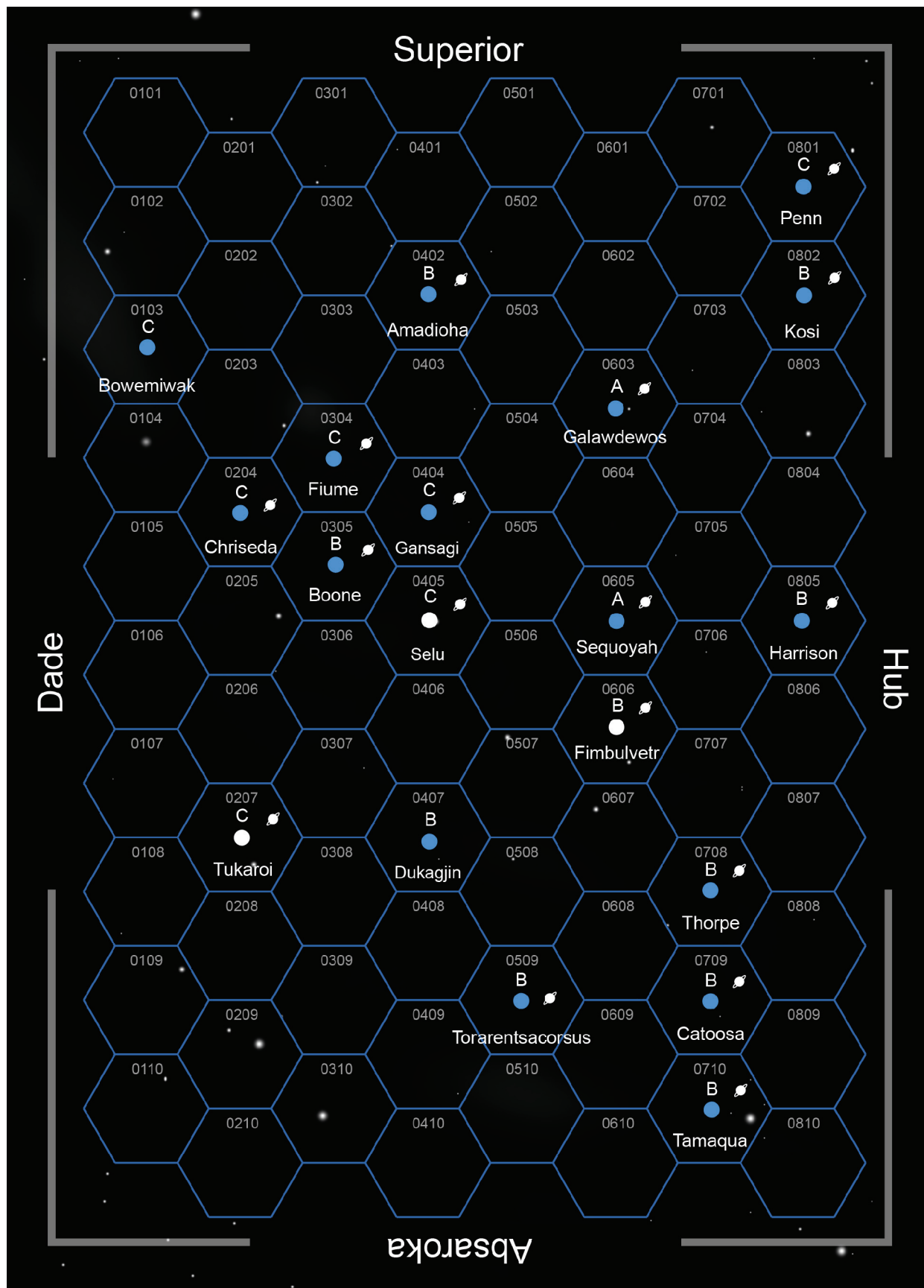
Now we have moved into a new phase that of creating products from some of those Traveller campaigns over the years. Our goal is to provide the "spark" for the imagination of a Referee, who can then go on to carry that flame to his/her gaming group. We hope our products perform this task.



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The Sequoyah Subsector

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0103	Bowemiwak	C866586-B	Ag Ga Ni	430	M1 III
0204	Chriseda	C656744-B	Ag Ga Ri	421	K5 V M8 V
0207	Tukaroi	C1004AA-A	Na Ni Va	211	F5 V
0304	Fiume	C663586-A	Ni	721	M6 V
0305	Boone	B977846-B	Ag Ga	621	G2 V
0402	Amadioha	B577653-B	Ga	303	M9 V M9 V
0404	Gansagi	C955624-B	Ag Ga	301	M7 V
0405	Selu	C7B0314-B	De Ni	201	M7 V M9 V
0407	Dukagjin	B200436-B	Ni Va	210	M1 V
0509	Torarentsacorsus	B555655-B	Ag Ga	711	A8 IV M3 V
0603	Galawdewos	A7C1645-B	Ni	823	M3 III
0605	Sequoyah	A6788A6-B	Ga	613	G2 V M6 V
0606	Fimbulvetr	B460556-A	De Ni Po	622	G5 V M6 V
0708	Thorpe	B9977B9-A	Ga	511	M5 V M7 V
0709	Catoosa	B5004A6-A	De Ni Po	832	M1 V M5 V
0710	Tamaqua	B664521-A	Ag Ga Ni	521	G1 V
0801	Penn	C663446-A	Ni	102	K7 V M2 V
0802	Kosi	BA747AA-A	Ag Ga	622	M3 V M6 V
0805	Harrison	B674844-B	Ga	623	G1 V

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Overview

The Sequoyah subsector is an area of space eight parsecs wide and ten parsecs long. Within this space are located nineteen inhabited solar systems. Each of these systems is named after the primary planet in that system. Each of the hexes on the map represents a parsec of space.

Located at the top of each hex is the class of starport one can expect to find at this destination. Systems containing gas giants will have a small representation of the gas giant in the top right corner. Centered in the hex is a representation of the world itself. If the representation is blue, this means there is naturally occurring water located on the planet. Below this representation is the name of the system.

The chart on the previous page lists the universal world profiles (or UWPs) for each of the systems in the book. While we will explain the details of each system within this book, referees are encouraged to refer to the rules for the UWP located in the Traveller Main Rulebook beginning on page 167. The Traveller Main Rulebook is available from Mongoose Publishing.

Astrography

The Sequoyah subsector is meant to be subsector F in the Clement sector. This places the Sequoyah subsector to spinward of Hub. Looking at the maps as they appear on the page, this would mean that the Sequoyah map would connect to the left side of the Hub map. Harrison is one parsec from Kingston.

Because of the two parsec limitation on the Zimm drive, travel within the Sequoyah subsector is defined by certain travel routes. These routes define certain groupings of planets as regions.

The largest of these is the Boone region. The Boone region includes Boone, Chriseda, Fiume, Gansagi, and Selu. While

Zimm Drive?

The Zimm Drive is the starship drive used in our alternate Traveller setting. If you would like more information on the Zimm Drive, it is described in more detail in the **The Hub Federation** also available from Gypsy Knights Games.

It is roughly equivalent to a Jump-2 drive as used in the official Traveller universe. The most important aspect of the Zimm Drive to keep in mind is that, while moving two parsecs takes a week, moving one parsec will only take 3.5 days.

these worlds are all independently ruled, their proximity often allows them to work together to achieve common goals.

The Sequoyah region is located to trailing of the Boone region. This region consists of Sequoyah and Fimbulvetr.

Rimward of the Sequoyah region is the Catoosa Region. The Catoosa region consists of Catoosa, Thorpe, and Tamaqua.

In the coreward-trailing corner of the subsector is the Kosi region. The Kosi region consists of Kosi and Penn.

The remaining worlds are usually referred to as "bridge worlds". These worlds are separated by a parsec from the regions and are often used as stopovers as one travels from region to region.

These worlds often benefit from such travel and capitalize on the increased trade due to their astrography.

Bowemiwak (Sequoyah 0103) C866586-B

System Details

Bowemiwak is located in the seventh orbit of its sun, Austin, an M1 III red giant. Bowemiwak orbits Austin at a distance of 19.77 AU (2.97 billion kilometers or 1.84 billion miles).

The system has three planetoid belts. The closest of these to Austin is Mary's Belt which orbits at a distance of 2.75 AU (412 million kilometers or 256 million miles). The other belts follow in the next two orbits.

Elizabeth's Belt orbits at a distance of 4.01 AU (602 million kilometers or 374.07 million miles). Jamison's Belt orbits at a distance of 5.20 AU (780.30 million kilometers or 484.86 million miles). Currently, only Mary's Belt is inhabited by a research station. While several mining corporations have been seeking the rights to mine these belts, none have yet been granted by the Bowemiwak government.

There are six other rocky bodies in the system. The closest to Austin is Berkley which orbits at a distance of 2.31 AU (347.10 million kilometers or 215.68 million miles). Berkley is tidally locked with Austin with temperatures reaching 980 C on the bright side. Berkley is uninhabited.

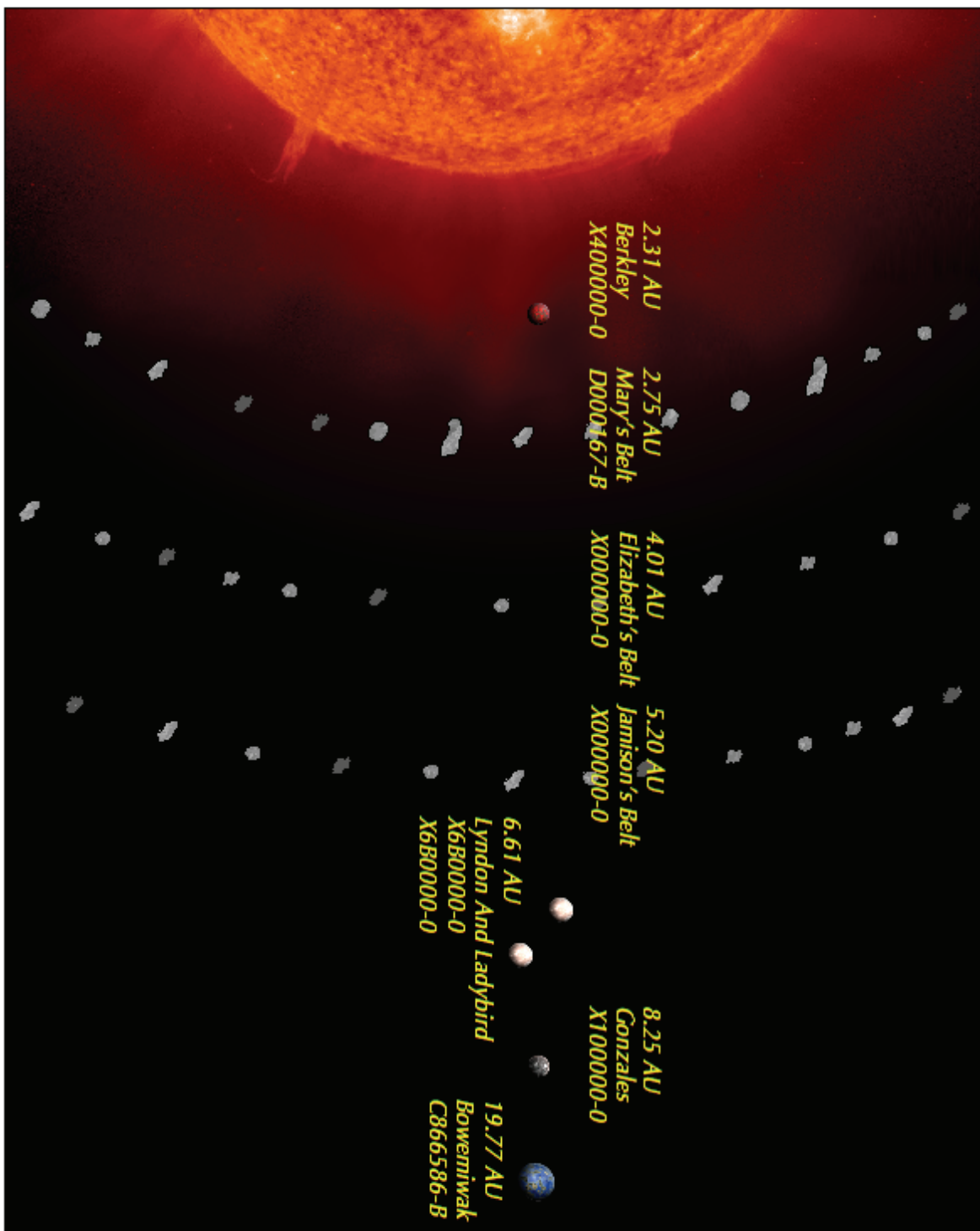
Orbiting at a distance of 6.61 AU (990.86 million kilometers or 615.69 million miles) is the Johnson pair. These two planets, Lyndon and Ladybird, orbit a common center of gravity. Both planets, in turn, then orbit Austin.

Lyndon and Ladybird are roughly the same size, but Lyndon has the thicker of the two carbon dioxide atmospheres. Both are uninhabited.

Located at a distance of 8.25 AU (1.29 billion kilometers or 800.30 million miles) from Austin is Gonzales. Gonzales is a small world with no atmosphere. It is uninhabited, though the Bowemiwak

government has discussed placing a naval base there at some point in the future.

Further out are the frozen pair of Richards and Hughes. Richards orbits Austin at a distance of 153.33 AU (23.1 billion kilometers or 14.4 billion miles). Hughes orbits at a distance of 260.21 AU (39.03 billion kilometers or 24.25 billion miles). Both are uninhabited.



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Physical Data

Bowemiwak has a diameter of 13,035 kilometers (8099.6 miles). Its molten core gives it a density of 0.96 standard.

Bowemiwak has a surface gravity of 0.98.

Bowemiwak has no moon.

Bowemiwak has a rotation period of 24 hours. This is known locally as “one day”.

Bowemiwak has an orbital period of 12,780 days. This period is known as one “grand year” or “completion”.

Atmospheric Details

Bowemiwak has an atmosphere consisting of 72.40% nitrogen, 24.91% oxygen, 0.58% argon, 0.22% carbon dioxide, and 1.89% other trace gases. The atmospheric pressure at sea level is 1.11 standard.

Equatorial temperatures average 46 C (114.8 F) during the day and 24 C (75.2 F) at night. Summer polar temperatures average -16 C (3.2 F) during the day and -38 C (-36.4 F) at night. In winter, this drops to an average of -30 C (-22 F) during the day and -52 C (-61.6 F) at night.

Hydrographic Details

62% of the surface of Bowemiwak is covered in water. The hydrosphere is divided by locals into six seas: Jackson, Lamar, Faulk, Ransom, Scott, and Long.

The largest of these is the Jackson Sea. The Jackson is located in the southern hemisphere between the continents of Houston, Sayers, Crockett, and Pease. The Jackson Sea is also considered to include the water which covers the southern polar region.

The Jackson Sea is also the location of the deepest point on Bowemiwak. The Stockdale Trench runs north-south in the center of the sea. Near the middle of the trench is the Fletcher Deep which reaches a depth of 8.9 kilometers (5.5 miles).

Also located in the southern hemisphere is the Lamar Sea. The Lamar is considered to be the body of water between the equator to the north and the southern polar region to the south. It is hemmed in by the continent of Pease to the east and Houston to the west. The island of Hubbard also serves to mark the northern boundary.

North of the Lamar is the Long Sea. The Long covers the area between the northern polar region and the Lamar Sea to the south. The Long Sea is also connected to the Jackson Sea through the narrow Bush Straits. The Bush Straits separate the continents of Crockett and Pease.

To the west, across the islands of Hubbard and Jester, is the Scott Sea. The Scott is considered to be the area between these islands and the continent of Houston. The Scott is considered to also include the northern polar region as well.

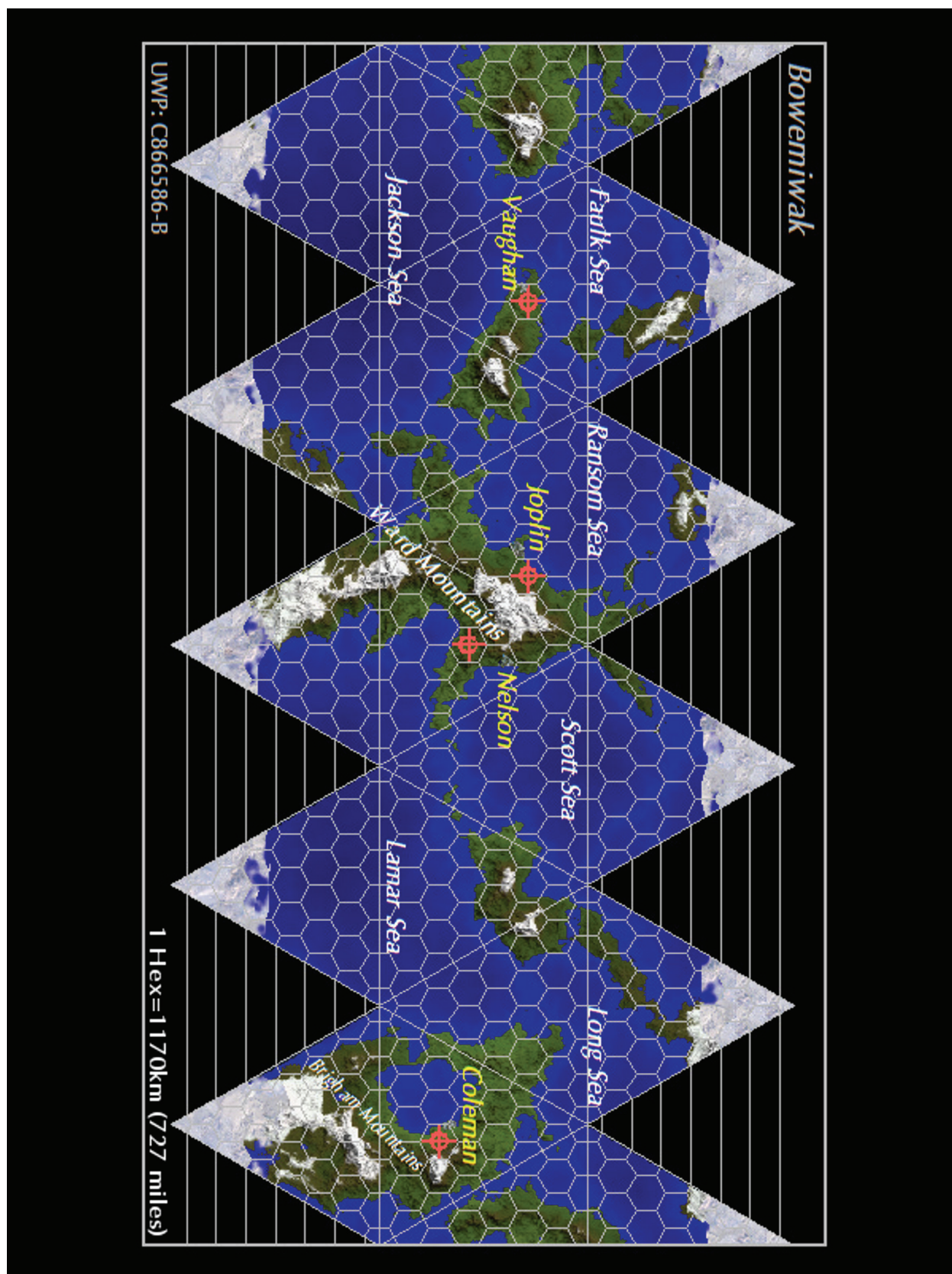
Across the continent of Houston to the west is the Ransom Sea. The Ransom is the deepest of the northern seas with a maximum depth of 8.1 kilometers (5 miles).

To the west, on the other side of the island of Neff, is the Faulk Sea. The Faulk is a source of argument with some locals. Arguments are often held in many local establishments over whether the Faulk is actually a sea or simply part of the Jackson Sea. This may shock many travellers, but these arguments can become quite heated.

Geographic Details

The largest of the continents on Bowemiwak is the continent of Houston. The continent runs north and south from the southern polar region almost to the northern polar region. The continent is home to the majority of the residents of the planet.

Running along the spine of the continent is the Ward Mountains. While the tallest of these mountains are located on the north and south ends, the range runs the entire length of the continent.



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Most of the central region of the continent is covered in a broadleaf forest. This covers from the lower slopes of the mountains all the way to the sea coasts. This region is referred to by locals as the Ross Jungle.

To the west of Houston is the island of Sayers. Local residents take great pride in the island as a continent of Bowemiwak. Most will bristle at the description of Sayers as a mere island and will react strongly to any such suggestion.

Sayers is dominated by the massive stratovolcano, Mount Marley. Mount Marley has been dormant since well before the planet was colonized. However, tremors from the volcano have caused residents of the island to become concerned.

The rest of Sayers is covered in the same broadleaf forest which covers much of Houston. The forest goes from the slopes of Mount Marley all the way to the coastline. The only areas of the island which are not forested are areas where the colonists have cleared.

To the west of Sayers is the continent of Crockett. The majority of Crockett is also forested by the same sort of broadleaf forest as Houston and Sayers. However, Crockett has seen very little human interference. While surveys have been made of the area and a few expeditions have explored the interior, the human presence on Crockett is almost nonexistent.

Across the narrow Bush Strait to the west is the continent of Pease. Pease stretches from just across the equator to the edge of the southern polar region. The northern region of Pease is covered by the same sort of broadleaf forest as is common elsewhere.

The jagged and glacier covered Brigham Mountains tower over the southern region of Pease. These mountains are very steep and few of them have been explored except from above. Expeditions are often sponsored to gain more information about the area.

The southeastern coast is also covered in forest, but of a different type. This

Bowemiwak

The Ross Jungle made quite an impression on the original colonists. The original intent of the colonists was to name their new home "Travis". This was scrapped after a colonist noted that an animal which had made horrendous sounds during daylight stopped at night. Remembering a popular song incorrectly, the colonist began to shout "Bowemiwak".

Before long the majority of the colonists began calling the world "Bowemiwak". While many officials continued referring to the planet as "Travis", locals refused to bend. Eventually, the officials bowed to public pressure and "Bowemiwak" became the official name.

forest is dominated by short (3-6 meters (9-19 feet)) coniferous trees which, according to colonists, resemble Christmas trees. This has led to the region often being described as Santaland due to this and the common snowfall.

To the west of Pease is the island of Hubbard. Hubbard is, much like the other equatorial regions, populated by broadleaf forest. Hubbard is uninhabited.

Two large volcanoes on the eastern side of the island continue to make the island larger. These two volcanoes, Mount Martin in the north and Mount Lucas in the south, are active shield volcanoes. The eruptions are rarely violent; rather a previous lava dam will break and cause lava to flow across the island to the sea.

Jester Island, to the north of Hubbard, was also formed by the same hotspot which continues to grow Hubbard. Jester, however, is barren with only short grasses covering most of the island. Jester, like Hubbard, has not yet seen a wave of colonization.

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Population Details

Bowemiwak is home to just over 400,000 people. With very few exceptions, the populace all lives within one of the four major cities or their surrounds.

Bowemiwak is a young colony and many of the locations on the planet have not been completely surveyed. While these locations have been viewed from the air and from space, there are many places which have not yet had a human presence.

Government Details

The Bowemiwak Colonization Cooperative (formerly The Travis Colonization Cooperative) is the government of the world. The BCC is centered in the city of Nelson where all of the departments of the Cooperative are centered.

The BCC is currently headed by President Carlos O'Leary. O'Leary is the chief authority over the several agencies which control aspects of the planetary government. O'Leary has been president of the BCC from the moment the colony ship left Earth orbit in mid-2321.

O'Leary handpicked his supporting board of advisors. These advisors are now the chief directive officers of the planetary agencies. With few exceptions, most of the same people are still in charge of those agencies. Upon the retirement of those agency directors, the president chooses a new director.

The president of the BCC, when he chooses to step down, will be replaced by a vote of the chief directive officers of the agencies. However, O'Leary has given no indication that he intends to retire any time soon.

Perhaps one of the most well-known of the BCC agencies is the Bowemiwak Exploration Agency. The BEA is in charge of sending out groups of explorers to travel on the surface of the planet. The most recent explorations have been of the "Santaland"

Setting Notes

If you are using the alternate Traveller universe Gypsy Knights Games has been building, Bowemiwak was settled by colonists from Texas, formerly a part of the United States. Bowemiwak was settled in 2322, a mere twenty years ago from the "present".

Bowemiwak has often been described as "where Austin went to stay weird", as a great many people from the Austin, Texas area were among the colonists. Indeed, most of the leadership of the colony originated in this city. Most who made the trek felt their beliefs and views were no longer reflected by or welcome within the Republic of Texas.

If you are using a more traditional Traveller setting set in the far future, this may strain the credulity of your players. Referees are, of course, free to modify this however they see fit. One suggestion would be for the residents to have made a conscious decision to attempt to take on an old Earth culture.

If you would like more information concerning the background we have been building, you can read more about it in **The Hub Federation**.

area near the southern polar region.

Legal Details

Laws are written and enforced by the Bowemiwak Justice Agency (BJA). All laws which are written by the BJA must be approved by the President before they can be enacted. The BJA oversees smaller divisions of the agency which control the local courts, lawyers, and city police departments.

Each city has a police agency which is answerable to the BJA. Most local agencies employ a variety of enforcement techniques from electronic observation to a patrol officer walking a beat in a residential area.

It is illegal on Bowemiwak for a citizen or offworlder to carry a firearm. Anyone

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violating this law can be subject to anything from a rather hefty fine to a jail sentence, depending on the type of firearm. Exceptions are made for openly carried shotguns. These weapons are believed to be too large to easily conceal and, it is believed, are usually used in hunting or self-defense.

Those who choose to carry a shotgun must register the weapon with law enforcement. While citizens can obtain a permanent permit to carry a weapon, travellers can receive what is called a “day pass”. This “day pass” is only legal for one 24 hour period and is available only to those who have no record of wrongdoing on Bowemiwak. These permits cost 750 credits per day.

Most narcotics are tightly controlled on Bowemiwak for medical use only. Such drugs are very difficult to obtain and are available only from a medical practitioner licensed by the Bowemiwak Medical Agency. Drugs deemed to be of recreational use only (such as LSD, water dragon, or starlight) are strictly illegal.

The BJA actively investigates drug use, sale, and importation. Vessels which enter the Bowemiwak system can expect to be thoroughly scanned and even physically inspected to ensure against smuggling.

Alcohol and tobacco use, however, are common on Bowemiwak. Though public drunkenness is discouraged, it is not uncommon to encounter someone who has imbibed too much.

Cultural Details

While Bowemiwak is a young colony, most of the current traditions are rooted in the culture from whence these colonists originated. Bowemians, as the locals like to call themselves, often attempt to find ways of adapting the older culture to the new surroundings.

Most who colonized Bowemiwak originated in a warm, humid climate and this has aided to the adaptation to this new world. The equatorial region where the colonists

settled is extremely humid and warm throughout the year. One thing the colonists have had to adapt to is the amount of rainfall which is substantially more than their place of origin.

These warm and wet conditions can often lead to Bowemians wearing light diaphanous clothing which is often seen by some travellers as a bit scandalous. Many Bowemians, male and female, choose to wear no clothing above the waist. Some locals opt for tattoos, holoinaging or body paint, though most wear a light top or simply go bare.

Another Bowemian trait is a love of food. In many cases, this translates into a love of Bowemian barbecue. This tradition, brought from the colonists' home, is a method of cooking beef or pork. This meat is most often cooked slowly over a long period of time over a fire. This meat is cooked until extremely tender and then chopped and covered in a sweet tomato based sauce. This is then served on a bread bun.

Since many of those elements must be imported, Bowemians have found other options. While pigs have thrived in this new environment, cattle have not. One of the local options is the use of the local Shrieker meat as a substitute for beef.

In addition, a local fruit called the “wagonwheel” (due to its interior structure) has often been used as a tomato substitute. The wagonwheel's seeds are also somewhat spicy, which gives local barbecue an extra flavor.

The Bowemian Calendar

The Bowemian calendar has been a source of some disagreement between the citizenry and the BCC government. Most citizens of Bowemiwak feel no need for a new calendar and wish to continue using the standard Gregorian calendar they used in their place of origin. This is a popular feeling as most have settled in the equatorial regions where seasonal differences have little effect on the everyday lives on the people.

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However, many within the BCC's Bowemiwak Science Agency insist on a more accurate calendar though none has been agreed upon. The planet's orbital period of 34.99 standard years is often referred to as a "grand year" or a "completion. Since the colony is only twenty years old, there has yet to be one completion since the colony has existed.

As it currently stands, the calendar in use by most Bowemians is a standard Gregorian calendar. While some officials on Bowemiwak will add a "grand year" notation to the end of a date, most Bowemians will give a date similar to July 30, 2342 or 07/30/2342. Official documents will often give that date as 07/30/2342/0 with the final "0" being the number of "completions" since the colonization.

City Details

Nelson

Nelson is one of two original landing sites for colonists. It is the capital of the planetary system and is the home of the Bowemiwak Colonization Cooperative government. It is home to 150,000 people.

The city is centered on a central plaza with wide walkways emanated in spokes from that plaza. These spokes are often referred to as "streets" though there is no vehicle traffic allowed on them. All vehicles in Nelson are grav vehicles and are legally required to land on rooftops to make deliveries or pick up passengers. Only pedestrians or those on "person powered vehicles" such as bicycles are allowed to travel the streets.

Nelson is designed to withstand the powerful storms which often hit the area. The city's buildings have been shaped to focus the winds around them. As most winds originate from the east off the Scott Sea, this often gives the buildings a leading edge facing the coastline.

Nelson is connected to the C-class downport located to the south of the city.

This downport can be reached by boarding the maglev train station outside the city or by taking one of the grav shuttles which leaves the top of a building near the central plaza.

Temperatures average 46 C (114.8 F) during the day and 24 C (75.2 F) at night.

Joplin

Joplin is the second of the two original landing sites for the original colonists. Colonists were told that Nelson would be the capital and anyone who wished to live outside the capital should go to Joplin. It is currently home to 123,000 people.

Like Nelson, Joplin is designed with a round central plaza with wide spokes going off in many directions. However, the buildings are not designed with the same storms in mind as Nelson experiences. While rain and storms are common, they do not reach the intensity of the storms on the east coast of Houston.

Joplin also has a C-class downport. This port is located to the east of the city. The port can be reached by shuttle or maglev train.

Temperatures average 47 C (116.6 F) during the day and 26 C (78.8 F) at night.

Vaughan

Vaughan is one of two "expansion cities" which were sponsored ten years ago by the Bowemiwak Exploration Agency (BEA). Vaughan was built to take advantage of the possibility of clearing the forests and taking advantage of the rich soils on the island for agriculture. Vaughan is home to 53,000 people.

Unlike Nelson and Joplin, Vaughan was built on a square plan. The area was cleared and a grid was built of wide streets for use not only by pedestrians, but also wheeled vehicles in use by the lumber industry. It is intended, once the forests have been cleared for farms, that the same

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restrictions on vehicles will also be enforced. So far, the process of clearing the region has taken almost six years and is expected to take longer.

Vaughan currently has an E-class port located on the outskirts of the city. The port is only to be used by shuttles, both freight and passengers. Starships are not permitted to land here. A C-class downport is planned, but as of yet, has not been constructed.

Temperatures in Vaughan average 40 C (104 F) during the day and 18 C (64.4 F) at night.

Coleman

Coleman is the other city built as an expansion city by the BEA. The city was built as a mining colony to take advantage of natural resources within the Brigham Mountains. The city is currently home to approximately 34,000 people.

Coleman, like Vaughan, was built on a square grid plan. Like Vaughan, it was intended to facilitate the use of wheeled vehicles for use in construction and mining needed to get the new city started.

Coleman has an E-class port in use currently located within the city. The port is only to be used by freight and passenger shuttles and not by starcraft.

A C-class port has been under construction to the northwest of the city,

however, this has run into problems. Cost overruns and problems with labor shortages have caused the port construction to cease. While the BCC government continues to study the problem, the port sits half-built and unused.

Temperatures in Coleman average 38 C (100.4 F) during the day and 16 C (60.8 F) at night.

The Shriekers

The Shriekers are large cattle sized herd animals which many say resemble a large cat. However, though they may resemble a cat in facial features, claws, manes and color, their bodies are only lightly covered in hair. Some of the colonists dubbed them "catcow" and this name is still sometimes used today.

However, it was the loud shrieking sounds that the animals made which gave them their more common name. These animals, during daylight hours, move in herds through the forest. To maintain herd cohesiveness, they constantly make a shrieking moaning sound which many compare to a feline caterwaul. At night, the herds stop in clearings and sleep with young males standing guard on the outskirts of the clearings.

Shrieker

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Grazer	Forest Walker	22	10	18	1	7	12

Athletics-2, Melee (Claws)-1, Survival-0, Recon-0

Claws (3d6) Number Encountered: 4d6

These animals are the size of a cow, but have legs and paws more like a feline. These paws also feature large claws which can be used to defend themselves or cut into trees to gain access to sap. These animals also have long manes of hair around their necks which add to the cat-like appearance referred to by locals. They eat sap from the local trees as well as leaves both from the ground and pulled from trees.

Chrseda (Sequoyah 0204) C656744-B

System Data

Chrseda is located in the third orbit of its sun, Cornet, a K5 V orange main sequence star. Chrseda orbits Cornet at a distance of 0.28 AU (42.1 million kilometers or 26.2 million miles).

Cornet has a companion star, Howard, an M8 V, red main sequence star. Both Cornet and Howard orbit a common center of gravity. At their closest approach, the stars are 290 AU (43.5 billion kilometers or 27 billion miles) apart.

The system has one gas giant, Priam, which orbits Cornet at a distance of 5.35 AU (802 million kilometers or 498.3 million miles). One of the moons of Priam, Ajax, is home to a small refueling base.

There are two planetoid belts in the system. The Sandy Belt orbits Cornet at a distance of 1.48 AU (222 million kilometers or 137.9 million miles). The belt is so named because it is little more than a dust cloud. The largest planetoid found in the belt has a diameter of 6.3 meters (20.6 feet). Most of the contents of the belt are far smaller.

The other belt, the Nardas Belt, orbits Howard. The Nardas Belt is a far more traditional planetoid belt with asteroids as large as several kilometers across. The Nardas Belt orbits Howard at a distance of 0.19 AU (28.8 million kilometers or 17.9 million miles). While the Nardas Belt is capable of being mined, no one is currently doing so. Several of the mining companies have approached the Chrseda government concerning mining rights, but no such rights have yet been granted.

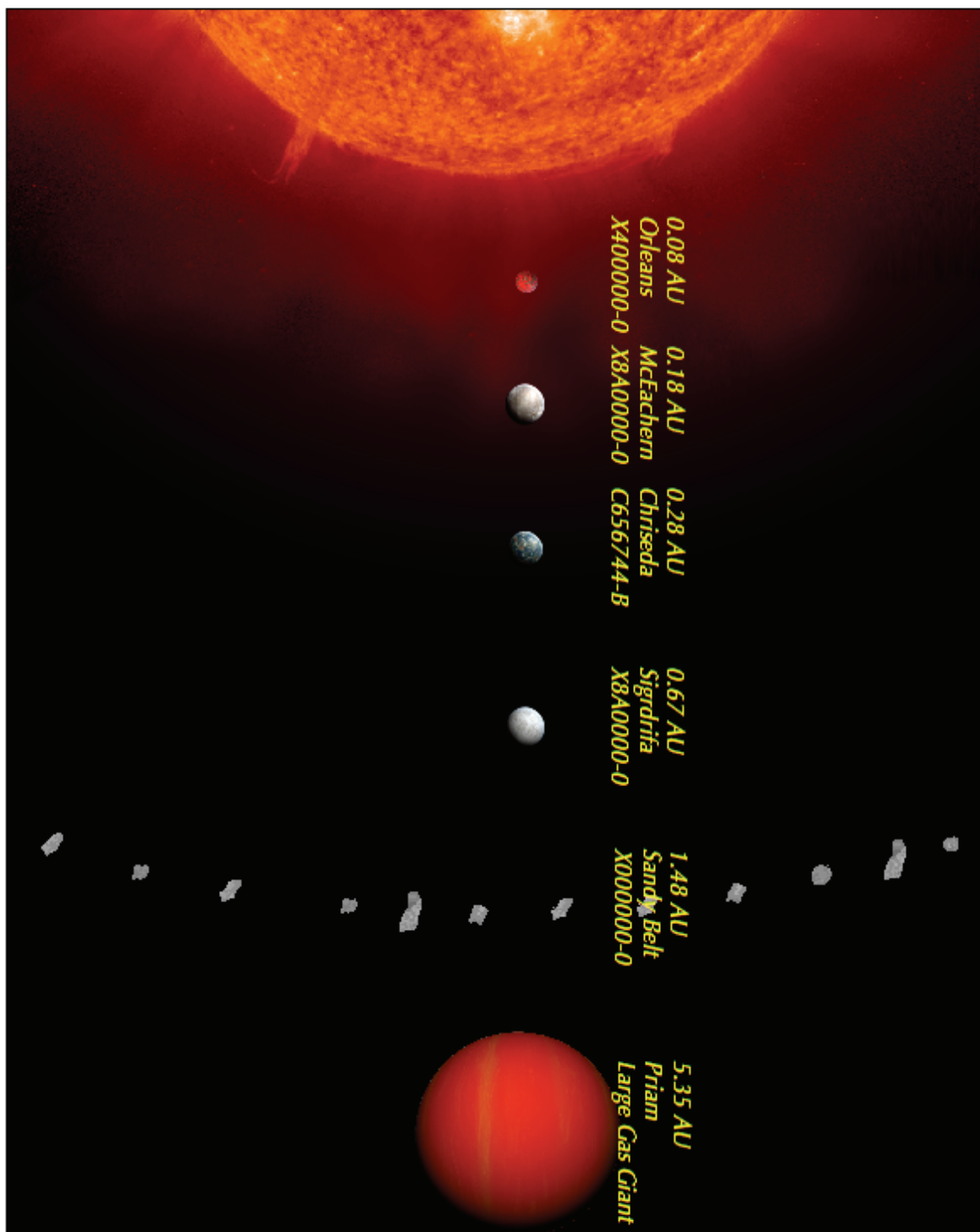
There are several other rocky bodies in the system. Closest to Cornet is Orleans which orbits at a distance of 0.08 AU (12.4 million kilometers or 7.7 million miles). Orleans is tidally locked with Cornet leaving one side to bake in the intense heat. Orleans is airless and uninhabited.

McEachern orbits in the second orbit at a distance of 0.18 AU (27.1 million kilometers or 16.8 million miles). McEachern is somewhat larger than Chrseda and has an atmosphere of oxygen and carbon dioxide. This atmosphere would be toxic to humans even without the high temperatures which exist on the planet. McEachern is uninhabited.

Sigrdrifa orbits Cornet at a distance of 0.67 AU (101 million kilometers or 62.8 million miles). Sigrdrifa is also somewhat larger than Chrseda and has a nitrogen and carbon dioxide atmosphere. The cold world is covered in ice and reflects sunlight making it a bright object in the night sky of Chrseda. Sigrdrifa is uninhabited.

Faust lies in the furthest orbit from Cornet at a distance of 26.53 AU (3.98 billion kilometers or 2.47 billion miles). Faust is airless and uninhabited.

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Physical Data

Chriseda has a diameter of 9210 kilometers (5700 miles). Its molten core gives Chriseda a density of 0.86 standard. Chriseda has a surface gravity of 0.61 standard.

Chriseda has no moons.

Chriseda has a rotation period of 18 hours. This is referred to locally as "one day".

Chriseda has an orbital period of 72 standard days or 96 local days. This period is referred to as one "quarter".

Atmospheric Details

Chriseda has an atmosphere consisting of 79.60% nitrogen, 18.38% oxygen, 1.26% carbon dioxide, 0.36% argon, and 0.40% other trace gases. Chriseda has an atmospheric pressure of 0.65 standard at sea level.

Due to the axial tilt of the planet (35 degrees), the equatorial region is no escape from seasonal changes. Between this and the relatively short orbital period, this results in a particularly dynamic climate. Large, powerful storms are a constant danger on Chriseda. Hurricanes are common.

Summer temperatures at the equator average 37 C (98.6 F) during the day and 14 C (57.2 F) at night. In winter, this drops to 22 C (71.6 F) during the day and -1 C (30.2 F) at night.

Summer temperatures at the poles average -7 C (19.4 F) during the day and -30 C (-22 F) at night. In winter, this drops to -64 C (-83.2 F) during the day and -87 C (-124.6 F) at night.

Hydrographic Details

64% of the surface of Chriseda is covered in water. The vast majority of this water is held in one large ocean referred to by locals as "The Great Sea".

The Great Sea covers thousands of kilometers and reaches great depths. The deepest point of the Sea is the Mary Lyndon Trench which runs along the sea like a giant tear in the ocean bottom. The deepest location is Myers Point where the depth reaches 14.6 kilometers (9.1 miles).

Lake Athens sits in the center of the main continent of Oglethorpe. This large freshwater lake is well-loved by locals who use it as everything from drinking water to recreation. Lake Athens is fed by both the runoff from the ice melt in summer as well as the runoff from storms which batter the Barrier Mountains.

To the southwest of Lake Athens is Lake Church. Lake Church is also a freshwater lake used mostly by the city of Brumby.

Both the ocean and the lakes are teeming with native life. A great variety of native species swim in these waters and many have proven to be edible. Fishing, particularly on the lakes, has become not only a pastime for locals but also a growing industry.

The largest of the ocean life is the fistwhale. This blunt faced behemoth has three slits in its flat face (making it resemble a human fist) where it draws in sea water and small sea life. An average fistwhale is approximately 50 meters (164 feet) long.

Geographic Details

Oglethorpe is the supercontinent which makes up most of the exposed land mass of the planet. The east coast of the supercontinent consists mainly of a mountain chain which runs north-south parallel to the coastline.

This range, called the Barrier Mountains, is covered in ice and snow. In summer, some of this runoff fills rivers and streams running into the interior.

The eastern coast is often hit by storms and hurricanes. While some storm systems die down as they get to the mountains, a great many stall out above the

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peaks. This causes runoff which feeds Lake Athens as well as causes the interior of Oglethorpe to be lush and green.

Unfortunately, this is also the cause of landslides which are a constant danger.

In addition, among the range of mountains are several stratovolcanoes. Only two of the volcanoes in the range have erupted since human colonization of the planet. These are Mount Lipscomb in the far north of the range and Mount Boggs in the far south. Both of these were powerful eruptions which not only resulted in lava flows, but also massive mudflows and debris flows.

The Barrier Mountains create a semicircle around the central region of the continent. While some scientists at first felt this must have been the remains of a titanic asteroid strike, it is instead the case that the mountains are actually two ranges. Careful study by geologists has resulted in a theory which explains that the two ranges already existed before the supercontinent formed.

The slopes of the mountains are covered with several species of tree similar to evergreen trees. These trees are tall with bark similar to a pine tree, except the trees have thorns, some as long as an average human is tall. However, these trees do not have cone structures; rather they bare a very large and bitter fruit which sits on small branches above the thorns. This fruit is referred to by locals as Eustace fruits. This fruit is often harvested by locals and dried. Upon being dried, some of the bitterness leaves the fruit and many put it into existing dishes for an added crunch.

These trees seem to thrive in colder regions and on the mountain slopes. They are not found near the lakes or on the grasslands on the lake coasts. However, in the northern regions of the continent, the trees dominate the area.

It is believed that the thorns of these trees and the bitterness of the fruit were defense mechanisms evolved to keep large animals, such as bears, from destroying the trees or eating the fruit and keeping the trees from reproducing. However, there are no such large native animals present on

Coincidence?

There are a great many on Chriseda who do not accept the commonly held geologic theory that the Barrier Mountains are a naturally occurring phenomenon. Many point to the “cliffs” on Tal’Kalares in the Franklin subsector and the Gediminus Ridge on Kyiv as other examples of obvious landform management by an unknown alien race. These theorists claim that the idea that such a useful barrier to block the strong storms which occur here could not have simply happened by accident.

Such theories have increased tourism for Chriseda. Many come here in search of alien artifacts similar to those located on Tal’Kalares. So far, no such items have been found.

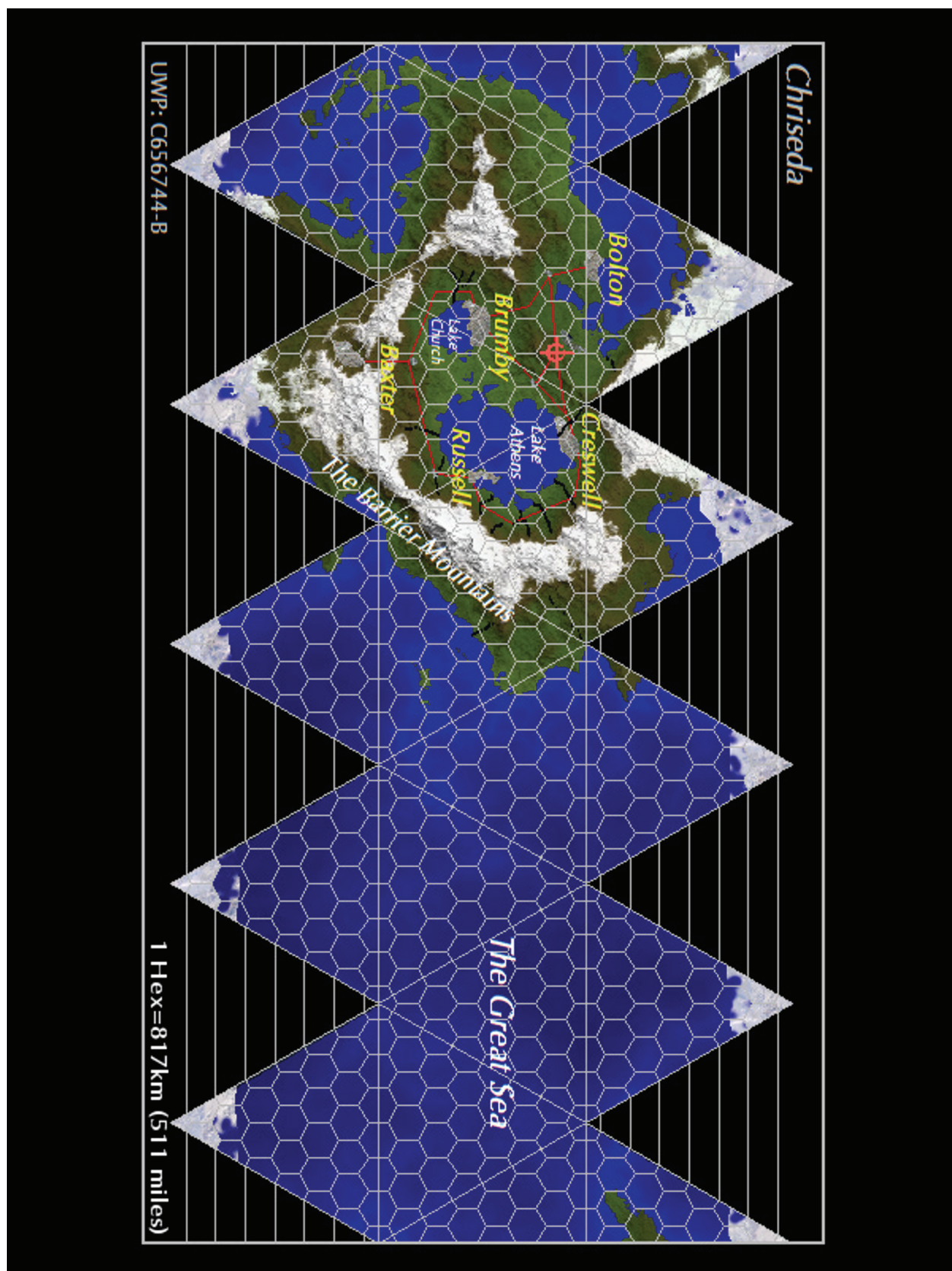
Chriseda and there is no evidence that there ever were.

Population Details

Chriseda is home to approximately 40 million people. While a majority live within the major cities, the remainder lives in smaller communities. Some of these communities can be as small as a few hundred people.

Most of the smaller communities are located in areas rejected by the original settlers as being too dangerous. Some of these smaller communities have chosen to accept the risk and place their homes and businesses in these locations.

Another phenomenon has been the rising of smaller cities along the maglev rail line which connects the cities in central Oglethorpe. These communities have arisen around the stations involved in passenger changeovers at junctions placed in the system. Many passengers will now stop and enjoy a meal at these locations and catch a later train on to their destination.



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Government Details

Chrseda is ruled by an elected government and an appointed judiciary. The democratic portion of the government is called "The House of Representation". This body, often referred to as simply "The House", is made up of 51 persons who write law, oversee committees who enforce those laws, control trade, and oversee the military.

Forty members of the House of Representation are elected by the citizenry every four years. These elected members serve a delineated district with a constituency of approximately one million people. The Chrsedan constitution outlaws political parties, so each member is expected to make independent decisions, though many members will still consult with others.

The remaining eleven members of the House are called The Chosen. These members are selected from the populace at random to serve a one year term. This random selection is performed by a computer and guaranteed by the judiciary to be clear of any tampering.

All citizens of Chrseda who have reached the age of 21 years old are allowed to vote. After a person's first vote, they are eligible to be picked as a member of The Chosen.

The judiciary is made up by a body called The Overseers. The Overseers consists of three people, chosen to serve by a vote of The House. These Overseers serve for life or until such time as they decide to leave the office. Upon their death or retirement, The House votes to choose a replacement.

The Overseers' chief job is to ensure the stability of the House. If something occurs which seems to threaten the integrity of The House or The Overseers feel that The House is overstepping its bounds, The Overseers can immediately nullify The House's actions.

Cheaters

As one might imagine, it is entirely possible for someone to rig the process of selecting The Chosen. While The Overseers ostensibly do an excellent job of preventing this, even they are not incorruptible. It is entirely possible that they, feeling indebted to the members who put them in their position, might decide to change things so that more like-minded people are among The Chosen.

Referees might see this as an opportunity for adventure. Characters could be called in to prevent such a change taking place. Or they could be called in to aid an Overseer in his quest to "adjust" the selection method. Characters might be called in by a House member who is suspicious of some of the new Chosen members and how they got there.

Legal Details

All laws passed by The House are then enforced by local police departments. These police departments are all answerable to The House Select Committee on Law Enforcement (HSCLE). This committee is made up of five House members elected to this position by the House as a whole.

Local law enforcement usually takes the form of two police officers in a marked grav vehicle traveling in a set location. These vehicles are equipped with scanners which are then used to investigate potential lawbreakers.

Chrsedan law prevents anyone not involved in law enforcement or the military from owning any rifle or automatic weapon. Energy weapons are also prohibited.

However, it is common to see citizens armed with non-automatic weapons carrying them openly. This is because Chrsedan law forbids the carrying of a concealed weapon. Citizens and travellers are permitted to carry legal weapons at any time provided they do

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so openly. Permits are not necessary, but those who carry weapons openly can expect to be stopped for inspection to ensure compliance with the law.

Failure to comply with these weapons laws carries a stiff penalty. Most first time offenders can expect a jail sentence of at least three standard years.

Narcotics are strictly controlled here and available only as a medicinal tool used by a medical professional licensed by the House Committee of Medical Regulations (HCMR). However, many recreational drugs such as cannabis, tobacco and alcohol are unregulated by the Chrisedan government.

Travel visas are not required by the Chrisedan government. Vessels are not generally stopped by the rather sparse Chrisedan naval forces unless a crime is suspected. Cargo inspections are usually performed if the cargo is unloaded at the downport and then only with scanners.

Cultural Details

Equality is an important concept in Chrisedan life. Many laws have been passed by The House to ensure equal treatment of all citizens under law. This often extends into the culture where poor treatment of others due to age, sexual and physical differences, or religion is vehemently rejected.

This sort of active discrimination is not merely illegal but it is also seen by the average Chrisedan as taboo. This extends to jokes and bullying, neither of which are found in the local culture. Travellers exhibiting this sort of behavior, even if to them it seems like “good natured ribbing”, will be met with contempt and scorn by the average citizen here.

The most important holiday of the year on Chriseda is Halloween. This holiday is celebrated by people dressed in costumes, often elaborate, going from door to door requesting candy or other gifts. Often these costumes are centered on monsters from

Setting Notes

If you are using the alternate Traveller universe Gypsy Knights Games put forward in **The Hub Federation**, Chriseda was settled in 2300 by colonists from the southeastern United States. Specifically, most of these colonists originated from central Georgia, eastern Alabama, and western South Carolina.

If you are using a more traditional version of Traveller, feel free to reduce the influence of the South on the world. Indeed, the further into the future from 2342 your setting is, the less the influence should be apparent.

folklore such as vampires, werewolves, and zombies.

The act of frightening people is also rather popular on this holiday. Everything from creating a lingering creepiness with holography to quick, startling actions are used to scare people. This holiday is on the last day of October each year and very few Chrisedans do not take part in some way.

The Chrisedan Calendar

The Chrisedan calendar is based on the local 18 hour day. Days are often split into 9 hour periods of “day” and “night” with 9 o'clock being referred to as either midnight (the beginning of “day”) or noon (the beginning of “night”). This can often confuse some travellers as locals will refer to any time after “noon” as “night”.

Chriseda has an orbital period of 96 local days. This is not referred to as a year, but rather a “quarter”. Four of these quarters equal a Chrisedan year. Chrisedan years are numbered from the year of colonization.

Each quarter is then further divided into periods referred to as “months”. Each of



these months are 32 days long and share the names of the months from the Gregorian calendar.

Dates are referred to by the name of the month, the number of the days passed within that month, and the Chrisedan year. For instance, Halloween was October 32, 41.

The Maglev Line

All of the major cities on Chriseda are connected by maglev lines. Travel on the maglev lines costs 50 credits per major stop. So, a passenger travelling to Bolton through the starport would pay 100 credits. Passengers simply going to the starport on the same train would only pay 50.

In addition, there are some areas called “free stations”. These free stations are areas which do not count as a major stop. Often these stations provide meals and overnight lodging. These stations have small

communities forming around them and often feature tourist attractions to entice the passengers.

The main line is the “loop”. The loop includes the cities of Creswell, Russell, Baxter, and Brumby. Buying an east/west (or yellow) ticket will take you in a clockwise loop. Buying a west/east (or green) ticket will take you in a counterclockwise loop.

From the city of Creswell, you can purchase an orange ticket for the Starport-Bolton line (also called the C-S-B). This takes passengers from Creswell to the Chriseda Downport or on to the city of Bolton. Going on to Bolton also allows a “free stop” at Tate Station.

From Brumby, you can buy a ticket on the north/south line (or blue ticket). This will take you to the city of Bolton. This also includes a stop at Tate Station.

From Bolton, a passenger can purchase a ticket on the south/north line (or red ticket) which travels through Tate Station to Brumby. Passengers can also choose the

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brown ticket (or B-S-C line) from Bolton to Creswell through the Chriseda Downport.

These trains travel at a speed of approximately 600kph (372mph). A trip from Creswell to Russell takes just over 7 hours (including a short stop at Joe Brown Station halfway along the route).

Travellers are reminded that there can be vast temperature changes when travelling across the equator. In a trip from Creswell to Russell, this can mean between a 15 and 38 degree difference depending on departure and arrival times. Locals will carry both summer and winter clothing with them on such trips and travellers are encouraged to do the same.

While it is possible to take grav shuttles from location to location faster than using the maglev line, laws passed by the House discourage this and tariffs have been placed on shuttle services to make them more expensive than traveling by rail. A trip from Creswell to the Chriseda Downport will cost 50 credits while a shuttle trip will cost upwards of 200 credits.

City Details

Chriseda Downport

Chriseda Downport is the only starport serving the planet. It is a C-class port. The port consists of a wide expanse of grassland which has been honeycombed with berms forming hexagons. These earthworks are large enough to land most vessels of less than 1000 tons. Larger vessels cannot land at the downport.

A small city of approximately 50 thousand has arisen north of the port. This city, called Chrisport is usually not marked on maps as most consider it part of the port itself. The city features a wide variety of diversions including taverns, casinos, and several hotels.

Summer temperatures at Chriseda Downport average 35 C (95 F) during the day and 12 C (53.6 F) at night. In winter, this

drops to -7 C (19.4 F) during the day and -30 C (-22 F) at night.

Creswell

Creswell is the location of the first settlement. It is also the capital of the system and is the location of both The House of Representation and The Overseers. It is also the most populous city on the planet and is home to just over 6.3 million people.

Creswell is located on the north coast of Lake Athens. The city was built here to take advantage of the natural water supply and be shielded from the intense storms on the Great Sea.

The city began near the coast of Lake Athens, which still provides recreation and drinking water for the citizens of Creswell. Since then, the city has expanded northward.

Summer temperatures average 37 C (98.6 F) during the day and 14 C (57.2 F) at night. In winter, this drops to -5 C (23 F) during the day and -28 C (-18.4 F) at night.

Russell

Russell is the second of the major cities to be founded and is also the second most populous. It is home to 5.9 million people.

The city is located on the Mysticeti peninsula which juts northward from the south coast of Lake Athens. The city takes up the entire peninsula and extends into the lake itself.

Russell was placed here to take advantage of mining opportunities in the Barrier Mountains. So far, this has met with limited success due to a lack of ability by local mining companies to find suitable offworld markets. Much of the ore found here is used in local manufacturing.

Summer temperatures average 37 C (98.6 F) during the day and 14 C (57.2 F) at night. In winter, this drops to 22 C (71.6 F) during the day and -1 C (30.2 F) at night.

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Brumby

Brumby is the third largest and third most populous city on the planet. It is home to approximately 5.8 million people.

Brumby is located on the north coast of Lake Church, a large freshwater lake. The lake is often used as recreation and most Brumby residents will attest to its perceived advantages over Lake Athens. The rivalry is mostly friendly, but can turn violent at times in taverns or bars where residents of other cities might compare Lake Athens and Lake Church and find the smaller lake wanting.

The city is centered on a large circular building known as the Brumby Rotunda. The Rotunda, with its oculus and coffered dome, is used for a variety of social occasions. This is often where important speakers, musicians, or politicians will appear to an audience. In addition, each month the Rotunda Market will take up the interior floor space with hundreds of merchants.

Summer temperatures average 37 C (98.6 F) during the day and 14 C (57.2 F) at night. In winter, this drops to an average of 22 C (71.6 F) during the day and -1 C (30.2 F) at night.

Baxter

Baxter is the fourth largest city on the planet and also the newest of the major cities. The city is home to 5.3 million people.

Baxter is located in the Lumpkin Valley, a pass through the Barrier Mountains which leads from the southern plains into the Oglethorpe interior.

The city is characterized by the many hills which dominate the city. So much is this ingrained into locals that the term "Baxter" refers to anything which has waves or ridges. This includes a local wavy-topped snack cake which is mass produced in the city called a "Baxter cake".

Buildings within the city are built to withstand the brutally cold temperatures of a Chrisedan winter at this latitude.

Baxter was founded to be the gateway of an expansion of human settlement south of the mountains which never happened. However, the city did not stagnate. Mining operations in the southern Barrier Mountains have seen limited success. Even more successful has been Ramsey Foods, a maker of cookies and cakes. The Ramsey logo, a happy cartoon ram, can be seen all over the city on vehicles, farming enclosures, and an office building.

Summer temperatures average 29 C (84.2 F) during the day and 6 C (42.8 F) at night. In winter, this drops to an average of -28 C (-18.4 F) during the day and -69 C (-92.2 F) at night.

Bolton

Bolton is the location of third city to be founded on the planet. It is currently fifth in size and population. It is home to 4.8 million people.

The city is the only major city on the planet which is located on the Great Sea, albeit Milledge Bay. The location tends to minimize the number of large storms, but some have reached the area.

Bolton has a thriving fishing industry and hundreds of boats leave the port each day to gather the bounty of the sea. This harvest is not only for local and planetary consumption, but is often exported to nearby worlds. In addition, the city is known for its excellent seafood restaurants which serve many local delicacies such as Torsent caviar, blackened Luskfish, and Sorkar served still in the shell.

Summer temperatures average 35 C (95 F) during the day and 14 C (57.2 F) at night. In winter, this drops to an average of -30 C (-22 F) during the day and -40 C (-40 F) at night.

Tukaroi (Sequoyah 0207) C1004AA-A

System Details

Tukaroi is located in the fourth orbit of its sun, Orissa, an F5 V, yellow-white main sequence star. Tukaroi orbits Orissa at a distance of 3.41 AU (510.8 million kilometers or 317.4 million miles)

The system has one gas giant, Ashoka, located in the sixth orbit. Ashoka orbits Orissa at a distance of 14.53 AU (2.2 billion kilometers or 1.4 billion miles). None of Ashoka's moons are inhabited.

The system has one planetoid belt, the Budhabalanga Belt, which is located in the third orbit. The Budhabalanga Belt orbits Orissa at a distance of 1.13 AU (170.2 million kilometers or 105.8 million miles). Currently there are no operations in place to mine this belt. However, several companies have expressed interest in doing so.

There are four other rocky bodies in the system. The closest, Utkal, orbits Orissa at a distance of 0.11 AU (16.9 million kilometers or 10.5 million miles). Utkal is tidally locked with Orissa. It has no inhabitants and no atmosphere.

Located in the second orbit is Sahada. Sahada orbits at a distance of 0.15 AU (21.9 million kilometers or 13.6 million miles). Like Utkal, Sahada is tidally locked with Orissa. It is also uninhabited and has no atmosphere.

Bhadrak is located in the Orissa's fifth orbit. Orbiting at a distance of 9.72 AU (1.5 billion kilometers or 906 million miles), Bhadrak takes over 26 standard years to circle Orissa. Bhadrak is airless and uninhabited.

Nuapeda is located in the final orbit at a distance of 61.04 AU (9.1 billion kilometers or 5.7 billion miles). Nuapeda has no atmosphere and is uninhabited.

Physical Data

Tukaroi has a diameter of 1795.4 kilometers or 1115.6 miles. Its molten core gives it a density of 0.6 standard. Tukaroi has a surface gravity of 0.08 standard.

Tukaroi has no moon.

Tukaroi has a rotation period of 7 hours. Locals, however, use the standard 24 hour day.

Tukaroi has an orbital period of 5.53 standard years. Locals, however, use the standard Gregorian calendar.

Atmospheric Details

Tukaroi has no atmosphere.

Hydrographic Details

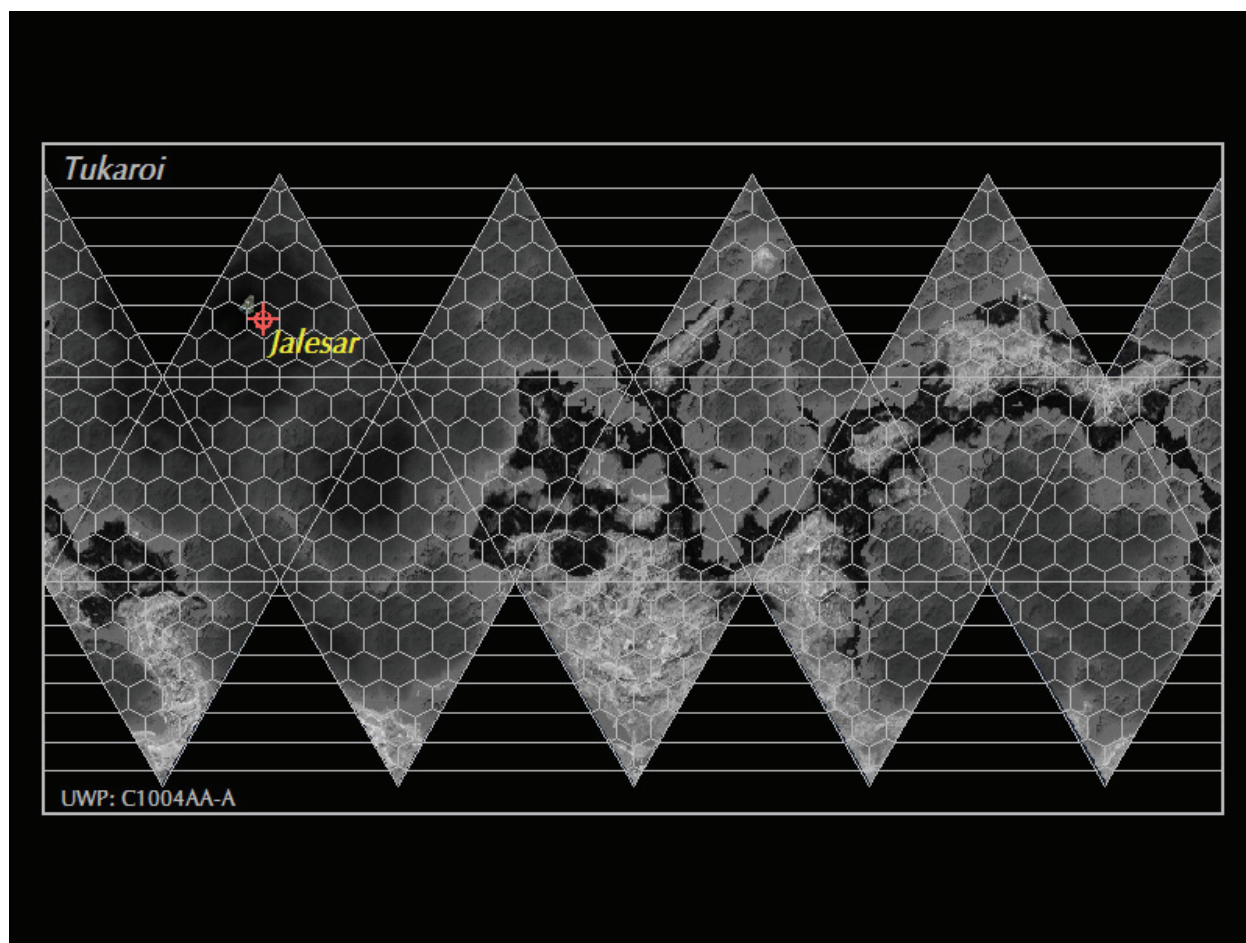
Tukaroi has no naturally occurring water.

Geographic Details

The southern hemisphere of Tukaroi is dominated by the Kalinga Mountains. These mountains cover the southern polar region and extend to the equator and beyond.

In the Kalingas are also several volcanoes. These volcanoes are active and have erupted several times since humans have arrived here. Lava flows from these volcanoes and hardens to form black trails across the planet.

It is believed that this process has contributed to the flatter terrain of the northern hemisphere. Much of the northern hemisphere is far less rough as the southern



hemisphere, though there are ridges and volcanoes present here as well. Most of the more recent lava flows are located in the equatorial region and the northern hemisphere.

Population Details

Tukaroi is home to just over 22 thousand inhabitants. The majority of these are the original colonists who established the colony.

All of the planet's inhabitants live within one city, Jalesar which is located in the northern hemisphere. There are no other settlements either on the planet or elsewhere in the system.

Government Details

Tukaroi is ruled by a man named Sarasi Mathyala. Mathyala has been in power for the past five years following an uprising in which he and his followers overthrew the democracy which had ruled the planet since its colonization.

Previous to the establishment of the Mathyala regime, Tukaroi had been ruled by means of a participating democracy. A leader was elected to enforce the laws, but all laws and regulations were decided upon by a vote of all of the people on the planet.

The colony had been established for two reasons. The astrography of the Sequoyah subsector dictated that, to facilitate expansion into the Dade subsector, a refueling station would need to be built here

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and at Bowemiwak. Such “bridge” worlds had already proven to be profitable for those who settled there (like Chance in the Cascadia subsector), so getting in on the early years of such a project was a key draw to colonists.

In addition, it was believed that there would be mining rights to be owned and leased. Many had made fortunes in Hub, Cascadia, and Franklin selling such rights or leasing them.

It was for these reasons that colonists came out to this remote little world to make a home in 2327. The colonists formed a corporation called “Tukaroi Bridge Project” and elected Doolaram Charan to lead the corporation. When the colonists arrived and established the colony, Charan was elected to be the first “chairman” of Tukaroi. The position of Chairman was elected by the people for a six year term. Charan was re-elected to the post in 2333.

In early 2332, word arrived that the Conduit to Hub had collapsed in 2331 and the Clement Sector was now cut off from Earth. This meant there might be no future colonists to expand into Dade subsector and the entire project was now in danger of failure.

Charan promised to work tirelessly to find other ways to make the colony profitable, such as mining rights to the planet and the belt in the system. However, there was little interest in that point from the major corporations. Following Charan's reelection as chairman, trade representatives that he had sent out to meet with corporations had returned without a deal. Rumblings began to go through the colony concerning a replacement.

During this time, another local, Sarasi Mathyala, had been gathering his own support among the colonists. Mathyala, a very charismatic man, had gained a loyal following among a tightknit group. However, this following was not enough to unseat Charan in 2333.

Mathyala's devout followers began to ask for a new election to ask for another election to take place earlier than 2339. This

Setting Notes

As you may have noted, we have simply assumed **The Hub Federation** background within the main body of text for Tukaroi. Tukaroi, due to its location and history, is a setting specific world. While a Referee is, of course, free to make changes and place this world in his/her own setting, some things will obviously have to be changed.

Using a more traditional Traveller setting, it would likely be best to place Tukaroi in some sort of “rift”. In such a location, the Mathyala regime would have the sort of free reign to do what it is doing on Tukaroi. Being part of a wider interstellar community would likely prevent the sorts of control that Mathyala is exerting.

was put to a vote of the population in 2335 and 2336, but both times the recall election lost.

Mathyala's supporters felt it was time to act. In 2337, Mathyala and his followers armed themselves and attacked Charan and the police forces. Those who were known to be strong supporters of Charan were also attacked or threatened.

Two days after the uprising began, Charan was killed by one of Mathyala's supporters, Taradevi Nayar. Nayar was heralded as a hero and she was immediately placed in charge of the new police force.

In the five years since the revolution, Mathyala has cemented his support by threats, intimidation, and torture. Mathyala has turned the communally owned bridge colony into his own personal kingdom which he now rules with an iron fist.

Legal Details

The entire security force, which acts as both the police and the regime's enforcers, is answerable directly to Taradevi Nayar.

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Nayar is answerable only to Mathyala. The security forces keep a strong presence throughout the colony.

Citizens of Tukaroi are not permitted to carry weapons of any kind. This includes any firearm or energy weapon, stunners, and any blade of longer than 15 centimeters (6 inches). Scanners and random personal checks are common throughout the colony.

Recreational drugs of any kind are not permitted on Tukaroi. The only exception to this is alcohol, which is a controlled substance and only legal in small quantities. Alcohol is only sold by approved dealers and in approved quantities. With the exception of public areas in the starport, there are no places where alcohol may be consumed outside the living quarters of the general population.

Due to the limited resources of the system defense squadron, cargo inspections are rare. Unless there is a specific threat, incoming vessels are rarely inspected.

However, any vessel which lands at the downport will be sequestered in a landing area. Only approved cargos will be allowed to leave the ship and these cargo containers will be scanned and often physically inspected.

Offworlders may not leave the starport area under any circumstance. Those found to be doing so will be subject to immediate punishment. This punishment can include being banished from the planet or being shot on sight by security. Unfortunate travellers may discover that being shot is the most common form of punishment for violation of this law.

Citizens of Tukaroi are not allowed to leave the colony area unless approved by the Mathyala regime. This approval is very difficult to obtain. Only those working as trade envoys, diplomats, and those who are working at the starport in some capacity are allowed to leave the colony area.

Resigned To Fate

The average person on Tukaroi has simply resigned themselves to their fate. The colonists who came here with optimism and the desire to become wealthy have had those hopes dashed. Those who have fought against the regime have died brutal and public deaths.

While there is a desire in much of the repressed populace to escape, most have accepted this as unlikely. The populace is faced with a repressive dictatorship inside the colony and the harsh reality of vacuum outside the colony. The only possible escape is to get a ride on a vessel leaving the starport.

Unfortunately, not only is the starport monitored but also there are very few ships arriving. Those who do arrive are usually restocking the regime and are under contract to perform those duties. These crews are unlikely to aid a fleeing citizen.

Characters who wish to help these poor souls will find this a difficult task. Security is tight and anyone, either citizen or traveller, caught violating that security is more often shot than arrested.

Cultural Details

The average person on Tukaroi now lives as if they are a prisoner. Citizens know they are being monitored at all times while outside their living quarters. While the regime claims to respect the privacy of the living quarters, this is only true for citizens not suspected of activity the regime considers criminal.

Citizens have become nothing more than a workforce for the regime. Workers are forced to work in either the mines, the colony's enclosed farming area, or in the starport.

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Working in the starport is only allowed for those whom the regime feels are both capable of doing the work and not currently under any suspicion. This privilege is only accorded to the most trusted citizens. Those who do receive this reward are constantly monitored to ensure they are not abusing the privilege.

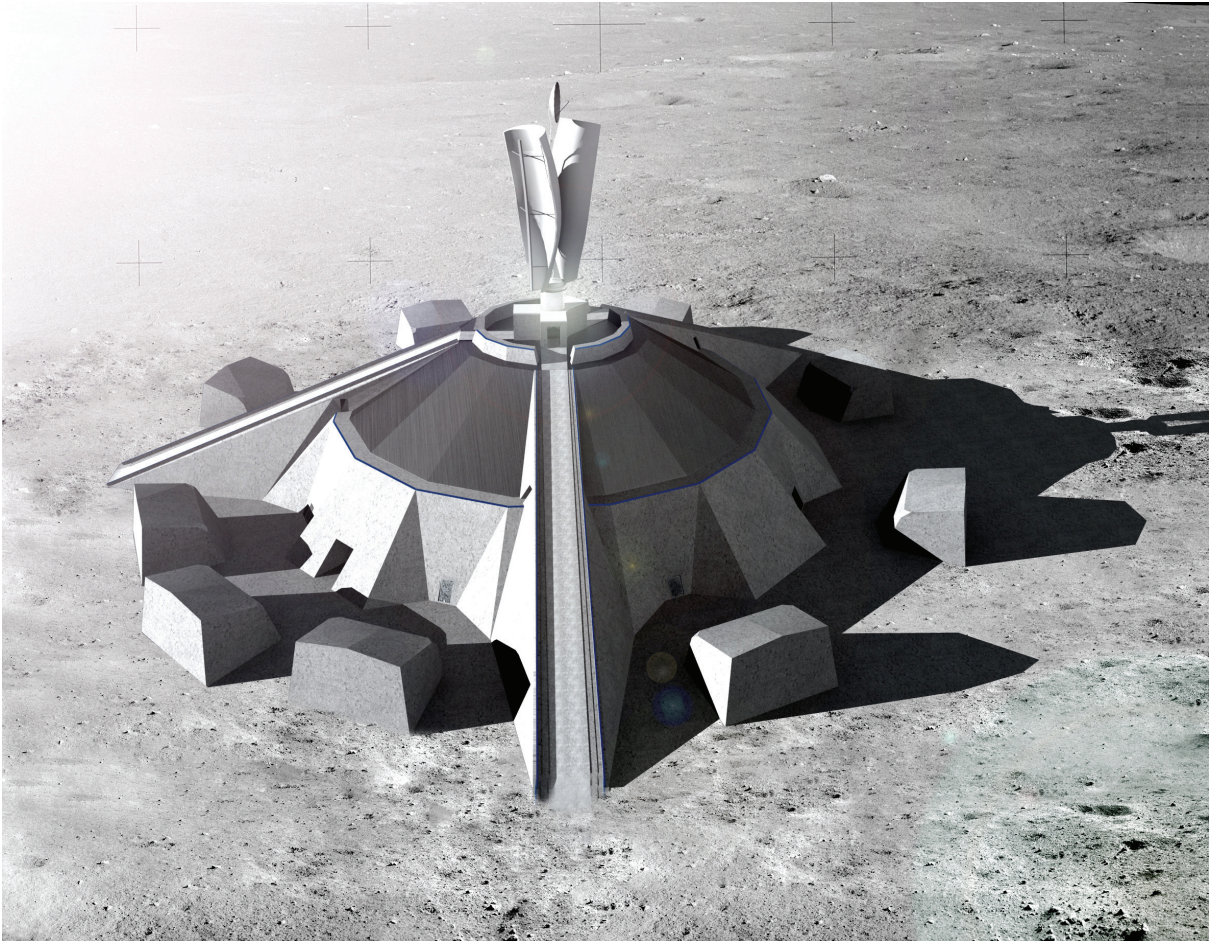
This level of security has led most citizens to communicate in hand gestures, codes, and body movements. While the security forces have learned some of the more popular techniques, some of the more obscure methods are still effective. Some of these methods can only be understood by two to four people.

Jalesar

Jalesar is not only the only colony in the Tukaroi system but also a C-class downport. The downport terminal is separated from the colony area by one hallway which is constantly monitored both remotely and by physical security.

The downport is not a busy place. Most that come here are supply vessels hired by the government. Tukaroi, once believed to be on the main route for colonization, is now considered to be a “dead end”. Those relatively few exploration and colonization ships interested in going into the Dade subsector use Bowemiwak as the bridge.

Jalesar is kept at a constant 22 C (71.6 F) by order of Mathyala.



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Fiume (Sequoyah 0304) C663586-A

System Details

Fiume is located in the third orbit of its sun, Bryde, an M6 V, red main sequence star. Fiume orbits Bryde at a distance of 0.13 AU (19.6 million kilometers or 12.2 million miles).

There is one gas giant in the system, Bunjevac. Bunjevac orbits Bryde at a distance of 16.35 AU (2.5 billion kilometers or 1.5 billion miles). One of the moons of Bunjevac, Alaga, is used as an automated refueling base.

Curzay's Belt is the lone planetoid belt in the system. It is located in the second orbit at a distance of 0.04 AU (5.5 million kilometers or 3.4 million miles). The belt is uninhabited.

There are four other rocky bodies in the system. The closest to Bryde is Casimir. Casimir orbits Bryde at a distance of 0.02 AU (3.3 million kilometers or 2 million miles). Casimir has an atmosphere consisting of 40% helium, 37% nitrogen, 14% oxygen, 2% argon, and 7% other trace gases. The atmospheric pressure at ground level is 11.37 standard. Casimir is uninhabited.

Urmenyi orbits Bryde at a distance of 0.51 AU (76.1 million kilometers or 47.3 million miles). Urmenyi has an atmosphere consisting of 64% hydrogen, 15% helium, 12% nitrogen, 7% carbon dioxide, and 2% other trace gases. The atmospheric pressure at ground level is 5.98 standard. Urmenyi is uninhabited.

Nemeskeri is located in the fifth orbit at a distance of 4.14 AU (620.4 million kilometers or 385.8 million miles). It has an atmosphere consisting of 68% hydrogen, 19% helium, 2.9% carbon dioxide, 2.2% nitrogen and 7.9% other trace gases. The atmospheric pressure at ground level is 6.17 standard. Nemeskeri is uninhabited.

Erdody orbits at a distance of 6.99 AU (1.05 billion kilometers or 651.8 million miles).

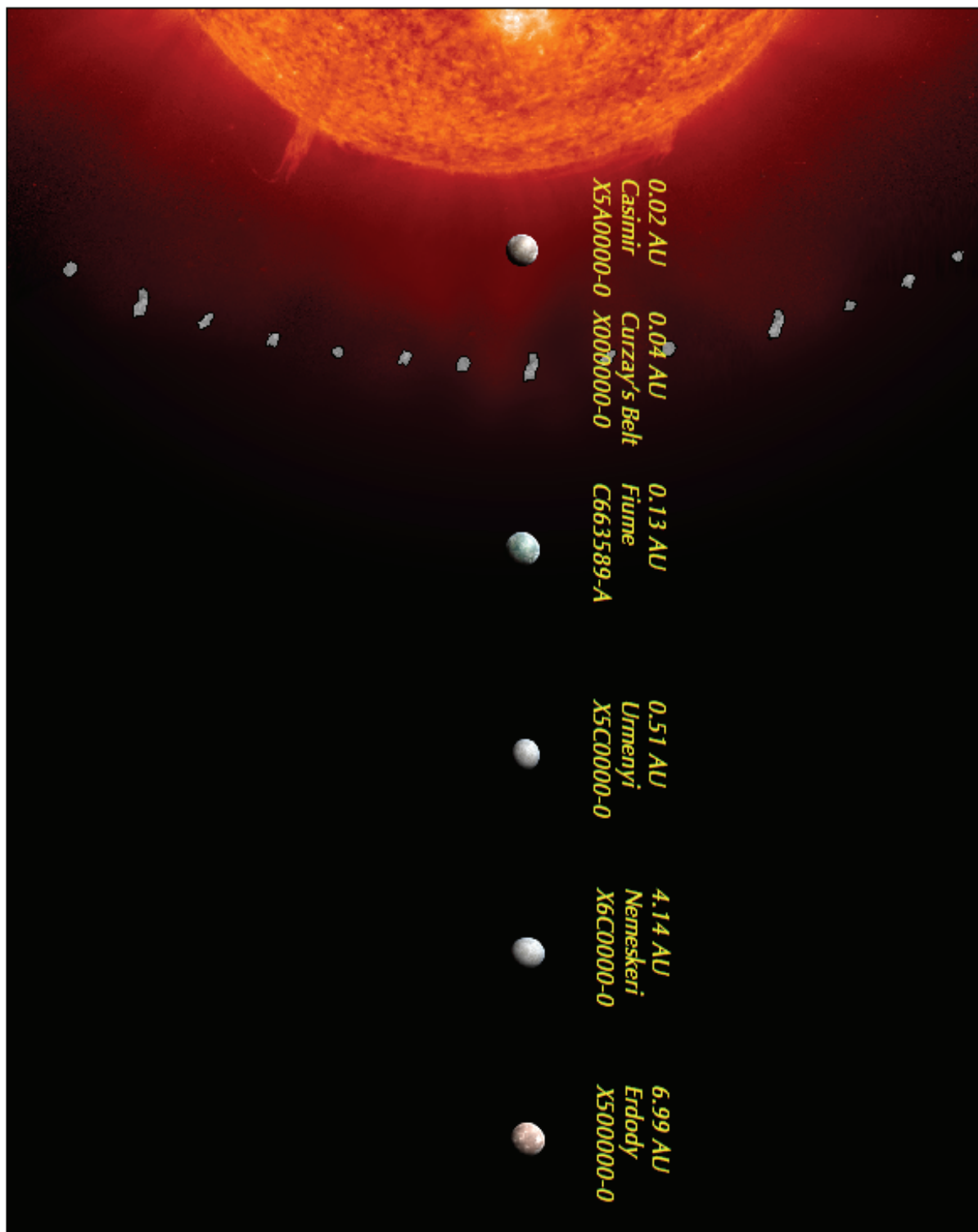
Setting Notes

If you are using the alternate Traveller universe we have been building, Fiume was settled in 2322 by Italians, Croats, and Slovenes. The three nations came together in a joint colonization effort which resulted in this colony.

Referees should consider giving any character which is born here Language-1 to reflect the education he/she would have received in the local schools.

Erdody is a frozen world with a diameter of approximately 4004 kilometers (2488 miles). It has no atmosphere and is uninhabited.

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Physical Data

Fiume has a diameter of 9920 kilometers (6200 miles). Its molten core gives it a density of 0.92 standard. Fiume has a surface gravity of 0.72 standard.

Fiume has one moon, Majlath. Majlath orbits Fiume at a distance of 0.0013 AU (205,380 kilometers or 127,617 miles). Majlath has a diameter of 2067.2 kilometers (1284.5 miles). Majlath orbits Fiume once every 16.79 standard days.

Fiume has a rotation period of 36 hours. This is known locally as “one giorno”.

Fiume has an orbital period of 21 local days or 31.5 standard days. This is known locally as “one giro”.

Atmospheric Details

Fiume has an atmosphere consisting of 72.80% nitrogen, 19.76% oxygen, 0.36% argon, 0.19% carbon dioxide, and 6.89% other trace gases. Atmospheric pressure at sea level is 1.1 standard.

Fiume has a cold climate. Equatorial temperatures average 2 C (35.6 F) during the day and -8 C (17.6 F) at night. Summer polar temperatures average -38 C (-36.4 F) during the day and -48 C (-54.4 F) at night. In winter, this drops to an average of -92 C (-133.6 F) during the day and -102 C (-151.6 F) at night.

Hydrographic Details

Most of Fiume’s water is locked in ice on the northern and southern continents of the planet. The only liquid water flows along the equatorial region. This body of water is known as Fiume Grande or Great River.

Fiume Grande has an average depth of about 267.4 meters (877.3 feet) and has a very strong current. The Fiume Grande has been measured to move at a speed of approximately 10.1 km/hour (6.3 mph). This

and the low temperature of the water can be extremely dangerous for anyone attempting to swim in the current.

Geographic Details

The two land masses, called simply “nord” and “sud”, take up the majority of the northern and southern hemispheres of the planet. Both hemispheres are rough terrain and covered with snow and ice.

The terrain would be tough travel even without the presence of the ice. The surface below the ice is pockmarked by craters, torn by chasms, and scarred by volcanic lava flows. As the glaciers marched toward the equator, they covered much of this, but gouged their own furrows and etched their own ridges.

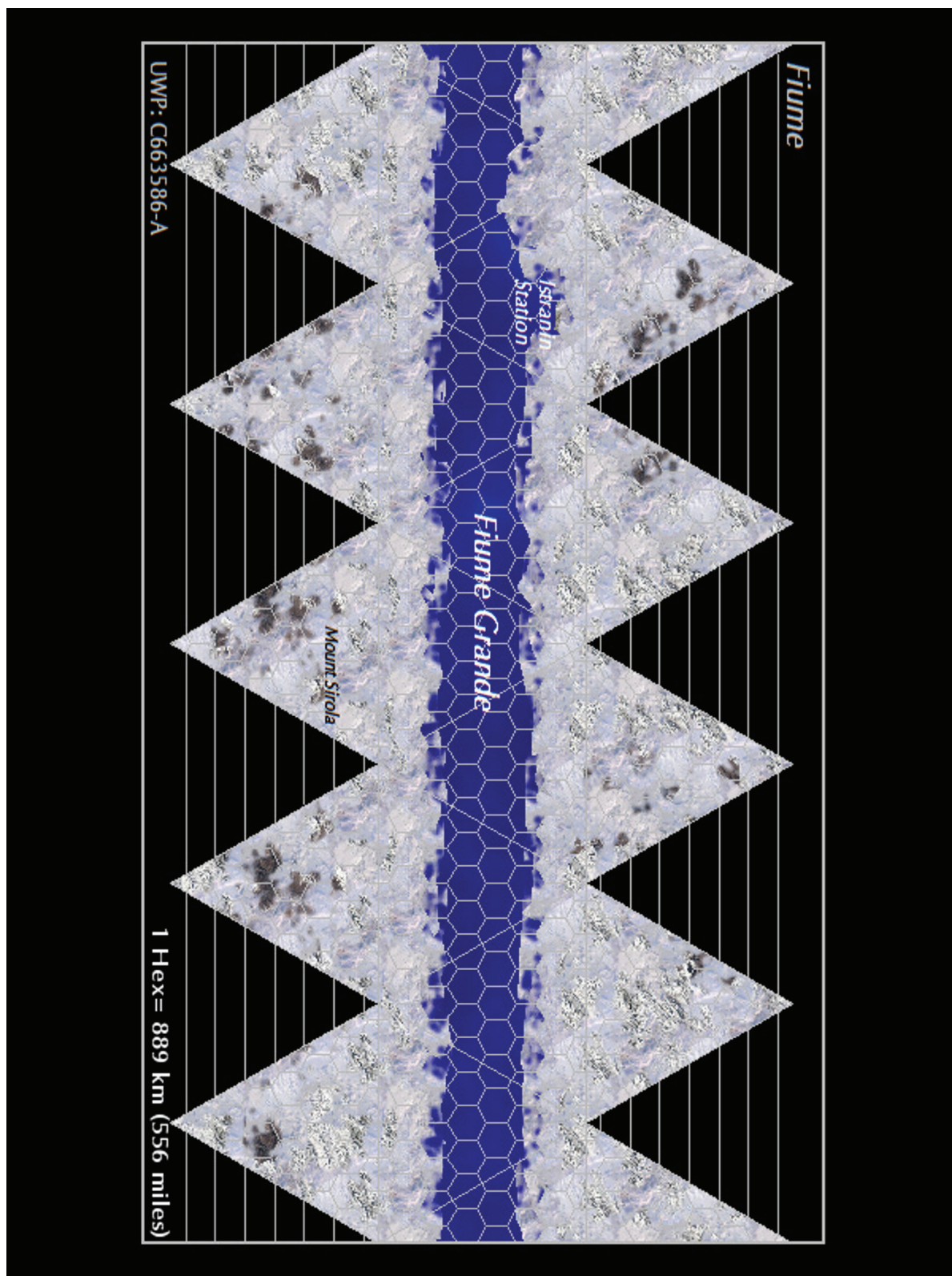
The ice itself is anything but smooth. Crevasses, ice arches, and ice ridges have formed all over the surface. In addition, in some areas where the ice covers volcanoes, eruptions can cause jökulhlaup which have caused massive releases of water. This water flow, according to temperature, can either dam up and refreeze or even refreeze quickly to form a smooth area.

Orbital surveys have shown the ice to over 5 km (3 miles) deep in some places. In others, volcanic lava flows have melted away the ice to show bare ground which has not yet been frozen enough to carry snow.

Mountains tower over the landscape, covered in ice and snow. The tallest of these peaks, Mount Sirola in the southern hemisphere, reaches a height of 13,862 meters (45,479 feet).

Most of the surveying of the region has done from the air or from orbit. Much of the ground-based exploration has been performed by robots.

Humans have established some small mining colonies in the northern hemisphere. However, most of these are within a thousand kilometers of the main settlement at Istranin Station. Most of these have concentrated on gold and silver deposits discovered in these areas.



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Population Details

Fiume is home to approximately 700 thousand people. The vast majority of these live within the main city of Istranin Station. Smaller populations live in the mining communities near Istranin.

Most of the population is either of Italian, Croatian, or Slovenian descent. This has led most of the population to speak at least two, if not three or four languages.

The city of Istranin Station is divided into several large communal structures. These structures, called “nido”, house between 25-75 people. While some areas, such as bedrooms and lavatories, are considered to be private, others such as kitchens and entertainment rooms are considered to be communal property.

Government Details

Fiume is ruled by the people of the planet through a system of participatory socialism. This system is built on the foundations of the nidos.

The nido can be considered by outsiders as an apartment building, commune, and governmental body rolled into one. All assets are considered to be owned by the population of each nido and are distributed equitably by the adults of the nido.

Each nido is empowered to create rules which affect only those persons within the nido. These rules must be decided upon by consensus or by a vote of all adult (over the age of 18 standard years) residents of the nido. In turn, each nido is required to elect a nido delegate to a council of nidos.

This council of nidos contains approximately 101 nido delegates. Each of these delegates must serve for their nido for a term of two years, though these delegates are recallable by their nido at any time. These delegates make laws, rules, and

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regulations concerning the 101 nidos represented in their council. Each council of nidos is required to elect a council delegate to the council of councils.

The council of councils consists of 137 council delegates which determine by vote what the laws which will affect the entire planet will be. While this council can create laws that affect all councils, they cannot override individual laws, rules, and regulations created by the lower councils.

In this way, locals feel, the views of more people are represented by the actions of the councils. When higher councils make laws, rules, or regulations with which the lower councils disagree, then the lower council can have a referendum and possibly overturn the decision of the higher council.

Both the nido council and the council of councils have staff members which oversee the implementation of the laws and regulations created by the councils. The staff has the power to enforce the laws, hold courts, and regulate the distribution of goods and services.

Legal Details

While each nido is allowed to create their own laws (and there are literally thousands of nidos on the planet), there are some areas on which the majority of nidos agree. The laws mentioned here are the ones which have been passed by the council of councils and not overturned by the lower councils.

Firearms are illegal for anyone who is not a member of law enforcement. In general, law enforcement as seen by the general public rarely carries weapons openly. Most weapons are kept in a local arsenal which is protected by trained guards. These weapons can be used by both the military and, in a time of emergency, law enforcement. Citizens are even allowed access to the arsenal in times of planetary emergency, though this has never happened in the history of the colony.

Most addictive narcotics are considered to be illegal and available only to those who are in need. Need is to be determined by medical personnel which are members of council staff.

Only in certain nidos is alcohol illegal or controlled. In most nidos, alcohol, particularly wine, is quite common. In fact, many nidos on Fiume are dedicated to wine production.

Vessels traveling through the system are generally not bothered for inspections. However, cargo being offloaded at the downport will be inspected closely by security.

Travel visas are required for any non-citizen who intends to leave the downport and visit the city. These visas are easily obtained by request at the starport. The process usually takes one day and is only denied if the person has a criminal record on Fiume.

Cultural Details

A belief in equal access to resources and decision making power is central to the Fiuman culture. Citizens of Fiume tend to believe in equality for all people and often travellers are surprised by the friendliness of the people. Unfortunately, this often translates to many who visit as naiveté and some who arrive on Fiume attempt to take advantage of this. Beneath the layer of friendliness which is often shown to outsiders is often a healthy distrust of the unknown.

There is also a strong work ethic possessed by the Fiumans. Most nidos require members to work between 38-44 hours per week. While some assign work to their members, others simply count on the work ethic and peer pressure to ensure that the work is finished. Work is defined on Fiume as anything the nido needs to be done. This can include anything from working the indoor farms, childcare, cleaning, and general repairs.

Most nidos tends to concentrate on one small scale industry and then, according

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to the decision of the nido council, will distribute the fruits of that labor to where it is most needed. This can include export to other planets. Examples of this are nidos with vineyards and farms, nidos who make clothing, and nidos who specialize in entertainment.

While most residents in nidos tend to get along with those in other nidos, there are occasional rivalries. In most cases, this is a friendly rivalry to see who can produce more of a product or who keeps a cleaner nido. Only in rare cases do these rivalries become violent, but at times they can inspire pranks. Most of these sorts of pranks are juvenile in nature (such as using holograms to startle people), but on occasion these jokes can go too far. It is usually up to the nido council to settle such disputes.

The Fiuman Calendar

The Fiuman calendar is based on the 36 hour local day. At the equator where the main settlement is located, this means approximately 18 hours of daylight and about 18 hours of darkness. This often leads to a sleep schedule which involves sleeping for 8-10 hours during the nighttime. This then leads to many taking a mid-day nap often for up to two hours.

Most nidos work on this system and allow people to schedule their work/sleep at any time, though most choose to do so at the same time as the rest living within their nido. As with most things, some nidos do things differently than others.

For the most part, unless one lives in a mining colony or intends to go north or south of the equatorial zone, the actual orbital period (or giro) means very little. In practice, the average Fiuman has little idea of what season it is or how many giros have passed since the colonization.

Fiumans continue to use a Gregorian style calendar. The only difference is the use of the 36 hour day rather than the 24. Of course, this means that the local calendar and the standard calendar have drifted apart

and the current local year is 2335 rather than 2342.

Due to the mixture of cultures on Fiume, a consensus decision was made to use the Latin names for the months of the year rather than Italian, Croatian, or Slovene. These months are, in order, Ianuarius, Februarius, Martius, Aprilis, Maius, Iunius, Iulius, Augustus, September, October, November, and December.

Istranin Station

Istranin Station is built on the northern continent on the shores of the Fiume Grande. The city is built on land extending from the main ice sheet into Kukoc Bay. It is home to approximately 690 thousand people.

The city is made up of thousands of large buildings called nidos. These buildings are usually made of rounded and heated roofs to combat snow buildup. Inside each of these, 25-75 people live and work. Some of these have stages inside, some have farms, and some even have small factories.

Istranin Station also has a C-class downport within the city. The port is operated as a nido and has a general staff of 75-80 people who live and work at the port. Travellers are warned that landing at the port can often involve high winds and blowing snow.

Temperatures at Istranin Station average 2 C (35.6 F) during the day and -8 C (17.6 F) at night.

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Boone (Sequoyah 0305) B977846-B

System Details

or 2 million miles). Bryan has no atmosphere and is uninhabited.

Boone is located in the second orbit of its sun, Exeter, a G2 V, yellow main sequence star. Boone orbits Exeter at a distance of 1.00 AU (150.3 million kilometers or 93.4 million miles).

The system has one gas giant, Cumberland. Cumberland orbits Exeter at a distance of 5.31 AU (796.3 million kilometers or 494.8 million miles). One of Cumberland's moons, Slade, is used as a base for the Boone Space Defense Force. Slade is off-limits to all unauthorized persons.

Another of Cumberland's moons, Sterling, is used as a refueling base. Winchester, another moon, is inhabited by a scientific research station.

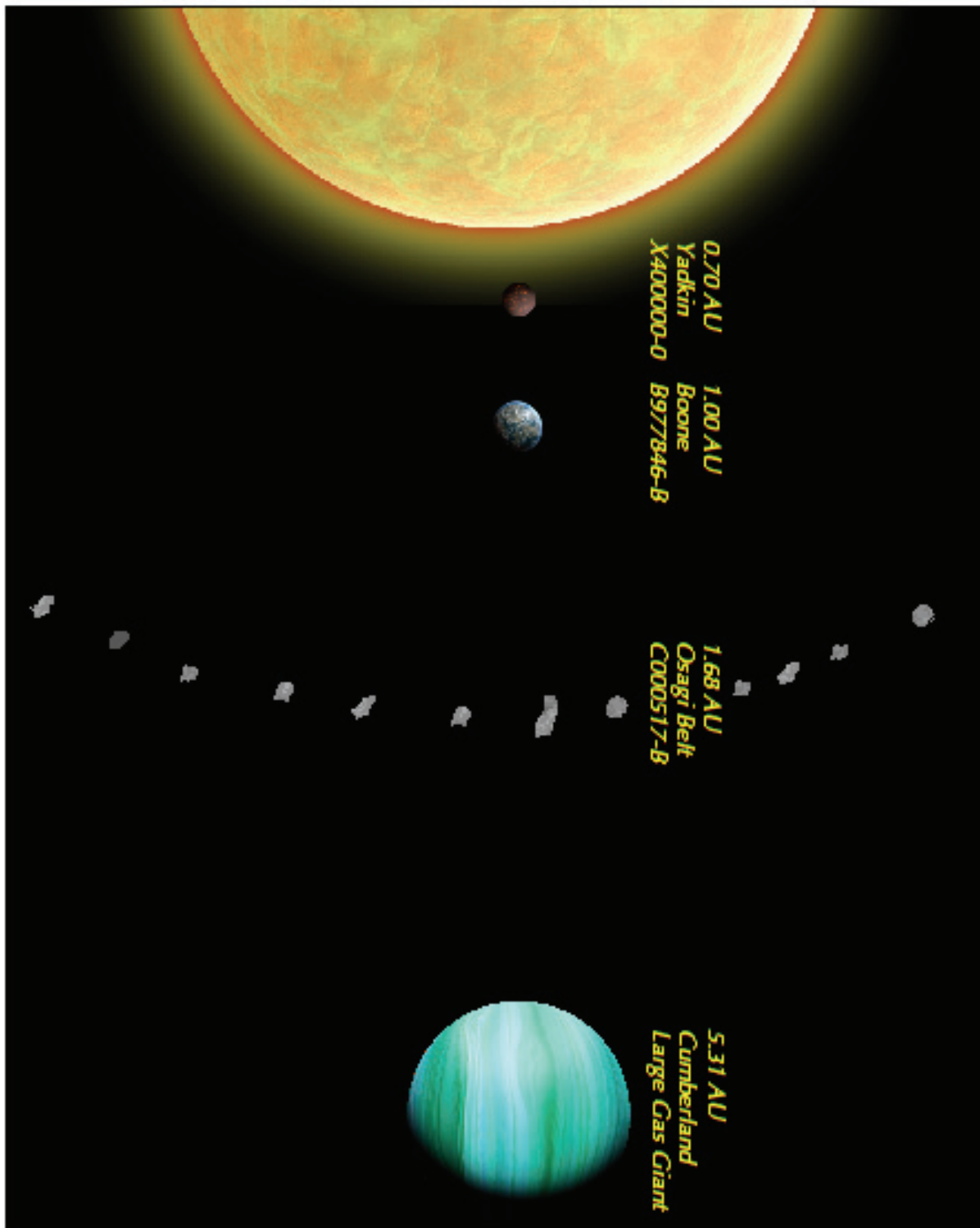
The system has two planetoid belts. The closest to Exeter is the Osage Belt which orbits at a distance of 1.68 AU (252.4 million kilometers or 156.8 million miles). The belt is currently being mined by Dashwood Mining Corporation.

Further out is Squire's Belt which orbits Exeter at a distance of 10.51 AU (1.6 billion kilometers or 994.1 million miles). This belt is also being mined by Dashwood Mining Corporation. One of the larger asteroids, Hogarth, is the location of the company's corporate headquarters.

The system is also home to three other rocky bodies. Yadkin orbits closest to Exeter at a distance of 0.70 AU (104.8 million kilometers or 65.1 million miles). Yadkin has no atmosphere and is uninhabited.

Braddock orbits Exeter at a distance of 3.05 AU (457.6 million kilometers or 284.4 million miles). Braddock has a slight carbon dioxide atmosphere with an atmospheric pressure at ground level of 0.13 standard. Braddock is home to a mining colony owned by Dashwood Mining Corporation.

In the final orbit, Bryan orbits Exeter at a distance of 21.16 AU (3.2 million kilometers



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Physical Data

Boone has a diameter of 13,760 kilometers (8600 miles). Its molten core gives it a density of 1.04 standard. Boone has a surface gravity of 1.12 standard.

Boone has two moons, Logan and Stuart. Logan has a diameter of 1020.1 kilometers (633.8 miles). Logan orbits at a distance of 470,721 kilometers (292,492 miles). Logan orbits Boone once every 33.06 standard days.

Stuart orbits Boone at a distance of 962,320 kilometers (597,957 miles). Stuart has a diameter of 1154 kilometers (717 miles). Stuart orbits Boone once every 95.59 standard days.

Neither Stuart nor Logan have atmospheres, but both are inhabited. Stuart is home to the main naval base of the Boone Space Defense Force. Logan is home to Logan Station, a B-class downport which serves Boone.

Boone has a rotation period of 24 hours. This is referred to locally as "one day".

Boone has an orbital period of 367 days. This is referred to locally as "one year".

Atmospheric Details

Boone has an atmosphere consisting of 72.00% nitrogen, 24.68% oxygen, 0.86% carbon dioxide, 0.61% argon, and 1.85% other trace gases. The atmospheric pressure at sea level is 1.0 standard.

Equatorial temperatures on Boone average at 43 C (109.4 F) during the day and 23 C (73.4 F) at night. Summer polar temperatures average -9 C (15.8 F) during the day and -29 C (-20.2 F) at night. In winter, this drops to an average of -47 C (-52.6 F) during the day and -67 C (-88.6 F) at night.

Bottom Of The Bowl

The abyssal plain called The Brinton Deeps is a source of some mystery. While most see it as a naturally occurring phenomenon, some have speculated that it could be more than that.

Researchers have determined that it is very close to being flat across the thousands of kilometers of the abyssal plain. While some have exaggerated just how flat and uniform it is, some compare the Deeps to "The Cliffs" on Tal'Kalaes.

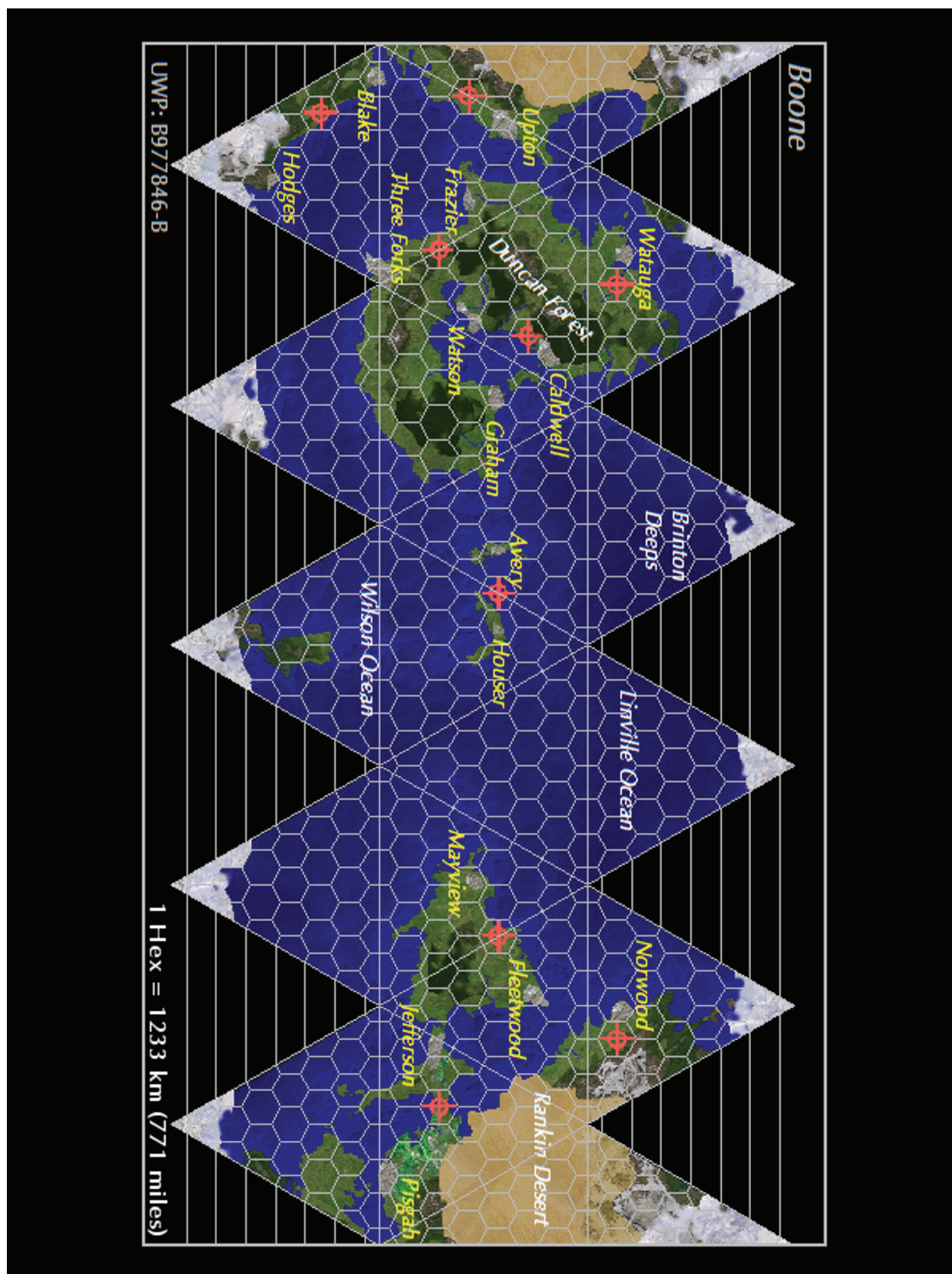
Aria Sacratini of Alien Research Network has theorized that the Deeps may have been the location of a massive settlement of the same aliens responsible for the artifacts found on Tal'Kalaes. Part of her theory includes the fact that the Deeps have far fewer natural resources (such as iron, nickel or copper) than most abyssal plains usually contain. Recent mining efforts by Dashwood Mining Corporation have confirmed this.

Hydrographic Details

73% of the surface of Boone is covered in water. The ocean is known by locals as two large bodies of water and several smaller ones.

The Linville Ocean is considered to be the body of water between the equator and the northern polar region. This includes the largest undersea region, the Brinton Deeps. This area is an abyssal plain and has been compared by some marine geologists as looking like the bottom of a bowl. The Brinton Deeps are at a depth of 2941 meters (9651 feet). The Deeps are located just south of the northern polar region. They stretch 5740 kilometers (3566 miles) east and west and 5890 kilometers (3660 miles) north and south.

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The Wilson Ocean is considered to be the body of water south of the equator to the southern polar region. The Wilson Ocean is the location of the deepest underwater point in the Hardin Trench. This trench runs along northwest to southeast just south of Avery Island for over a thousand kilometers. The trench reaches a depth of 10,882 meters (35,702 feet).

Geographic Details

The largest continent on Boone is Doughton. Doughton covers the southern polar region and then extends northward to the edge of the northern polar region. Both the northern ice cap and the southern ice cap cover parts of Doughton.

The northern region of Doughton is dominated by the White Mountains. The White Mountains run the length of the continent east to west. These mountains are covered in snow and ice on their north faces. The tallest of these, Mount McKinney, reaches a height of 8872 meters (29,108 feet).

South of the White Mountains is the Rankin Desert. The Rankin is a wide expanse which takes up most of the continent from the White Mountains to just south of the equator. The northern region of The Rankin Desert is a rough barren plain of exposed rocks. These rocks are strewn across the landscape in sizes ranging from that of a grav shuttle to small gravel. The remainder of The Rankin is a vast sandy desert which stretches across the entire continent.

The desert turns into a sandy soiled savannah in the southwest. This area, known as The Pisgah, is covered in what is often called "chesthigh". It is a grass-like plant with 3-4 tall stalks with light seeds hanging from them in the center of each plant and blades of grass-like leaves at the bottom. The stalks' height is the origin of the plant's name. Chesthigh spreads quickly and easily and does not need much soil to root.

The south and southeastern boundary of the desert is the Lovell Region. The Lovell

Region is a high plateau of volcanic rock which has since eroded by wind and water into an area of peaks and canyons. The overall plateau has an elevation of 2620 meters (8596 feet) sea level. This forms cliffs overlooking the desert by over 1200 meters (3927 feet).

The Lovell Region slopes downward to the sea on the east coast of Doughton. Here the coastline is a green with light forests of native trees.

To the south, the Lovell Region maintains its elevation all the way to the southern ice sheet. This region sees high winds and frequent precipitation.

West of The Pisgah is the Jefferson Isthmus. This Isthmus connects Doughton to the continent of Quinn. Quinn has a ring of hills and mountains along the coast which surround a low plain in the center. This central plain is covered in grasses with the exception of the Layson Forest at its center.

The Layson Forest consists of tall, broadleaf native trees of several different species. Perhaps the most important of these trees is the Fur Tree. The Fur is a tree reaching an average height of 19.7 meters (64.6 feet). Its trunk and larger branches are covered in a moss-like "fur".

Crossing the northern Wilson Ocean to the west are the "Equator Islands". These islands are Houser to the east and Avery to the west. Both islands are the exposed tops of an undersea mountain range which runs along the equator. Houser was the site of the first landing by colonists.

To the west, straddling the equator, is the continent of Coltrane. Named for both its "C" shape and a member of the colony ship's bridge crew, Coltrane is the second largest continent on the planet.

Much of the northern half of Coltrane is taken up by the Duncan Forest. The Duncan Forest has a wide variety of local deciduous broadleaf tree species, but perhaps the most important to the colonists has been the pacau tree.

The pacau tree is a large tree of 20-40 meters (66-130 feet). The pacau tree produces what is technically a fruit, but what is referred to by locals as a nut. This pacau

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nut is a double-shelled fruit with the seed on the inside of the inner shell. The outer shell is thick and provides an interior space for the thin shell to develop around the seed. It is this seed which is edible and is called the “pacau nut”.

The pacau nut is used in many local dishes. The most popular dish containing the nut is pacau pie, an extremely sweet desert popular on Boone. However, the most popular way to eat the pacau nut is by itself with salt added.

The southern portion of Coltrane has a similar forest, the Tisdale Forest. The Tisdale covers a plateau just south of the city of Graham. Pacau trees are common here as well.

The Tisdale Plateau sits approximately 120 meters (393.7 feet) above the surrounding grasslands. Both the top of the plateau and its slopes are covered by the Tisdale Forest. The slopes are, in most places, rather gentle but there are some steep slopes as well particularly on the north side.

Setting Notes

If you choose to use the Clement Sector setting outlined in **The Hub Federation**, Boone is a colony of the United States. Boone was not an independent colony but one ruled over by the government of the US.

Boone was settled by the US in 2296 making it one of the first permanent settlements in Sequoyah subsector. It has been a successful colony and survived the effects of the Collapse with a smooth transition of power.

If you are using a more traditional Traveller setting, you might consider toning down some of the American connections. The further into the future your setting is, the less these connections should be emphasized. If your setting contains nobility, you might consider having the noble elected by the locals rather than appointed to maintain some of the feel but without it being too overpowering for your setting.

Population Details

Boone is home to just over 600 million people. While the large cities are well populated, there are many smaller communities scattered across the planet. Indeed, the majority of the population lives in these small communities rather than the large cities.

Government Details

The government of Boone is a representative republic which is divided into three branches: Executive, Legislative, and Judicial. All of these branches are headquartered in the city of Caldwell, which serves as the capital.

The executive branch consists of the governor and his/her staff. This staff, called the Boone Commission, includes several

commissioners who are the heads of departments overseen by the executive branch. These departments include Military, Commerce, Education, Treasury, and Extraplanetary Affairs.

Each of these department heads are chosen by the governor and serve at his/her leisure. In practice, most of these commissioners come and go along with the governor who appointed them.

The governor oversees all of these departments as the leader of the Boone Commission. The governor also has the power to veto decisions of the Legislative branch, to appoint the judges of the Judicial branch, create new departments, appoint special envoys, and create special commissions to study certain issues.

The governor is elected by popular vote of all citizens of Boone over the age of 18 local years. The governor serves for a

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four year term. Re-election to the position is not limited, so a governor can continue to serve as many terms as he/she is elected to serve.

The legislative branch is most often referred to as the Boone General Assembly. This General Assembly is split into two parts, the House of Representatives and the Senate. The House is the lower of the two bodies and is the location where all bills to be decided upon originate.

The House of Representatives consists of 240 members. Each of these members represents a district of approximately 2.5 million people. These House members serve a term of two years and may serve for a maximum of ten terms in their lifetime.

Members of the House introduce bills to be voted upon by the House. To pass, these bills must obtain a simple majority. Those bills which do pass are then sent to the Senate for an approval vote. In the event of a tie vote, the Speaker of the House is allowed to cast the tie-breaking vote.

The Speaker of the House is elected by the members of the House. Unlike many legislatures, the Speaker is not also a member of the house. However, the Speaker must be a former member of the House and cannot currently hold any other office in the government. The Speaker serves a term of six years.

The Speaker's job is to be the presiding officer over all activities of the House. The Speaker can also create committees to study certain issues and appoint members to serve on those committees. However, the Speaker can only vote on an issue when the vote is tied.

The Senate consists of 50 senators. These senators represent districts of approximately 12 million people. Senators serve a term of six years and may serve for a maximum of four terms in their lifetime.

The Senate approves bills passed by the House of Representatives. The Senate may not introduce bills of their own, though they can suggest bills to House members. To be approved, a bill must receive a simple majority. In the event of a tie, the President

of the Senate casts the deciding vote. Those bills which are approved must then be sent to the governor, who may then either sign the bill into law or veto the bill.

If the governor vetoes the bill, it must then be sent back to the Senate for changes in the bill. The Senate may change the bill in any way they see fit. If the Senate approves this version of the bill, it will be sent to the House for approval. If this approval is won by a two thirds majority in the House, the governor's veto is overruled and the bill becomes law.

The President of the Senate, often simply called "The President", is elected by a vote of the Senate. Like the Speaker of the House, this position is not held by a sitting senator, but must be held by a former senator. The President serves a term of ten years.

The judicial branch is headed by the Supreme Court of Boone. The Court is made up of seven justices who are appointed by the governor. Each appointment must be approved by the House of Representatives. Justices serve terms of up to forty years when they are forced by law to retire. Once in place, the justices cannot be removed unless they are impeached by a two thirds majority of the House. Impeachment proceedings may only begin if the justice has been accused of a crime.

The Supreme Court is headed by the Chief Justice. The Chief Justice is also a serving justice as well as being the chief. The Chief Justice is chosen by the Governor.

There is also a system of lesser courts which uphold law on Boone. These courts (such as local courts, district courts, and superior courts) form a pyramid with the Supreme Court at its apex.

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Legal Details

Law enforcement on Boone is divided into local law enforcement (usually on a town or city level) under a locally elected Sheriff. These local Sheriffs are answerable to a district Constable (these districts are usually, but not always, the same as a Senate district). The Constables are answerable to the Department of Justice which is administered by the Commissioner of Justice.

Citizens and travellers alike will likely see law enforcement in the form of local police officers. These officers normally either travel in grav vehicles or on foot and attempt to keep a high profile presence in most settled areas.

Citizens are allowed to own and carry firearms provided they first get a permit to do so. Permits are classified as owner, carrier, and concealed carrier. Permits are issued in approximately four days after the application has cleared. Owner permits are given to any citizen who applies for the permit and has not committed a crime in the past 12 years. Carrier permits are given to those who apply, have not committed a crime within the past 24 years and demonstrate proficiency with the weapon. Concealed carrier permits are only allowed to those who have never committed a major crime, have not committed any crime in the past 24 years, have demonstrated proficiency with the weapon and taken a 3 month course on safety.

Offworlders are permitted to gain any of these permits, but they will be held to the same standards for both Boone and their stated homeworld. The Department of Justice will hold the application until confirmation can be received from the applicant's homeworld both of their residence status on that planet and a lack of a recent criminal record.

Most addictive narcotics are illegal to own without a prescription from a physician licensed by the Department of Health and Safety. Some, which are listed as "pleasure drugs", are illegal in any case. These include things like cocaine and marijuana.

Boone Space Defense Force

As a US colony before the Conduit Collapse, Boone had two squadrons from the United States Space Navy. These ships were *Lexington*-class cruisers and they were based at John Paul Jones station on Slade and at Logan Station on Logan.

These two squadrons remained in the Boone system and agreed to stay on and defend the Boone government after the Conduit Collapse in 2331. These ships continue to make up the bulk of the Boone Space Defense Force to the present day.

These ships continue to carry US flags on their hulls and carry their US names. These ships are *USS Ticonderoga*, *USS Cowpens*, *USS Antietam*, *USS Bunker Hill*, *USS Mobile Bay*, *USS Gettysburg*, *USS Lake Erie*, *USS Fallujah*, *USS Guadalcanal*, and *USS Picard Crater*.

Alcohol is not a controlled substance for anyone over the age of 18. Those under this age are not permitted by law to own or consume alcohol.

Travel visas are required for any non-citizen of Boone to leave a port facility. Travellers may visit the main starport or any downport without a visa, but they cannot leave the port area without a visa. Visas usually take only one day to process and will only be granted to those without a criminal record on Boone.

Incoming vessels can be inspected by both the Boone Space Defense Force and by starport security. Usually these inspections take place at the starport, but travellers can expect their vessel to be scanned while in transit from the Zimm Point to a port. Only in cases of emergency or suspicion of a criminal act will the BSDF board a ship in transit.

Starport security scans all vessels upon their arrival at a port. Travellers must consent to a scan to leave the docking area to insure that they are not carrying illegal

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items. Starport security reserves the right to examine the exterior and interior of any vessel at any time, though most often they will not do so.

Cultural Details

Early in the colony's history it was determined that tobacco was one of the crops from Earth which would grow well in the soil of Boone. The success of this crop has led to tobacco use being a common occurrence on Boone. Cigars and cigarettes are the most popular, but pipe smoking as well as chewing tobacco is also common. Boone exports large amounts of tobacco and tobacco products to other worlds in the Sequoyah subsector.

This usage has also included a smaller industry dedicated to making smoking tobacco less dangerous. This includes special filters and additional ingredients, though most reject these products as hokum.

Another import from Earth has been the pig. Pigs are kept by farmers all over Boone and pork products are common food items. This is seen most often in the form of barbecue.

Boone barbecue uses vinegar and ketchup based sauce on slow cooked pork shoulder. The shoulder is the only part of the pig which is used in this style of barbecue. Often shells from pacau nuts are used in the fire pits to flavor the meat as it cooks.

Specific recipes for sauce can vary from person to person. Often intense rivalries will arise between locals concerning who has the best sauce. These rivalries often come to a head in regional and planetary barbecue contests in which rival chefs compete to have the most acclaimed barbecue on the planet.

In addition, travellers are to be warned that haggling and bargaining are to be expected in many places of business. This includes for services such as legal and medical services. However, haggling is not appreciated by barbecue chefs and establishments. This is seen by locals as an

insult and can result in negative reactions at best or physical altercations at worst.

The Boone Calendar

The local calendar is very similar to the standard Gregorian calendar in most respects. There are twenty-four hour days, seven day weeks, and twelve months per year. However, there is a slight change. On Boone, February has 30 days rather than 28. There is no leap year.

The year is the same as the standard calendar, however, each year separates the local calendar and the standard calendar by two days. The current year is 2342.

Locals refer to dates by the month, the number of day, and the year. So dates are referred to as April 3, 2342. At times, the number of the month will be used in place of the name of the month and will be denoted as 04/03/42.

Selected City Details

Caldwell

Caldwell is the third largest and third most populous city on Boone and is the capital of the planet. The Governor's mansion and the meeting places for the House of Representatives, the Senate, and the Supreme Court are all within the city. Caldwell is home to approximately 10.2 million people.

Caldwell is located on the north shore of Kinsfell Bay which creates the opening in the "C" of the continent of Coltrane. The city sprawls along the coastline and sits between the bay and Duncan Forest.

The city has a C-class downport to the southwest. The port is accessible by shuttle, ground vehicles, grav vehicles or maglev train.

Summer temperatures average 38 C (100.4 F) during the day and 18 C (64.4 F) at

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night. In winter, this drops to an average of 4 C (39.2 F) during the day and -15 C (5 F) at night.

Fleetwood

Fleetwood is the most populous and largest city on Boone. Fleetwood is known by locals as the “big city” and is the center of the lumber industry on Boone. Much of the Layson Forest was cleared from the region around Fleetwood to make room for the expanding city as well as to be sold as lumber. The city is home to 12.3 million people.

Fleetwood is located north of the Layson Forest on the continent of Quinn. The city sits on the coastal hills overlooking Bledsoe Straits linking the Linville Ocean with Holt Bay.

The Quinn Regional Downport is located to the southwest of the city. The downport is accessible to the city by shuttles and maglev trains.

Summer temperatures average 40 C (104 F) during the day and 20 C (68 F) at night. In winter, this drops to an average of 18 C (64.4 F) during the day and -2 C (28.4 F) at night.

Upton

Upton is the second largest and second most populous city on Boone. The city is home to 11.7 million people.

Upton is located on the coastline of Klum Bay on the northern downward slope of the Lovell Plateau. The city sits between the Harris Mountains along the edge of the plateau which separate the grasslands from the Rankin Desert.

Upton Downport is located to the southwest of the city. The downport is accessible from the city by shuttles and maglev trains.

Temperatures average 41 C (105.8 F) during the day and 20 C (68 F) at night. The

city experiences frequent rainfall, so travellers are advised to be prepared. Recently landslides have destroyed several homes and businesses near the Harris Mountains following heavy rains.

Logan Station

Logan Station is the main starport for Boone. Rather than building an orbital port, the colony located a downport on the moon Logan. In addition, an orbital port has now been built which orbits directly above the downport. These installations are collectively called Logan Station.

The downport on the surface of the moon itself is referred to as “Logan Down”. This area is where smaller ships will be asked by system control to land if they state their destination is Logan Station. They will be given a landing area named “Logan Down” and a number (such as Logan Down 65).

The port in orbit above the downport is referred to as “Logan Up”. It is a circular torus structure and is often called “The Carousel” by those who see the many ships docked to its sides. Docking with the port can include docking to the outside for rather large ships and docking in a bay for mid-sized ships. Ships will be given a docking bay or landing bay with a number and “Logan Up” (such as Logan Up 29).

Logan Station is home to approximately 12.2 million people. Both the interior of the downport and highport are kept at a constant 22 C (71.6 F).

Amadioha (Sequoyah 0402) B577653-B

System Details

Amadioha is located in the first orbit of its sun, Anyanwu, an M9 V, red main sequence star. Amadioha orbits Anyanwu at a distance of 0.08 AU (11.3 million kilometers or 6.9 million miles).

Anyanwu has a companion star, Aru, which orbits a common center of gravity with Anyanwu. Aru and Anyanwu are currently near their furthest point of separation and are 320 AU (48.1 billion kilometers or 29.9 billion miles). Aru has no planets in orbit around it.

There are three gas giants in the system. The closest of these to Anyanwu is Ikenga. Ikenga orbits Anyanwu at a distance of 2.16 AU (323.4 million kilometers or 201 million miles). One of Ikenga's moons, Ngwu, is currently being by the Blaylock Mining Corporation.

Agwu orbits in the fourth orbit at distance of 5.31 AU (796.9 million kilometers

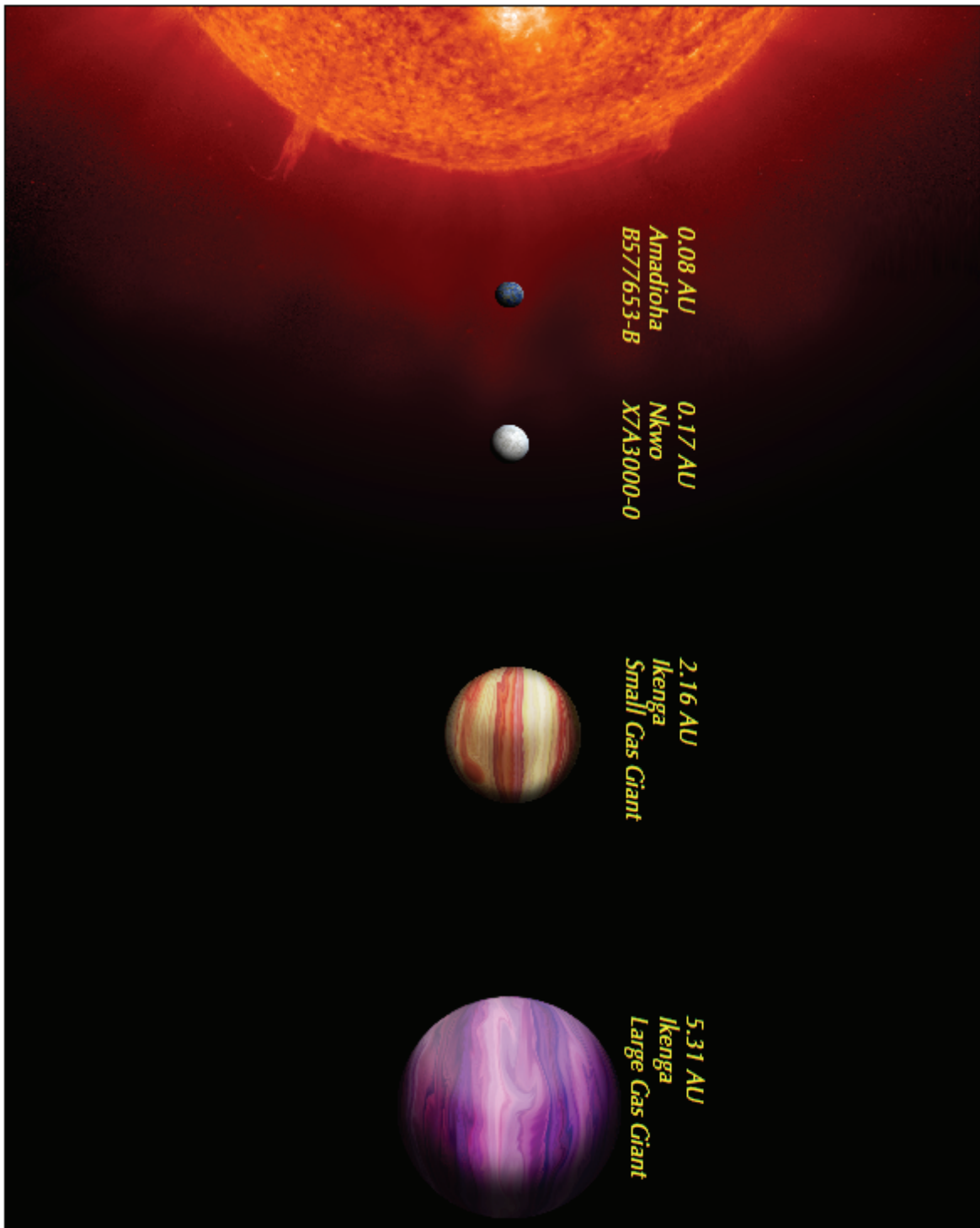
or 495.2 million miles). Agwu's moons are uninhabited though there were rumors that one of the moons, Eri, was being used as a pirate base.

Ogbunabali orbits in the final orbit at a distance of 8.23 AU (1.2 billion kilometers or 767.4 million miles). None of the moons of Ogbunabali are inhabited.

The system has one other rocky body in the system, Nkwo. Nkwo orbits at a distance of 0.17 AU (25.6 million kilometers or 15.9 million miles). Nkwo has an atmosphere consisting of 39% oxygen, 35% carbon dioxide, 21% nitrogen, 4% argon, and 1% other trace gases. Nkwo's atmospheric pressure at sea level is 1.76 standard.

Nkwo is a frozen world with an average temperature of -95 C (-139 F). Nkwo is home to a small mining operation owned by the Blaylock Mining Corporation.





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Physical Data

Amadioha has a diameter of 7360 kilometers (4600 miles). Its molten core gives it a density of 0.98 standard. Amadioha has a surface gravity of 0.57 standard.

Amadioha has no moon.

Amadioha has a 26 hour rotation period. This is referred to locally as one "ubachi".

Amadioha has an orbital period of 17.33 standard days or 16 local days. This is referred to locally as one "onwa".

Atmospheric Details

Amadioha has an atmosphere consisting of 76.28% nitrogen, 19.29% oxygen, 2.69% carbon dioxide, 0.24% argon, and 1.5% other trace gases. The atmospheric pressure at sea level is 0.79 standard.

Owing to the amount of carbon dioxide in the atmosphere, a filter mask must be worn when outdoors. Many Amadiophans opt to wear these at all times. It is not unusual to encounter people wearing a filter mask even in pressurized locations.

Equatorial temperatures average 17 C (62.6 F) during the day and 3 C (37.4 F) at night. Summer polar temperatures average -16 C (3.2 F) during the day and -30 C (-22 F) at night. In winter, this drops to an average of -60 C (-76 F) during the day and -74 C (-101.2 F) at night.

Seasonal changes are extremely fast on Amadioha. This causes powerful storms to be quite frequent. Travellers are warned that the planet was named after the Igbo god of thunder and lightning for a reason. Lightning is a constant danger for humans on Amadioha.

Setting Notes

If you are using the setting put forward in **The Hub Federation**, Amadioha is an independent colony established by the Igbo people of Nigeria. Many of the Igbo had longed for a nation of their own and many saw this colony as their opportunity. The colony was established in 2329, just a few years before the Conduit Collapse.

If you are using a more traditional Traveller setting, you may wish to play down some of the Igbo references. We would actually suggest you keep them as Amadioha could be a small world of persons wanting to get in touch with their Igbo roots.

Hydrographic Details

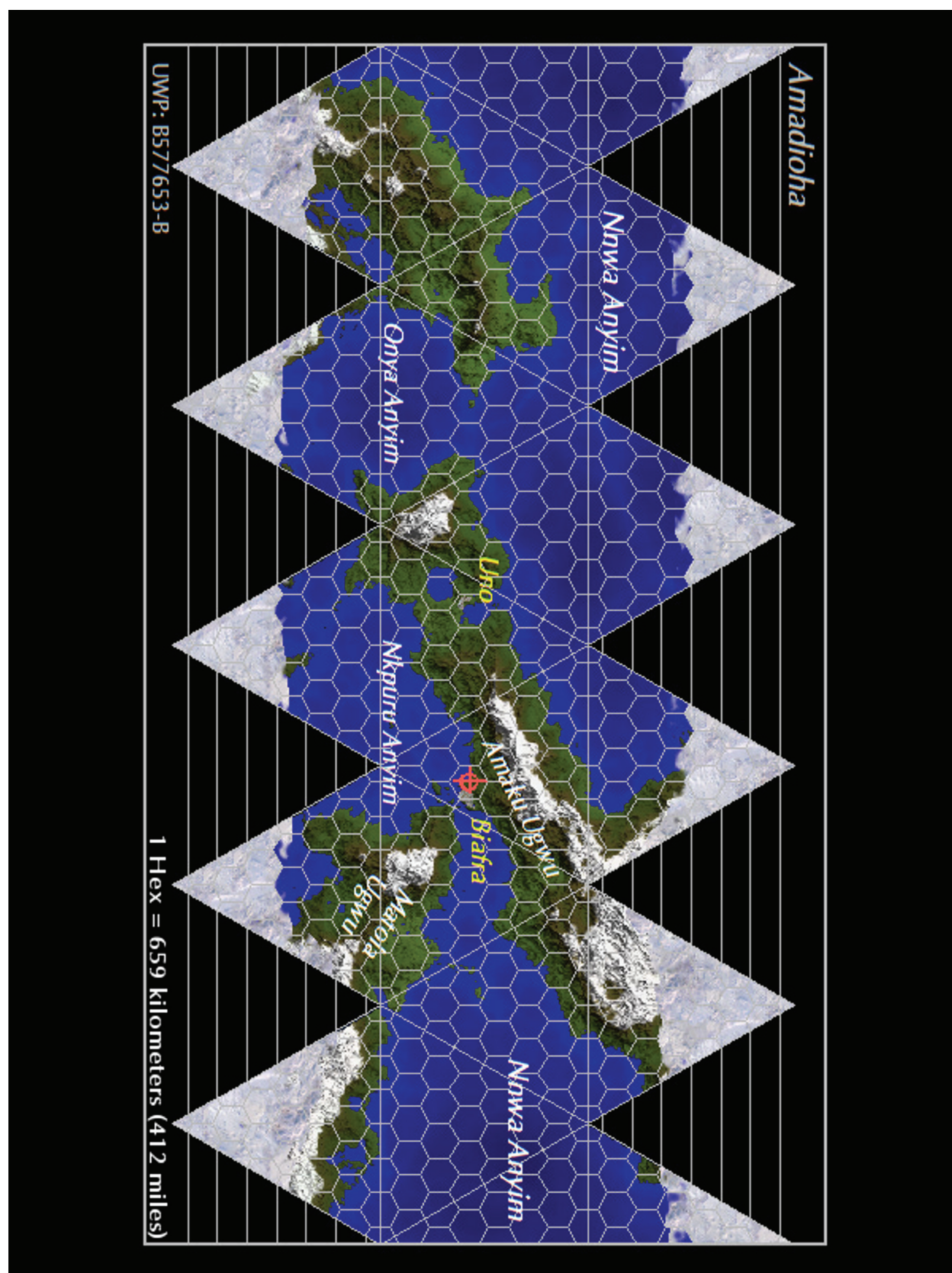
73% of the surface of Amadioha is covered in water. The largest body of water is the Nnwa Ocean or as locals say Nnwa Anyim. The Nnwa Anyim covers most of the northern hemisphere including beneath the northern polar ice cap. The Nnwa Anyim extends well into the southern hemisphere as well.

The Nnwa Anyim is also the site of Bonsu Ogbu, the deepest underwater point. The ocean reaches a depth of 7.2 kilometers (4.5 miles). The Bonsu Ogbu is part of a massive trench running along the equator for several thousand kilometers.

Nkpuru Anyim is considered to be the body of water beneath the southern polar ice cap. This body of water extends to the southern shores of the continent of Ukpa at the equator.

Onya Anyim is considered to be the body of water between the southern polar ice cap and the continents of Ukpa and Dee Ha Aba. Locals often refer to this sea as Onya or The Trap due to its occasional calmness before extremely violent storms.

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Geographic Details

There are two major continents on Amadioha. The largest of these is Ukpa. Ukpa stretches from the northern ice sheet southward across the equator. The continent's spine is a mountain range called Amaku Ugwu.

The Amaku Ugwu features some of the highest peaks on the planet. Mount Eze Nri, the highest of the range, located in the south part of the range near the city of Biafra reaches a height of 9202 meters (30,190 feet).

The Amaku Ugwu also features some of the largest volcanoes on the planet. Most of these are in the northern part of the mountain range. Since the planet has been colonized, none of these major volcanoes has erupted. However, many scientists believe that this could change within the next 10-15 years.

Along the southern slopes of the Amaku Ugwu is the Ibadan region. This region is characterized by interlaced areas of forest, savannah, and grasslands. This region extends across Ukpa to the west in the foothills of the mountains as well.

Following the Ibadan to the west is the subcontinent of Lokoja. Lokoja is much like Ukpa to which it is connected. However, earthquakes are quite common in this area as the subcontinent is slowly breaking apart from Ukpa and moving to the northwest.

Much of Lokoja is dominated by the massive mountain of Mount Zuma. Mount Zuma is a gigantic extinct volcano which is now covered in ice and snow. Mount Zuma reaches a height of 20.2 kilometers (12.6 miles) and covers an area of 651,000 square kilometers.

Across the Onya Anyim is the continent of Dee Ha Aba. Dee Ha Aba sprawls from the equator to the southern ice sheet and then stretches northward toward the equator to almost touch the southern coast of Ukpa at the Steiner Straits.

The southern ice sheet extends northward along the Matola Ugwu Mountains. These rugged ice capped mountains have

not been fully explored. However, it is known that the highest, Mount Kouchner, reaches a height of 8756 meters (28,727 feet).

The northeast region of Dee Ha Aba is known as the Dokubo Region. The Dokubo consists of granite outcroppings among vast grassland. Some of these outcroppings are over 2 kilometers (1.2 miles) across while others are barely over 2 meters (6.6 feet) across.

Population Details

Amadioha is home to approximately 3 million people. The majority of the population of Amadioha lives within two cities, Biafra and Uno. A few thousand people live in small communities between the two cities in the Ibadan. The rest of the planet is uninhabited.

Government Details

Amadioha is ruled by a council of seven men called the Ochichi. These men are chosen by a vote of all males over the age of 30 ahos (the local year). The Ochichi determines all laws and settles all disputes among the people of the planet.

The Ochichi members also can settle lesser disputes on a one-on-one basis. If citizens see a member of the Ochichi, they can request that he settle a dispute on the spot. In most cases, the Ochichi member can settle the dispute, but if not, it can be referred back to the Ochichi as a whole.

With the expansion of the colony to the city of Uno to the west, a new rule has been enacted that states that one member of the Ochichi must be from Uno. It is expected that, as the colony continues to grow, this courtesy will be extended to other large cities.

The Ochichi have also been working closely with Blaylock Mining Corporation. BMC has established several mining colonies in the system and, it is believed, is planning to share the bounty of the mining with the colony. The deal between BMC and the

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Ochichi is that BMC restricts their mining concerns to the system and cannot mine on Amadioha itself.

Some members of the Ochichi and the public are distrustful of BMC's motives, but others see the relationship as a benefit for the planetary government. So far, BMC has established two mining colonies in the system and has paid to upgrade the downport from C-class to B-class by building a refinery.



Legal Details

The Ochichi control all aspects of law enforcement through the Amadiohan Security Forces (ASF). These men wear dark green uniforms with the Amadiohan flag on the right arm. The ASF openly carry weapons in order to discourage criminal activity.

The ASF generally walk through the cities. Policy for them is to be as friendly as possible to the populace and attempt to keep crime to a low level. Only in rare instances are they to use their weapons. Over the 13 years since colonization, this system has worked well.

Firearms are legal for any citizen of Amadioha to carry. However, these weapons must be carried openly. If a person is discovered to be carrying a concealed weapon, this could result in a jail sentence of up to 4 local years.

Weapons deemed to be "military only" are forbidden for citizens to carry. These include rocket launchers and assault rifles.

Most narcotics are illegal for citizens to own or use without the drug being prescribed by an Ochichi approved physician. Other drugs, such as tobacco, marijuana, and alcohol are not only legal but will be encountered often in the cities of Amadioha.

Security at the downport is handled by both the ASF and BMC. While there are no visas required for travellers to visit Amadioha, security reserves the right to search any person or any piece of property it deems necessary to search.

These searches are generally only performed on those leaving the starport.

Rarely would they apply to a vessel which was simply offloading cargo or refueling.

While Blaylock Mining does keep a fleet of armed ships as well as cargo vessels, the Ochichi have no space navy. Cargo inspections while in system are performed by BMC if needed but are extremely rare.

Cultural Details

Music is popular and important to the Amadiohan culture. Perhaps the most popular form of music is called Highlife. Highlife is a fusion of jazz and more traditional Igbo music. Highlife is characterized by saxophones, trumpets and trombones mixed with a number of guitars.

Often Highlife music will include another Amadiohan tradition, that of masking. As stated earlier, all humans who are in the open air must wear a filter mask to breathe. Amadiohans have included this necessity within their own Igbo cultural use of masks.

Filter masks are not only functional but also part of ritual or a symbol of local beliefs. These masks can be as simple as being painted the colors of the Amadiohan flag or as complex as a full head mask with elaborate artwork.

A majority of people on Amadioha are believers in Odinani, the ancient belief system of the Igbo people. Odinani is a deterministic religion where believers feel that their supreme deity, Chukwu determines the path of their lives before they are even born.

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Chukwu assigns a guardian spirit, called a Chi, to each person to not only protect them but guide them along their journey through life. The Chi is there to ensure things go according to Chukwu's plan.

The majority of those who are not Odinani adherents are Catholic Christians. Often many who live on Amadioha tend to mix the two religions and some believe the two may meld into one fused religion within the next ten years.

The Amadiohan Calendar

The Amadiohan calendar is based on the local 26 hour day or ubachi. Four ubachi equals one izu or local week.

Four izus or sixteen ubachi equals one onwa or rotation around the sun. Thirteen onwas equal one aho or local year. Each aho is 208 local days long (or 225.33 standard days). Ahos are numbered as to how many have passed since the colonization. The current aho is 21.

Each onwa has its own name. These names, in order, are Mbu, Abua, Eke, Ano, Agwu, Ifejioku, Alom Chi, Ilo Mmuo, Ana, Okike, Ajana, Ede Ajana, and Uzo Alusi.

Locals will refer to the date by using the name of the onwa first, then the number of the day, and then the aho. For instance, Eke 14, 21.

City Details

Biafra

Biafra is the site of the original settlement and is still the largest city on the planet. The city is home to the meeting location of the Ochichi as well as the planetary downport and the local offices of Blaylock Mining Corporation. The city is home to 2.4 million people.

The city is comprised of many large square buildings called "mbari". These mbari

can be small structures for just one family or gigantic structures for multiple families, offices, or shopping areas. Each is connected to the neighboring mbari by a connecting hallway or an underground tunnel (or both).

Each mbari is totally enclosed and pressurized to maintain a breathable atmosphere. The interior walls of the mbari are often covered in holoscreens to give the appearance of being open to the outside.

The city is located on the coast of the Steiner Straits where the Nnwa Anyim meets the Nkpuru Anyim. Biafra extends from the coastline into the surrounding Ibadan. The city has an excellent view of Mount Eze Nri.

The Amadioha Downport is located to the west of the city. The downport is rated B-class. The downport can be reached by shuttle.

Outdoor temperatures average 17 C (62.6 F) during the day and 3 C (37.4 F) at night. Interior temperatures are kept at 27 C (80.6 F)

Uno

Uno is the first expansion of the colony by the Ochichi. The city is currently home to 500 thousand people.

The city has been created to be much the same as Biafra. The city is comprised of the same sorts of mbari buildings, just far fewer of them. The city is built on Achebe Bay on the edge of the subcontinent of Lokoja.

There is currently no starport near Uno. Plans have been drawn up for a D-class port, but so far no construction has been started. Shuttle service leaves for the Amadioha Downport every four hours.

Outdoor temperatures average 18 C (64.4 F) during the day and 2 C (35.6 F) at night. Interior temperatures are kept at 27 C (80.6 F).

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Gansagi (Sequoyah 0404) C955624-B

System Details

Gansagi is located in the first orbit of its sun, Uku, an M7 V, red main sequence star. Gansagi orbits Uku at a distance of 0.11 AU (16.5 million kilometers or 10.3 million miles).

There is only one other world in the system, a small gas giant named Calhoun. Calhoun orbits at a distance of 0.42 AU (63.3 million kilometers or 39.3 million miles). One of Calhoun's moons, Webster, was colonized early in the colonization period and is still the site of a small refueling base.

Physical Data

Gansagi has a diameter of 14,560 kilometers (9100 miles). Its molten core gives it a density of 1.04 standard. Gansagi has a surface gravity of 1.19 standard.

Gansagi has no moon.

Gansagi has a rotation period of 22 hours. This is referred to locally as "one day".

Gansagi has an orbital period of 28 local days or 25.67 standard days. This is referred to locally as "one month".

Atmospheric Details

Gansagi has an atmosphere consisting of 75.60% nitrogen, 22.87% oxygen, 0.52% argon, 0.22% carbon dioxide, and 0.79% other trace gases. The atmospheric pressure at sea level is 0.70 standard.

Equatorial temperatures average 36 C (96.8 F) during the day and 0 C (32 F) at night. Summer polar temperatures average -6 C (21.2 F) during the day and -42 C (-43.6 F) at night. In winter, this drops to an

Setting Notes

If you are using the setting history for the Clement Sector that we outlined in **The Hub Federation**, Gansagi was originally used as a waystation for colonists and supplies moving from the Sequoyah system to the Boone system. The United States Space Navy built the downport in 2296 and placed a few personnel there. In addition, they placed a small refueling monitor station on Webster, a moon of the gas giant Calhoun.

Gansagi's primary function, even after the Collapse, is to serve as a refueling point for travel between Boone and Galawdewos, Amadioha or Sequoyah.

In a more traditional Traveller setting, Referees might consider making Gansagi an island world in a rift area.

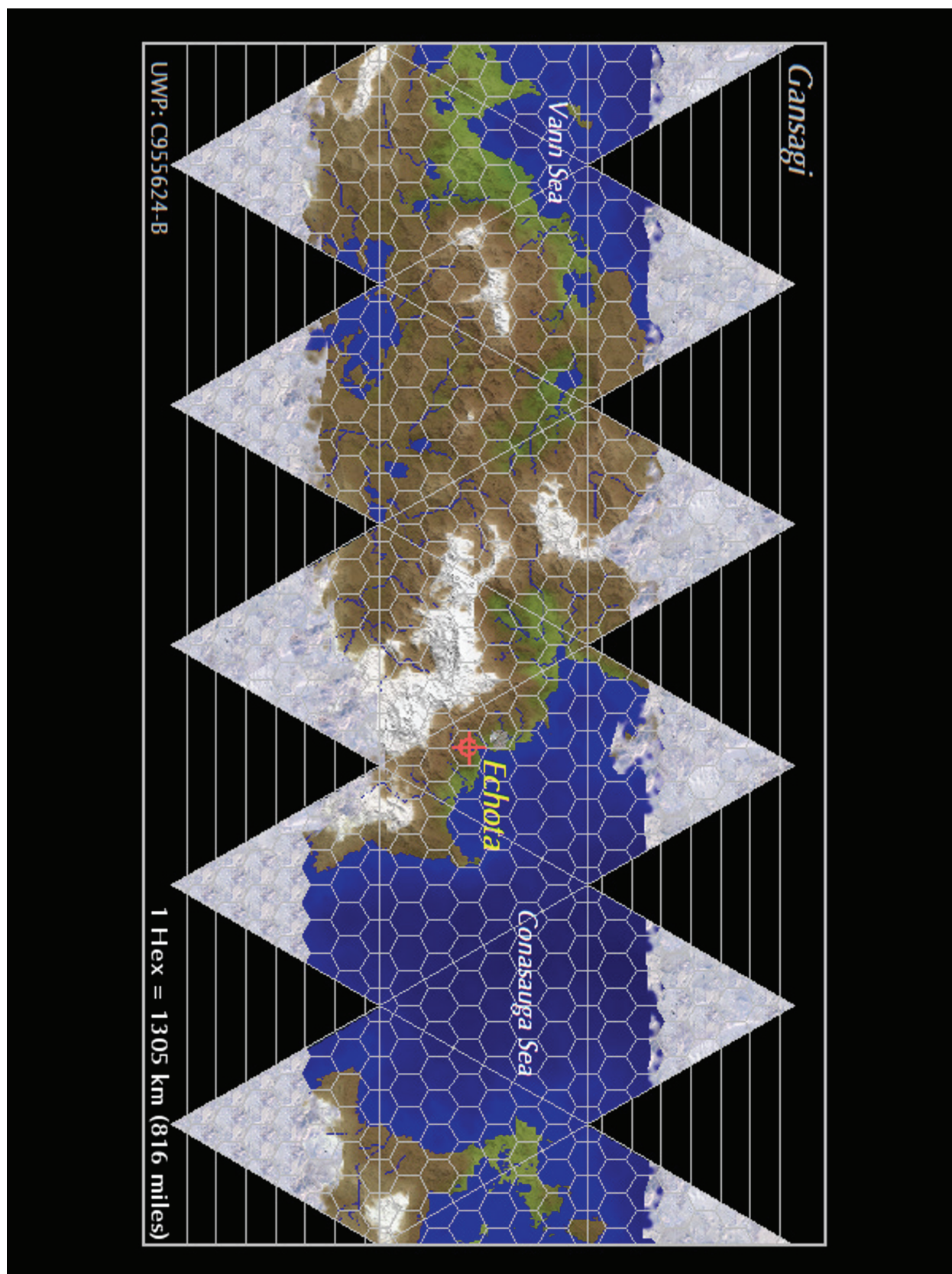
average of -14 C (6.8 F) during the day and -50 C (-58 F) at night.

Hydrographic Details

46% of the surface of Gansagi is covered in water. The largest body of water on the planet is the Conasauga Sea. The Conasauga includes the area beneath both polar ice caps and wide expanse between these two areas.

The deepest underwater point is in the Conasauga, the Boudinot Deep. The Boudinot Deep is 6.4 kilometers (4 miles) beneath the sea. The Boudinot is located just south of the northern ice sheet.

Locals refer to the area of the sea east of the Worcester Peninsula as the Vann Sea. The Vann Sea is considered to be the body of water south of the northern ice sheet,



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east of the Worcester Peninsula and west of the main body of the Ross supercontinent. The Vann is noted for being quite stormy. These storms can be rather violent, but they also bring moisture to the supercontinent's northwest coast and the flora there.

Geographic Details

The vast majority of the exposed land mass of Gansagi is the Ross supercontinent. Despite a human presence on Gansagi for the past forty-six years, much of the supercontinent has not been explored on the ground. Views from the air and space have revealed most of the supercontinent to be a vast barren wasteland with only relatively small strips of greenery.

The Echota Strip is the location for the only settlement on the planet. This area is covered in moss and lichen like plants. Some settlers to the world jokingly referred to this as "the carpet" due to the fact that none of the plant life is taller than 1.9 centimeters (0.75 inches) tall. The name has grown popular over time and now refers to much of the green landscape across the planet.

The carpet is the primary form of life on the planet. There is nothing larger or more complex than the carpet on the planet that has yet been discovered. While it is believed that such life might exist in the deep ocean, there has yet to be any definitive proof.

Carpet exists on the coast of the Vann Sea, along a narrow corridor at Echota, a valley called Tassel Valley further inland, and along the Worcester Peninsula. Carpet does seem to be spreading from these areas and just within the forty-six years of human presence it has been noted to be expanding.

Carpet is edible and has been compared to tasting like "celery without the crunch". Carpet is sometimes added to meals, but is rarely part of the main course. Some local chefs have ground carpet into a powder and mixed it with garlic to create the spice "Carlic". Carlic is occasionally used on

meats and is now being exported to other worlds.

The majority of the rest of the supercontinent consists of what is often referred to as "red clay". This red clay is a hard dark brownish-red soil which has high concentrations of silicas such as kaolinite and mica.

The red clay is broken up by kilometers of exposed bedrock. These outcroppings can be massive; some are over 2000 meters (6561 feet) high. Much of the larger formations are often covered with ice and snow.

As temperatures can change quickly over the course of a day and seasons are extremely short, this ice can have layers melt away. This melting effect can wash across the red clay in river beds which can go from dry to raging torrents in a few short minutes. Travellers are warned that these flash floods can be very dangerous and they should fully aware that conditions can change quickly.

Population and City Details

Gansagi is home to just over 3 million people. The entire population lives within the city of Echota.

The city is located on the eastern coast of the Ross supercontinent. The city is built on an area cleared of carpet along what is called the Echota Strip.

The city was built on the northern edge of the downport. As the downport was used more and more often by those traveling to and from Boone, more colonists would be called upon to come and staff the starport. This expanded the city and continues to do so.

The Gansagi Carlic Company is also responsible for bringing in workers. The company turns the local plant into the carlic spice as well as takes pieces of it and sends it off as a garnish. This has increased trade from Gansagi to other worlds.

Temperatures in Echota average 36 C (96.8 F) during the day and 0 C (32 F) at night. Storms from the Conasauga often

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strike land here and there is a danger of flash floods and landslides from the surrounding countryside. Travellers are warned that this can also be the case at the downport and landing areas have had to be closed due to flash floods and earthflows.

Government Details

The government of Gansagi is a participatory democracy. All citizens of Gansagi over the age of 16 local years may cast a vote. These votes can be cast physically by showing up in person at a polling place or can be done remotely through the worldnet.

The Colony Governor (or, since the Conduit Collapse in 2331, simply "The Governor") and his/her staff administer the votes and publish the results. The results of the vote are then applied to law and executed by the governor's staff.

Any citizen of Gansagi is allowed to pose a question that can be put forward for a vote. The Colony Governor is tasked with determining if the issue is worthy of a full vote of the people. If it is determined that the issue is worthy, a vote will be held.

The Colony Governor was appointed by the government of the United States until the Conduit Collapse in 2331. Since then, the governor has served one six year term and five years of a second term. The governor at the time of the Collapse, Carlton Fern, determined that continuing the practice of democracy was key to maintaining a successful colony.

Fern singlehandedly changed the government of Gansagi from being a top-down governorship to a democracy with an administrative governor. Fern is extremely popular and hailed as a strong but caring leader.

Carlton Fern

STR 7 DEX 6 END 7 INT 9 EDU 9 SOC 9
Age: 64

Skills: Advocate-3, Admin-2, Animals (Riding)-2, Carouse-2, Diplomat-2, Leadership-2, Persuade-2, Social Science (History)-2, Computers-0, Deception-0, Engineering (Zimm Drive)-0, Gun Combat (Slug Pistol)-0, Tactics-0, Vacc Suit-0

Carlton Fern was born in Norman, Oklahoma in the United States in 2278. Fern attended the United States Space Naval Academy in Armstrong, Luna and then spent thirty years in the US Space Navy. In 2312, Fern transferred to the United States Colonial Department and in 2322 was made lieutenant governor of Sophronius in the Hub subsector.

In 2328, the USCD appointed Fern to be the governor of Gansagi. When word came to Gansagi concerning the Conduit Collapse in 2331, Fern acted quickly to allay the fears of the populace.

Fern has been very popular with the citizens of Gansagi and is expected to win re-election to the post of governor in 2243.

Legal Details

Law enforcement is handled by the Echota Police Department. The head of the Echota Police is Sherriff Harlan Garner. Sherriff Garner answers directly to Governor Fern.

Police officers are seen often in the city of Echota. Each officer is assigned a "beat" or small section of the city to keep watch for criminal activity. These officers are often wearing body armor and armed with an automatic pistol. If the situation calls for it, other officers can be called from other beats. These officers can also be backed up by police grav vehicles and more powerfully armed specialized forces if necessary.

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Locals are often armed as well. These weapons are often slug pistols carried in side holsters, but some carry more powerful weapons as well. Laws require that weapons owners must gain a permit to carry their weapons.

A permit must be obtained for each weapon owned by a citizen if they intend to carry it outside their home. Weapons which are kept inside the home do not require a permit. Permits are given to those who are over the age of 16 local years and can demonstrate proficiency with the weapon in question. A written exam is required as well as an oral exam and the proficiency test. All persons who are granted a permit also must agree to submit to a military draft. Weapons owners can be called at any time to form a military unit.

Only heavy weapons such as bazookas, rocket launchers, and so forth are reserved as “government use only”. These weapons are permitted only to be owned by the government and placed in special arsenals. These are available only for military use.

The military of Gansagi consists of a very few people. These soldiers serve mostly as guards in the starport and arsenals. In case of an emergency, weapons owners are expected to form the backbone of the Gansagi military.

Most addictive narcotics are illegal to own on Gansagi without a prescription from a medical professional. These doctors are licensed through the governor and a select board of other licensed doctors. Doctors can prescribe these drugs on a case by case basis. If a problem arises, they may be called before the board and their license placed in probation or taken.

Other drugs such as marijuana, tobacco and alcohol are legal and common. However, smoking marijuana or tobacco is illegal on Gansagi. A recent referendum to repeal this failed by a large majority.

Recently, prostitution was declared illegal as well. Brothels had been legal on Gansagi until problems arose with an offworlder and a local prostitute. A

controversy arose and a vote was held which overthrew the existing laws.

There are no visa requirements to visit Gansagi. Citizens and travellers alike may travel freely from the starport into the city.

All vessels which land at the downport must consent to an inspection. This is a physical inspection. Police officers will go aboard a starship and scan the interior for substances which are illegal on Gansagi. If such items are found, the ship will be monitored and the cargo tagged. If the cargo leaves the ship at any time, the crew of the vessel will be arrested. If the cargo does not leave the ship, then the crew will only receive increased scrutiny from law enforcement.

Cultural Details

Gansagians can be outwardly friendly to offworlders, but travellers should be advised that they often take a somewhat negative view of people from other worlds. This often manifests itself in punishments for offworlders that are often more severe than for citizens.

Many Gansagians tend to be defensive about the idea that their world is simply a stopover for those traveling to other places. Many feel that they are seen as merely a refueling station. As such, offworlders are often referred to as “passers”. “Passers” is also used as a derogatory term for anyone, even someone who has lived on Gansagi for over twenty years, who does not seem to fit in with their society.

While most Gansagians realize that “passers” are a necessary part of the local economy, discrimination is common. For instance, while locals might smile and be courteous in a restaurant, an offworlder’s service will be somewhat slower.

Gansagians are very active in the politics of their world. On most decisions put forward, 80-90% of the eligible voters cast a vote. Local politics permeates their conversation and those who do not instantly have an opinion on the subject are dismissed as a “passer”.

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The Gansagian Calendar

The local calendar is built on the 22 hour rotation period of the planet. Locals refer to this as “one day”. Seven of these days are referred to as “one week”.

The orbital period of Gansagi is 28 of these days. This period is referred to by the locals as “one month”. Twelve of these months are considered to be “one year”.

The locals use a modified version of the Gregorian calendar to count these “months”. Each of the months, in order, shares the name of its counterpart on the

standard Gregorian calendar. However, each of these “months” has 28 days.

Thus, a local year is 336 days long. Local years are measured by the number of local years passed since the colonization. Currently, this is 54.

Dates are denoted by the number of the month, the number of the day of the month, and the number of the year. These numbers are frequently denoted with a slash separating the numbers. For example, most often dates will be given as 09/23/54. Rarely would it be given as September 23, 54.



Selu (Sequoyah 0405) *C7B0314-B*

System Details

Selu is one of seven major moons of the gas giant Yowa. Selu orbits Yowa at a distance of 0.002 AU (242,560 kilometers or 150,720 miles).

Yowa is located in the sole orbit of its sun, Adair, an M7 V, red main sequence star. Yowa orbits Adair at distance of 0.99 AU (147.8 million kilometers or 91.9 million miles).

Adair has a companion star, Claydon, which also orbits the same center of gravity. Claydon and Adair pass within 53 AU (7.95 billion kilometers or 4.9 billion miles) at their closest pass. The pair of stars can be as far as 317 AU (47.6 billion kilometers or 29.6 million kilometers) apart. Currently, the two stars are 264 AU (39.6 billion kilometers or 24.6 billion miles) apart and moving away from one another.

Yowa is the only planet in orbit around Adair. There are no planets in orbit around Claydon.

Yowa has six other major moons as well. Each of the major moons was named after a character in the Leslie Gatherson novel *The New Dawn*. This novel was quite popular in the early 2300s and the founder of Bridges Unlimited, Jacob Kolikov, was a dedicated fan. When Bridges Unlimited obtained permission to set up a station here, Kolikov chose to name the moons, the suns, and the gas giant after characters in his favorite book.

The closest of the seven major moons is Sara. Sara orbits Yowa at a distance of 0.0002 AU (34,029 kilometers or 21,145 miles). Sara orbits Yowa once every 14 hours. Sara has a diameter of 1376 kilometers (855 miles). It has no atmosphere and is uninhabited.

Penelope orbits Yowa at a distance of 0.0004 AU (66,782 kilometers or 41,496 miles). Penelope has an orbital period of

1.15 standard days. Penelope has a diameter of 1028 kilometers (639 miles). Like Sara, it has no atmosphere and is uninhabited.

Terence orbits Yowa at a distance of 0.0008 AU (120,463 kilometers or 74,852 miles). Terence has an orbital period of 2.33 standard days. Terence has a diameter of 1252 kilometers (778 miles). Terence has no atmosphere and is uninhabited.

Kimberly orbits Yowa at a distance of 0.002 AU (303,267 kilometers or 188,441 miles). Kimberly has an orbital period of 8.05 standard days. Kimberly has a diameter of 8700 kilometers (5406 miles). Kimberly has an atmosphere consisting of 72% hydrogen, 18% helium, 4% carbon dioxide, 2% nitrogen and 2% other trace gases. The atmospheric pressure at surface level is 0.91 standard. Kimberly is home to an orbital science research station funded by Bridges Unlimited.

Tilda orbits Yowa at a distance of 0.003 AU (417,635 kilometers or 259,506 miles). Tilda has an orbital period of 12.65 standard days. Tilda has an atmosphere consisting of 60% hydrogen, 15% helium, 11% nitrogen, 10% carbon dioxide, and 4% other trace gases. The atmospheric pressure at surface level is 0.07 standard. Tilda is uninhabited.

Becca orbits Yowa at a distance of 0.005 AU (697,238 kilometers or 433,243 miles). Becca has an orbital period of 26.46 standard days. Becca has an atmosphere consisting of 77% hydrogen, 16% helium, 3% carbon dioxide, and 4% other trace gases. The atmospheric pressure at surface level is 0.12 standard. Becca is uninhabited.

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Physical Data

Selu has a diameter of 10,720 kilometers (6700 miles). Its molten core gives it a density of 1.20 standard. Selu has a surface gravity of 1.01 standard.

Selu has no moons.

Selu has a rotation period of 6 hours. However, locals use the standard day.

Selu orbits the gas giant Yowa. Selu orbits Yowa once every 5.9 days. Yowa, in turn, orbits the star Adair. Yowa orbits Adair once every 690 standard days. However, locals use the standard calendar.

Atmospheric Details

Selu has an atmosphere consisting of 92.82% carbon dioxide, 3.94% nitrogen, and 3.24% other trace gases. Atmospheric pressure at surface level is 32.04 standard.

Surface temperatures at the equator average 320 C (608 F). Polar temperatures average 253 C (487.4 F).

Hydrographic Details

There is no free standing water on Selu.

Geographic Details

Selu has a number of volcanoes which dot the surface of the planet. These volcanoes are responsible not only for the thick carbon dioxide atmosphere but also for the smooth plains across the planet. Most of the planet is covered in a smooth volcanic plain which is pockmarked with occasional ridges.

Population Details

There are no humans living on the surface of Selu. However, over 2000 people live in Selu Station which orbits Selu. Selu Station is a cylindrical habitat with docking and refueling stations extending from the central cylinder.

Living areas are provided inside the cylinder. Artificial gravity creates a situation where the interior wall of the cylinder becomes the “ground” or “floor”. Homes, shops, and even parks are scattered along the interior of the cylinder.

The average home inside Selu Station has a larger living space and associated green areas than some estates on other worlds. The station uses holographic technology to create the illusion of a sky so no one can see the “upside down” homes and people above them on the opposite side of the cylinder.

Government Details

Selu Station is the sole property of the corporation Bridges Unlimited. The station was placed here as an attempt to test the ideas of the company’s owner, Jacob Kolikov. Kolikov believed that he could build these stations in open space near established Zimm Points. It was, he felt, a way to conquer the limitations of the astrology of Clement Sector.

However, even Kolikov’s wealth was not enough to build such a complex and he began to seek out investors. Kolikov met with some resistance as most felt the established routes worked well enough. Kolikov’s original intent was to build a station like Selu Station in Cascadia subsector between Kyiv and Catalunya. However, his investors balked.

Kolikov came back with a second plan. He approached the United States government who had staked claim to the Selu system, but had done little other than scientific research in the system. He agreed to lease the moon Selu and allow US military

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vessels to access the station without cost. The US government agreed as did Kolikov's investors. Selu Station was under construction by 2305.

After several false starts and construction problems, the station was finished in 2312. Kolikov was already living in a large home inside Selu Station when the first workers arrived to live and work there.

Selu Station was not an immediate success. Most who were traveling on the Boone-Sequoyah route traveled instead to Gansagi. While he was able to get some to travel directly to Selu from Fimbulvetr (rather than travel to Sequoyah first) most continued to go along the established Sequoyah-Gansagi route.

Incentives were offered. Kolikov hired talented chefs, brought in musical acts, legalized prostitution, and even offered to have staff wash any starship small enough to fit into a pressurized bay for free. However, what finally worked was what Kolikov called "The Chrome Shop".

This specialty shop was able to begin drawing in traders from the usual route to Selu. Selu is now a must stop location for many of the traders on the Sequoyah-Boone route. By the time of the Conduit Collapse in 2331, Selu had become a destination rather than simply a stopover.

In 2331, the Collapse allowed Kolikov and Bridges Unlimited to stop paying the lease to the United States government. Kolikov, however, did lose access to many of his largest investors. Plans for the open space station were shelved as Kolikov concentrated on keeping Selu Station profitable.

Kolikov has since appointed an administrator to oversee the day to day operations of the station. Lillian Fitzpatrick is the current administrator. Fitzpatrick is the chair of a central committee to maintain the station.

While Kolikov can override Fitzpatrick's decisions, they tend to see eye to eye on daily operations. An example of disagreement between the two is on legal prostitution. Fitzpatrick would like to see the practice made illegal while Kolikov insists it

The Chrome Shop

The Chrome Shop was a business established inside Selu Station which specialized in the customization of starships. Bridge Unlimited owned the shop, but it was managed by Thomas "Buster" Katt. Katt soon became known as the man to see if a captain wanted to customize his/her starship.

The Chrome Shop not only offers a variety of ship parts but also provides the staff to install the parts while the vessel's crew could relax in other parts of the station. The Shop offers everything from custom seats for the bridge crew to shiny stylized conduit for engineering. The parts are not cheap (as much as 150-300% added to the cost) but have become a bit of a status symbol among the traders in the Sequoyah subsector.

Those who wish to really stylize their vessel can get "Buster" Katt himself to customize the ship. Katt specializes in changing the ship's appearance (inside and out) to better match the personality of the ship's owner.

should remain legal and thus it does.

Legal Details

Station Security is the name of local law enforcement. Station Security's job is often to ensure that fun is being had by those who are passing through, but that it does not get out of hand. This often involves the policy of "friendly but firm".

One area where the law is more firm than friendly is weapons law. All firearms are illegal on Selu Station. Only members of Station Security may carry a firearm. Those found with a firearm on a first offense will be asked to leave Selu Station immediately. If they are unable to do so, they will be incarcerated until they are able to leave.

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Second offenses and beyond will land the violator in prison. Selu Station's prison is a dark and miserable place with few privileges. It is intentionally kept in poor repair in order to frighten those who might be sent there.

Other offenses will meet with less stringent responses. While the most addictive narcotics are controlled substances and only available with a prescription, those drugs considered less dangerous by administrators are legal. This includes such drugs as cocaine, water dragon, marijuana, tobacco and alcohol. All of these, with the exception of alcohol, are encouraged to be used while inside an establishment geared to its use. Open use of these drugs inside the general area of the station is discouraged.

As mentioned earlier, prostitution is legal on Selu Station. Brothels are controlled by the administration and strict health and safety laws are enforced on the workers.

Visas and other travel documents are not required on Selu Station. With the exception of scans for explosives and disease, inspections are rare.

Cultural Details

Selu Station is a service economy. The business relies on the influx of travellers to remain in operation. This results in most residents of the station being quite friendly to those who are temporary residents.

There is often a party going on somewhere inside the station. Workers on the station are often either taking part in the party or helping throw it. These parties can be lavish affairs requiring a large staff to do the preparatory work.

Such partying can result in burn-out for many workers. Some choose to leave the station and immigrate to other worlds, while others choose to remain and attempt to find less party intensive jobs.

Dukagjin (Sequoyah 0407) B200436-B

System Details

Dukagjin is located in the third orbit of its sun, Illyria, an M1 V, red main sequence star. Dukagjin orbits Illyria at distance of 1.77 AU (265.3 million kilometers or 164.8 million miles).

The system has no gas giants.

The system has one planetoid belt, Bato's Belt, which orbits Illyria in the first orbit at a distance of 0.91 AU (137.1 million kilometers or 85.2 million miles). Bato's Belt is uninhabited.

There are three other rocky bodies in the system. The closest to Illyria is Longarus which orbits at a distance of 1.44 AU (215.5 million kilometers or 133.9 million miles). Longarus has a diameter of 2780 kilometers (1727 miles). It has an atmosphere consisting of 48% nitrogen, 43% carbon dioxide, 4% oxygen, 2% nitrous oxide, and 3% other trace gases. The atmospheric pressure at surface level is 0.3 standard. Longarus is uninhabited.

Bardyllis orbits Illyria at a distance of 2.53 AU (380.1 million kilometers or 236.2 million miles). Bardyllis has a diameter of 3616 kilometers (2247 miles). It has an atmosphere consisting of 60% carbon dioxide, 24% nitrogen, 8% sulfur dioxide, 7% argon, and 1% other trace gases. The atmospheric pressure at surface level is 0.8 standard. Bardyllis is uninhabited.

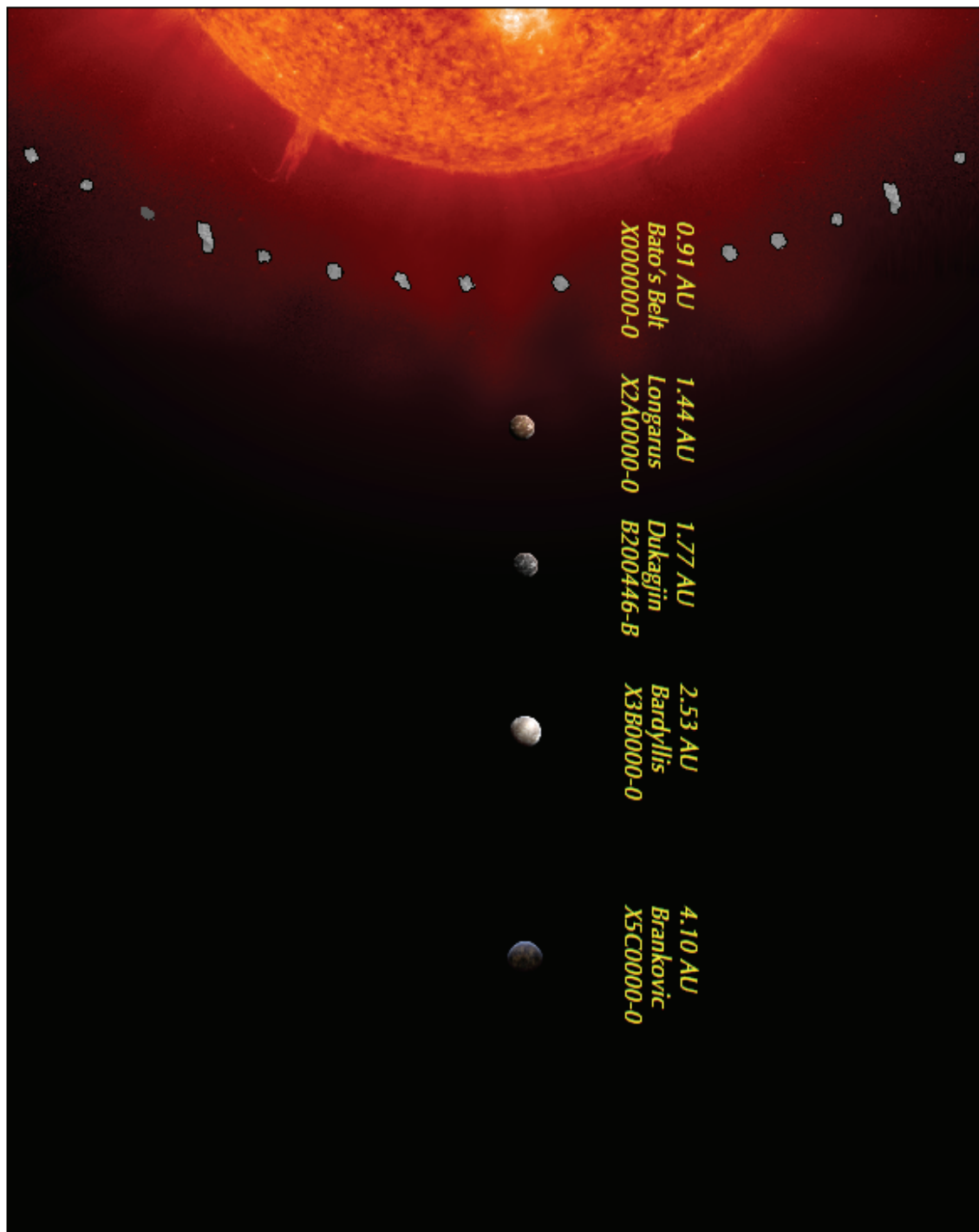
Brankovic orbits Illyria at a distance of 4.10 AU (615.7 million kilometers or 382.6 million miles). Brankovic has a diameter of 7676 kilometers (4770 miles). It has an atmosphere consisting of 74% hydrogen, 19% helium, 3% carbon dioxide, and 4% other trace gases. The atmospheric pressure at surface level is 0.9 standard. Brankovic is uninhabited.

Setting Notes

If you are using the alternate Traveller universe we outlined in **The Hub Federation**, Dukagjin was an independent colony established by a wealthy Albanian family in 2318. The family had been tied to royalty on Earth and they could regain noble status on a world they owned.

If you are using a more traditional Traveller setting, you may consider making Dukagjin the refuge of an outcast noble family. In any case, the further into the future your setting is, the less of a Albanian influence the world should have.

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Physical Data

Dukagjin has a diameter of 2880 kilometers (1800 miles). Its rocky core gives it a density of 0.60 standard. Dukagjin has a surface gravity of 0.14 standard.

Dukagjin has no moons.

Dukagjin has a rotation period of 12 hours. However, the residents of Dukagjin use the standard 24 hour day.

Dukagjin has an orbital period of 3.48 standard years. However, the locals use the standard calendar.

Atmospheric Details

Dukagjin has no atmosphere.

Hydrographic Details

Dukagjin has no naturally standing water. There are large artificial lakes within the Gjakova Station complex.

Geographic Details

The surface of Dukagjin is one of iron rich clays and other carbonates. The surface is uneven and rough. In places, the planet is pitted with impact craters.

There are several places where large canyons exist. These appear to have been part of the planet's formation as simply uneven areas of the rocky surface.

Some of these canyons, particularly to the south of Gjakova Station, have been the site of mining operations. As it currently stands, these mining operations have been less extensive than ones carried out by many of the large corporations. The local government has not yet leased any of these areas to a corporation or participated in any large scale mining of minerals.

Population And City Details

Dukagjin is home to approximately 20 thousand people. The entire population lives within Gjakova Station.

Gjakova Station is an extensive complex built into a rock bridge between two canyons to the north and south. The station consists of five distinct areas: The lake, the farm, the downport, the housing area, and the palace.

The lake is the largest of the five and has been constructed in a pressurized underground area which was hollowed out by years of work with laser drills and explosives. The area was then filled with imported water from Sequoyah.

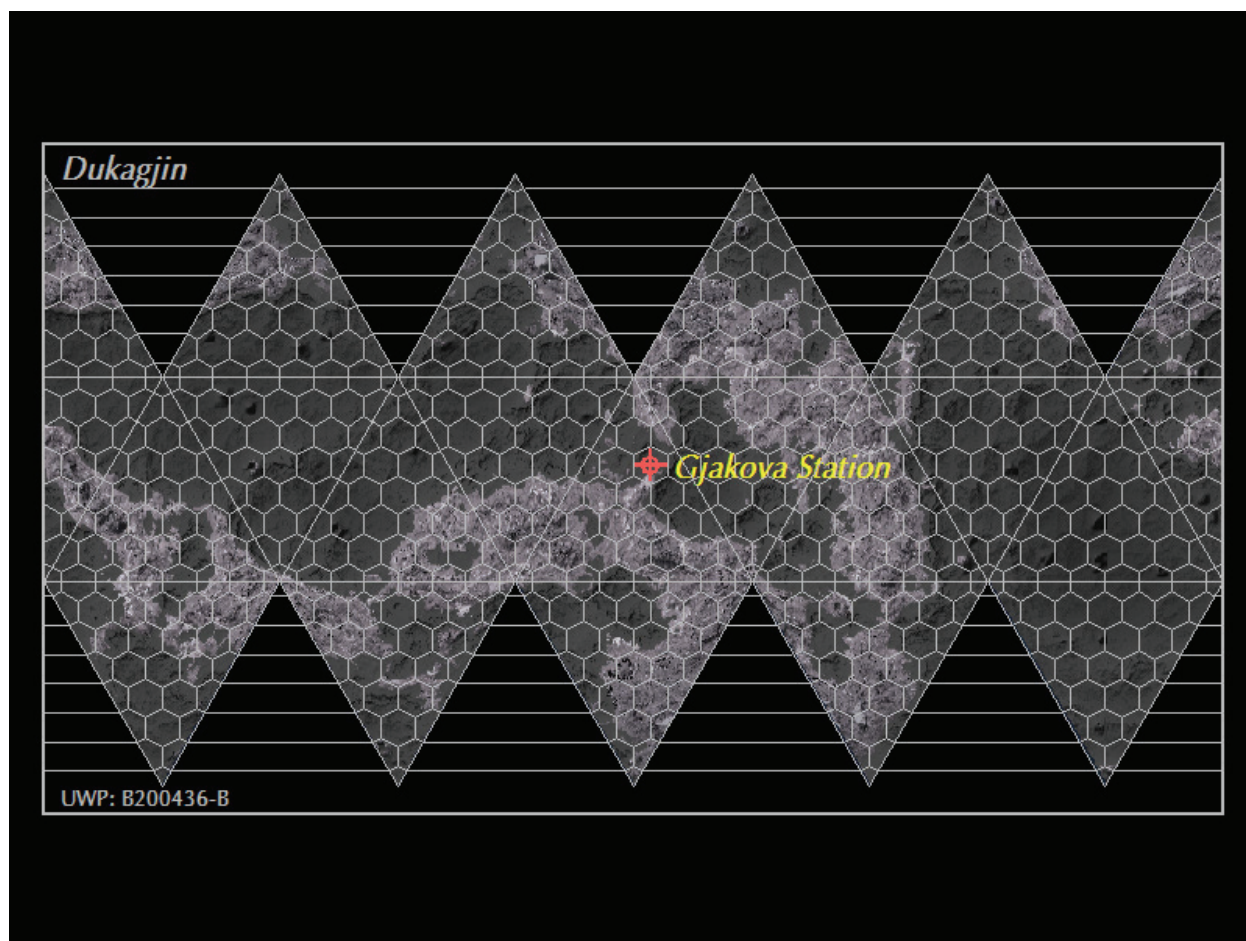
The lake is used as both a receptacle for water for the resident's use and a source for refined fuel for the downport. The Dukagjini family has installed efficient means for wastewater conversion to recycle the water as well as refineries for turning the water into refined fuel for starships.

The farm is located in another large pressurized cavern constructed near the lake. It is filled with imported crops and large enough to provide ample food for the inhabitants of Dukagjin. Last year, the farm produced enough to feed not only the local population and travellers at the downport but also exported small amounts of food to other worlds.

The housing area consists of areas both above and below the surface which house the majority of the citizens of Dukagjin. These areas are pressurized overall with smaller areas separated as domiciles for the residents. The royal family does not live here but rather lives in the palace area of the complex.

The palace is an area cordoned off to the owners of the world, the Dukagjini family. The family lives in lush quarters within an area carved underground near the lake. This area is off-limits to all except the royal family.

The downport is located on the surface of the planet near the south canyon. A large area has been laid out for the use of landing starships, but the area is not



pressurized. Those who wish to move to the starport terminal must suit up and walk to an airlock facility.

The downport is largely automated but some services are provided by local residents who are employed at the port. There are basic food services provided as well as a trade kiosk. However, there are no large scale restaurants or captain's guildhouse.

The interior of all areas within the station are kept at a constant 21 C (69.8 F) by order of the Dukagjini family. The exception to this is the farm in which the temperature averages 36 C (96.8 F).

Government Details

Dukagjin is ruled by the owners of the world, the Dukagjini family. The current patriarch of the family is Progon Dukagjini, who styles himself Progon I.

Progon I is well-liked among the populace of the planet. Progon, while he does maintain a great amount of privacy and is rarely seen, attempts to maintain the colony more like a business and less like his personal fiefdom. This often means providing rates of compensation equal or greater than that provided by the major corporations.

Progon maintains control over the world through a small cadre of trusted advisors who look over all aspects of life within the station. This extends both to law

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enforcement as well as the upkeep of the farm and the lake.

Legal Details

Law enforcement is a familiar presence on Dukagjin. The red uniformed security force is occasionally seen in the hallways and terminal of the station. These security forces are armed with rifles and wear cloth armor.

Weapons law is extremely strict on Dukagjin. No firearms are allowed for either the general populace or offworlders. Only the security force and the royal family are allowed firearms.

Most narcotics are tightly controlled and only allowed to be dispensed by a medical professional approved by the government. Alcohol is in steady supply as is both tobacco and marijuana. However, these last two may never be smoked, but must be used in other fashions.

Smoking as well as any odor causing device (such as air freshener) is prohibited on the station. The royal family prefers to use their own air freshening devices which give the entire station a somewhat "peach" scent. This air freshening is only provided in the public areas of the downport, housing, and the palace.

Visas are not needed to visit Dukagjin. Travellers and citizens alike are free to roam the public areas of the station at will. This does not include the farm, the palace or the lake which are off-limits to all except workers and the royal family.

Cargo inspections are only performed on cargo which is entering the terminal of the downport. Ships are rarely inspected and then only for reasons of local security. In general, the policy is in place that anything remaining on board a starship is not within the legal purview of the local government. However, the royal family can, if need be, override this policy.

There are no insystem inspections. Largely this is because the entire system

navy of Dukagjin consists of a handful of *Rucker*-class vessels upgraded to carry weapons and one private yacht.

Cultural Details

Average residents of Dukagjin work in the downport, the palace, the farm or the lake in maintaining and repairing the facilities and visiting starships. Most are specialists in their field and have been hired by the royal family to keep the station in fine working order.

Most citizens live within homes sectioned out of the overall housing section of the station. These homes are large and average approximately 111 square meters (1200 square feet). These homes are seen as private residences and security forces rarely invade that privacy.

With the use of the standard calendar, the station tends to be decorated for certain holidays. In particular, Christmas (December 25 on the standard calendar) is a time of celebration. The hallways are often decked with greenery from the farm, workers take a day off, and the Dukagjini family always throws a lavish feast for the citizenry. Travellers are warned that on December 25 everything is closed for business except the downport and it is automation only.

Torarentsacorsus (Sequoyah 0509) B555655-B

System Details

Torarentsacorsus is located in the second orbit of its sun, Baker, an A8 IV, white subgiant. Torarentsacorsus orbits Baker at a distance of 5.27 AU (790 million kilometers or 490.9 million miles).

Baker has a companion star, Lewis, an M3 V, red main sequence star, which orbits Baker at a distance of 810 AU (1.2 trillion kilometers or 745.6 billion miles).

The system has one gas giant, Benson, which orbits Baker at a distance of 180 AU (27 billion kilometers or 16.8 billion miles). One of Benson's moons, Talbot, is used as refueling station.

The system's lone planetoid belt is Manning's Belt which orbits Baker at a distance of 19.33 AU (29 billion kilometers or 18 billion miles). The belt is home to two mining operations. One of these operations is run by Tiger Holdings, a corporation based on Thorpe. The other is operated by Egata Mining Corporation. Both of these companies lease the rights to mine here from the government of Torarentsacorsus.

There are several other rocky bodies in orbit around both stars. The closest of these to Baker is Salem. Salem orbits Baker at a distance of 2.39 AU (357.9 million kilometers or 222.4 million miles). Salem has no atmosphere and is uninhabited.

The planets of Constitution and Guerriere orbit Baker at a distance of 6.81 AU (1 billion kilometers or 635 million miles). Both worlds orbit at central mass point. Constitution has a diameter of approximately 16,010 kilometers (9948 miles). Constitution has an atmosphere consisting of 74% hydrogen, 21% helium, 3% carbon dioxide, and 2% other trace gases. The surface air pressure is 139.23 standard. Constitution is uninhabited.

Guerriere has a diameter of 15,980 kilometers (9929 miles). Guerriere has an

atmosphere consisting of 50% helium, 25% nitrogen, 17% carbon dioxide, 4% oxygen, and 4% other trace gases. The surface air pressure is 8.54 standard. Guerriere is uninhabited.

Posados orbits Baker at a distance of 42.78 AU (6.4 billion kilometers or 4 billion miles). Posados has a diameter of 2494 kilometers (1550 miles). It has no atmosphere and is uninhabited.

Hardin orbits Baker at a distance of 55.61 AU (8.3 billion kilometers or 5.1 billion miles). Hardin has a diameter of 9988 kilometers (6206 miles). Hardin has an atmosphere consisting of 38% helium, 31% nitrogen, 17% carbon dioxide, 7% oxygen, and 7% other trace gases. The atmospheric pressure at surface level is 1.17 standard. It is uninhabited.

Santos orbits Baker at a distance of 122.21 AU (18.3 billion kilometers or 11.4 billion miles). It has a diameter of 10,852 kilometers (6743 miles). Santos has no atmosphere and is uninhabited.

Malvern orbits Lewis at a distance of 0.02 AU (3.3 million kilometers or 2.1 million miles). Malvern has a diameter of 6622 kilometers (4115 miles). It has no atmosphere and is uninhabited.

Lurgan orbits Lewis at a distance of 0.67 AU (100.3 million kilometers or 62.3 million miles). Lurgan has no atmosphere and is uninhabited.

Moore orbits Lewis at a distance of 3.23 AU (484 million kilometers or 300.7 million miles). Moore has no atmosphere and is currently uninhabited.

Moore was the scene of a battle three years ago between the fledgling Torarentsacorsan naval force and a group of pirates which had been using the planet as a base. The battle took place both in space around Moore and on the planet itself.

Subsector Sourcebook 4: Sequoyah

Torarentsacorsus/Baker

Inner System



0 - 10.0 AU

Outer System



10.1 AU - 80 AU

Sequoyah 0509

Remote System



80.1 AU And Beyond

Subsector Sourcebook 4: Sequoyah

Physical Data

Torarentsacorsus has a diameter of 8320 kilometers (5200 miles). Its molten core gives it a density of 0.98 standard.

Torarentsacorsus has a surface gravity of 0.64 standard.

Torarentsacorsus has two moons: York and Alexandra. York is the closest to Torarentsacorsus and orbits at a distance of 0.0022 AU (330,303 kilometers or 205241 miles). York has a diameter of 2948 kilometers or 1832 miles). York has no atmosphere and is the site of a C-class port and a small mining colony operated by the local government. York orbits Torarentsacorsus once every 42.46 days.

Alexandra orbits Torarentsacorsus at a distance of 0.0040 AU (575,396 kilometers or 357,535 miles). Alexandra has a diameter of 212 kilometers or 132 miles. Alexandra has no atmosphere and is uninhabited. Alexandra orbits Torarentsacorsus once every 96.84 standard days.

Torarentsacorsus has a rotation period of 24 hours. This is referred to locally as "one day".

Torarentsacorsus has an orbital period of 2516 days. Technically, this is referred to as "the completion" but slang terms such as "the full turn" and the "big one" are often used.

Atmospheric Details

Torarentsacorsus has an atmosphere consisting of 77.10% nitrogen, 22.02% oxygen, 0.27% argon, 0.19% carbon dioxide, and 0.42% other trace gases. The atmospheric pressure at sea level is 0.50 standard.

Equatorial temperatures average 58 C (136.4 F) during the day and 21 C (69.8 F) at night. Summer polar temperatures average 18 C (64.4 F) during the day and -20 C (-4 F) at night. In winter, this drops to an average of -8 C (17.6 F) during the day and -46 C (-50.8 F) at night.

Setting Notes

If you intend to use Torarentsacorsus as part of the Clement Sector setting Gypsy Knights Games is building, consider the world to have been settled by Canadians in 2302. Torarentsacorsus remained a growing colony until the Conduit Collapse in 2331. Following the Collapse, the colony stagnated. However, of late, the colony has been trying to trying to make a comeback with a new government and a strong attitude.

If you are using a more traditional Traveler setting, it may be beneficial to place the world in a backwater. This keeps the spirit of the world in place.

Hydrographic Details

50% of the surface of Torarentsacorsus is covered in water. The bulk of this water is referred to by locals as the Iroquois Sea. This ocean wraps around the planet between the northern and southern continents.

The deepest point of the Iroquois Sea is Hudson Deep which is part of the MacLean Trench in the southern hemisphere. The Hudson Deep drops to a depth of 4.4 kilometers (2.7 miles).

The largest inland sea is Lake Windsor. Lake Windsor sits within the northern continent and is completely surrounded by land. The mountains to the north of Windsor often melt off their glacial covering as the long summer intensifies.

Lake Windsor runs along the edge of two subcontinents which are breaking apart from the northern continent. As such, Lake Windsor gets a few centimeters wider to the south each year. Eventually, as these two connected subcontinents break from the main continent, Lake Windsor will open to the sea.

The seas are teeming with life. Most of this is what scientists refer to as being like

Subsector Sourcebook 4: Sequoyah

trilobites but locals simply refer to as “water bugs”. These have multiple appendages used in swimming as well as walking on the sea floor. They have long antennae and some have sharp appendages like claws.

Most of these are approximately 3-10 centimeters (1.2-3.9 inches) long. They have a strong exoskeleton with a soft interior. Those who have eaten them raw liken them to crawfish in taste. The interiors of the “water bugs” are often cooked by locals in butter and garlic and served with bread.

Geographic Details

The exposed land area of Torarentsacorsus is split between two supercontinents in the north and the south. These are referred to by locals as simply “the northern continent” and “the southern continent” without an official name for either.

Both continents cover their respective polar regions and both are extremely mountainous in these regions. The plateau in the northern polar region is over 426 meters (1200 feet) higher than the remainder of the continent. Temperatures here are far colder than in the surrounding areas.

The escarpment is particularly dramatic at the northern coast of Lake Windsor. The top of the escarpment is over 670 meters (2200 feet) higher than the lake. During the summer, this creates dramatic waterfalls as the melt water plunges over the side. Channels are cut into the rock, deeper each year, as the water erodes into the raised bedrock. In most other areas, the plateau gradually falls to the level of the surrounding continent.

The southern polar plateau extends to the Iroquois Sea in most places. The walls of rock are beaten by waves from the sea. The rock repays this assault by melting the glaciers away during the lengthy summers, pouring water off the rocks and into the sea. The water erosion has been more extensive here than at Lake Windsor and the slope is

less steep, but the waterfalls are nonetheless beautiful.

Closer to sea level on both the north and the south continents the land is covered in several species of moss and fungi. The southern coast of Lake Windsor is covered in not only this moss and fungi, but also green algae. This moss, fungi, and algae appear to be the extent of land based native life on the planet.

These plants dominate the landscape. They are to found in all areas of the planet and extend to the edges of the glaciers and clinging to rocks all over the planet. Only in areas of human habitation are these plants not the dominant form of land life in their area.

Population Details

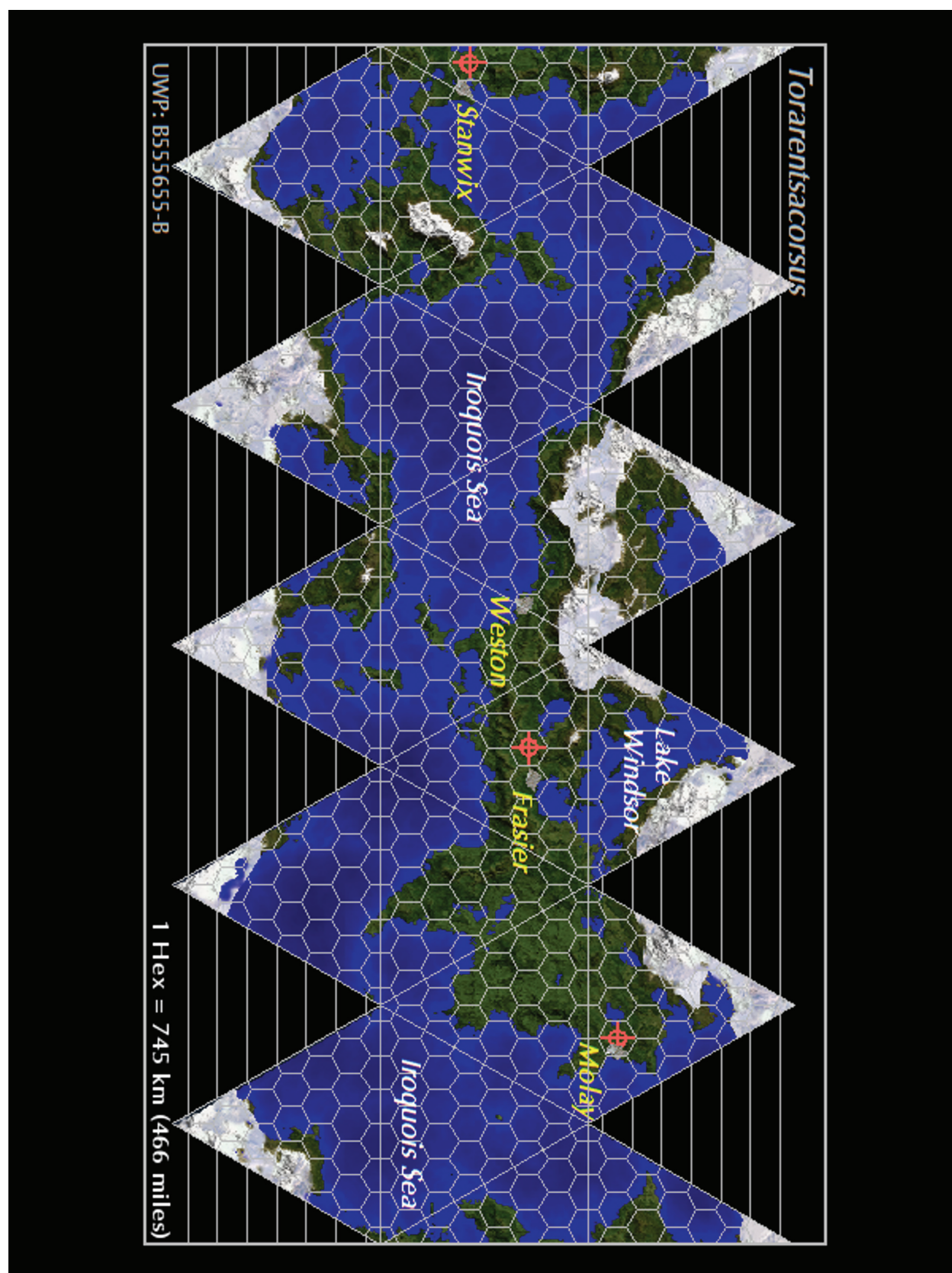
Torarentsacorsus is home to approximately 7 million people. While a great many live within the major cities, the majority live in smaller communities spread across the planet.

Most of these smaller communities are on the northern supercontinent. Very few of the settlements are located in the southern hemisphere. These smaller communities are built around fishing for the “water bugs”, using enclosed and controlled farms for imported crops, or even small mining operations.

Government Details

The government of Torarentsacorsus has recently changed. Eight years ago, the Canadian appointed governor of the colony stepped down in favor of a ruling council. This council consists of fifteen men and women who are considered experts in the fields of economics, medicine, agriculture, law, politics, geology, astronomy and military arts. This is referred to as The Planetary Council or simply The Council.

The original council was chosen by the governor to replace him. In the future, as



Subsector Sourcebook 4: Sequoyah

councilpersons leave, retire, or die, the council will choose a replacement member.

The Council makes all decisions of government by a vote of its members. Each councilperson gets one vote. A simply majority carries the vote.

The Council has been instrumental in securing leases from two mining companies to mine the Manning Belt. In addition, The Council was able to use funds received in the leasing deal to order a fleet of eight armed *Rucker*-class ships for use as system defense. Rumor has it that they have contracted Anderson and Felix to build two *Avenger*-class frigates to join the fleet.

Legal Details

Law enforcement is ultimately answerable to The Planetary Council. Each town and city has a sheriff which oversees law enforcement in that region. While some of the smaller communities may only have the sheriff and one other police officer, the larger cities may have over a hundred.

In the smaller cities, police work is often personal and most of the town members know the sheriff well. In the larger cities, law enforcement attempts to mimic the same system by having individual law enforcement officers maintain a small section of the city. Other law enforcement officers then specialize in providing backup or investigative services if the situation is too much for the officer on the scene.

Officers are normally armed with a stunstick and a slug pistol. If the situation warrants, they may call for specialized officers with heavier weapons. The past eight years of the Planetary Council have seen improvements to the quality and quantity of weapons available.

Firearms are allowed to be carried by the general public. However, those who do carry weapons are asked to obtain a permit from local law enforcement. Firearms may not be carried concealed and must be openly carried. Those discovered to be carrying weapons openly face stiff penalties.

Permits are available to citizens after ensuring that no criminal acts have been committed in the past. In addition, citizens must pass an examination and pay 350 credits per local year.

Travellers must pass the same test and background checks. Travellers, however, are asked to pay a fee of 500 credits. The permit lasts for one local year.

Most narcotics are illegal without a prescription from a medical professional licensed by The Planetary Council. In addition, marijuana and tobacco products are also illegal.

Alcohol is commonplace on Torarentsacorsus. With the advent of enclosed farms, local alcohol production has increased. Previously, all alcohol had to be imported and costs were often prohibitive. Now prices have decreased and the locals are taking advantage. Public drunkenness arrests have increased by a factor of three in the past four years.

Visas are required for all travellers who wish to go beyond the downports. Locals may come and go as they please without permits or visas.

Cargo inspections are carried out on all cargo containers which leave a ship. Cargo which is left aboard a ship is rarely inspected. However, law enforcement reserves the right to enter any vessel at any time once it is parked at a port.

Cultural Details

The recent developments with the government have fostered a new attitude with many locals. Previously many felt colonizing the world might have been a mistake and many considered immigrating to another world. Now this feeling has been replaced by a renewed optimism that is fueling agricultural and industrial developments.

This is often reflected in a newfound patriotism to their world which often borders on being jingoistic. Most Torarentsacorsans feel a need to grow the colony and then move on to inhabit more of the system.

Subsector Sourcebook 4: Sequoyah

This attitude can be somewhat problematic for offworlders just arriving in the port. Downplaying the charms of Torarentsacorsus can cause trouble for those who speak too loudly. Further, poking fun at the name of the world can inflame a situation quickly.

The name “Torarentsacorsus” was originally given to the world by Alexander Frasier, the captain of the first colony ship to arrive in the system. He wanted a name which no one had ever used before and would stand out in the memories of all who visited.

Frasier had spent the weeks of travel between the Conduit and the destination system attempting to divine a unique name. Finally, he decided to simply create a new one. After creating several which he later described as “sheer nonsense”, he came up with “Torarentsacorsus”.

The name was not initially well-loved by the populace. However, Frasier, now the governor of the colony continued to insist on the usage. Over time, people began to take pride in the uniqueness of the name. Now most Torarentsacorsans would rather fight than switch names.

The Torarentsacorsan Calendar

The Torarentsacorsan calendar is based on the local 24 hour rotation period and the 2516 day orbital period. Local days are, like standard days, 24 hours long. Torarentsacorsans use the AM and PM system as well. A period of seven of these days is considered to be one week.

The orbital period of Torarentsacorsus is 2516 of these days long. This period is referred to as “the Completion” but slang terms such as “the full turn”, “the full Frasier” and the “big one” are often used. Each Completion is divided into 6 periods called years. Four of these years are 419 days long and two are 420 days long. The 420 day year occurs every third year with a pattern of 419-419-420-419-419-420.

Each year is divided into 12 periods called months. These months have taken the names used on the standard Gregorian calendar. Each month is 35 days long with the exception of February which is 34 days long. However, on years of 420 days, February is also 35 days long.

This extra day is referred to as a “Leap Day” and is celebrated as a local holiday. Places of business are closed and only law enforcement and certain services at the downports are in operation. It is often celebrated with public feasts and parades and, over the last few years, copious amounts of drinking alcohol.

City Details

Frasier

Originally called Mapleton, the governor renamed the city after Alexander Frasier died in 2319. The city was built near the location of the original landing of the settlers from the colony ship. It is currently home to 1.4 million people.

The city was built on the southern edge of Lake Windsor. Moss and other plant life was cleared away to make room for the human inhabitants. Much of the city sits on a ridgeline that is about 97 meters (318 feet) higher than the surrounding area. This often saves most of the city from Windsor’s periodic floods.

The B-class downport is located to the west of the city. There is no highport in the system. Larger and unstreamlined vessels are encouraged to park in orbit and fueling shuttles will come to them. There is a shuttle service which ferries passengers to and from cities on the planet and back and forth from orbit.

Temperatures average 53 C (127.4 F) during the day and 16 C (60.8 F) at night.

Subsector Sourcebook 4: Sequoyah

Weston

Weston was the second of the large cities to be founded on the planet. It is still Torarentsacorsus' second largest and second most populous city. It is home to 980 thousand people.

Weston is the current capital of Torarentsacorsus. When the Planetary Council formed, it was decided that they wanted to move the capital to another city. Weston seemed ideal to them as they wanted to concentrate on improving the planet and Weston had long been regarded as a bit of a disaster.

The Planetary Council's first acts were to strengthen the city's infrastructure and put it back on track as the second city of the planet. Plans are in place to build first a downport to the southeast of the city and an orbital port to be in geosynchronous orbit with the city.

Temperatures in Weston average 51 C (123.8 F) during the day and 14 C (57.2 F) at night.

York City

York City is a town located on the moon of York. The city is home to approximately 30 thousand.

The city consists of a landing area for the starport and the associated housing areas for personnel. While some choose to live in York City for other reasons, most are employed by the starport.

The port is a C-class downport. Refined fuel is currently unavailable at the port, though plans are in place to change this in the future. With the lack of atmosphere, this allows some unstreamlined vessels to land here.

Interior temperatures are kept at 37 C (98.6 F) at all times.

Molay

Molay is the third largest city on the planet and is home to approximately 768 thousand people.

Molay is built on the coast of the Iroquois Sea and near a smaller body of water called Lake Joanne. The area around the lake has been appropriated by large domed areas used for farming. While similar structures exist across the planet, Molay's farms are responsible for the majority of the food and drink consumed on Torarentsacorsus.

Between the lake and the city is the Molay Downport. The port is a C-class port is most often used for shuttles to transport agricultural products.

Summer temperatures in Molay average 43 C (109.4 F) during the day and 5 C (41 F) at night. In winter, the temperatures drop to an average of 31 C (87.8 F) during the day and -7 C (19.4 F) at night.

Stanwix

Stanwix is the newest of the major cities and is home to approximately 520 thousand people.

Stanwix was built as the first city to be away from the main body of the northern supercontinent. Despite being on the southern side of the equator, the city is still located on the northern supercontinent.

The city was built here due to a large number of gold and silver deposits located nearby. The D-class port nearby serves mainly to transport gold, silver, and other ores from the area to other ports.

Temperatures average 56 C (132.8 F) during the day and 18 C (64.4 F) at night.

Subsector Sourcebook 4: Sequoyah

Galawdewos (Sequoyah 0603) A7C1645-B

System Details

Galawdewos is located in the second orbit of its sun, Sagad, an M3 III red giant. Galawdewos orbits Sagad at a distance of 21 AU (3.2 billion kilometers or 2 billion miles).

There are three gas giants in the system. The closest to Sagad is Dawit. Dawit orbits Sagad at a distance of 76.87 AU (11.5 billion kilometers or 7.2 billion miles). One of Dawit's moons, Eobi, is used as a refueling station.

Orbiting in the fifth orbit is Wengel. Wengel orbits Sagad at a distance of 146.67 AU (22 billion kilometers or 13.7 billion miles). One of Wengel's moons, Lebna, is home to a mining operation owned by Blaylock Mining Corporation.

Furthest out is Gafat. Gafat orbits Sagad at a distance of 680 AU (102 billion kilometers or 63.4 billion miles). None of the moons of Gafat are inhabited.

There are two planetoid belts in the system. Both are home to mining colonies leased by the Galawdewos government to Blaylock Mining Corporation.

Fanuel's Belt is located in the third orbit. Fanuel's Belt orbits Gafat at a distance of 26.42 AU (3.9 billion kilometers or 2.4 billion miles). Fanuel's Belt is home to approximately 50,000 miners.

Adal's Belt is located in the sixth orbit. Adal's Belt orbits at a distance of 215.58 AU (32.3 billion kilometers or 20.1 billion miles). Adal's Belt is the newest of BMC's operations in the system and is currently home to about 10 thousand miners with more planned.

There are two other large rocky bodies in the system. Closest to Sagad is Dawaro which orbits at a distance of 5.47 AU (820.9 million kilometers or 510.1 million miles). Dawaro has a diameter of 17,218 kilometers or 10,698 miles. It has an atmosphere consisting of 38% water vapor, 35% oxygen, 20% carbon dioxide, 5% sulfur

Setting Notes

If you are using Galawdewos in concert with the history and background Gypsy Knights Games presented in The Hub Federation, the station was originally built by Ethiopians as an independent colony in 2302. The station still maintains a strong Ethiopian flavor and most of the station's inhabitants arrived from there.

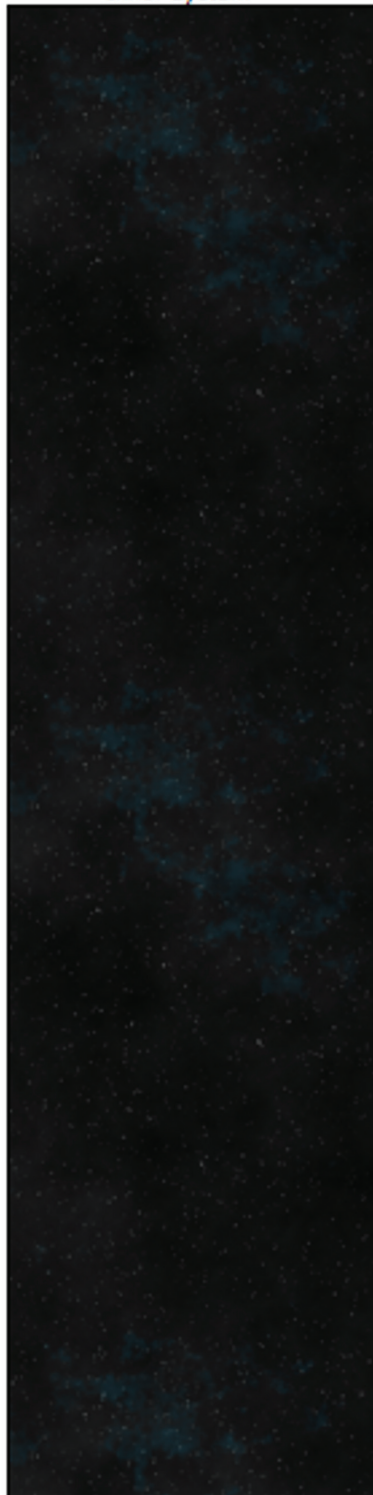
dioxide and 2% other trace gases. It has a surface air pressure of 8.71 standard. Dawaro is uninhabited.

Orbiting at a distance of 419.01 AU (62.9 billion kilometers or 39.1 billion miles) is Maryam. Maryam has a diameter of 14,420 kilometers (8960 miles). It has an atmosphere consisting of 68% hydrogen, 16% helium, 11% nitrogen, 4% carbon dioxide, and 1% other trace gases. The surface atmospheric pressure is 24.82 standard. Maryam is uninhabited.

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Galawdewos

Inner System



0 - 5.0 AU

Outer System



5.1 AU - 77.0 AU

Sequoyah 0605

Remote System



77.1 AU And Beyond

Subsector Sourcebook 4: Sequoyah

Physical Data

Galawdewos has a diameter of 10,720 kilometers (6661 miles). Its molten core gives it a density of 0.88 standard. Galawdewos has a surface gravity of 0.74 standard.

Galawdewos has no moons.

Galawdewos has a rotation period of 37 hours. Locals, however, use their own calendar.

Galawdewos has an orbital period of 36.58 standard years. Again, locals use their own calendar.

Atmospheric Details

Galawdewos has an atmosphere consisting of 31% oxygen, 31% carbon dioxide, 24% hydrogen, 3% argon, and 11% other trace gases. The surface atmospheric pressure is 2.18 standard.

Equatorial temperatures average 122 C (251.6 F) during the day and 97 C (206.6 F) at night. Summer polar temperatures average 80 C (176 F) in the day and 55 C (131 F). In winter, this drops to average 33 C (91.4 F) during the day and 11 C (51.8 F) at night.

Due to the atmospheric composition, very few humans live on Galawdewos. Those few who do live here do so underground at the northern pole in a pressurized environment. Any human venturing outside has to do so in a vacc suit.

Hydrographic Details

While there is no surface water, explorers located a large aquifer of liquid water located beneath the northern pole. This is the location of the only human settlement on the planet.

Geographic Details

The northern polar area is the only region where there are any inhabitants on the planet. This settlement is built into a ridgeline which runs across the pole. This ridgeline sits on a large sandy plateau, the Zenawi Plateau, which is 136.4 meters (447.5 feet) above the surrounding area.

The Zenawi Plateau sits above the northern polar region and extends down the planet. Similarly, the Selassie Plateau sits above the southern polar region. Oddly, the Selassie Plateau also sits exactly 136.4 meters (447.5 feet) above the regions to the north.

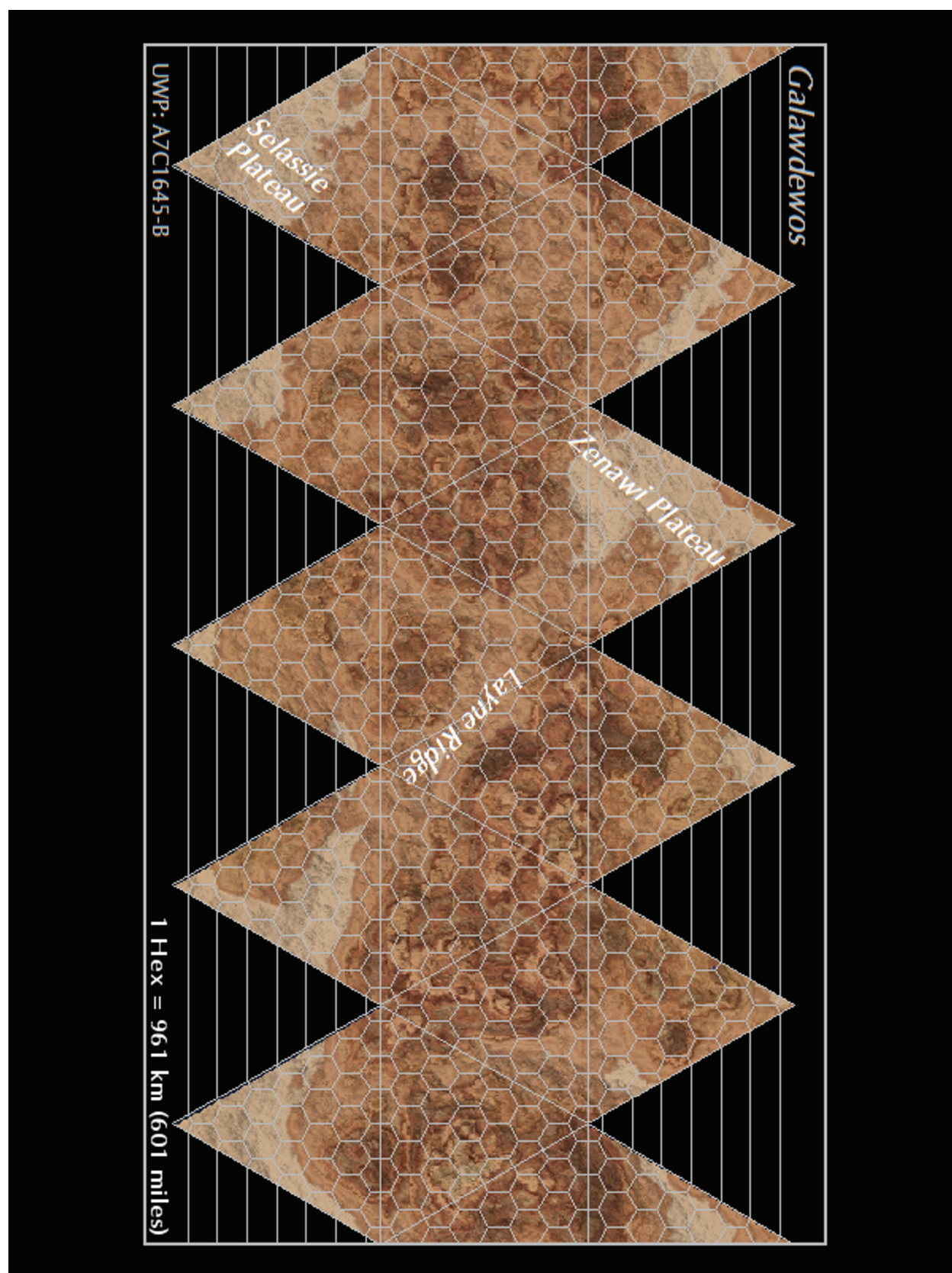
Both of these plateaus are home to sandy dunes which move across them and then deposit more sand to rocky floor below. These sands are often caught in winds creating massive sandstorms that can create havoc with equipment and humans within that equipment already struggling against the atmospheric conditions and the heat.

Running between these plateaus is the Layne Ridge. This ridge runs between the two plateaus. The Layne Ridge is known to have deposits of silver, gold and iron. Mining operations have been theorized, but as of yet none have been undertaken.

There are many volcanoes located in the equatorial region. These volcanoes are quite active and spew lava across the landscape. This lava dries and creates patches of darkened rock which forms the basis of more ridgelines. It is believed that the Layne Ridge is a much older but similar formation.

Population Details

Galawdewos is home to approximately 8 million people. Most of these live in the orbital starport which has recently expanded. Approximately 43,000 live in a mining settlement in the northern polar region.



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Government Details

The government of Galawdewos is headquartered on Galawdewos Highport. The government is a parliamentary republic in which the single house of parliament exercises both legislative and executive powers of government.

The Galawdewos Parliament consists of 23 members who serve constituencies within the orbital city and the mining colony below. Those living within the two asteroid belts are not represented in parliament.

The 23 members of parliament elect one of their own to serve as prime minister. The Prime Minister is given the task of administering parliament and is the head of the government. All laws passed by the parliament must be approved by the prime minister. Those laws not approved by the prime minister are then cast out or can be rewritten and voted upon again.

Political parties are illegal on Galawdewos. However, there are no laws against politicians working together to promote a law or cause. This often results in coalitions being formed which will have enemies in one cause being allies in another.

The Galawdewos court system is comprised of a lower court and a higher court. The lower court consists of four judges who serve as judges on civil and criminal cases. Appeals can be sent to the higher court which consists of a tribunal which can decide the case presented to them.

Neither of the courts can influence law, but exist solely to interpret and enforce the law. Lawyers are appointed by the lower courts to represent a plaintiff who has little say in his/her defense.

Legal Details

Law enforcement is controlled by the higher court. The tribunal is also tasked with providing executive control over the police departments within the starport and the mining colony on the planet.

Galawdewos Highport is divided into 3 precincts. These precincts are overseen by a department of law enforcement officers who are answerable to a member of the high court tribunal.

Law enforcement is most often reactionary. Officers are rarely seen until there is a problem. However, scans for things such as weapons and illegal drugs are being made throughout the city by hidden scanners. If a scan picks up something, it will alert a police officer who will then be dispatched to arrest the perpetrator.

Firearms and laser weapons are legal to be carried without a permit in the Highport. However, this is not the case on the planet below. In the mining colony, firearms and laser weapons are not permitted to anyone except law enforcement and other government officials.

All weapons must be carried openly. Scans are made for concealed weapons and anyone caught attempting to conceal a weapon will be arrested. The penalty for carrying a concealed weapon is 3-4 standard years of labor in the mining colony.

Most narcotics are illegal except for medicinal use by a physician. While tobacco and marijuana are legal to own, there is no smoking allowed within either the close confines of the Highport or the mining colony. Alcohol is freely used without restriction, including for age.

Prostitution and gambling are both illegal on Galawdewos. Such activities are seen to undermine the cultural balance of the Highport.

Visas are not required for either citizens or offworlders. Travel from Galawdewos Highport to other worlds is not restricted in any way. However, special permits must be obtained from the Galawdewos government to descend to the planet. Travel to the mining colony is only allowed to those who are working at the colony.

Cargo inspections are only performed on items leaving a ship. Rarely, inspections may be forced upon a ship's crew if there is a suspicion of wrongdoing.

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All cargo containers being offloaded from a starship are scanned. If there is a suspicion concerning the contents, the official can open the container and physically inspect the contents.

Cultural Details

Over 70% of the residents of Galawdewos are Ethiopian Orthodox Christians. The majority of the remaining 30% are Sunni Muslims. This affects much of the local culture and mores. As an example, no pigs have been imported to the system due to the restrictions concerning the eating of pork.

Local clothing is made almost exclusively from cotton, which has been imported and grown within the highport. Despite the ability to make synthetic cotton, rarely is it used within the Galawdewos system. Cotton and cotton garments are often exported from Galawdewos to other surrounding systems as well.

Women's clothing often consists of a traditional dress with patterns woven into the bottom and sides of the dress with shiny materials. This often creates a contrast with the solid color of the rest of the dress. These dresses are often made to have bright colors.

Local men's clothing often consists of cotton pants with a long knee-length cotton shirt. These are most often in dark colors such as dark blue or black.

Both men and women wear the netala, a type of shawl. Women often use the netala to cover their heads in religious services. Most often the netala is worn loosely about the neck.

Locals often eat thick and hearty stews created from vegetables and meat (most often chicken). This is called wat. Often wat is served with a flatbread called injera.

The Galawdewos Calendar

Locals do not adhere to either the rotational or orbital periods of Galawdewos neither do they use the standard Gregorian calendar. Locals instead use a variation of the Ethiopian calendar.

Each day consists of 24 hours much as the standard day. Locals use the system of AM and PM rather than a 24 hour notation system.

The Galawdewos Calendar has 12 months of 30 days each with an additional five days added to the calendar forming a thirteenth month. Every three years, an additional day is added to this thirteenth month as a "leap day".

The months, in order, are Maskaram, Tegempt, Hadar, Tahsis, Tarr, Yakatit, Magabit, Miyazya, Ganbot, Sane, Hamle, Nahase, and Pagume. Dates are given with the day of the month first, the name of the month second followed by the year. For instance, a date will be given as 6 Tarr, 2334. Shorter notation is sometimes used which will use the number of the month instead such as 28/5/2334.

Due to a difference concerning the date of the Annunciation of Christ, the Ethiopian calendar is eight years behind the date of the standard Gregorian calendar. This difference is carried through to the Galawdewos Calendar and thus the current year on the Galawdewos calendar is 2334 rather than 2342 as on the standard calendar.

City Details

Galawdewos Highport

Galawdewos Highport is a torus colony in orbit around the planet of Galawdewos. The large structure is home to almost 8 million people. The orbital city is also home to the system government and is considered the capital of the system.

Subsector Sourcebook 4: Sequoyah

The city is a large toroidal colony with the interior of the torus inhabited by the general population. The outer levels of the torus are the city's starport.

The starport is rated A-class and is one of only two such ports in the Sequoyah subsector. The Galawdewos Highport can provide some of the best repair facilities in the subsector. In addition, a new ship construction facility has just been completed with orbital drydocks.

These construction sites are owned by a company called Awasa Shipbuilders. The Galawdewos government owns 60% of the company and has the final say on who can have their ships built at the port.

Temperatures in the orbital city are kept at 22.3 C (72.1 F).

mining minerals and ores from the Menelik ridgeline in the northern polar region. The Menelik Ridge sits atop the Zenawi Plateau.

Within this ridge, engineers have cut several passages and chambers used for mining and habitation. The entire facility is pressurized and filled with breathable air for those within the city.

While many choose this dangerous profession, others are sentenced to it. Those who are sentenced here as prisoners remain under guard and often in leg chains which often gives the mines the feel of a prison. Guards and other government officials are the only ones permitted weapons on the surface of the planet.

Temperatures average 27 C (80.6 F) inside the facility.

Entoto

Entoto is home to approximately 50 thousand people. All of these are tied to



Sequoyah (Sequoyah 0605) A6788A6-B

System Details

Sequoyah is located in the third orbit of its sun, Gadugi, a G2 V, yellow main sequence star. Sequoyah orbits Gadugi at a distance of 1.00 AU (150.3 million kilometers or 93.4 million miles).

Gadugi has a companion star, Degataga, which orbits Gadugi at a distance of 95,000 AU (1.5 light years). Degataga is an M6 V, red main sequence star.

There are three gas giants in the system, all of which orbit Gadugi. The closest of these to Gadugi is Tsiyugunsini. Tsiyugunsini orbits Gadugi at a distance of 5.33 AU (799.2 million kilometers or 496.6 million miles). Two of Tsiyugunsini's moons are inhabited. Chuwallie is used as a base for Sequoyah's system defense force. Chikamaka is home to a mining colony owned by the Sequoyah government.

Aganstata orbits Gadugi at a distance of 9.83 AU (1.5 billion kilometers or 932.1 million miles). Aganstata has an extensive ring system which is often a draw for tourism. Caldwell Chemical Corporation has a lease from the Sequoyah government to mine chemicals from the frozen ring particles. Their base orbits Aganstata near the ring plane. One of the moons of Aganstata, Moytoy, is used as a refueling base and a tourist information site.

Kunokeski orbits Gadugi at a distance of 78.12 AU (11.7 billion kilometers or 7.3 billion miles). One of Kunokeski's moons, Shade, is used as an outer system refueling base.

The sole planetoid belt in the system orbits Gadugi as well. Smith's Belt orbits Gadugi at a distance of 16.67 AU (2.5 billion kilometers or 1.6 billion miles). The belt is home to approximately 65 thousand miners working for the Sequoyah government.

There are several other rocky bodies in orbit around both Gadugi and Degataga. The closest of these to Gadugi is Adair.

Adair orbits Gadugi at a distance of 0.20 AU (29.4 million kilometers or 18.3 million miles). Adair has a diameter of 5080 kilometers (3157 miles). Adair is tidally locked with Gadugi and has no atmosphere. It is uninhabited.

Benge orbits Gadugi at a distance of 0.33 AU (49.7 million kilometers or 30.9 million miles). Benge has a diameter of 11,183 kilometers (6949 miles). Benge has an atmosphere consisting of 45% helium, 30% nitrogen, 11% water vapor, 10% oxygen, and 4% other trace gases. The surface atmospheric pressure is 5.81 standard and the average temperature at the equator is 234 C (453.2 F). Benge is uninhabited.

Clark orbits Gadugi at a distance of 1.60 AU (240 million kilometers or 149.1 million miles). Clark has a diameter of 9110 kilometers (5661 miles). Clark has no atmosphere and is uninhabited.

Clark is often visited by scientists due to a large number of water ice chunks found on the surface of the planet. It is believed that a comet struck Clark several hundred years ago and left behind remnants of itself across the surface of the planet.

Taltsuska orbits Gadugi at a distance of 3.51 AU (527.3 million kilometers or 327.6 million miles). Taltsuska has a diameter of 16,562 kilometers (10,291 miles). It has an atmosphere consisting of 58% hydrogen, 15% helium, 12% nitrogen, 11% carbon dioxide, and 4% other trace gases. The surface atmospheric pressure is 12.84 standard. It is uninhabited.

Oothcaloga orbits Degataga at a distance of 0.06 AU (8.4 million kilometers or 5.2 billion miles). It has a diameter of 6190 kilometers (3846 miles). It has no atmosphere and is uninhabited.

Uwatie orbits Degataga at a distance of 0.20 AU (30 million kilometers or 18.6 million miles). It has a diameter of 11,350 kilometers (7053 miles) and an atmosphere consisting of 51% nitrogen, 32% oxygen, 4%

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sulfur dioxide, 4% argon, 3.5% carbon dioxide and 5.5% other trace gases. The surface atmospheric pressure is 2.17 standard.

Uwatie is home to a military base of the Sequoyah Defense Force. In addition, the planet has been colonized by workers associated with the SDF base and miners employed by the Sequoyahan government.

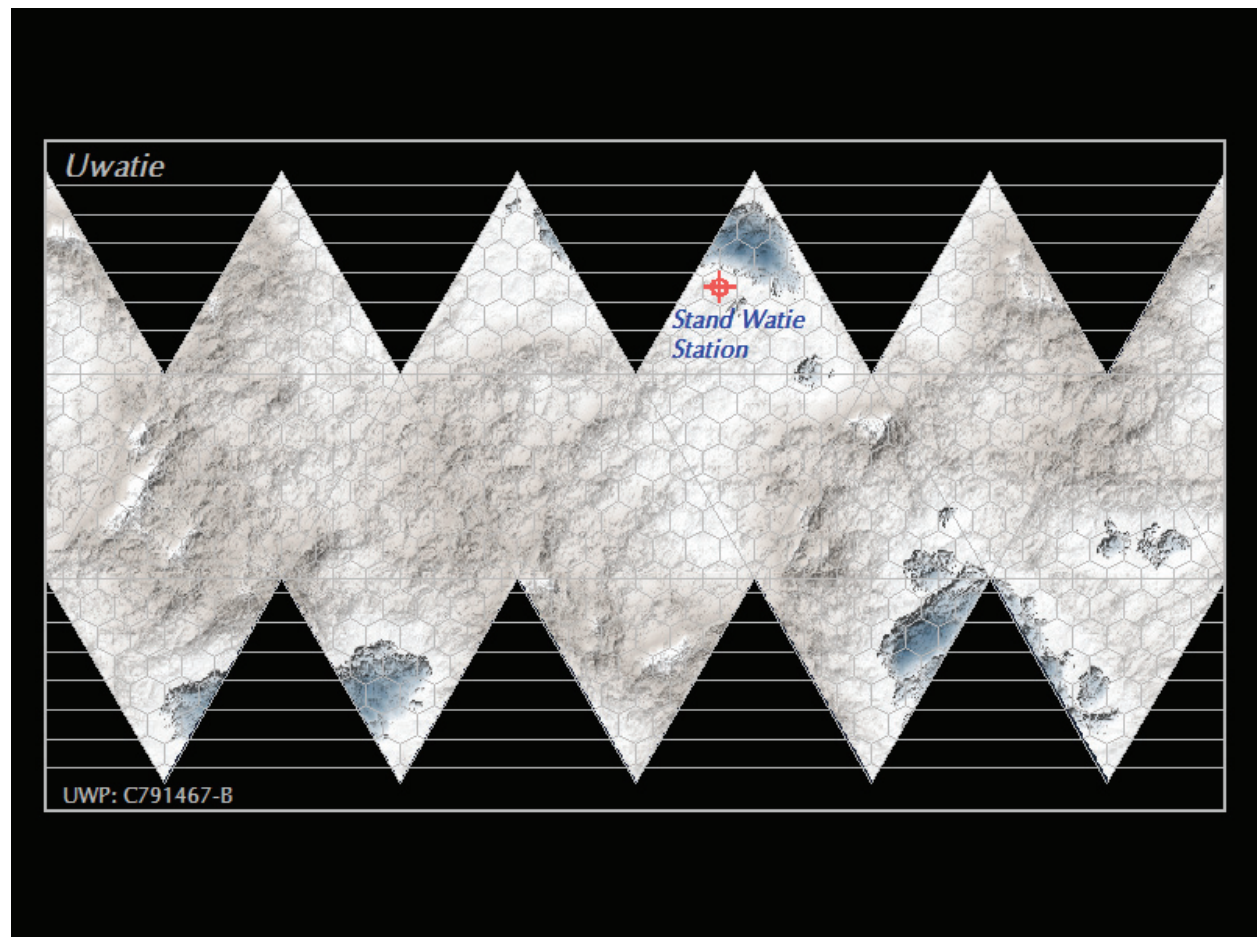
Uwatie is home to approximately 70 thousand people and a C-class starport.

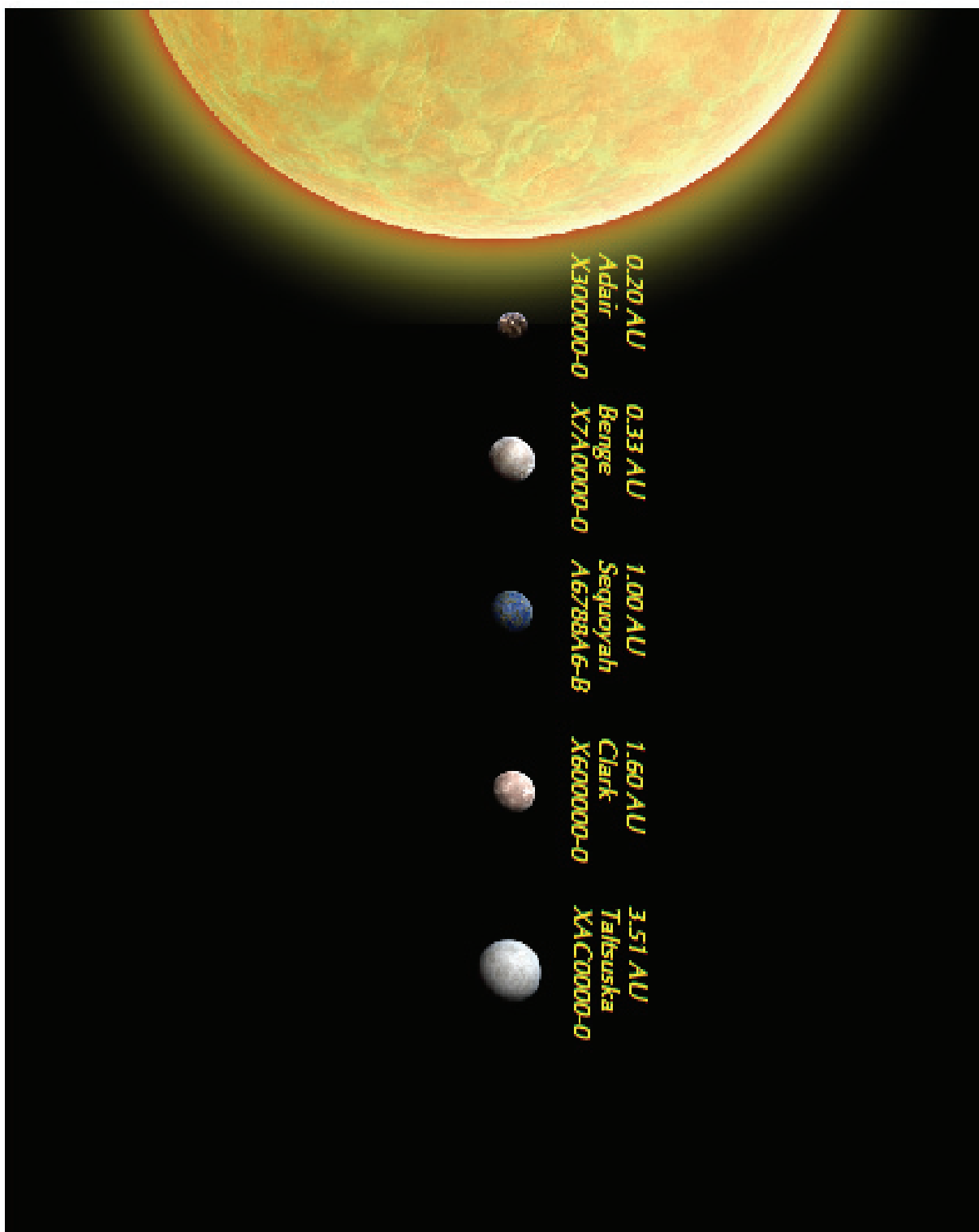
Gallagina orbits Degataga at a distance of 0.40 AU (60.5 million kilometers or 37.6 million miles). Gallagina has a diameter of 12,012 kilometers (7464 miles). It has an atmosphere consisting of 59% helium, 24% nitrogen, 11% oxygen, 4% carbon dioxide, and 2% other trace gases. The atmospheric pressure at surface level is 0.24 standard. Gallagina is uninhabited.

Vinita orbits Degataga at a distance of 0.66 AU (98.9 million kilometers or 51.5 million miles). Vinita has an atmosphere consisting of 60% hydrogen, 22% helium, 9% carbon dioxide, 8% nitrogen, and 1% other trace gases. The atmospheric pressure at surface level is 25.18 standard. Vinita is uninhabited.

Vinita in the late 2320s was being used as a pirate base. Pirates used the hydrogen rich atmosphere to refuel their Zimm drives and then attack shipping in the Sequoyah, Fimbulvetr, Harrison, Selu, or Gansagi systems.

The pirates were eliminated in 2325 by the United States Space Navy. Three squadrons of *Lexington*-class cruisers were left here to patrol the system. Those ships are still here and form the backbone of the Sequoyah Defense Force.





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Physical Data

Sequoyah has a diameter of 9760 kilometers (6065 miles). Its molten core gives it a density of 0.96 standard. Sequoyah has a surface gravity of 0.73 standard.

Sequoyah has one moon, Wut-teh. Wut-teh orbits at a distance of 0.002 AU (263,248 kilometers or 163,575 miles) and has a diameter of 1772 kilometers (1101 miles). Wut-teh orbits Sequoyah once every 24 standard days.

Wut-teh has no atmosphere. It is inhabited by a helium-3 mining station owned by the Sequoyahan government. Approximately 15 thousand call Wut-teh home.

Sequoyah has a rotation period of 24 hours. This is referred to as "one day" by locals.

Sequoyah has an orbital period of 360 standard days. This is referred to by locals as "one year".

Atmospheric Details

Sequoyah has an atmosphere consisting of 78.10% nitrogen, 20.46% oxygen, 0.67% carbon dioxide, 0.34% argon, and 0.43% other trace elements. The atmospheric pressure at sea level is 1.20 standard.

The high carbon dioxide content of the atmosphere requires humans to wear a filter mask. These masks are sold in all of the Sequoyahan starports.

Equatorial temperatures average 51 C (123.8 F) during the day and 24 C (75.2 F) at night. Summer polar temperatures average 9 C (48.2 F) during the day and -18 C (-0.4 F) at night. In winter, the polar temperature drops to an average of -6 C (21.2 F) during the day and -33 C (-27.4 F) at night.

Setting Notes

If you are using The Clement Sector background presented in **The Hub Federation**, Sequoyah was settled by the United States in 2238. Many of the initial settlers were Native Americans of Cherokee descent and they named the worlds accordingly.

Those using a more traditional Traveller setting may consider lowering some of the Native American influence due to the passage of time. However, we recommend that you consider that the Cherokee Nation may have moved into the stars and kept much of their traditions and culture.

Hydrographic Details

76% of the surface of Sequoyah is covered in water. Most of this is referred to as The Amequohi or The Ocean. The Amequohi is considered to include most of the planet's hydrosphere. This includes the sea covering the polar regions.

The Amequohi also includes the deepest point on the surface of the planet. This area is called the Hawini is approximately 8.8 kilometers (5.5 miles) below the surface of the water. This area is located along the northern edge of the equator.

The area of the sea located between four of the planet's continents is called Hawinaditlv or The Interior Sea. This area is considered to include the entire ocean between the continents of Dinadanvtli and Kanesga to the north and east and Quanena and Inage to the south and west.

Scientists have noted that these four continents are all moving toward one another. In a few million years, the continents will likely collide into a supercontinent to the northwest of their current location. Slowly, the Hawinaditlv is getting shallower.

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Geographic Details

Inage is the largest of the planet's continents and is almost entirely in the southern hemisphere. The continent extends from the edge of the southern polar region northward to the equator. Only a few kilometers of the continent lie above the equator.

Inage is made up mostly of dry desert plains. These plains are characterized by hard soils which have dried and cracked. Rain is rare here and, when rains do come, they often create dangerous flash floods as they wash rainwater across the landscape.

The continent and this desert region are synonymous to locals to the point that they use the same name for both. However, the northern areas of the continent are made up of savanna with tall grasses in a sandy soil.

To the east of Inage is the smaller continent of Quanena. Quanena sits just a few kilometers across the Asdaya Straits. Much like the northern portions of Inage, Quanena is covered in tall grass emanating from a sandy soil.

Some areas of the savanna on both continents are home to a native plant called Utsalesdi. Utsalesdi is a cereal grain similar to wheat which has become an important staple to the local diet. The grain is a key ingredient in everything from local breads to local beers.

North of Quanena is the continent of Kanesga. The southern portion of Kanesga is characterized by rock outcroppings and ridges. The highest of these, Unagatodi Mountain, reaches a height of 728 meters (2389 feet).

The northern region of Kanesga is a grassy plain made up of short prairie grasses. These bright green grasses were referred to by the original settlers as "lawns" due to the resemblance between the prairies and housing lawns on Earth.

To the west of this region is an isthmus connecting Kanesga to the continent of Dinadanvtli. The isthmus is connected to

other ridgelines which have been forced upward by Kanesga's movement to the west.

On the other side of the isthmus, the land slopes upward to form the foothills of the Agedadisdi Mountains which dominate the continent. These are the highest mountains on the planet. The tallest is Mount Adelvunegv in the eastern section of the range. Mount Adelvunegv reaches a height of 1840 meters (6030 feet).

The valleys between these mountains are ridges are very much like the northern region of Kanesga. Short grasses are the most common plant in these areas and grow upwards along the slopes of many of these mountains.

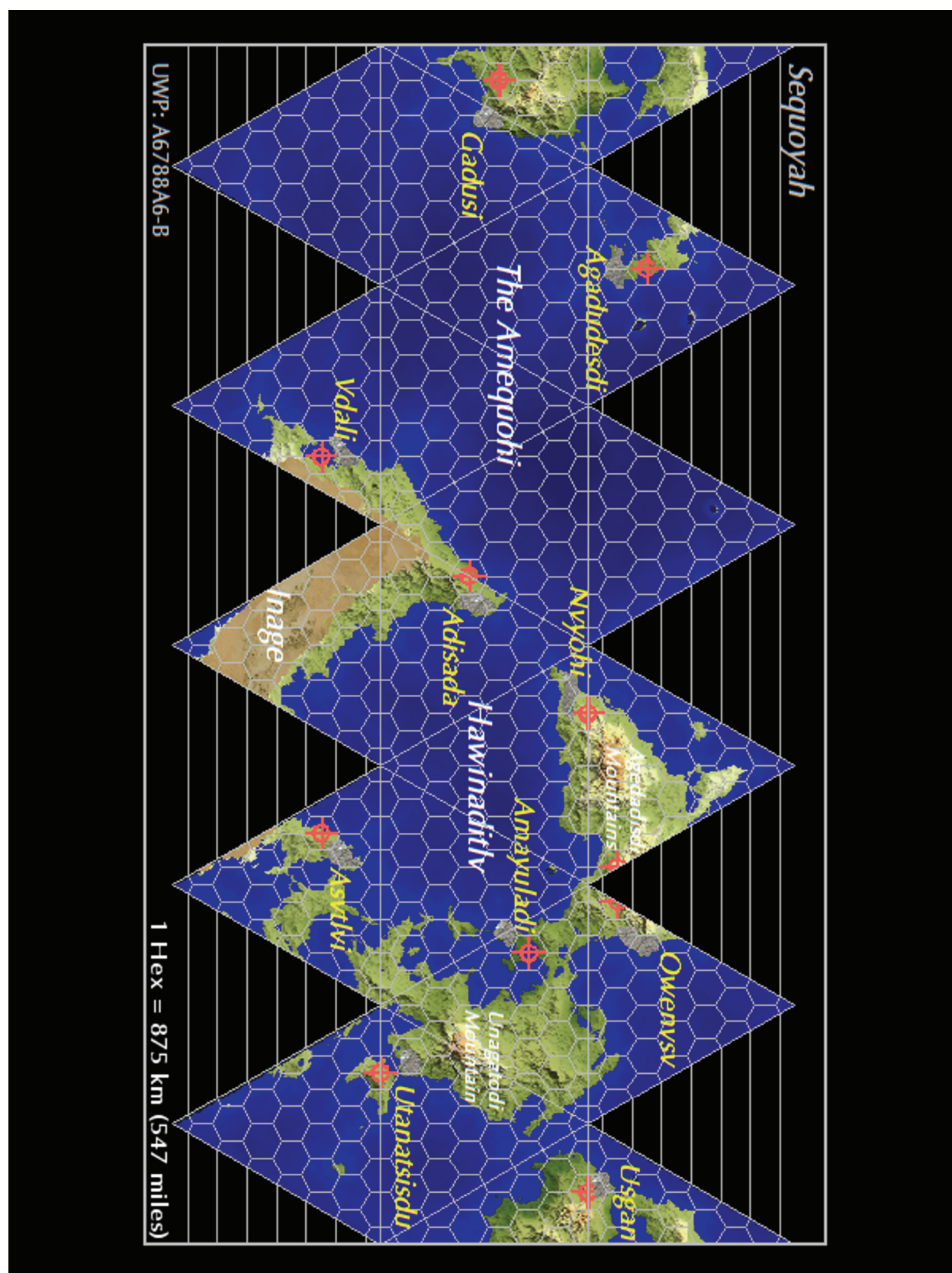
East of Kanesga is the continent of Galitsohida. Galitsohida is the only location on Sequoyah where trees are common. Along the coast of the continent grows a tree called Asoyv Trees. These trees have a gray trunk with a circumference of about 2 meters (6.6 feet) and a height of between 16-27 meters (52.5 – 88.6 feet). The tree has round leaves and produces small nuts that are inedible to humans.

Further inland and the trees become sparser as the forest gives way to the grasslands. Here, the grasslands resemble the tall grasses of the Quanena savanna.

North of Galitsohida is the continent of Niganvhisv. Niganvhisv stretches from a very narrow strait at the western tip of Galitsohida eastward into the Amequohi.

Near the center of Niganvhisv is the volcano Mount Godadi. Mount Godadi is an active volcano and has erupted twice within the last 104 years. It is expected that it could erupt again within the next six years.

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Population Details

Sequoyah is home to just over 600 million people. While many live within the major cities, most live in smaller communities across the planet. In addition to these cities and towns, there are three orbital cities as well.

Due to the atmospheric taint, most buildings are pressurized so that people can enter and remove their filter masks. Very few “open-air” buildings exist on the planet.

Local architecture tends to favor taller buildings rather than expansive ones, but this is not always the case. One building in particular is the central government building in Owenstv which is a tall building with a large rounded section near the top. This is supposed to be reminiscent of the sun.

Most buildings are connected either by walkways or by the subway system. Both of these are also pressurized to avoid air leakage.

Government Details

Sequoyah is ruled by a man named Guwisguwi. Guwisguwi is a self-given name which, in the Cherokee language, means “a migratory bird”. However, he chose the name to invoke previous carriers of the name including the man who was both captain of the first colony ship to arrive and the first governor of Sequoyah.

Guwisguwi was born John Ross Henley in the city of Adisada in 2286. He educated in Adisada and at the age of 18 joined the United States Space Navy. Upon doing so, he was sent to Earth for training. His aptitude got him moved to officer training school where he excelled.

By the time Henley was in his thirties, he had become the captain of the *USS Hampton Roads*. However, much to the chagrin of his superiors, Henley decided to retire from the navy and return home to Sequoyah. His exemplary military record

Guwisguwi

STR 8 DEX 8 END 9 INT 9 EDU 9 SOC B
Age: 56

Skills: Advocate-3, Language (Cherokee)-2, Leadership-2, Persuade-2. Admin-1, Deception-1. Diplomat-1, Gun Combat (Slug Pistol)-1, Melee (Unarmed Combat)-1, Tactics (Naval)-1, Animals (Riding)-0, Athletics (Strength)-0

facilitated an appointment to Governor Robert Welch's staff.

In 2331, when the Conduit collapsed and the planet was cut-off from contact with Earth, Welch informed the public that it would only be a matter of time before the Conduit reopened. While many believed him when he said it, as time passed without the return of the Conduit, Welch's popularity waned.

Many began to question the governor's fitness to lead and Henley began to lead the opposition. It was at this time that Henley took the name Guwisguwi. Critics have said this was done to overcome his past spent offworld while Henley and his supporters say that it was a statement of his roots.

In any case, Guwisguwi's support increased among the population. Welch relented and held elections in 2334. Guwisguwi won the election by a large margin and took the position of governor. Welch and many of his high ranking supporters were asked to leave Sequoyah. Most of Welch's supporters travelled to Harrison and most still live there today.

Guwisguwi now holds absolute power over the people of Sequoyah. Many have said that his rule is fair and just, but opposition groups do exist on the planet. Some say that Welch's supporters are still attempting to regain power.

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Legal Details

Law enforcement has always been ultimately answerable to the governor's office. This remains true today though the lines between military and law enforcement have blurred over the past eight years.

All towns and cities have a local law enforcement division. In some towns this division can be as small as 10-20 people while in large cities it can be thousands of officers, detectives and staff. Within each division is a chief of police. Each chief is then answerable to Guwisguwi; though in practice most simply see a member of his staff.

Firearms are strictly prohibited. No one except a member of local law enforcement or the military may carry a weapon legally on Sequoyah. Stun weapons are also included in this ban.

In addition, blades with a length longer than 15.2 centimeters (6 inches) are illegal to own as well. This law applies not only to citizens and travellers but also to law enforcement and the military as well.

All drugs deemed to be recreational are illegal. This includes such drugs as marijuana, cocaine, water dragon, starlight, and torla syrup. Other narcotics may be obtained only as prescribed by a doctor who is approved by the government.

Alcohol is available but is controlled outside the starport. While there are many starport bars which are open at all times, this is not the case on the rest of the planet. Laws force all bars to close at midnight across the planet. Alcohol is not available to anyone under the age of 24 standard years at any location on Sequoyah.

Gambling is legal only in the starports and then only in government approved casinos. While it is legal that casinos could operate in the downports, only the highport has casinos at present.

Travel visas must be obtained for offworlders to leave the confines of a port. These are usually not difficult to obtain and can be done within an hour of the application. Those who have committed crimes on

Sequoyah at any point in the past will not be granted a travel permit.

All vessels entering the Sequoyah system are subject to inspections. Most often this involves a simple scan, but vessels can be targeted for random boarding and physical inspections. In addition, if a scan of the vessel reveals a potential problem, the vessel can be boarded and inspected.

All cargo containers are scanned as they arrive at cargo handling. The government of Sequoyah reserves the right to open and inspect any cargo container which they believe may have contraband within it.

Cultural Details

Sequoyah was settled originally as a United States Colony. The majority of the original colonists were Native Americans of Cherokee descent. While others arrived later and the Cherokee became a minority, the Cherokee culture has still made a significant impact on local society.

Most that live here are bilingual, speaking both Cherokee and English. Other languages are also present, but these are the two most common. It is commonplace to see both languages used in public locations, most often with Cherokee at the top and English at the bottom.

The Cherokee culture is matrilineal and women are the owners of land or housing. This has carried over to Sequoyahan law and men are only allowed to own property jointly with a woman and not by themselves.

Polygamy is uncommon but practiced by both sexes. A man may be married to multiple women or a woman may be married to multiple men. However, they may only form one unit and cannot cross-marry between marriages.

Offworlders will find that haggling is expected in most monetary transactions. However, this is only true if one is buying a physical item. Haggling for a service is considered an insult.

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The Sequoyahan Calendar

The Sequoyahan calendar is based on a 24 hour rotation period and on the 24 day orbital cycle of Sequoyah's moon, Wut-teh. Fifteen of these 24 day cycles equal the same as the 360 day year.

The 24 day lunar cycle is referred to be locals as a "month" or a "sinvdo". Each sinvdo or month has a name taken from Cherokee tradition or Sequoyahan history. These months are, in order, Ganohalidoha, Gutiha, Kanawoga, Gola, Unole, Aneladisdi, Atsilvsgi, Gatlisga, Seluitseyusdi, Utsisdata, Seluuanvsa, Ulutsvi, Udatanvagsidulisdv, Udatanv, Agetadisdi, and Tsiyatloha.

Dates are given by the name of the month, followed by the number of the day and the year since the colonization. For instance, Unole 23, 104.

Selected City Details

Owenvsv

Owenvsv is the location of the first settlement on Sequoyah. It is now the largest and most populous city on the planet. Owenvsv is the capital of the Sequoyah system and home to over 12 million people.

The city sprawls along the east coast of the continent of Dinadanvtli. It is made up of many tall skyscraping buildings which are interconnected by both skyways and subways. One of the largest buildings is the central government building in the center of the city. The gigantic round structure is striking and unique.

The city has a C-class downport located to the southwest. In addition, the main highport orbits above the city. There is discussion of a space elevator to connect the two, but this has so far not been achieved.

Summer temperatures average 42 C (107.6 F) during the day and 15 C (59 F) at night. In winter, this average drops to 30 C

(86 F) during the day and 3 C (37.4 F) at night.

Sequoyah Highport

Sequoyah Highport orbits above the city of Owenvsv. It is an A-class starport and is home to 3.5 million people.

Sequoyah Highport is a massive multi-torus structure. The port consists of six doughnut shaped habitats. These tori are attached to a central shaft or "stalk" and arranged three on one side and three on the other.

The interior of each torus is designed to be a livable habitat with homes, parks, and businesses. The exterior of the tori are designed with parking bays for smaller ships and docking areas for larger ships. Inside the "stalk", is a full starport terminal with hotels, restaurants, bars, a trade kiosk, and a Captain's Guildhouse.

The Sequoyahan government runs a shipyard which orbits near Sequoyah Highport. While the shipyard is considered to be topnotch, Sequoyahan government projects always take precedence.

Adisada

Adisada is the third most populous city on the planet and the second largest. It is home to 10.4 million people and is the birthplace and home of Guwisguwi.

The city is located on the northern peninsula of Inage. Adisada sprawls across what were once savanna grasslands. To the southwest of the city, atop a small ridgeline, sits the private home of Guwisguwi.

The city has a C-class downport located to the west of the city. The port is sometimes closed when in use by Guwisguwi.

Temperatures average 51 C (123.8 F) during the day and 24 C (75.2 F) at night.

Fimbulvetr (Sequoyah 0606) *B460556-A*

System Details

Fimbulvetr is located in the third orbit of its sun, Odin, a G5 V, yellow main sequence star. Fimbulvetr orbits Odin at a distance of 1.05 AU (157.6 million kilometers or 97.9 million miles).

Odin has a companion star, Sleipnir, an M6 V, red main sequence star. Sleipnir orbits Odin at a distance of 4167 AU (625 billion kilometers or 388.3 billion miles).

There are two gas giants in the system. The closest to Odin is Delligr which orbits at a distance of 2.21 AU (331.8 million kilometers or 206.2 million miles). One of Delligr's moons, Dagr, is used as a refueling base.

Tyr orbits Odin at a distance of 6.32 AU (947.8 million kilometers or 588.9 million miles). None of Tyr's moons are inhabited.

There are two planetoid belts in the system. The closest to Odin is The Draugr which orbit at distance of 0.18 AU (27.2 million kilometers or 16.9 million miles). The Draugr are home to a mining colony owned by Paulsen Metals, which leases the belt from the Fimbulvetr government.

The outer belt is named Jormungandr and its contents orbit at a distance of 61.6 AU (9.2 billion kilometers or 5.7 billion miles). Most of Jormungandr is comprised of ices and these are currently being mined by the Caldwell Chemical Corporation through a lease from the Fimbulvetr government.

There are three other rocky bodies in the system. Closest to Odin is Logi. Logi orbits Odin at a distance of 0.12 AU (16.1 million kilometers or 10 million miles). Logi has a diameter of 17,846 kilometers (11,089 miles) and no atmosphere. Logi is tidally locked with Odin.

Rindr orbits Odin at a distance of 12.07 AU (1.8 billion kilometers or 1.12 billion miles). Rindr has a diameter of 16,372 kilometers (10,173 miles). It has an

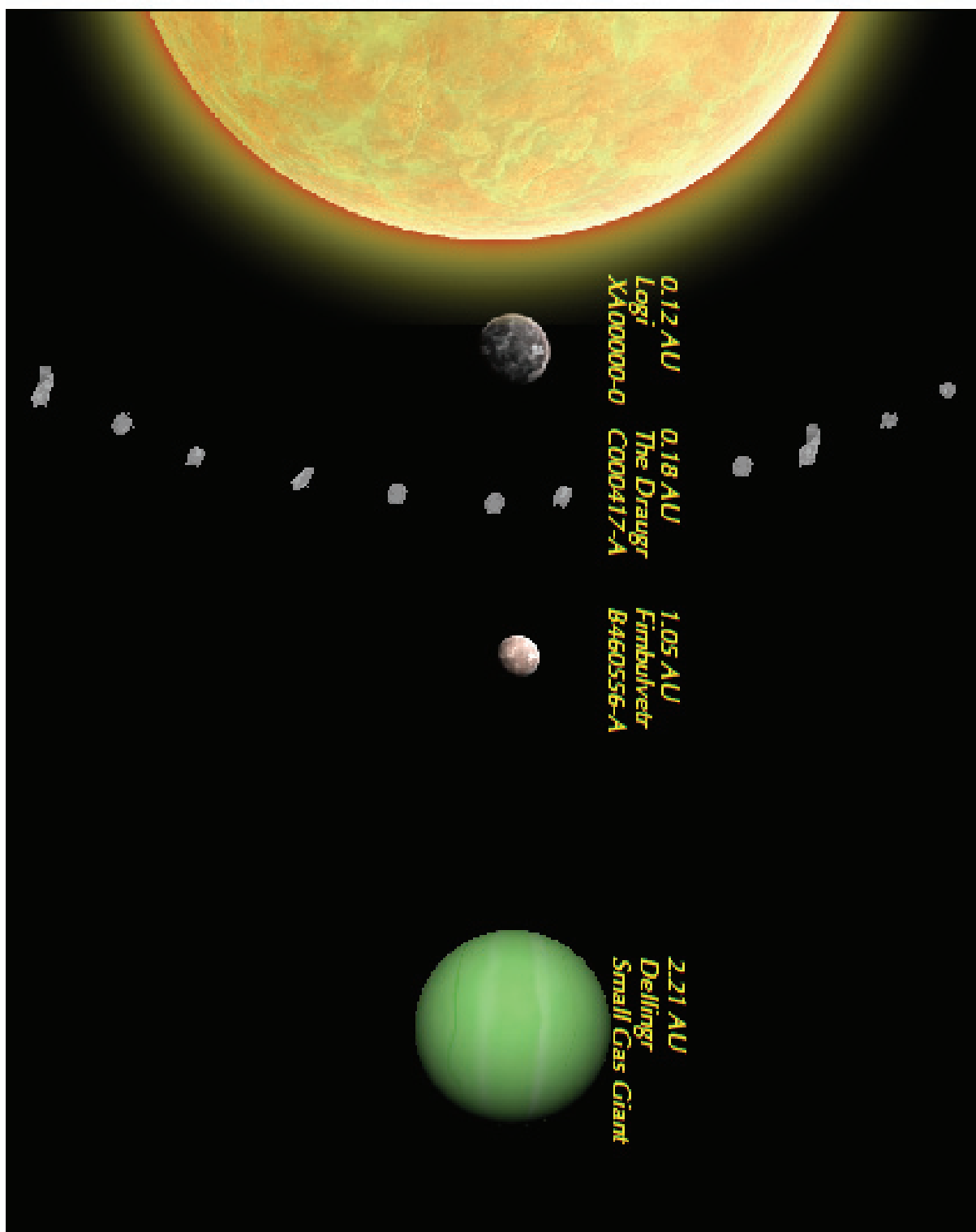
Setting Notes

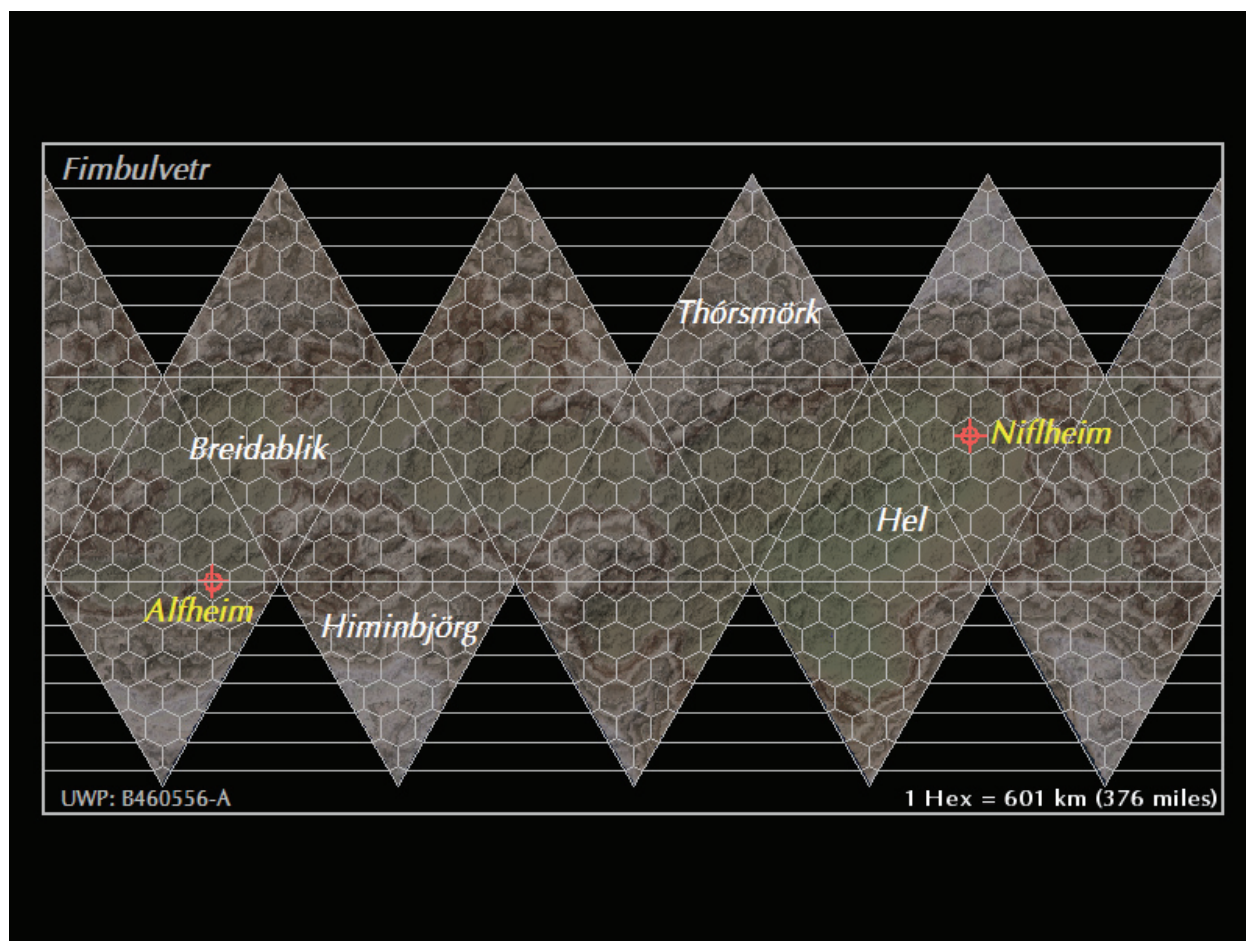
If you are using the Clement Sector setting put forward in **The Hub Federation**, Fimbulvetr was settled by Scandinavians (particularly Norway and Sweden) in 2241. This was part of a joint effort which allowed the nations to place a colony here for mining purposes.

If you are using a more traditional Traveller setting, you may consider placing this world on or near a trade route or as the home to a major mining colony.

atmosphere consisting of 57% hydrogen, 22% helium, 13% nitrogen, 5% carbon dioxide, and 3% other trace gases. The atmospheric pressure at surface level is 8.02 standard. Rindr is uninhabited.

Audhumla orbits Odin at a distance of 34.47 AU (5.2 billion kilometers or 3.2 billion miles). Audhumla has a diameter of 3424 kilometers (2128 miles). It has no atmosphere and is uninhabited.





Physical Data

Fimbulvetr has a diameter of 6720 kilometers (4176 miles). Its molten core gives a density of 0.99 standard. Fimbulvetr has a surface gravity of 0.54 standard.

Fimbulvetr has no moons.

Fimbulvetr has a rotation period of 22 hours. This is referred to locally as “one day”.

Fimbulvetr has an orbital period of 445 local days or 408 standard days. This is referred to locally as “one year”.

Atmospheric Details

Fimbulvetr has an atmosphere consisting of 74.70% nitrogen, 23.37% oxygen, 0.34% argon, 0.18% carbon dioxide,

and 1.41% other trace gases. The atmospheric pressure at surface level is 0.72 standard.

Equatorial temperatures average 9 C (48.2 F) during the day and -15 C (5 F) at night. Summer polar temperatures average -23 C (-9.4 F) during the day and -47 C (-52.6 F) at night. In winter, this average drops to -87 C (-124.6 F) during the day and -111 C (-167.8 F) at night.

As there is a lot of loose dust in the atmosphere, locals wear filter masks while outside. This is highly recommended for travellers as well. The dust can get into human lungs to great detriment to the person involved.

In addition, dust storms are extremely common. Sometimes these can be small but other times these storms can engulf most of the planet.

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Hydrographic Details

There is no standing water on Fimbulvetr.

Geographic Details

Fimbulvetr is a cold and frozen wasteland, though without water ice. The bare rock is devoid of life and covered in the dust driven by the strong local winds. This dust is constantly in the air forcing residents to wear filter masks to keep the dust out of their lungs.

The northern and southern polar regions are flat volcanic plains. In some places, other than the dust covering them, these areas can be smooth with only random rocks or impact craters to break up the plain. The northern plain is referred to as Thorsmork and the southern plain is referred to as Himinbjorg.

Closer to the equator are large valleys and canyons gauged out by a combination of impacts, volcanic eruptions, and wind erosion. The largest of these valleys is called Hel. Both the Thorsmork and Himinbjorg plateaus sit approximately 2941 meters (9651 feet) above the Hel valley.

Mining operations show that the Hel valley is loaded with copper, copper carbonates, and turquoise. While many expected to find gold or silver here as well, there have been none located so far.

Breidablik, the second largest valley, is much the same as Hel. Like Hel, the valley sits approximately 2941 meters (9651 feet) below the plateaus. Here, however, there is very little copper but large deposits of nickel and iron. For this reason, it is believed that Breidablik was likely the result of a meteor strike.

Population Details

Fimbulvetr is home to approximately 600 thousand people. All of these live within the two major cities on the planet.

While the atmosphere is breathable, all buildings on Fimbulvetr are enclosed and pressurized in an attempt to lower the amount of dust. This does not always work and it is common to see people wearing filter masks indoors. It often seems to visitors that Fimbulvetr is constantly dirty, but locals seem accustomed to the amount of dust which can accumulate.

To combat this dust, most doors are armed with jets of air which hit incoming persons. This is meant to blow off dust into a filtration system located near the doors. This is not entirely effective, but it does cut down on some of the dust.

The two cities are built partially above ground and partially underground. Most buildings have an entrance above ground with the rest of the structure residing below ground. This often reflects the social standing of the persons within the building as the most important person societally will likely be on the bottom floor to separate as much as possible from the dust.

Government Details

Fimbulvetr is ruled by a five person council called the Thing. The Thing creates all laws and oversees the military, law enforcement, and execution of the laws created.

The members of The Thing were originally voted upon by the citizens of Fimbulvetr. However, after some less than distinguished members served, it was decided that Thing members would serve for twenty years and choose their own successors. This system has currently been in place since the change in 2253.

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Legal Details

All law enforcement is ultimately answerable to The Thing. However, each city has its own law enforcement division and its own chain of command. Each city law enforcement unit is controlled by the mayor of the city. The mayor of the city is answerable directly to The Thing.

Law enforcement is not often seen within the city. Scanners and cameras often overlook much of the city and law enforcement simply responds to problems. Often the scanner operators simply note an infraction and inform the violator of the fine. Refusal to pay a fine will often involve law enforcement arriving to arrest the violator.

Firearms are strictly prohibited. No one except a member of local law enforcement or the military may carry a weapon legally. Stun weapons are not included in this ban and are commonly used by locals as self-defense. Blades with a length longer than 15.2 centimeters (6 inches) are illegal to own as well.

Narcotics are controlled substances and are only legally owned by someone with a prescription given by a doctor recognized by the government. However, many recreational drugs such as marijuana, alcohol, torla syrup and tobacco are commonly available.

Visas are not required to visit Fimbulvetr. Both locals and offworlders are free to travel as they see fit.

All cargo containers leaving a starship in port will be scanned. Physical cargo inspections are rare but can be performed if scans reveal something illegal in a cargo container.

Cultural Details

Locals often speak several languages but their primary language is most often Norwegian, Swedish or Danish. Often English, Cherokee, or German is spoken as a

second language due to local trade considerations.

Approximately 72% of Fimbuls are Protestant Christians of the Lutheran faith. 21% of Fimbuls are of the Asteru Norse Pagan religion. These religious traditions have great influence over the local culture.

One of the most popular holidays on Fimbulvetr is Christmas or Yul on December 25. Most businesses are closed on this day and holiday activities take the place of work.

Christmas is celebrated by Fimbuls by feasts, singing and Christmas Beer. These dark lagers are made from ingredients grown in enclosed farms in the city of Alfheim.

During Christmas, it is common for Fimbuls to dress in burnad or traditional clothing. Burnad clothing is most often based on 18th or 19th century rural Norwegian clothing. However, recent trends have allowed for 20th century clothing to be included as burnad as well.

Another popular holiday for burnad wearers is Foundation Day. This is a celebration of the founding of the Fimbulvetr colony. This is celebrated on March 18 and is considered a holiday by the government. Much like Christmas, most businesses including the starports, are closed.

The dust from the planet can often be seen as a mark of social standing. Those with businesses, offices, or homes covered in less dust are often seen as being more influential.

The more expensive living quarters and offices are further down into the ground and thus further from the opening and the dust. Thus, the most desired office or housing space is located at the lowest level.

The Fimbul Calendar

The Fimbul calendar is based on the 22 hour day and a year of 445 of those days. Fimbuls use an 11 hour AM-PM system with “noon” and “midnight” being 11.

The Fimbul calendar is based upon the standard Gregorian calendar. The year is divided into twelve months with the same

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names as on the Gregorian calendar. However, each month has 37 days except December which has 38.

Years are calculated from the number of local years since the date of the first colonization. The current Fimbul year is 90.

City Details

Niflheim

Niflheim is the location of the first colony, the current seat of The Thing, and the most populous city on the planet. Niflheim is home to approximately 450 thousand people.

The major industry of Niflheim is mining copper. Most of the residents of the city are involved in copper mining in some way.

The city is built partially above ground and partially underground. Most buildings have an entrance above ground with the rest of the structure residing below ground.

The starport facility is part of the city. Smaller ships are taken on elevators into an underground parking area. There is an orbital platform, most of which is automated, however most services are available in the downport. The port is B-class.

External temperatures average 10 C (50 F) during the day and -14 C (6.8 F) at night. Interior temperatures are decided upon by the owner of the building, but most keep the temperature at approximately 21 C (69.8 F).

Alfheim

Alfheim is the only other city on Fimbulvetr. It is home to approximately 150 thousand people.

While Alfheim is involved heavily in mining, most of the planet's interior farms are located here. In particular, the farms producing wheat and barley (and associated

products such as beer and bread) are located here.

Like Niflheim, there is a downport located within the boundary of the city. While it is quite similar to the port at Niflheim, it is rated C-class and is mostly used by shuttles moving food and supplies between the two cities.

Summer temperatures average 12 C (53.6 F) during the day and -12 C (10.4 F) at night. In winter, this drops to an average of -52 C (-61.6 F) during the day and -76 C (-104.8 F) at night.

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Thorpe (Sequoyah 0708) B9977B9-A

System Details

Thorpe is located in the first orbit of its sun, Wathohuk, an M5 V, red main sequence star. Thorpe orbits Wathohuk at a distance of 0.19 AU (28.5 million kilometers or 17.7 million miles).

Wathohuk has a companion star which also orbits the same mass center. Stroud is an M7 V, red main sequence star. The two stars are separated by an average distance of 42 AU (6.3 billion kilometers or 3.9 billion miles). Their closest approach is 19 AU (2.9 billion kilometers or 1.8 billion miles). Their furthest separation is 65.3 AU (9.8 billion kilometers or 6.1 billion miles). Currently, the stars are 30.2 AU (4.5 billion kilometers or 2.8 billion miles) apart.

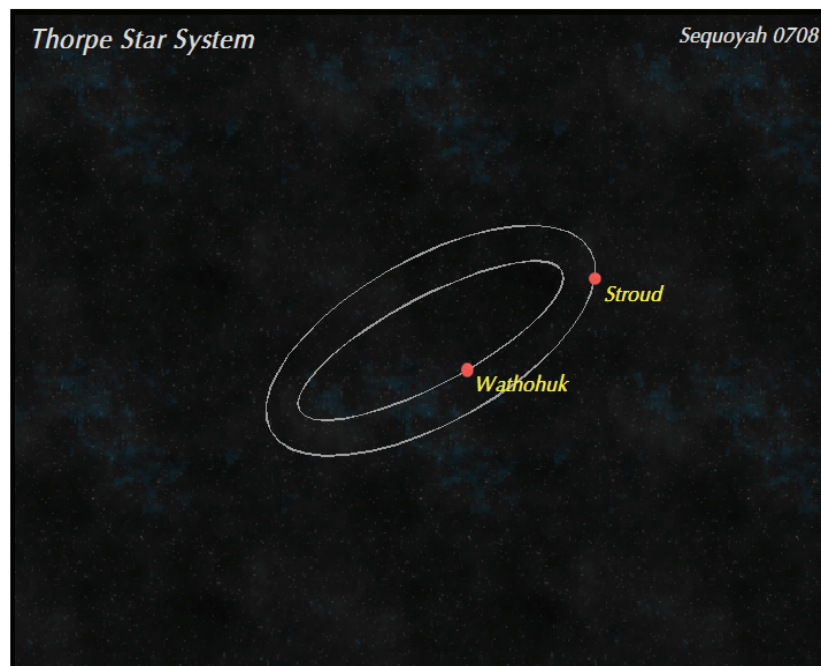
There is one gas giant in the system. Turner orbits Stroud at a distance of 0.39 AU (58.9 million kilometers or 36.6 million miles). One of Turner's moons, Coromantee, is used as a refueling base.

Sally's Belt is the lone planetoid belt in

the system. Sally's Belt orbits Stroud at a distance of 2.14 AU (321.2 million kilometers or 199.6 million miles). Sally's Belt is home to a mining colony owned by Egata Mining Corporation.

There are two other rocky bodies in the system. Everett orbits Wathohuk at a distance of 5.88 AU (882.8 million kilometers or 548.5 million miles). Everett has a diameter of 14,372 kilometers (8930 miles). It has an atmosphere consisting of 67% hydrogen, 15% helium, 8% nitrogen, 6% carbon dioxide, and 4% other trace gases. The surface atmospheric pressure is 12.13 standard. Everett is uninhabited.

Starron orbits Stroud at a distance of 0.26 AU (39.4 million kilometers or 24.5 million miles). Starron has a diameter of 15,924 kilometers (9895 miles). It has an atmosphere consisting of 72% hydrogen, 19% helium, 5% carbon dioxide, 3% nitrogen, and 1% other trace gases. The atmospheric pressure at surface level is 27.42 standard. Starron is uninhabited.



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Physical Data

Thorpe has a diameter of 14,080 kilometers (8748 miles). Its molten core gives it a density of 1.12 standard. Thorpe has a surface gravity of 1.24 standard.

Thorpe has one moon, Lee, which has a diameter of 3126 kilometers (1942 miles). Lee orbits Thorpe at a distance of 0.001 AU (197,496 kilometers or 122,718 miles). Lee orbits Thorpe once every 8.63 standard days or 7.40 local days. Lee is home to a C-class port which serves the city of Port Royal, home to approximately 14,000.

Thorpe has a rotation period of 28 hours. This is referred to locally as "one day".

Thorpe has an orbital period of 52.5 standard days or 45 local days. This is referred to as "one cycle" or "an eight".

Atmospheric Details

Thorpe has an atmosphere consisting of 72.20% nitrogen, 20.52% oxygen, 3.6% carbon dioxide, 0.86% methane, 0.65% argon and 2.17% other trace gases. The atmospheric pressure at sea level is 2.2 standard.

Thorpe has, over the past four million years, been recovering from a solar flare event. During this event, the planet warmed approximately 5-10 C which caused a large amount of methane to be released from methane clathrate deposits on the ocean floor. This caused a mass extinction of native plants and animals from which the planet has barely recovered.

In addition, during the same time period, a massive flood basalt event took place. This eruption event is believed to have created much of the center of the Dolphin continent and formed the volcanic plateau there. This event put massive amounts of carbon dioxide, dust, and aerosols into the atmosphere. The high carbon dioxide remains.

Humans must wear filter masks when outside a pressurized area. Travellers are

advised that all port facilities have such masks for sale if they do not own one already.

Hydrographic Details

67% of the surface of Thorpe is covered in water. Travellers are warned that this water is highly acidic with a pH level of 7.82 and not palatable without alteration.

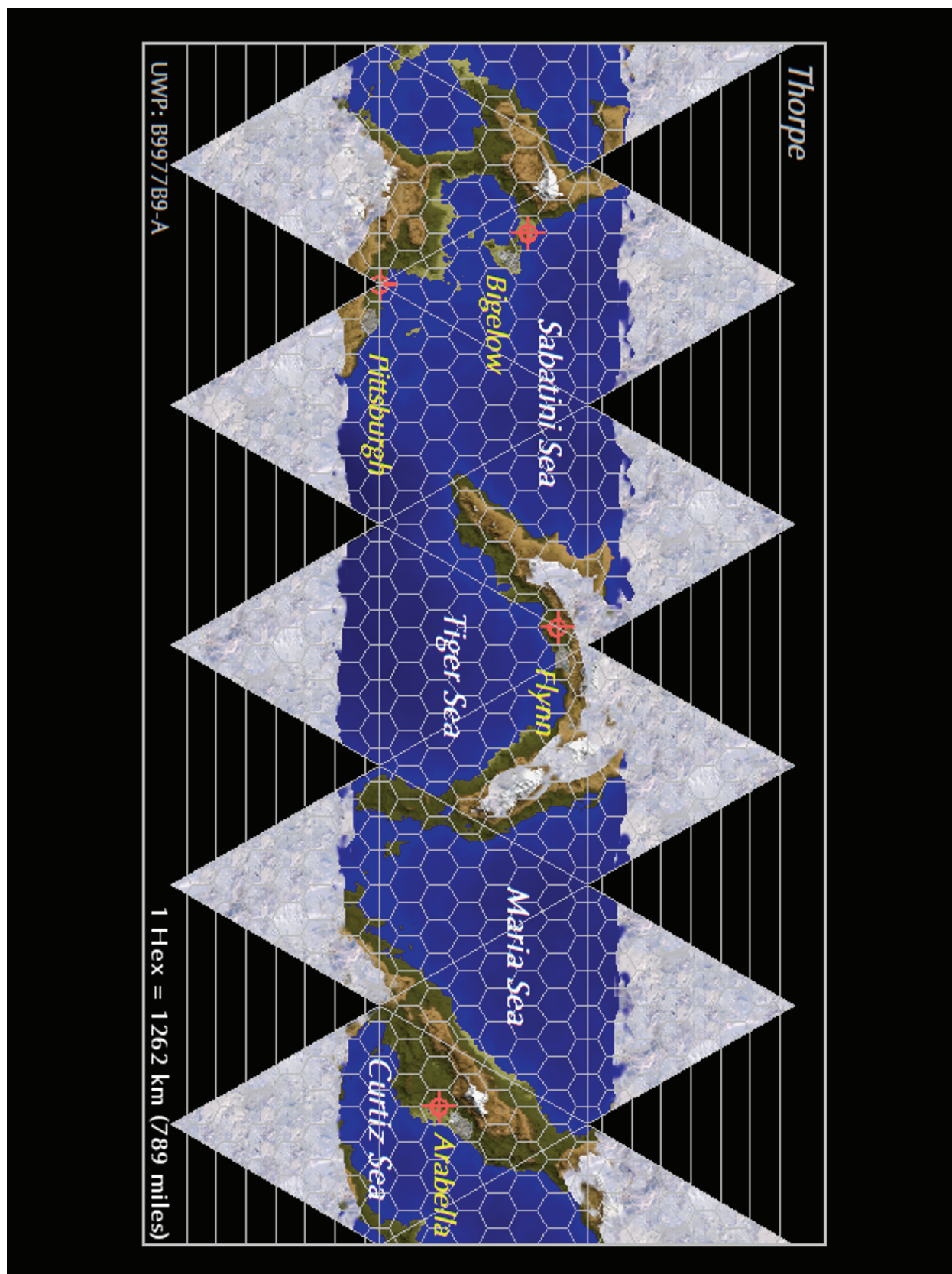
The largest of the seas on Thorpe is the Sabatini Sea. The Sabatini is considered to include the area between the continents of Dolphin, Quentin, and Williams. It is also considered to include the sea beneath the northern polar ice cap.

The Tiger Sea is considered to be the area south of Dolphin and then the ocean below the southern polar ice cap. An imaginary line is drawn from the westernmost point of Dolphin vertically to the eastern coast of Williams to divide the Tiger from the Sabatini.

The Tiger is the location for the deepest underwater point on Thorpe. Part of the wide Scott Abyssal Plain, Dave's Point is the lowest location on the planet. It reaches a depth of 12.4 kilometers (7.7 miles).

The Maria Sea is considered to be the body of water east of Dolphin, west of White, and between the ice sheets. The Maria is often referred to by locals as the "the stormy sea" due to intense storms which often form along the sea's equatorial region.

The Curtiz Sea is said to be the body of water between White to the west and Quentin and Williams to the east. The Curtiz is the shallowest of the seas and is home to a line of undersea volcanoes. These have erupted several times since human habitation began.



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Geographic Details

The geographic feature most associated with Thorpe is the continent of Dolphin. The continent was so named due to a perceived physical resemblance to the Dolphin race.

The continent is actually two continents which have collided along a transverse fault. The pressure put on by the continental collision combined with other factors created a break in the mantle which allowed for a massive escape of lava called a basaltic flow. This lava flow created much of the Central Dolphin Plateau.

The Central Dolphin Plateau is rich in mineral wealth. There have been large deposits of nickel, copper, and palladium located in the region. These opportunities formed much of the basis for placing the first colony here.

The lava plateau solidified along both of the subcontinents creating a high plateau above the base of the original two subcontinents. Currently, the Central Dolphin Plateau has a much higher elevation than the rest of the continent. The southern escarpment has a height of 2296 meters (7532 feet) higher than the surrounding base.

This southern base area of Dolphin is made up mostly of chaparral. This hilly brush land extends south from the base of the escarpment until the grasslands of Dolphin's Tail.

The western edge of the plateau is less pronounced. Erosion has caused the plateau to slope rather than just simply drop off as it does in the south. Along these slopes grows Hardweed. Hardweed is best compared to bamboo on Earth and spreads with the same speed. Hardweed can be difficult to contain once allowed to spread. However, many uses have been found for the tough and hardy stalk.

West across the Sabatini is the continent of Quentin. The central region of Quentin is made up of exposed rock with few plants left after the mass extinction. Scientists have located the remains of trees

Setting Notes

If you are using the Clement Sector background history as presented in **The Hub Federation**, Thorpe was founded as a British colony in 2253. The colony was founded to take advantage of the natural resources available such as the deposits in the Central Dolphin Plateau.

However, as you will see, the current regime oversteps the original authority quite a bit (though they would like you to think otherwise). This sort of arrangement can easily be done in a more traditional Traveller setting as well with nobles or regional governors overstepping their original authority.

and the belief that once Quentin was home to a mighty forest.

Along the southern tip of the continent is found the similar shrub lands to what is found in the south of Dolphin. These shrubs, however, are much thornier and not evergreen as they are on Dolphin. This is called thorngrass and is often used by locals to separate property boundaries.

Quentin is connected to Williams by the Smith Isthmus. The thorngrass dominates both the isthmus and the northern region of Williams. As one travels south, the terrain becomes one of exposed and broken rock. Most of the soil has been destroyed by erosion. Like Quentin, it is believed this was once the home of a large forest.

Further south and the ice sheet covers the southern region of Williams. The mountainous area is enveloped by the southern ice sheet which many scientists believe is inching northward.

To the west of Williams is Hawk Island. Hawk Island is a long mountainous island rises from the Curtiz Sea. The island is home to Mount Whitehouse, a massive stratovolcano that recently erupted.

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The continent of White stretches from ice cap to ice cap. A range of mountains called the Anderson Range forms the spine of the continent. These tall mountains are covered in glaciers in the north and south but are dry rocky spires in the central regions.

The rest of the continent is comprised mostly of grasslands. To the east of the range is the wide open savanna. Here, tall grasses averaging 2.3 meters (7.5 feet) dominate the landscape.

On the western slope, the continent is covered with a variety of evergreen trees called Woodmen. These trees have thin trunks with just a few branches. Each branch has a few green needles growing out of them. Many of the first settlers who encounter these trees remarked that they are appeared to be men with outstretched arms.

Population Details

Thorpe is home to 50 million people. Due to the atmospheric composition all of these live within the major cities, either on the planet, on Lee, or within an orbital city. There are no smaller settlements.

Cities on the planet are enclosed buildings which are pressurized. These buildings often are large enclosures and extend up to a thousand feet into the air. These are connected by subways and subterranean walkways, but rarely by walkways above ground.

Government Details

Thorpe has continued to be ruled by the British Colonial Governor's office as it has been since its founding. Following the Conduit Collapse in 2331, little changed for the Thorpe government. Colonial Governor Charles Baldwin continued to hold power in the colony. Baldwin assured the people of Thorpe that stability was the best course forward.

In 2340, Baldwin stepped down and gave over the reins of government to his handpicked successor, Brenda Lawford. Lawford does not hold the popularity that Baldwin did, but has proven to be an efficient manager.

The Colonial Governor holds executive command of the ministries set up to control the various functions of government. Each minister of these departments is answerable directly to the Colonial Governor.

The ministers may only advise the governor. All laws, rules and regulations are formulated by the governor (though this work can sometimes be placed upon the ministers or on staff members).

Legal Details

Law enforcement and the court system are both controlled by the Ministry of Justice. Each of the cities has their own police force which is administered by a chief of police who is answerable to the Minister of Justice.

Law enforcement personnel are seen often patrolling the cities. These personnel are often armed and can sometimes even be wearing cloth armor.

Weapons are illegal for everyone on Thorpe except for sworn agents of the Ministry of Justice. This includes any firearm, stun weapon, bladed weapon and even some blades which many might considered utilitarian (such as kitchen knives or laser cutters).

All drugs are controlled by the Thorpe government. The Ministry of Health distributes medical drugs only as needed. Recreational drugs are illegal in all forms. This includes but is not limited to alcohol, tobacco and marijuana.

The Ministry of Health also controls sugar, fat, and carbohydrate intake. This is monitored by scanning devices located in each housing area and food service area. The Ministry of Health also controls all food preparation within the cities.

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The Ministry of Information strictly controls the flow of data on the worldnet. This controls not only illegal data such as pornography or sedition but also controls information arriving from other worlds. Uploads to the worldnet are strictly prohibited for messaging purposes or communication with offworlders.

Special visas are required for anyone wishing to visit the planet in any way. These visas are rarely granted and exceptions are made only in the interest of the Colonial Governor.

Only locals approved by the Ministry of Trade are allowed to work in the starports. These are, usually, the only locals a traveller might see or meet. The Ministry of Trade controls all of the starports and maintains high security at each.

The planetary downports are off-limits to all except government transportation. Only the highport is accessible to offworlders. In times of emergency, some vessels have been allowed to land at Port Royal on Lee, but these instances have been quite rare.

All vessels which arrive at a port are scanned. Physical inspections are common and it is not uncommon for inspectors to demand to see personal living spaces, the bridge, and the engineering deck as well as cargo.

Refueling at the gas giant through the auspices of the refueling base at Coromantee is preferred if a vessel does not have cargo going directly to Thorpe. The refueling base at Coromantee is less strict and is operated by Morse and Associates through a deal with the Thorpe government.

Cultural Details

The Thorpe government prides itself on efficiency. While most have been forced to buy into this concept, it is often felt as a sort of esprit de corps within the group at large. Faster and better is a central goal of the populace.

This extends to a dedication to education. All citizens of Thorpe are

In Truth

As one might imagine, not everyone goes along perfectly with the efficiency program. Most often such people are sent to be re-educated.

Re-education often consists of mind altering techniques from psychology, pharmacology, and cybernetics. The truly troublesome are either jailed as criminals or executed.

The education system is also more about control and indoctrination than it is about giving information. Each day is begun with a pledge of allegiance to the government and a recital of how the strength of the government has held Thorpe to a better standard than other worlds.

Students are taught about how Thorpe is the true center of the galaxy and how, with the help of their system of efficiency, one day others will see the light of the true Thorpe way.

expected to attend mandatory education classes which cover a myriad of topics from proper English language and dress to Earth history and the history of the Clement Sector.

Residents are watched in almost every moment of their lives. Sensors, cameras, and human surveillance are a constant fact of life. This often leads many locals to find some solace in fictional settings such as books and holographic gaming environments. While these are most often controlled and censored by the government, they are often a welcome respite to the grind of daily life.

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The Thorpe Calendar

The Thorpe calendar is based on the local 28 hour day. Time is often rendered in the number of hours, minutes, and seconds passed. This is given as, for instance, 27:34:21 or 12:45:33.

The orbital period of 45 of these 28 hour days is called "one cycle" or, in local slang, "an eight". These cycles are not considered to be a full year rather 1/8 of a full year of 360 days. Each cycle is numbered 1-8.

Dates are usually given in terms of the number of cycles passed, the number of days within that cycle, and the number of local years passed since the colonization of Thorpe. For instance, a date would be given of 4-43-77.

Selected City Details

Thorpe Highport

The most common location for a traveller to visit is Thorpe Highport. Most offworlders are not allowed access to the planet itself. No locals live aboard Thorpe Highport and workers are brought in each day by shuttle from the surface.

Thorpe Highport provides all of the services one would expect from a B-class port. Much of this service tends to be automated as much as possible. However, there are no bars, few food services, and absolutely no nightclubs. There is not a Captain's Guildhouse and the trade kiosk is sparse.

Security is tight and most travellers report that the thing the Highport encourages most is that you drop off cargo and leave.

Coromantee Station

Located on a moon of the gas giant, Turner, Coromantee Station has been set up to cater to those ships which are simply passing through. In this way, ships on their way to Catoosa, Tamaqua, Torarentsacorsus, or Fimbulvetr need not proceed to Thorpe Highport.

Coromantee Station is a B-class port as well and is staffed by Morse and Associates to provide comfort and services to those crews in need of rest and relaxation. This includes bars, brothels, casinos, and representation by the Captain's Guildhouse.

The station is home to approximately 20,000 workers.

Flynn

Flynn is an excellent example of cities on the planet. Flynn is home to the Colonial Governor and The Ministries. It is also home to approximately 12.5 million people.

The city is filled with large buildings and arcologies. These gigantic structures are pressurized to withstand the atmosphere and are home to thousands. Within the walls of these massive buildings are homes, government controlled shops, and recreation facilities.

Flynn was built on the southern edge of Dolphin in order to take advantage of the nickel, copper, and palladium available here. All of the populace of the city is tied to this endeavor in some fashion whether it is to perform the actual mining or perform some service connected to the mining.

Summer temperatures average 9 C (48.2 F) during the day and 0 C (32 F) at night. In winter, this drops to an average of -38 C (-36.4 F) during the day and -47 C (-52.6 F) at night.

Interior temperatures in the arcologies are kept, on average, at 22 C (71.6 F).

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Catoosa (Sequoyah 0709) B5004A6-A

System Details

Catoosa is located in the third orbit of its sun, Walker, an M1 V, red main sequence star. Catoosa orbits Walker at a distance of 0.26 AU (38.3 million kilometers or 23.8 million miles).

Walker has a companion star, Gordon, which orbits the same center of mass. The two stars are separated by an average distance of 44 AU (6.6 billion kilometers or 4.1 billion miles). Their closest approach is 22 AU (3.3 billion kilometers or 2.1 billion miles). Their furthest separation is 66 AU (9.9 billion kilometers or 6.2 billion miles). Currently, the stars are 47.6 AU (7.1 billion kilometers or 4.4 billion miles) apart.

There are two gas giants in the system. Putnam orbits Walker at a distance of 0.70 AU (105.6 million kilometers or 65.6 million miles). None of Putnam's moons are inhabited.

Cobb orbits Gordon at a distance of 2.48 AU (372.2 million kilometers or 231.3 million miles). One of Cobb's moons, Smyrna, is used as an outer system refueling base.

There are three planetoid belts in the system. All three are currently being leased to Paulsen Metals for mining purposes. Paulsen Metals maintains a C-class port in each belt.

The Oconee Belt is the only one of the three belts which orbits Walker. The Oconee Belt orbits Walker at a distance of 0.50 AU (75 million kilometers or 46.6 million miles). The belt is home to 1200 miners.

The Toccoa Belt orbits Gordon at a distance of 0.34 AU (51.6 million kilometers or 32 million miles). The Toccoa Belt is home to 1150 miners.

The Flint Belt orbits Gordon at a distance of 6.16 AU (924.6 million kilometers or 574.5 million miles). 1200 miners work here.

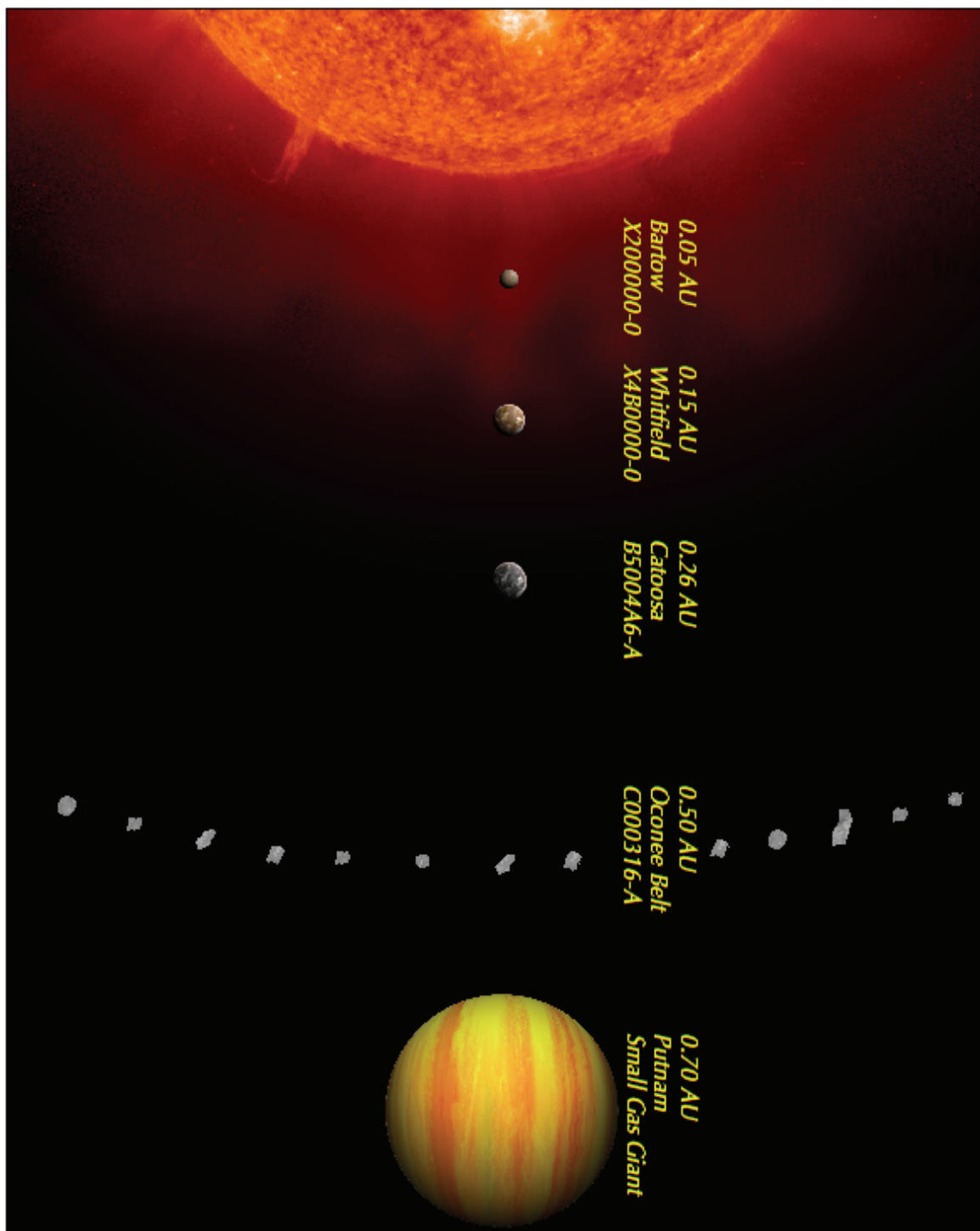
There are five other rocky bodies in the system. Bartow orbits Walker at a distance of 0.05 AU (7.7 million kilometers or 4.76 million miles). The planet has a diameter of 4000 kilometers (2485 miles). Bartow is tidally locked with Walker. It is airless and uninhabited.

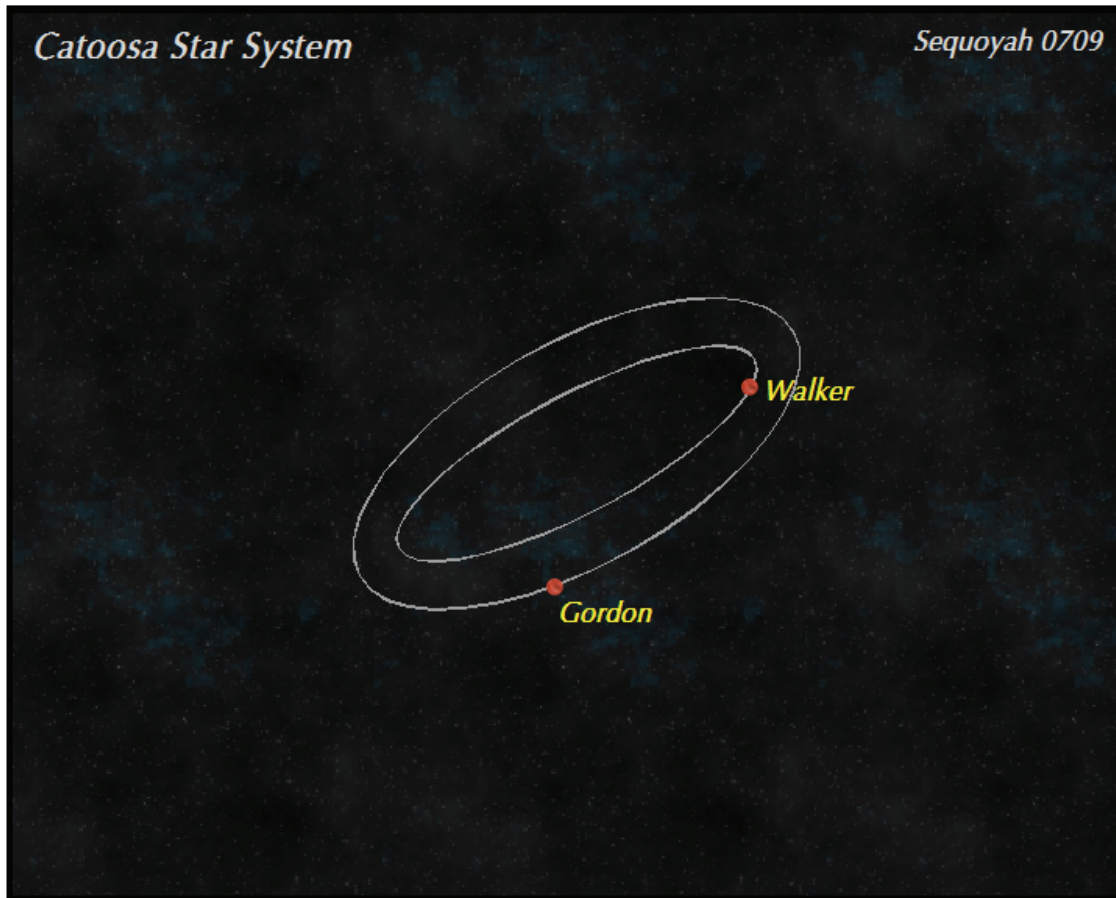
Whitfield orbits Walker at a distance of 0.15 AU (22.2 million kilometers or 13.8 million miles). Whitfield has a diameter of 7578 kilometers (4709 miles). It has an atmosphere consisting of 46% carbon dioxide, 39% oxygen, 8% nitrogen, 5% carbon monoxide, and 2% other trace gases. The atmospheric pressure at surface level is 1.19 standard. Whitfield is uninhabited.

Morgan orbits Gordon at a distance of 0.20 AU (30.5 million kilometers or 19 million miles). Morgan has a diameter of 3002 kilometers (1865 miles). It has no atmosphere and is uninhabited.

Spalding orbits Gordon at a distance of 1.47 AU (220.3 million kilometers or 136.9 million miles). It has a diameter of 6238 kilometers (3876 miles). Spalding has no atmosphere and is uninhabited.

Newton orbits Gordon at a distance of 3.65 AU (547 million kilometers or 339.9 million miles). It has a diameter of 11,531 kilometers (7165 miles). Newton has a thick atmosphere consisting of 72% hydrogen, 13% helium, 9% nitrogen, 3% carbon dioxide, and 3% other trace gases. It has a surface air pressure of 112.31 standard. Newton is uninhabited.





Physical Data

Catoosa has a diameter of 8160 kilometers (5070 miles). Its molten core gives it a density of 0.84 standard. Catoosa has a surface gravity of 0.53 standard.

Catoosa has no moons.

Catoosa has a rotation period of 32.5 hours. Locals, however, use the standard 24 hour day.

Catoosa has an orbital period of 69.62 standard days. Locals, however, use the standard calendar.

Atmospheric Details

Catoosa has no atmosphere. During eruptions, some quantity of the escaping

gases are held by the planet's gravity, however, this has always been a temporary situation.

Hydrographic Details

There is no standing water on Catoosa.

Geographic Details

Perhaps the most striking feature on Catoosa is The Great Eye. The Great Eye, so named because many who see it from space feel it resembles an eye looking back at you, is a massive supervolcano. The dried lava forms the dark circle surrounding the central remnants.

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The Great Eye has not erupted during the time of human habitation. It does emit gases occasionally. These gases hold near the ground temporarily and then dissipate.

While The Great Eye is the largest volcano on the planet, it is certainly not the only one. Several other active volcanoes exist on the planet. These leave dark volcanic plateaus near them which can be spotted from orbit.

Massive scarring has occurred near the equator which is believed to a combination of impact craters and volcanic eruptions. The northern and southern polar regions, which are devoid of volcanoes, have no such scarring.

Asteroid strikes are not uncommon. Putnam's gravity sometimes throws asteroids out of their orbit toward the inner planets. In some cases, the volcanic flows have wiped out evidence of these hits.

The equatorial area is rich in iron, nickel, platinum and copper. The original colonists expected to find gold and silver, but so far, none have been located.

Population Details

Catoosa is home to approximately 80 thousand people. All of these live within the two cities located on the planet or on the highport.

Government Details

Catoosa is ruled by Gideon Shaw. He is the absolute ruler of the system. He exerts full control over the entire government system, though he does employ advisors to administrate much of the workload.

Catoosa was originally founded as a mining colony by Tisdale Mining Corporation. The corporation, now defunct, founded the colony in 2263. Workers began creating what would be the underground city structures and by 2268, the company was able to place their first miners on the planet. The two colonies

did well and by 2276 the orbital port was completed. In 2300, the new additions were completed to the port which made it the B-class facility in place today.

In 2302, Gideon Shaw became Tisdale's Chief of Security. Shaw was being placed in this more lucrative position after he had forcibly quelled unionization efforts on Augustus, a mining colony on the Earth side of the Conduit.

Soon after Shaw's arrival, a movement began among the workers. Many of the residents of Catoosa wanted to leave the company and become an independent colony. At first, this was repressed by Shaw, but over time as he dealt with the company's inefficiencies, he began to see merit in the plan. Shaw began to send back request to the Tisdale Headquarters that perhaps an amicable deal could be reached to turn the colony independent and retain mining rights.

However, the company had begun to face problems from both its competition and backlash from the union crackdown on Augustus. The company began to falter and in 2306, the company announced that they were liquidating their holdings. The facility on Catoosa would be sold to the highest bidder.

This news was not greeted with enthusiasm on Catoosa. By the time the people on Catoosa learned of the auction date, the date had long passed. The workers were angered by this and demanded to know why they had not been consulted or given an option to purchase the planet themselves.

The populace turned to Shaw for action. Shaw had weapons brought in from nearby Tamaqua and even made deals with a local pirate, Aniko Ryoko. When the representatives from Mareno Metals arrived, they were met with armed resistance. The representatives were threatened and then sent back to Mareno Metals' headquarters on Reuschle.

Mareno Metals attempted to gain military support from several governments but to no avail. Finally, Egata Mining Corporation stepped in and worked out a compromise. Egata would purchase the asteroid belt mining rights for the same amount lost by Mareno. Egata would then allow the

Subsector Sourcebook 4: Sequoyah

populace of Catoosa to rule themselves and, after twenty-five years, would begin paying lease payments to the Catoosa government. In 2331, only weeks before the Conduit Collapse, Egata honored its deal with the Catoosa government.

Shaw took control of the Catoosa government after the Mareno incident. Thirty-six years later, Shaw still maintains control over the government through his personal popularity as a hero of the people.

Legal Details

Law enforcement on Catoosa is performed by the Catoosa Security Force and they are regularly seen among the populace. These men and women are often seen wearing the familiar tan shirts and brown pants of the security uniform. Most are armed with a slug pistol sidearm and a stunner.

The Security Force are the only ones allowed to carry firearms. Stun weapons are legal for citizens to carry and many locals do so.

Most narcotics are only available for medicinal purposes. These drugs can only be given legally by a medical professional, though the licensing program on Catoosa can be somewhat problematic.

Tobacco and marijuana are illegal to own on Catoosa. This started as a regulation against smoking due to the enclosed environment; however it has now been broadened to include any usage.

Alcohol is restricted to use by those above the age of 21 standard years of age. Public drunkenness is also discouraged by fines with repeat offenders facing short term prison sentences.

Visas must be obtained for offworlders to travel to the planet from the highport. These are granted to most applicants, provided they have no history of criminal activity in the Catoosa system. Locals are free to travel without such restrictions.

Cargo inspections are often carried out on vessels at the highport. These

inspections often involve a scan of the cargo container and, rarely, a physical inspection of the contents.

Cultural Details

Despite the fact that they are ruled by a dictator, most Catoosans are proud of their independence. They often point to other worlds with far more oppressive regimes to prove their form of government is superior.

Shaw remains popular among the populace and it is not uncommon to see paintings and holoimages of him throughout the cities. While defacing such an image is not an illegal act, those who do so are subject to peer action rather than action from the security forces.

The date that Shaw and the populace resisted Mareno Metals, June 23, is a local holiday called Resistance Day. The holiday is celebrated with holoivid re-enactments and public feasting. Restrictions on public drunkenness are lifted. Travellers are warned that most services, including those at the highport, are not available on Resistance Day.

City Details

Catoosa Station

Catoosa Station is the highport in orbit around Catoosa. The orbital port is also home to approximately 10 thousand people.

The port is built in the shape of a six pointed star. The station sits in a geosynchronous orbit above Ringgold. Catoosa Station is a B-class port.

Each division of the port is called a "point". Two points are dedicated to housing, while one point is dedicated to businesses catering to offworlders. The remaining points are dedicated to port facilities and the terminal.

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Ringgold

Ringgold is the northernmost of the two mining colonies placed here by the Tisdale Mining Corporation. It is now the capital of Catoosa and home to the planet's ruler, Gideon Shaw. It is home to just under 40 thousand people.

The city is built into an escarpment on the edge of a canyon. The city is located in the wall of the canyon and then spreads into the surrounding ridge.

The starport is located on the top of the plateau. Terminal facilities sit on the surface. Escalators and elevators from the terminal lead to the city below. The starport is usually only used to ferry ores and supplies back and forth between the city and the highport. The port is rated C-class.

The interior temperature of Ringgold, by order of Gideon Shaw, is kept at a constant 20 C (68 F).

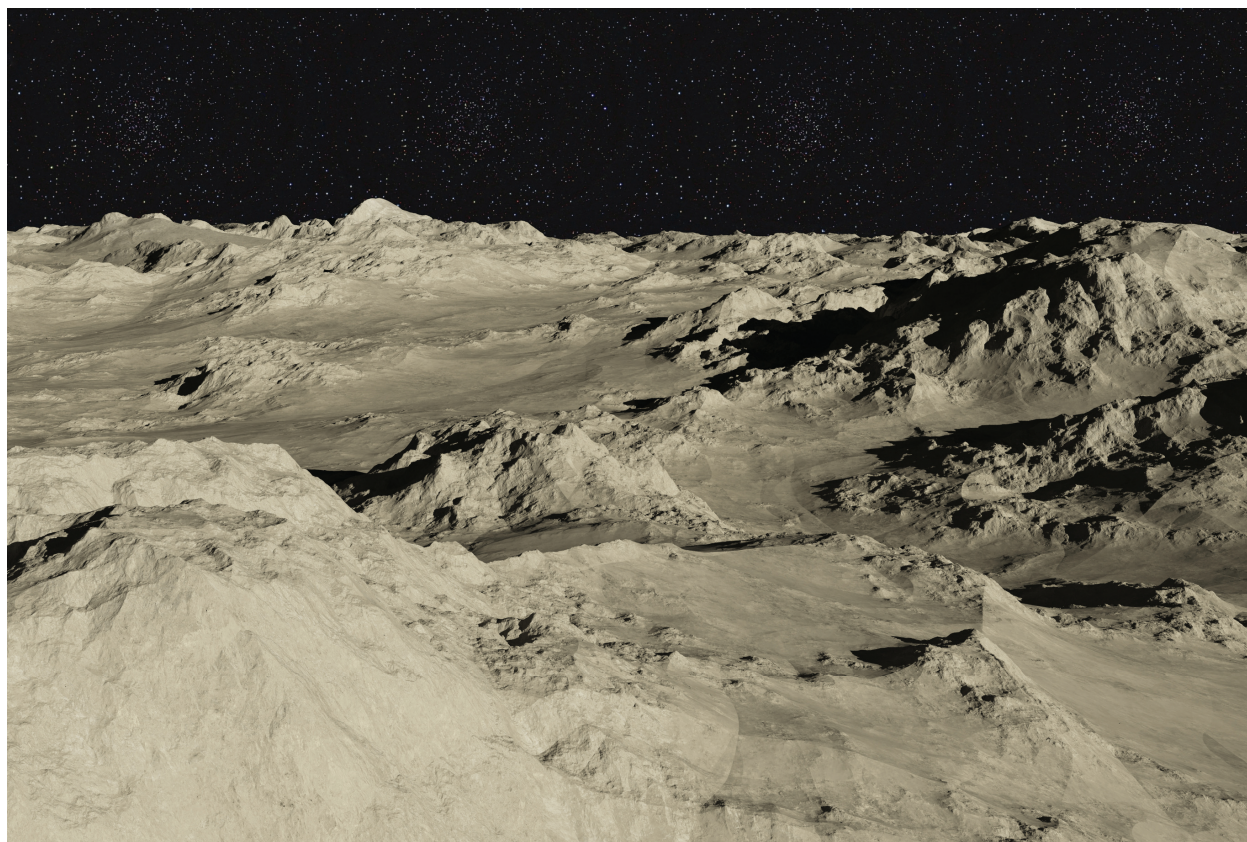
Graysville

Graysville is the southernmost colony built by Tisdale Mining on Catoosa. It is home to just under 30 thousand people.

The city is built into a mesa in the equatorial canyons. The city is accessible either from the surface of the canyon or by the starport which is located on the top of the mesa.

The downport is used only for the transport of ore and supplies to and from the highport. The downport is rated C-class.

While it is not mandated, the security forces maintain the interior temperature of Graysville at 20 C (68 F) in honor of Gideon Shaw.



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Tamaqua (Sequoyah 0710) B664521-A

System Details

Tamaqua is located in the fifth orbit of its sun, Luzerne, a G1 V, yellow main sequence star. Tamaqua orbits Luzerne at a distance of 1.20 AU (180.1 million kilometers or 111.9 million miles).

There is one gas giant in the system. Scioto orbits Luzerne at a distance of 5.56 AU (834 million kilometers or 518.2 million miles). None of Scioto's moons are inhabited.

There are two planetoid belts in the system. Closest to Luzerne is the Lehigh Belt. The Lehigh Belt orbits Luzerne at a distance of 0.07 AU (10.7 million kilometers or 6.6 million miles). The Lehigh Belt is uninhabited.

The Muskingum Belt orbits Luzerne at a distance of 2.93 AU (439 million kilometers or 272.8 million miles). The Muskingum Belt is home to a mining colony owned by Egata Mining Corporation.

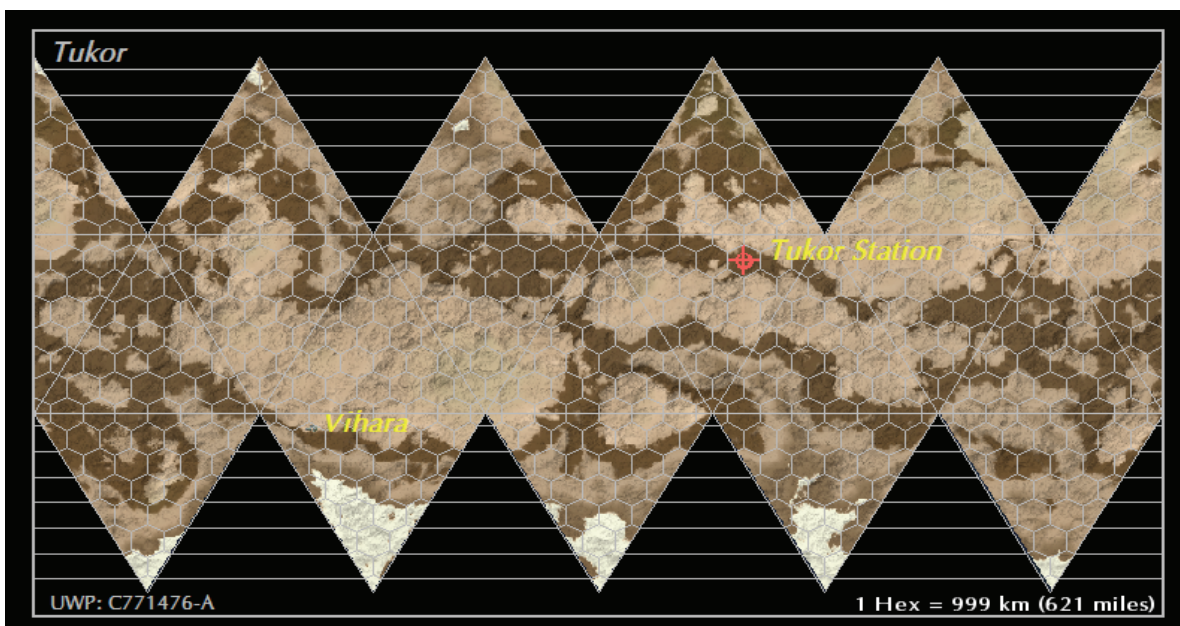
There are three other rocky bodies in the system. Closest to Luzerne is Rodham. Rodham has a diameter of 2256 kilometers

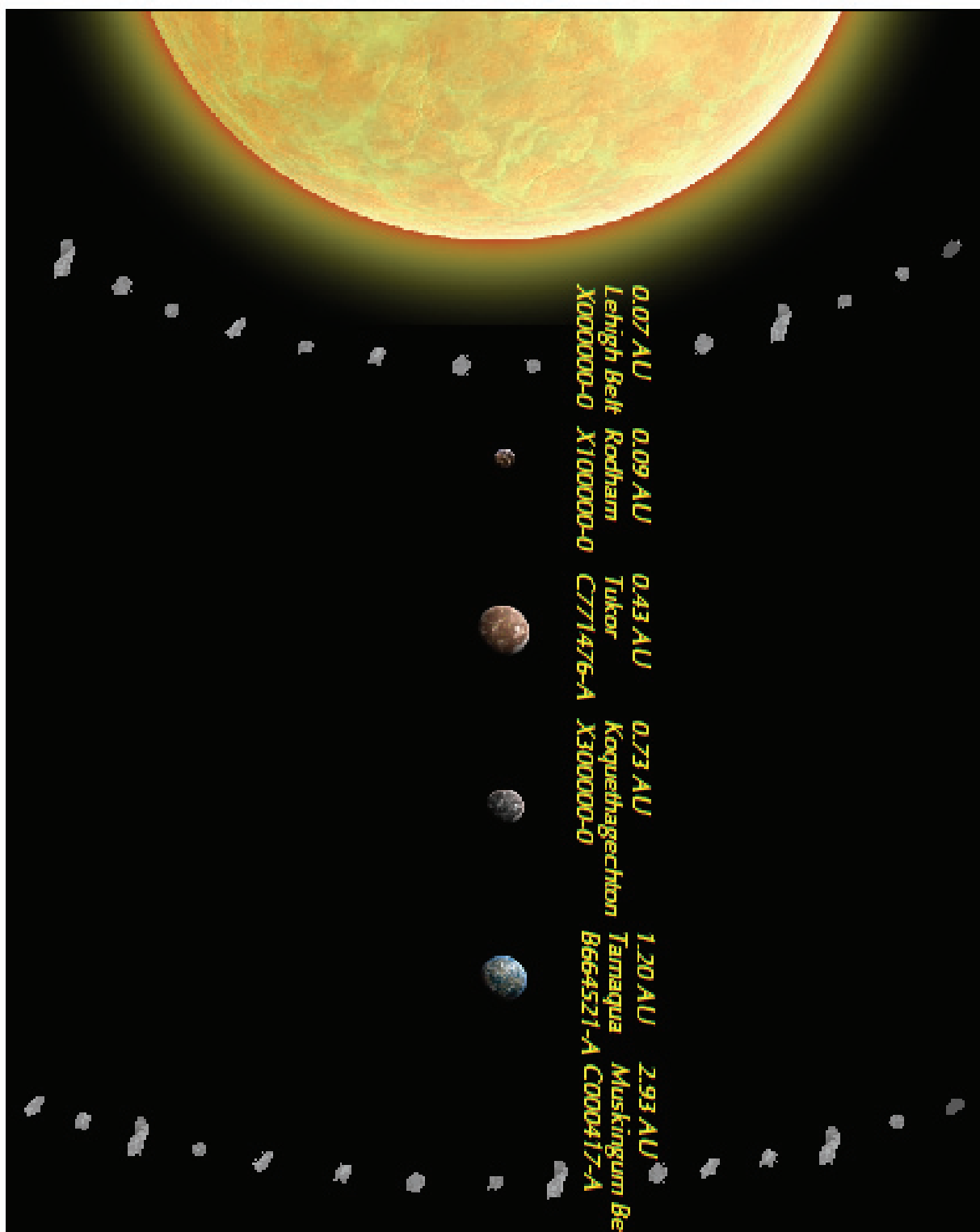
(1402 miles). Rodham orbits Luzerne at a distance of 0.09 AU (13.8 million kilometers or 8.6 million miles). Rodham is tidally locked with Luzerne. It has no atmosphere and is uninhabited.

Tukor orbits Luzerne at a distance of 0.43 AU (65.2 million kilometers or 40.5 million miles). Tukor has a diameter of 11,136 kilometers (6920 miles). Tukor has an atmosphere consisting of 59% nitrogen, 23% oxygen, 6% argon, 3% hydrogen sulfide, and 9% other trace gases. The atmospheric pressure at surface level is 1.24 standard.

Tukor is home to a mining colony owned by Egata Mining Corporation. In addition, there is a separate religious colony of Buddhist monks. The monks have asked for seclusion and rarely accept visitors.

Koquethagechton orbits Luzerne at a distance of 0.73 AU (109.4 million kilometers or 68 million miles). Koquethagechton has a diameter of 4814 kilometers (2991 miles). It has no atmosphere and is uninhabited.





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Physical Data

Tamaqua has a diameter of 10,714 kilometers (6657 miles). Its molten core gives it a density of 1.02 standard. Tamaqua has a surface gravity of 0.86 standard.

Tamaqua has one moon, Coshocton. Coshocton has a diameter of 1338 kilometers (831 miles). It orbits Tamaqua at a distance of 0.002 AU (295,320 kilometers or 183,503 miles). Coshocton orbits Tamaqua once every 24.27 standard days or 22.4 local days. Tamaqua has no atmosphere and is uninhabited.

Tamaqua has a rotation period of 26 hours. This is referred to locally as "one day".

Tamaqua has an orbital period of 476.67 standard days or 440 local days. This period is referred to locally as "one year".

Atmospheric Details

Tamaqua has an atmosphere consisting of 70.50% nitrogen, 26.62% oxygen, 0.11% argon, 0.12% carbon dioxide, and 2.65% other trace gases. The atmospheric pressure at sea level is 1.09 standard.

Equatorial temperatures average 31 C (87.8 F) during the day and 11 C (51.8 F) at night. Summer polar temperatures average -13 C (8.6 F) during the day and -33 C (-27.4 F) at night. In winter, this average drops to -70 C (-94 F) during the day and -90 C (-130 F) at night.

Hydrographic Details

40% of the surface of Tamaqua is covered in water. The bulk of this is in three landlocked seas. The largest of which is the Johnson Sea. The Johnson Sea takes up a large portion of the southern hemisphere. It stretches from the southern polar region across the equator and is often quite stormy. It is often responsible for dumping large

Setting Notes

If you are using the Clement Sector history as presented in **The Hub Federation**, Tamaqua is the most recently settled world in the subsector. Tamaqua was settled in 2331 by settlers from the northeast United States and eastern Canada. The colony was placed here after a survey team found large quantities of coal and diamonds in the Mankiewicz Mountains.

If you are using a more traditional Traveller setting, you might consider placing Tamaqua on the edge of an established region.

amounts of rain on the Mankiewicz Mountains, which can sometimes lead to landslides.

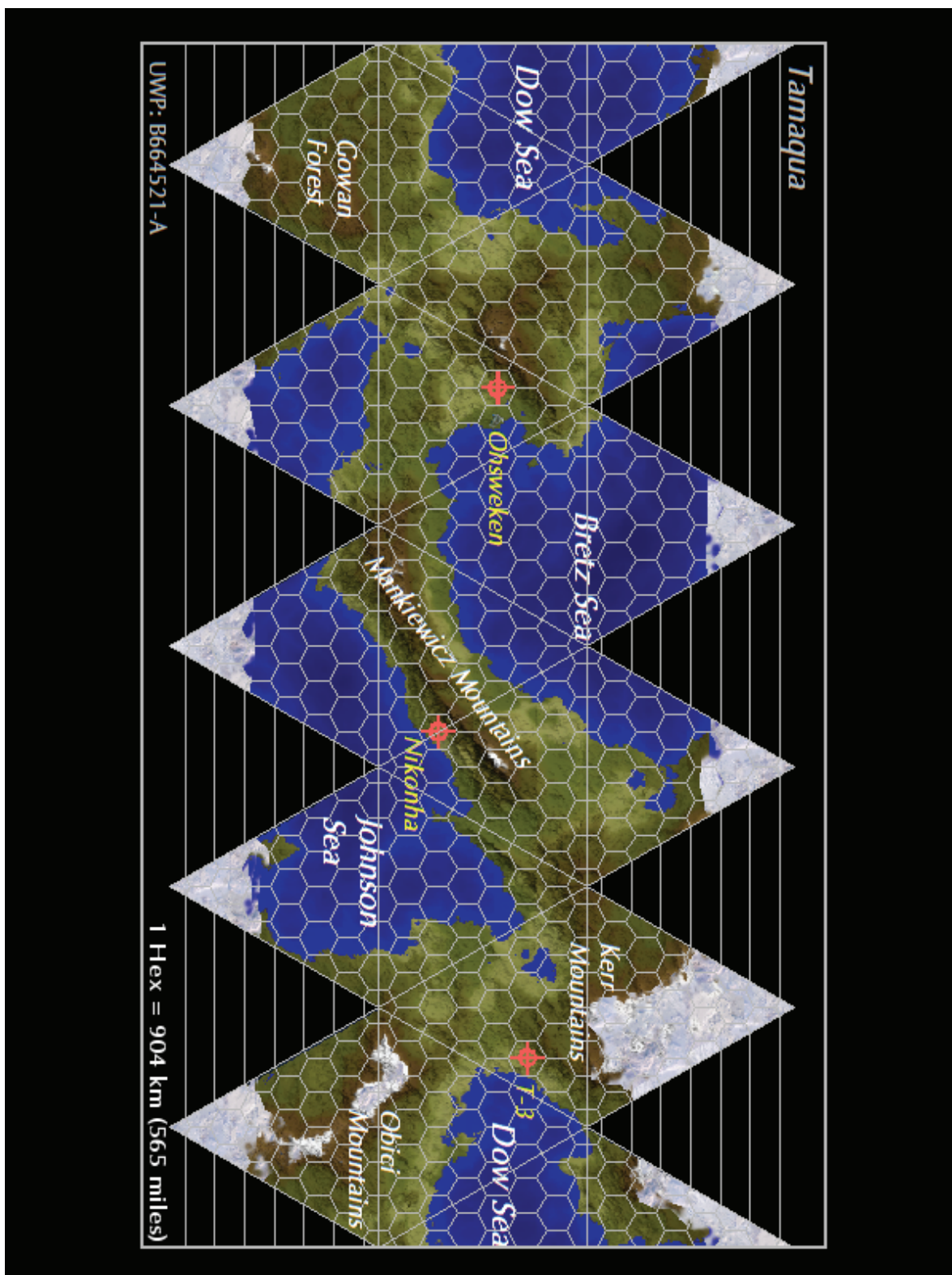
On the other side of Bronkowitz Isthmus, is the Bretz Sea. The Bretz stretches from the northern polar region to the equator. Like the Johnson, the Bretz can be very violent with large storms forming and smashing the coastlines.

The Bretz is also home to the deepest undersea point on Tamaqua. A wide valley called the Turbot Abyss stretches across the bottom of The Bretz. The Turbot Abyss is at a depth of 2104 meters (6903 feet).

The Dow Sea sits mostly in the northern hemisphere. It is the calmest of the three seas and has a quarter of the number of large storms. It is also the shallowest of the three with a maximum depth of only 624 meters (2047 feet).

Geographic Details

The Mankiewicz Mountains are the primary reason for the settlement of Tamaqua. Initial surveys determined that this range of mountains were rich in coal and diamonds. Mining began on the south side of



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the mountains after the settlement of Nikonha was founded.

The mountains themselves stretch across the Bronkowitz Isthmus and serve to separate the Johnson and Bretz Seas. The mountains are covered in local trees, many of which resemble pines and oaks. The tallest of these, Mount Pollen, was named for the thick yellow pollen which covers the region after winter is finished. The pollen often covers the area well into summer and many locals wear filter masks to avoid breathing problems.

The remainder of the isthmus is dominated by the forests. Only in places of human habitation and in areas of recent landslides are there no trees. Within these trees are several species of local animals, most of which are the size of the average rodent.

To the northeast are the Kerr Mountains, these are the tallest mountains on the planet and stretch from the coastline of the Dow Sea to the north pole. These mountains are covered in ice and snow with large glaciers between some peaks.

Mount Hickham, near the north pole, is the tallest mountain on the planet. Mount Hickham reaches a height of 4810 meters (15,782 feet).

West of the Mankiewicz Mountains are the Carter Mountains. These mountains and ridges form another coal and diamond rich area. In addition, following the settlement of Ohsweken, uranium was also discovered in the region.

Surrounding the Carter Mountains is more the same type of trees as on the slopes of the Mankiewicz. Ohsweken often suffers the same problems with pollen coverage as well.

To the south of the Carter Mountains is the Gowan Forest. Unlike the other heavily forested regions, this region is filled with extremely large trees. These trees were called Gowan Trees and, thus, the name of the forest. The Gowan Trees can reach a height of 210 meters (689 feet). These trees can have circumferences of up to 24.5 meters (80 feet).

The undergrowth beneath these trees can sometimes be quite sparse with only

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mosses and grasses on the ground. As one gets to the center of the forest, the trees become less common and rock outcroppings dominated the area. In the center of the forest, the area is almost nothing but bare rock. Many scientists believe the size of the trees killed all of the undergrowth and over many years, this in turn killed the trees leaving bare stone.

West of the Gowan Forest is the Obici Mountains. These mountains extend from the south pole northward and are covered in glaciers and snowfall. Some Gowan Trees extend to near the eastern foothills of the mountains, but these are lone trees which are kilometers away from another Gowan Tree.

Population Details

Tamaqua is home to just over 500 thousand people. The vast majority of these live within the two cities on the planet or within the highport.

A third city has been planned, but as of yet has not even been named. It is currently designated T-3. While an outline of the city has been laid down and some foundations built, the city has not progressed past that over the past three years.

Much of the downport has been built including the terminal facility and several landing areas. Currently, these sit empty and unused. Some locals refer to it as “ghost port”.

Tamaqua was supposed to be a joint colony between the United States and Canada. However, before the colony ship could arrive at Tamaqua, the Conduit collapsed. All contact with Earth was lost and many were unsure of how to proceed.

A vote of all passengers of the three colony ships was taken and the decision was made to continue on Tamaqua. Advance teams were already on the planet. Pre-fabricated housing was already set up on Tamaqua and there was a large quantity of supplies in the three ships.

Over the next eleven years, the colonists worked to set-up the two colony

locations and the pre-fabricated buildings. Upon arrival, the colonists were also able to use local building materials to complete more structures.

The two downports were constructed with the aid of robots and construction equipment purchased from Sequoyah. The highport was (and still is) simply the shells of the three colony ships which have now been connected into an orbital port. Repair facilities and the access to refined fuel make the port B-class, but it is far from luxurious.

Government Details

Tamaqua is ruled as a participatory democracy. All decisions facing government must be placed in a referendum and voted upon by all members of the public. Each person above the age of 18 local years is allowed to vote.

Unfortunately, this has not worked out well for Tamaquans. While the system was intended to speed up decision making, it has often made the process far slower. Political questions have become increasingly contentious and many analysts fear it is only a matter of time before the political differences become mass violence.

Over the past two years, two distinct political views have arisen. And while party politics is supposedly illegal on Tamaqua, these two groups have pressed for voters to form blocs to empower like-minded individuals.

One of these groups is Citizens United for a Better Tamaqua. CUBT encourages the populace to vote to strengthen ties between Tamaqua and other worlds. This includes finding ways to send emissaries out to increase demand for coal and continue sale of diamonds throughout the sector. CUBT encourages continued work on the highport and has called T-3's limbo status as “an embarrassment”. Many within CUBT believe that the best way forward is to appoint a “governor” who can use the force of law to galvanize public opinion.

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The other group is The Tamaqua Independence Society. TIS believes that Tamaqua would be best served to become insular and avoid outside contact. This includes stopping future work on the highport and closing down T-3. Many within TIS advocate appointing representatives to form a Tamaquan Congress.

With this recent unrest, the amount of actual mining going on in the mines has decreased. Both political blocs agree on restarting the mining, but currently there has been no increase.

CUBT has sent emissaries to Egata Mining Corporation's colony in the Muskingum Belt requesting that the company take over the mining. The results of that meeting have not been released, but it is rumored that Egata might be very interested in assuming control of the mines.

Legal Details

Law enforcement on Tamaqua has dwindled over the past five years to nearly nonexistent. While voters continue to vote on referendums which would empower more police officers, the two political blocs as well as the criminal element tends to hamstring the effort. Criminals want no law at all, while the two political blocs fear law enforcement favoring one side or the other.

While there are laws concerning weapons ownership and use, these laws are increasingly ignored. Weapons have become a common sight in the two cities. While this has slowed some crimes such as theft, it has increased reprisal attacks between the two political blocs.

Laws are in place to stop drug use, but these laws are also becoming increasingly ignored. While narcotics use has not yet become common, alcohol and tobacco use are ubiquitous. Often this leads to drunken persons with weapons becoming a threat to others and themselves.

Travellers are cautioned that anyone claiming that they are performing a cargo

inspection is a con artist and a thief. Cargo inspections have not been performed on Tamaqua in three years.

Cultural Details

Most locals on Tamaqua over the past three years are simply struggling to survive. Many live in aging pre-fabricated housing powered by fueled generators while others live in log cabins and burn wood or coal for energy. This has led to a large amount of local pollution as well.

A great many have begun to embrace music as an outlet to escape the dreariness. Much of this music is played on guitars or mandolins and has a sad tone. Most songs tell of suffering and pain and the experience of trying to win out against it. Some songs feature a happy ending, but most end with things worse than the situations started.

Many Tamaquans have chosen to leave the planet rather than endure the hardship. Those who have stayed behind are often those who simply cannot leave. This has led to animosity toward those who have left the planet when they return.

The Tamaquan Calendar

The local calendar is built on the Tamaquan 26 hour day and the 440 day year. Locals use a variation of the Gregorian calendar and divide the 440 days into 12 months.

Most months have 37 days. The exceptions to this are February, April, July, and September which only have 36 days each. Years are measured from the time of the first settlement. The current local year is 8.

Locals will give dates by the name of the month, the day of the month, and the year. Most often this is given as October 36, 8 or 10/36/8.

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City Details

Nikonha

Nikonha was the first of the two active cities on the planet to be built. It is home to 350 thousand people.

The city was built on the southern slope of the Mankiewicz Mountains with the intention of taking advantage of coal and diamond mining.

The downport is located within the center of the city. It is rated C-class, but travellers are warned that services are sometimes unavailable.

Much of the city around the downport is made up of pre-fabricated housing which arrived on the colony ships. The further one gets from the downport, the worse the conditions of the housing becomes. In some cases, the homes are just small shelters built from wood branches. In other places, more wealthy Tamaquans have built log homes and have hired armed guards to protect them.

Summer temperatures average 31 C (87.8 F) during the day and 11 C (51.8 F) at night. In winter, this average drops to 2 C (35.6 F) during the day and -18 C (-0.4 F) at night.

Ohsweken

Home to approximately 200 thousand people, the city of Ohsweken was the second city built on Tamaqua.

The city was built on the eastern slope of the Carter Mountains. It was here that the joint American-Canadian team located coal and diamond deposits. In addition, once mining began, uranium was also located.

The city surrounds the downport and, like in Nikonha, the housing becomes worse the further you get from it. Unfortunately for Ohswekens, the average home here is less sizable than those in Nikonha.

The downport is rated C-class, but is more unreliable than the port at Nikonha.

While some workers seem dedicated to keeping things going, a great many others seem to simply have no motivation to work.

Temperatures average 31 C (87.8 F) during the day and 11 C (51.8 F) at night.

Tamaqua Highport

The Tamaqua highport is under construction. Currently, it consists of the three colony ships welded together to serve as a port. While these ships were intended to perform this purpose, the architects of the ship intended this to be temporary.

The port is rated B-class and there are people on board the port who can repair most any ship and provide refined fuel. However, travellers are warned that this service is often somewhat unreliable.

Currently, approximately 2 thousand people work aboard the port. These are employed mostly in service positions, but also in repair and maintenance. Though, in theory, the highport continues to be under construction, there is little evidence of this being the case.

Penn (Sequoyah 0801) C663446-A

System Details

Penn is located in the first orbit of a binary pair of stars, Jasper and Hannah. Jasper is a K7 V, orange main sequence star and Hannah is an M2 V, red main sequence star. The two stars orbit one another with a mean distance between them of 0.2 AU (30.1 million kilometers or 18.7 million miles). Penn orbits both stars at a distance of 1.13 AU (169.3 million kilometers or 105.2 million miles).

There are two gas giants in the system. Cromwell orbits the binary at a distance of 67.64 AU (10.1 billion kilometers or 6.3 billion miles). None of Cromwell's moons are inhabited.

Callowhill, the furthest gas giant in the system, orbits the pair of stars at a distance of 153.10 AU (23 billion kilometers or 14.3 billion miles). None of Callowhill's moons are inhabited.

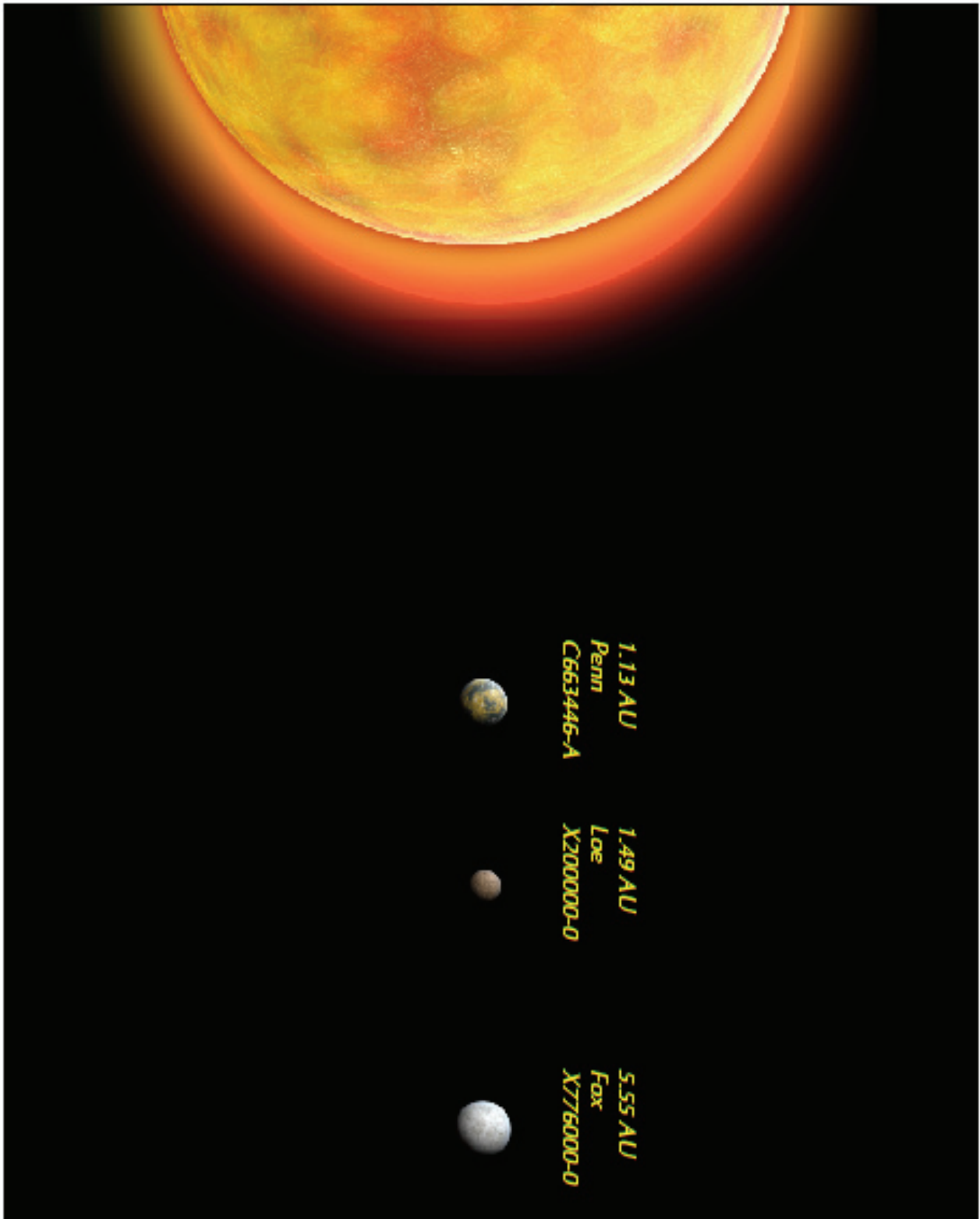
There are five other rocky bodies which also orbit the binary pair. Orbiting in the second orbit is Loe. Loe orbits the pair at a distance of 1.49 AU (223.9 million kilometers or 139.1 million miles). Loe has a diameter of 4682 kilometers (2909 miles). Loe has no atmosphere and is uninhabited.

Fox orbits the pair at a distance of 5.55 AU (831.8 million kilometers or 516.9 million miles). It has a diameter of 12,506 kilometers (7771 miles). Fox has an atmosphere consisting of 43.20% nitrogen, 29.00% carbon dioxide, 19.02% oxygen, 5.10% argon, and 3.68% other trace gases. The atmospheric pressure at surface level is 2.08 standard. 56% of Fox's surface is covered in water ice. The planet is currently uninhabited.

Morris orbits the binary at a distance of 10.78 AU (1.6 billion kilometers or 1 billion miles). Morris has a diameter of 2950 kilometers (1833 miles). It has no atmosphere and is uninhabited.

Salem orbits the pair of stars at a distance of 26.77 AU (4 billion kilometers or 2.5 billion miles). It has a diameter of 3664 kilometers (2277 miles). Salem has no atmosphere and is uninhabited.

Ruscombe orbits the binary at a distance of 34.80 AU (5.2 billion kilometers or 3.2 billion miles). Ruscombe has a diameter of 6826 kilometers (4241 miles). It has no atmosphere and is uninhabited.



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Physical Data

Penn has a diameter of 10,104 kilometers (6278 miles). Its molten core gives it a density of 0.89 standard. Penn has a surface gravity of 0.70 standard.

Penn has three moons. The closest to Penn is Logan with a diameter of 322 kilometers (200 miles). Logan orbits Penn at a distance of 0.0002 AU (26,726 kilometers or 16,607 miles). Logan has no atmosphere and is uninhabited. Logan circles Penn once every 23.28 hours.

Twyford orbits Penn at a distance of 0.0005 AU (79,386 kilometers or 49,328 miles). Twyford has a diameter of 820 kilometers (510 miles). It has no atmosphere and is uninhabited. Twyford orbits Penn once every 4.22 standard days or 3.90 local days.

Koti orbits Penn at a distance of 0.0024 AU (355,122 kilometers or 220,663 miles). Koti has a diameter of 1252 kilometers (778 miles). Koti has no atmosphere and is uninhabited. Koti orbits Penn once every 37.20 standard days or 34.34 local days.

Penn has a rotation period of 26 hours. This is referred to locally as "one day".

Penn has an orbital period of 598 standard days or 552 local days. This is referred to by locals as "one year".

Atmospheric Details

Penn has an atmosphere consisting of 75.90% nitrogen, 22.87% oxygen, 0.32% argon, 0.22% carbon dioxide and 0.69% other trace gases. The atmospheric pressure at sea level is 0.95 standard.

Equatorial temperatures average 69 C (156.2 F) during the day and 49 C (120.2 F) at night. Summer polar temperatures average 23 C (73.4 F) during the day and 3 C (37.4 F) at night. In winter, this drops to an average of -50 C (-58 F) during the day and -70 C (-94 F) at night.

Hydrographic Details

29% of the surface of Penn is covered in water. All of the bodies of water are extremely salty. The highest salinity is in Lake Butler where it reaches 33.7% salinity. The water has a density of 1.25 kilograms/liter, which makes swimming more akin to floating. The seas and lakes on Penn are almost devoid of life.

The majority of this life is contained in the Overton Sea. The Overton straddles the equator with most of it lying in the southern hemisphere. The Overton reaches a maximum of depth of 1016 meters (3333.3 feet) with an average depth of 192 meters (629.9 feet).

There is a ridgeline called the Ross Ridge which runs southwest to northeast. The depth of the water along this line has an average depth of 7.4 meters (24.3 feet) and gets as shallow as 3.7 meters (12.1 feet).

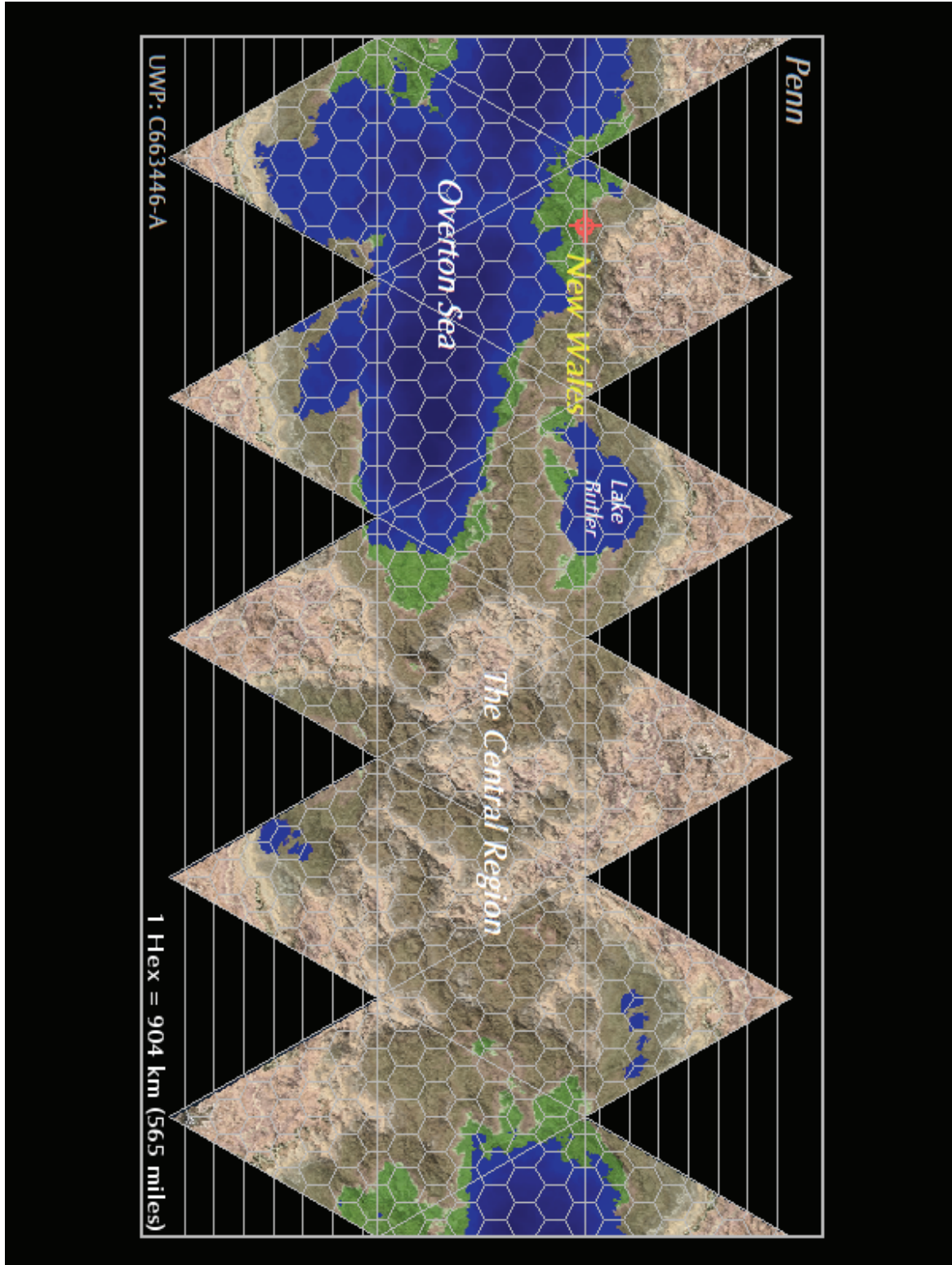
Due to the vast temperature differences between the northern and southern regions of the Overton Sea, storms can form and be quite violent. Often these storms dump large quantities of rain on the shorelines.

Geographic Details

Most of Penn's surface is dry and covered in landforms shaped by years of wind erosion and lava flows. This is particularly true in the southern polar region which is made up of wide expanses of flat lava formed plateaus.

In the northern polar region, the region is rough and shaped by mud flows from clusters of mud volcanoes. These form wide craters and bubbling mud pits.

Many believe the central region was shaped by water. While the current amount of water on Penn could never have created this amount of erosion, it is believed that there was once a large ocean across the central equatorial zone.



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The region is characterized by massive canyons and wide rocky plains. It is believed that much of this was created by water movement and that, at some point in the past, the ocean evaporated. One candidate for the cause of this disaster would be a massive flare from Hannah, the M2 V companion star at the center of the system.

In any case, most of The Central Region and the polar regions have gone unexplored. While detailed maps have been made from orbit, few humans have explored into these areas on foot or by vehicle.

Along the edges of the Overton Sea and Lake Butler are the only areas with large plant life. These areas are dominated by a plant similar to the liverworts on Earth. These flat leafy, nonvascular plants tend to stay close to the ground. The leaves have an oily texture and, while edible by humans, are reported to be either bland or bitter depending on the person asked.

Another plant common to the north coast of the overland sea is hotleaf. Named by the locals due to the spicy nature of the leaves and roots of the plant, the flavor, appearance and texture is often compared to the wasabi plant from Earth. This is a common addition to local foods when it is felt that spice is needed.

Population and City Details

Penn is home to 9,789 people. All of these live within the city of New Wales.

New Wales was built on high ground above the Overton Sea. The city was built here to escape possible flooding from the frequent storms which lash the coastline.

The city is made up of several homes and a few businesses. The colony was built to be self-sufficient, so there is a large enclosed farming facility as well.

The starport is sparsely staffed by humans with a great deal of automation and robot staff. While the workers are knowledgeable and dedicated, there are not

many of them and thus work is sometimes slow. The port is rated C-class.

Summer temperatures at New Wales average at 45 C (113 F) during the day and 27 C (80.6 F) at night. In winter, this average drops to -8 C (17.6 F) during the day and -26 C (-14.8 F) at night.

Government Details

Penn is ruled by an elected tribunal which makes all decisions. These tribunal members serve terms of three local years and then must seek re-election. Any citizen of Penn over the age of 12 local years (19.6 standard years) is eligible to be a member of the tribunal.

All residents of Penn are eligible to vote, regardless of age. These votes are performed by a written vote on a slip of paper which is then counted openly in public.

Not only does the Tribunal act as lawmakers but also serve as a local court. The Tribunal hears all cases which they feel have merit. Cases may be dismissed by the tribunal at any time and decisions are usually made quickly.

The Tribunal also administers, sometimes through staff members, the functions of local government. These staff members enforce regulations and maintain the city.

Legal Details

Law enforcement is performed by the local police department. Currently, this consists of seven persons and is administered by the Sheriff of New Wales who answers directly to the Tribunal.

Firearms are prohibited to anyone without a license to carry the weapon. Obtaining a license requires that the applicant must have reached the age of 12 local years and demonstrate to the Sheriff that they are proficient with the weapon. Those licensed to carry the firearm must do so openly. A

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person discovered to be carrying a concealed firearm will lose any license and will face imprisonment up to 2 local years.

Narcotics are prohibited to own for anyone except a physician recognized by the Tribunal. Recreational drugs, such as marijuana, tobacco, and torla syrup are also illegal.

Alcohol is illegal for consumption by anyone under the age of 12 local years. Those who drink excessively or are publically intoxicated are often arrested for short term stays in the local prison.

Visas are not required to visit Penn. Locals and offworlders are free to come and go as they please.

Cargo inspections are only performed on those containers which are leaving a vessel and entering the downport terminal. These inspections are often both scans and physical searches. This can, but does not always, include a search of the person entering the port as well.

Cultural Details

Penn was settled in 2330 by a small group of independent colonists from the central United States. These colonists hired an *Atlas*-class cargo freighter and used it as a colony ship. The makeshift colony ship arrived in late 2330 with its 2200 passengers.

These colonists believed that there had once been a simpler way of life and many believed the only way to recapture that spirit was to leave Earth and begin again. While these colonists did not turn their backs on technology, most felt they needed a new start.

Unfortunately, the world they were claiming as theirs already had an owner. Despite the fact that no one had yet colonized the world, the British had already surveyed the planet and intended to make it a colony called "Windsor".

Communication arrived on Penn that the British intended to enforce their rights to the world if the new settlers did not leave.

The colonists could join the new colony or they could be forcibly removed.

The Conduit Collapse, however, prevented this from taking place. With the Clement Sector now cut off from Earth, no one seemed to care that a makeshift colony was now in place on Penn.

Over time, through colonization from other established colonies and the natural expansion of families, the colony grew to its present size. The colony has so far continued to remain small and relatively simple just as its founders intended.

Most Pennans are friendly but some can distrust offworlders. Some believe that, at any time, someone is going to come and force them off their world. Others are simply distrustful of a new face. Pennans are somewhat insular and prefer the methods they have developed for themselves over the past twelve years.

Pennans feel that society performs best when it works together. Often this sort of cooperation is a repeated phrase among locals. Pennans and their families often contribute food to one another. It is not uncommon for Pennans to be seen performing group projects such as improvements on the downport or the city square.

The Pennan Calendar

The local calendar is based on the 26 hour Pennan day and a year of 552 of those days. Each Pennan day is divided into 13 hours using the AM/PM system.

The Pennan calendar is based upon the Gregorian calendar. The months of the Gregorian calendar are used. However, each month is expanded to have 46 days.

Locals denote the day by stating the month first, then the number of the day, and then the amount of local years passed since the founding. For example, one might see October 45, 7 or 10/45/07.

Kosi (Sequoyah 0802) *BA747AA-A*

System Details

Kosi is located in the first orbit of its sun, Anga, an M3 V, red main sequence star. Kosi orbits Anga at a distance of 0.22 AU (33.5 million kilometers or 20.8 million miles).

Anga has a companion star, Videha, which orbits the same center of mass. The two stars have a maximum separation of 3120 AU (468 billion kilometers or 291 billion miles) and a minimum separation of 1942 AU (291.3 billion kilometers or 181 billion miles). The two stars are currently 2978 AU (446.7 billion kilometers or 277.6 billion miles).

There are two gas giants in the system. Jaynagar orbits Anga at a distance of 0.80 AU (120.4 million kilometers or 74.8 million miles). One of Jaynagar's moons, Lalbagh, is used as a refueling base.

Vanitud orbits Videha at a distance of 0.21 AU (31 million kilometers or 19.3 million miles). None of Vanitud's moons are inhabited.

There are two planetoid belts in the system, both of which orbit Videha. Both belts are also home to mining colonies owned by Pierson Metals.

The Gandak Belt orbits Videha at a distance of 0.39 AU (58.2 million kilometers or 36.2 million miles). The Gandak Belt is home to 2125 miners.

The Kamla Belt orbits Videha at a distance of 0.69 AU (103.3 million kilometers or 64.2 million miles). The Kamla Belt is home to 4232 miners. A dwarf planet, Balan, which orbits within the belt, is used as the headquarters for Pierson Metals.

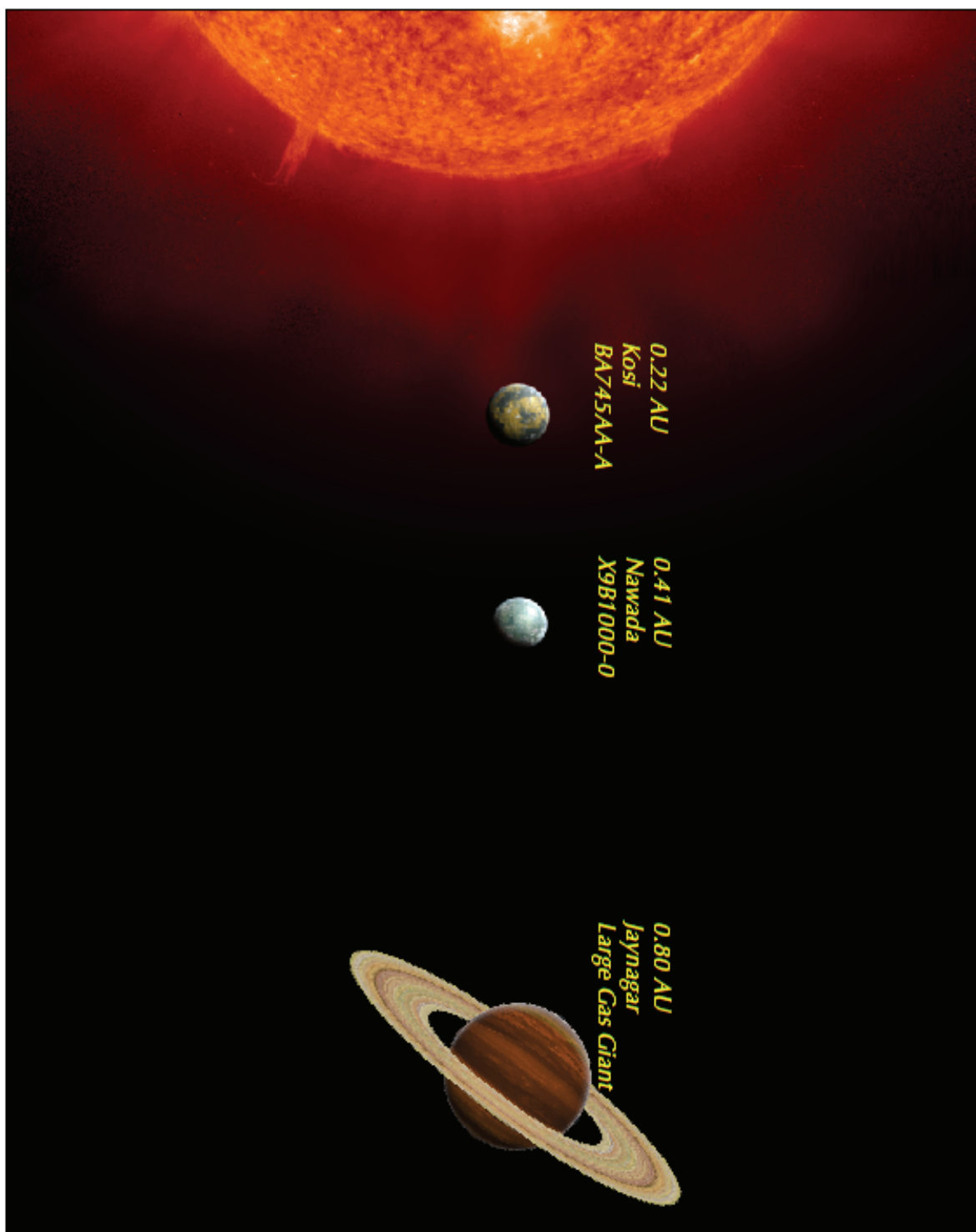
There are three other rocky bodies in the system, all of which orbit Anga. The closest of these to Anga is Nawada. Nawada orbits Anga at a distance of 0.41 AU (62.2 million kilometers or 38 million miles).

Nawada has a diameter of 14,666 kilometers or 9113 miles. It has an atmosphere consisting of 41% carbon

dioxide, 24% oxygen, 22% nitrogen, 5% sulfur dioxide, and 8% other trace gases. The atmospheric pressure at sea level is 2.77 AU. Some liquid water does exist on the planet and covers approximately 9% of the planet's surface. Nawada is uninhabited.

Siwan orbits Anga at distance of 1.15 AU (172.6 million kilometers or 107.3 million miles). Siwan has a diameter of 3410 kilometers (2119 miles). Siwan has no atmosphere and is uninhabited.

Arar orbits Anga at a distance of 1.95 AU (291.8 million kilometers or 181.3 million miles). Arar has a diameter of 14,604 kilometers (9075 miles). Arar has an atmosphere consisting of 70% hydrogen, 15% helium, 9% nitrogen, 5% carbon dioxide, and 1% other trace gases. The surface atmospheric pressure is 9.89 standard. Arar is uninhabited.



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Physical Data

Kosi has a diameter of 16,320 kilometers (10,141 miles). Its molten core gives it a density of 0.98 standard. Kosi has a surface gravity of 1.25 standard.

Kosi has no moons.

Kosi has a rotation period of 30 hours. This is referred to locally as "one kizhami".

Kosi has an orbital period of 62.5 standard days or 50 local days. This is referred to locally as "one atcaya".

Atmospheric Data

Kosi has an atmosphere consisting of 72.00% nitrogen, 23.44 % oxygen, 3.45% carbon dioxide, 0.67% argon, and 0.44% other trace gases. The atmospheric pressure at sea level is 1.04 standard.

Due to this high level of carbon dioxide in the atmosphere, it is necessary for humans to wear filter masks when exposed. Most structures on Kosi are pressurized to maintain breathable air for human habitation.

Equatorial temperatures average 43 C (109.4 F) during the day and 24 C (75.2 F) at night. Summer polar temperatures average -22 C (-7.6 F) during the day and -40 C (-40 F) at night. In winter, this average drops to -63 C (-81.4 F) during the day and -81 C (-113.8 F) at night.

Hydrographic Details

41% of the surface of Kosi is covered in water. Most of this water is contained within the Karkat Sea. The Karkat takes up most of the equatorial region of the planet.

The Karkat is also home to the deepest point in the Kosi hydrosphere. The Sinha Abyss is a wide abyssal plain near the geographical center of the Karkat Sea. Here the water reaches a depth of 17.8 kilometers (11.1 miles).

Cyclonic storms are common on the Karkat, but few of them last more than 2-3 local days. This often allows those on the coast to escape large scale wind damage.

The Mishra Sea is located to the northwest of the Karkat. The Mishra has openings along two straits into the Karkat on either side of Falgu Island.

Geographic Details

Kosi is divided by the Mishra Sea into the northern and southern polar regions. These two regions are connected by the Purnia Isthmus.

The Babu Mountains dominate the southern polar region. This massive mountain range also features 23 active volcanoes. Recently, Mount Samir, located in the northern Babu Mountains exploded for the first time in an estimated 121 standard years. This threw ash and dust in a wide range across the Purnia Isthmus.

These mountains cover most of the southern polar region. The south pole is located on the slope of Mount Ramdhari, at an altitude of 1813 meters (5948 feet).

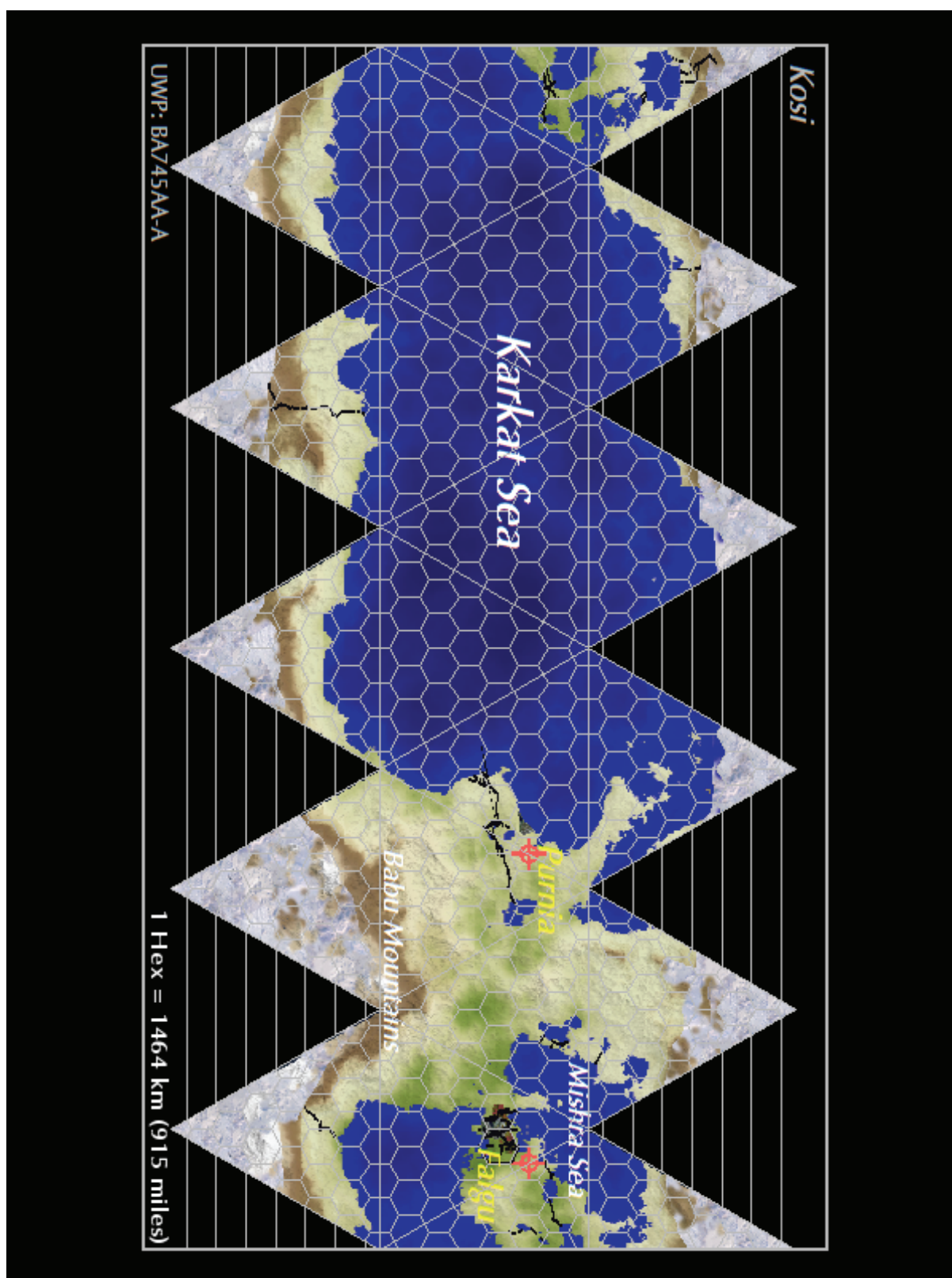
The northern polar region is mostly a wide flat tundra. Winds whip across these open plains at a regular 110 kph (68 mph) with gusts known to have reached 310 kph (193 mph).

In both regions there is little to no flora or fauna. Only along the coasts does one begin to see animals and plant life. It is here that the wide open grasslands begin.

On the Purnia Isthmus, these grasslands extend from the polar regions northward and southward. In only a few areas do these grasses give way to larger plant life.

These grasses average a height of 2.4 meters (7.9 feet) tall. These high grasses have strong stalks with smaller blades of grass coming from the stalk. Some visitors to Kosi have referred to them as "mini-trees".

With even stronger stalks are the grasses of the Suri. Locals refer to the plant and the region where it grows best as Suri.



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Suri, much like bamboo from Earth, has a strong stalk and grows to be quite tall. Suri can grow to a height of 32 meters (105 feet). These are the tallest plant life on Kosi.

Population Details

Kosi is home to approximately 600 thousand people. Almost all of these live within the two major cities or Kosi highport. A few live in smaller communities located in the central Purnia Isthmus.

A number of people are kept in the mining facilities of the northern Babu Mountains. These people are under constant surveillance and are often there as punishment.

Government Details

Kosi is ruled by a man named Venketa Sengupta. Sengupta took power in 2323 following a successful coup against the former corporate government.

Budrani Industries was an Earth-based corporation which sent colonists to settle Kosi in search of natural resources. The company established the colony in 2310 with aid from the Indian government.

Unfortunately, this corporation treated its workers as little better than slaves. The company gave little in compensation and often maltreated the workers. Housing was shoddy.

This situation lasted until a native disease began killing workers in 2319. Those who survived blamed Budrani for the illness and the lack of aid provided to those who came down with the disease.

Venketa Sengupta, a man who had been trying to rally workers behind a labor union, lost his wife and two children to the disease. Angered and frustrated, Sengupta began to convince the workers that Budrani engineered the disease to stop the unionization. Sengupta managed to convince

a great number of the survivors to help him sabotage company facilities.

Sengupta and his cohorts stole explosives and laser cutters from the company stores and took control of the downport at Purnia. Once in control of the port, Sengupta convinced trade vessels which were parked at the port to return with weapons to aid his cause.

Soon, Sengupta had an army and fought a bloody battle in the city of Falgu which lasted for over 30 local days. Eventually, Budrani corporate security relented and agreed to turn over the planet to Sengupta.

Sengupta, however, proved to be no different than the corporation. Sengupta has since ruled with an iron fist and has recruited security forces not just from the populace from other worlds as well.

Legal Details

The security force, the military and the police are all the same force on Kosi. It is not uncommon to see armed troops patrolling the cities and the highport. This can also include operation of armed vehicles in the cities.

These forces can be brutal and have been known to kill those who opposed them in any way. The security forces are known to have committed theft, extortion, rape, and murder in an effort to frighten the populace into submission.

Residents of Kosi are under surveillance at all times. Security forces watch Kosians at even the most private of moments. Failure to live within the dictates of the regime can result in imprisonment or death.

Weapons of any kind are illegal to own for anyone on Kosi who is not a member of the security forces. This includes any firearm, knife, sword, or stun weapon. There are no exceptions to this and those who have been seen with weapons by the security forces are often executed on the spot.

Drugs, gambling, and prostitution are all common on Kosi. However, the security

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forces often take a cut from any profit and often demand such services and products for free. It is not uncommon for gamblers who win against a member of the security force to be forced to pay them anyway.

Offworlders are allowed to land at Falgu downport only if they are taking cargo from the planet. No one is allowed to leave the port and most of the workers at the port have been hired from other worlds and live on the port. Travellers are warned that security forces have been known to board vessels at the downport and take anything they feel is of value.

If a vessel and its crew are not picking up cargo from the planet, they are to remain on board the highport. Failure to abide by these rules can result in imprisonment or death.

Cultural Details

Life is difficult for the average person on Kosi. Most are forced to work on farms near the cities or to mine for natural resources in the northern Babu Mountains.

Sengupta pays in local currency called a "Sen". Most workers are paid 2-3 sen per day on a world where locally made bread would cost 3 sens per loaf.

Escapism is key to the average Kosian's mental survival and thus games, books, plays, and holocubes are popular. However, most holocubes and books are censored by the regime so smuggled items from other worlds are precious.

Many have turned to drugs, alcohol, or other such pursuits as an escape. A blind eye is turned to these provided a worker remains able to work. Those unable to work may find themselves imprisoned or executed.

Kosians are always looking for ways to escape the gaze of the security forces. Visiting a Kosian home will often lead to finding small areas in the home where they can hide. For many Kosians, this has become a game in and of itself.

The Kosian Calendar

Sengupta did away with the previous calendar which had been based on an ancient Indian calendar. Now Sengupta forces everyone to use the Sengupta calendar, which is based on local conditions far more than the original calendar.

The Sengupta calendar is based on the local 30 hour day or kizhami. 50 of these days form one year or atcaya. While the old calendar used the 50 day orbital cycle as the equivalent of months, the Sengupta calendar uses them as years or atcaya.

Dates are given by the number of kizhami which have passed in the current atcaya. The atcaya are numbered by the amount of atcaya which have passed since Sengupta defeated Budrani Industries. The current atcaya is 111. Dates will be given or written with the form 23-111, meaning the 23rd kizhami of the 111th atcaya.

City Details

Falgu

Falgu is the capital city of Kosi and is currently home to 310 thousand people. The city was the first of the settlements to be built by Budrani Industries.

The city is built on the western edge of Falgu Island. The island is made up of wide swaths of tall grasslands. The city is prone to flooding at times along the coastline.

The city is made up of brick and plastisteel buildings which are used to house the workers. Despite promises to the contrary, housing has changed little since Sengupta took over the government. Each building is pressurized to maintain breathable air and this is perhaps one of the few amenities the government does provide as it promised.

The city is surrounded by farms. Some of these are closed structures and some are simply in the open air. Workers toil

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these fields using implements which are often below the local tech level.

The downport is located northeast of the city. Very few locals have ever been to the downport and it is separated by a large concrete wall from the city. It is rated C-class.

Temperatures average 43 C (109.4 F) during the day and 24 C (75.2 F) at night.

The highport is where Sengupta attempts to make a good impression on visitors. Laws and security are far more lenient and the security forces carry side arms rather than rifles.

The temperature on board the highport is kept at 26 C (78.8 F) at all times.

Purnia

Purnia is home to approximately 205 thousand people. The city was the second of the settlements built by Budrani Industries. It is also the location of the beginning of the Sengupta coup.

The city is built on the west coast of the Purnia Isthmus. It was built on the wide grasslands and now much of the surrounding area of the city is dominated by farms. Much like near Falgu, these farms are mostly enclosed areas, but some are open to the air.

The downport is located east of the city but it is no longer used. The downport is now a museum to the Sengupta Uprising. Little has changed about the port since the takeover including bullet holes and ruined buildings.

Temperatures average 43 C (109.4 F) during the day and 24 C (75.2 F) at night.

Kosi Highport

Kosi Highport is the only location most visitors to Kosi will ever see. Though security is high, it is far more lenient here than anywhere else. The highport is home to approximately 10 thousand people, few of whom are from Kosi.

Kosi Highport was built by Budrani Industries to take advantage of the ability to ship their goods as well as cater to those they felt would soon be colonizing the Superior subsector. Now the port simply serves as a bridge world from Sequoyah into the corner of Franklin subsector.

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Harrison (Sequoyah 0805) B674844-B

System Details

Harrison is located in the third orbit of its sun, Hamilton, a G1 V yellow main sequence star. Harrison orbits Hamilton at a distance of 1.22 AU (183 million kilometers or 113.7 million miles).

The system has three gas giants: Grasshopper, McDonald, and Tallent. The closest of these to Hamilton is Grasshopper. Named for its distinctive green color, Grasshopper orbits Hamilton at a distance of approximately 5.35 AU (802.1 million kilometers or 498.4 million miles). One of Grasshopper's moons, Falcon, is used as a naval base by the local system navy.

McDonald orbits Hamilton at a distance of about 10.03 AU (1.5 billion kilometers or 934.5 million miles). Bancroft, one of McDonald's moons, is the location of a refueling base operated by the local government.

Tallent orbits Hamilton at a distance of approximately 20.68 AU (3.1 billion kilometers or 1.9 billion miles). One of the moons of Tallent, Grindstone, is leased from the local government by Sorenson Metals for mining purposes. Another of the moons, Edgemon, is used by the local system navy as an outer system base.

The system has two planetoid belts. The closest to Hamilton is the Brainerd Belt. The Brainerd Belt orbits Hamilton at a distance of 0.39 AU (58.2 million kilometers or 36.2 million miles). The local government maintains a mining colony here of about 3400 workers.

The London Belt orbits Hamilton at a distance of approximately 1.67 AU (251 million kilometers or 155.9 million miles). The Harrison government has a mining colony here as well which employs around 3700 workers.

There are two other rocky bodies in the system. Apison, the closest of these,

Setting Notes

If you are using Harrison in concert with other products by Gypsy Knights Games, Harrison is located in Sequoyah subsector. Sequoyah is located spinward (or to the left) of Hub Subsector. Harrison is located in hex 0805 of Sequoyah, placing it one hex away from Kingston (Hub 0106) and two hexes from Totaro (Hub 0104).

If you are using the history GKG put forward in **The Hub Federation**, Harrison was colonized by settlers from the southeastern region of the United States. The colony was founded in 2216.

orbits at distance of approximately 0.72 AU (108.3 million kilometers or 67.3 million miles). Apison has a slight carbon dioxide atmosphere and is inhabited only by a scientific research team.

Hunter orbits Hamilton at a distance of 2.83 AU (424 million kilometers or 263.5 million miles). Like Apison, Hunter has a slight carbon dioxide atmosphere and is inhabited by a small team of scientists.

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Harrison

Inner System



0 - 5.0 AU

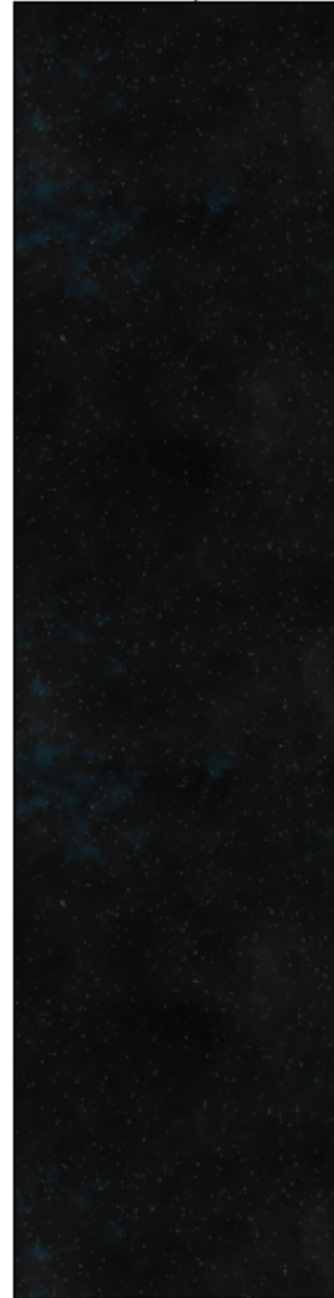
Outer System



5.1 AU to 77.0 AU

Sequoyah 0805

Remote System



77.1 AU And Beyond

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Physical Data

Harrison has a diameter of 9440 kilometers (5865 miles). Its molten core gives it a density of 0.88 standard. Harrison has a surface gravity of 0.65 standard.

Harrison has no moons.

Harrison has a rotation period of 22 hours. This is referred to by locals as "one day".

Harrison has an orbital period of 525 local days or 481.25 standard days. This is referred to locally as "one year".

Atmospheric Details

Harrison has an atmosphere consisting of 73.6% nitrogen, 22.08% oxygen, 2.6% carbon dioxide, 0.45% argon, and 1.27% other trace gases. Atmospheric pressure at sea level is 0.98 standard.

Because of the amount of carbon dioxide in the atmosphere, it is necessary to wear a filter mask when outside. Interior areas are kept airtight and maintain a more standard atmosphere.

Equatorial temperatures average 51 C (123.8 F) during the day and 34 C (93.2 F) at night. Summer polar temperatures average -2 C (28.4 F) during the day and -19 C (-2.2 F) at night. In winter, this drops to -4 C (24.8 F) during the day and -21 C (-5.8 F) at night.

Hydrographic Details

44% of the surface area of Harrison is covered in water. The hydrosphere is divided into four seas by locals: Frost, Ocoee, Hiwassee, and Rogers.

The largest in area of these is the Rogers Sea. The Rogers was named for a member of the first survey team who arrived on the planet. The Rogers is considered to encompass the southern polar region and the area in the south between the three major continents.

To the west and across the continent of Ripley is the Ocoee Sea. The Ocoee is considered to be the body of water between Ripley and the continent of Bushnell. The Ocoee is considered to extend from the southern polar region to Savannah Bay. North of Savannah Bay is the Frost Sea. Named for the captain of the colony ship which brought the first settlers to the planet, it is the second largest body of water on the planet. The Frost is considered to encompass the northern polar region as well. To the west of Frost Sea, across the island of McKee, is the Hiwassee Sea. Hiwassee is surrounded by the continent of Inman to the north and west and the continent of Bushnell to the south.

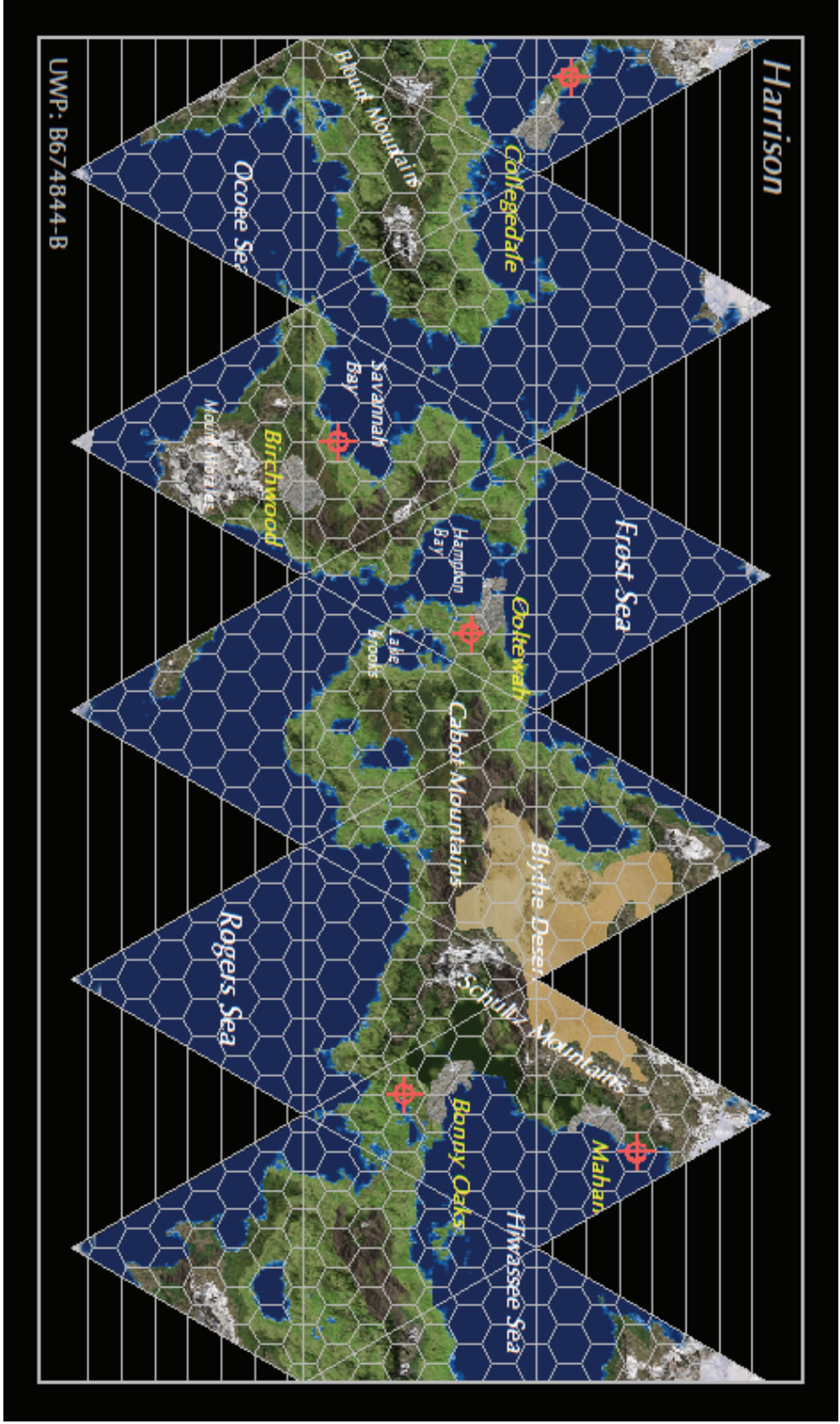
Each of these seas is teeming with local sea life. Perhaps the most well-known are the sea snakes. These large aquatic creatures resemble anacondas of Earth, but are much larger. An average sea snake is approximately 18 meters (60 feet) long and has a diameter of 1 meter (3 feet). Like a large constrictor, they are known to constrict surface animals (including humans) on the shoreline. However, unlike such a snake, they often go into the deep seas and attack sea life as well.

Geographic Details

The largest of the three continents is Inman. Inman stretches from the northern polar regions down across the equator. It is connected to the continent of Bushnell by the Lee Isthmus.

The Schultz Mountains dominate the east coast and northern regions of the continent. This range has several mountains of very high elevations including Mt. Taylor (4202 meters (13,786 feet)), Mt. Blue (4245 meters (13,927 feet)), and the tallest, Mt. Trew (5102 meters (16,739 feet)). The tallest of these are located in the northern portion of the range.

To the west of the Schultz Mountains is the Blythe Desert. The Blythe refers to both the sandy desert full of dunes to the



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north and the rocky desert to the south. To the west of the desert is the salty Lake Corinth. Lake Corinth is a shallow lake only 30 meters (98 feet) at its deepest point. Locals often refer to Lake Corinth as “the Dead Sea” because of its lack of living creatures.

To the south of the Blythe is a range of mountains called the Cabots. The Cabot Range is much lower than the Schultz range. Many regard them more as hills than mountains, though the locals refer to them as such. The Cabots are covered in short, brushy bushes with long thorns.

South of the Cabots is the Seven Lakes region. The seven lakes are spread across southwestern Inman and are often used as a recreation area by locals. The largest, Lake Brooks, runs north and south for almost 910 kilometers (565 miles) and is nearly as wide. The smallest, Lakes Anderson and Caulfield are to the east and are only divided by a narrow natural causeway.

Across Hampton Bay to the west from Inman is the continent of Ripley. The majority of Ripley is in the southern hemisphere but reaches across the equator. While most of the continent is made up of low forested hills, Ripley is dominated by Mount Morales.

Mount Morales is an immense extinct shield volcano. Morales reaches a height of 23.5 kilometers (14.6 miles), some of which is beneath the Rogers and Ocoee Seas. The volcano now sits dormant, covered in snow and ice.

A plateau extends northward from the side of the volcano which forms the spine of the continent. This plateau is covered in hardwood trees native to the planet. Many of these are the Calaveras Trees, massive trees which can grow to be up to 50-85 meters (160-279 feet) tall and 6-8 meters (20-26 feet) in diameter. When the city of Birchwood was settled, many of these trees were left within the city and continue to be cared for by city officials.

To the west, across Savannah Bay and the Ocoee Sea, is the continent of

Bushnell. Bushnell is connected to Inman to the northwest by the Lee Isthmus. Bushnell consists of forested mountains which make up most of the south and central regions of the continent. These mountains, called the Blount Mountains, are rugged terrain. Mostly covered in the local pine-like Ferris Tree, the greenery is only broken by the white granite outcroppings. Only a few of the peaks in the central and southern region are covered in ice and snow.

Population Details

Harrison is home to approximately 600 million people. While many of these live within the five major cities, there are many smaller settlements as well.

All of these tend to be made up of structures which are connected either by enclosed walkways or underground tunnels. This allows residents to go from one building to another without the need of filter masks. In addition, there are several underground transit tubes within the major (and some minor) cities.

The major cities are often packed tightly with buildings sitting close to one another. The buildings are usually connected at the ground level for convenience, but this is not always the case.

Government Details

Harrison's government is divided into three branches: Legislative, Executive, and Judicial. The Executive branch is led by the President. The President is elected by popular vote of all citizens above the age of 12. The President serves a term of six years and is limited to a number of three terms in his/her lifetime.

The President oversees the execution of all laws passed by the legislative branch. The President may also appoint the department heads of each of many

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departments which handle the day to day affairs of the Harrison government.

In addition, the President is the commander-in-chief of the Harrison military and controls when and where the military may be used. In theory, all appointments and promotions are handled by the President. In practice, with the exception of the highest ranking officials, this is normally performed by the President's staff.

The judicial branch is led by the High Judge. The High Judge oversees the enforcement of all laws passed by the legislative branch. The High Judge also oversees the court system of Harrison and as such appoints all judges to lower local courts.

The High Judge is also the chief law enforcement officer. All of the law enforcement agencies from the city police departments to the system security forces are answerable to the High Judge through the chain of command.

The High Judge is appointed to his/her term by the President. The High Judge may only serve one term of eight years in his/her lifetime.

The legislative branch consists of the Harrison High Council. The High Council is made up of 15 members. These Council Members are appointed by the President to serve until they die or retire. Once a Council Member dies or retires, the President must appoint a replacement.

Legal Details

As mentioned above, the High Judge (or, more accurately, his/her staff) oversees all of the system's law enforcement agencies. This includes the police departments of all of the cities on the planet, in space, and on other planets in the system. The Harrison System Police (HSP), through their ship inspections, will likely be the first agency encountered by travellers entering the system.

The ships which carry the HSP to meet incoming vessels are operated by the Harrison Security Force which maintains a

fleet of system defense ships. These ships work in concert with the Harrison System Navy to defend the system against piracy and other threats. Harrison Security Forces are also trained to deal with any sort of riot or unrest which might threaten to overwhelm normal police forces.

Most often when in a city (whether in orbit or on the planet), travellers will encounter the local police forces. These police forces will be lightly armed, lightly armored and are trained to be polite until it is necessary to be impolite. Unless travellers attempt a major infraction of local law, they will often be told to simply stop their behavior. If this does not work, then, as they say on Harrison, "the gloves come off".

Local law allows for those who are licensed to do so to carry a weapon provided that weapon cannot be set to be "fully automatic". An additional license will allow for the person to carry the weapon concealed. Many locals will have a carry license and it is not uncommon to encounter someone with a concealed weapon. Travellers may also obtain such a license. An open carry license will require that the requesting party have no known criminal record on Harrison (or elsewhere if that information can be obtained) and be able to display a proficiency with the weapon. The license will require the applicant to wait for three local days.

A concealed carry permit will require that the applicant meet the standards for an open carry permit. In addition, the applicant must have some proof of prior service with a military or law enforcement agency. Ownership of a similar license from another government can be substituted for the service requirement. Such a license will require a wait of seven local days.

Most substances which are denoted as being addictive are illegal to possess or use on Harrison. This includes such drugs as water dragon, cocaine, or heroin. Such drugs can be obtained for medicinal purposes only from a government licensed physician.

Alcohol, tobacco, and marijuana are the exceptions to this rule. All three are not only legal on Harrison but commonly used

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and encountered. Travellers may encounter users of these at any time or location. As noted earlier, inspections of starships entering the system are common. Vessels are required to tell the inspectors from where they are arriving. Ships are asked to allow a scan of their vessel and then permit a boarding by an HSP official. These officials are often openly armed which can put many travellers unfamiliar with Harrison ill at ease. Both scans and physical inspections of the cargo hold can be expected.

Recently, the populace of Harrison has become suspicious of a possible attack on their world from nearby Kingston. Vessels which state they are arriving from Kingston will scrutinized far more than other ships. Inspections will sometimes extend into private areas such as the crew staterooms. In addition, anyone with a cybernetic implant of any kind will also receive additional scrutiny. While it is the official stance of the Harrison government that there is no discrimination against those with cybernetics, this is not the case in practice. Those with cybernetics will be refused any sort of weapons permit and may find themselves under additional surveillance while in the Harrison system.

Cultural Details

The vast majority of the population of Harrison is a member of a Christian church, although there are several denominations which often disagree. The most common denomination on Harrison is the Harrison Church of the Sabbath (or HCS). The predominance of HCS on Harrison often influences many aspects of local culture.

HCS' most prominent belief is that God created the universe in six days and rested on the seventh day. It is believed that this seventh day, or Sabbath, is a holy day in which adherents follow God's example by not engaging in most activities.

Travellers arriving on The Sabbath will find that many basic services will not be available. With the exception of the military

and security forces, most shops, restaurants, and even the trade kiosks will be closed or in limited operation. While some business owners are not members of HCS, many will close their places of business simply due to the lessening of traffic on those days.

Those who are members of HCS will refrain from many activities on The Sabbath. This not only includes non-charitable work, but also engaging in sport, attending a holothheater, or reading any non-religious texts.

Food and drink are restricted as well. Alcohol may not be consumed on The Sabbath nor is smoking of any kind allowed. Animal products are also curtailed, so HCS believers will avoid meats, cheeses, eggs, and milk.

As noted earlier, due to a fear of attack from the growing power of Kingston in the Hub subsector, many Harrisonites have a fear of cybernetics. Anyone with obvious cybernetic implants or limb replacements will suffer discrimination and even ridicule from the average person on Harrison.

This is a recent development. Only within the past fifteen or so years has this attitude been so prevalent. There are many who received limb replacements previous to this arising bias who now find themselves viewed as second-class citizens. In addition, many who need such replacements now turn them down to avoid such stigma.

The Harrison Calendar

The Harrison calendar is based on the 22 hour local day. 525 of these days make up the Harrison year. Years are numbered from the time of the first colonization. Each year is divided into 75 weeks of 7 days. These weeks are numbered 1-75 and locals will refer to them by number (such as Week 12 or Week 63 and, rarely, the 34th week). The days of the week do not have numbers but rather names (Sunday, Monday, Tuesday, Wednesday, Thursday, Friday and The Sabbath). These names will be used in concert with the number of the week to

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denote a date. For instance, Friday of Week 33 or Thursday, Week 22.

Full dates will be denoted by the name of the day, the number of the week and the year.

For instance, locals will refer to Monday, Week 10, 231.

connected to the city by maglev trains and shuttle service.

Summer temperatures average 40 C (104 F) during the day and 23 C (73.4 F) at night. In winter, this drops to an average of -6 C (21.2 F) during the day and -23 C (-9.4 F) at night.

City Details

Ooltewah

Ooltewah is the capital city of the Harrison system. The city is home to approximately 32 million people. Ooltewah is home to all three branches of government and most of the government's departments.

The city is located on the west coast of Inman on Providence Point. The city overlooks the Sunset Straits which connect the Frost Sea to Hampton Bay. The city is surrounded by farmland where locals have taken advantage of the flat grasslands and rich soil.

The city has a downport located to the southeast. This port is rated C-class. It is

Birchwood

Birchwood is located within the interior of the continent of Ripley. The city is home to about 28 million people and is the center of the logging industry on Harrison.

The city is built upon a volcanic plateau jutting northward from the extinct volcano Mount Morales. The plateau's rich soil is home to native trees such as the massive Calaveras Trees. Many of these hardwoods are harvested, cloned, flashgrown, and harvested again. These trees are instrumental as building materials on Harrison and other worlds in the Sequoyah subsector and beyond.



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The Birchwood Downport is located to the northwest on the shores of Savannah Bay. This port is used mostly by the lumber industry but is open to anyone who wishes to land there. It is a C-class port.

Summer temperatures average 38 C (100.4 F) during the day and 21 C (69.8 F) at night. In winter, this drops to -8 C (17.6 F) during the day and -25 C (-13 F) at night.

Collegedale

Collegedale is home to approximately 27.5 million people. The city is the third most populous city on the planet and was the fourth city founded on Harrison. The city takes its name from Whyte College, founded here by the HCS.

The city takes up the island of McKee. The island is considered to divide the Frost and Hiwassee Seas. The city is often battered by stormy weather from the Frost Sea.

The Collegedale Downport is located on Ford Island to the northwest of the city. The island is reachable by shuttle or by maglev train traveling across the Richard Poe bridge.

Summer temperatures average at 39 C (102.2 F) during the day and 22 C (71.6 F) at night. In winter, this drops to an average of -5 C (23 F) during the day and -24 C (-11.2 F) at night.

Bonny Oaks

Bonny Oaks is the fourth most populous city on Harrison and the third city founded. The city takes its name from the trees which populate the southeastern slopes of the Schultz Mountains. Bonny Oaks is home to about 24 million people.

The city sits on the edge of the Lee Isthmus which connects the continents of Inman and Bushnell. The city is often struck by storms emanating from the Hiwassee Sea as they strike inland. Bonny Oaks gets more rain than any other major city on the planet.

The city's C-class downport is located to the south of the city. Hourly shuttle service and multiple trains leave the city for the port.

Summer temperatures average 40 C (104 F) during the day and 23 C (73.4 F) at night. In winter, this drops to 1 C (33.8 F) during the day and -16 C (3.2 F) at night.

Mahan

Mahan is the northernmost of the major cities and the last of those to be founded. It is home to approximately 19 million people

Mahan is located on the northwestern coast of the Hiwassee Sea. It was built along the eastern slope of the Schultz Mountains to be near the mining operations. The city is home to several foundries and factories which have fostered the population boom.

The city's downport is rated C-class and is located to the northeast of the city. The port is built on a peninsula and the facilities are both on land and on artificial constructs on the Hiwassee.

Summer temperatures average 25 C (77 F) during the day and 8 C (46.4 F) at night. In winter, this drops to -36 C (-32.8 F) during the day and -53 C (-63.4 F) at night.

Harrison Upport

The Harrison Upport is a cylindrical starport consisting of two rotating cylinders. These cylinders each have six equal "stripes" running the length of the cylinder. Three of these are called "land stripes" which are then populated. The upport is home to approximately 27 million permanent residents.

Each of the interior "stripes" has artificial gravity which allows for habitation. The interior of the cylinder is open air which allows for the inhabitants of one "stripe" to see the other "stripes" far above them.

Docking facilities are within a central hub which connects the two massive cylinders.

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Background Skills

Overview

The following section is an optional set of rules concerning characters who hail from the subsectors we have outlined in the three subsector sourcebooks. We feel that, in addition to the background skills given to characters by the standard rules (see the Traveller Main Rulebook, p.6), certain worlds give additional background skills.

Below, we have outlined the skills we believe a character that grew up on one of

these worlds would learn by default. Note that the skills listed in the tables below are in addition to those listed in the Main Rulebook. We feel adding these skills better reflects the environment which the character experienced in his/her youth.

For these purposes, we have divided the Survival skill into specialties. We feel this makes more sense than just a general Survival skill.

Sequoyah Subsector

World	Background Skills
Bowemiwak	Admin-0
Chrseda	Carouse-0
Tukaroi	Vacc Suit-0
Fiume	Survival (Cold)-0
Boone	Carouse-0
Amadioha	Vacc Suit-0 and Art (Music)-0
Gansagi	None
Selu	Vacc Suit-0 and Steward-0
Dukagjin	Vacc Suit-0
Torarentsacorsus	Carouse-0
Galawdewos	Vacc Suit-0
Sequoyah	Language-1 and Vacc Suit-0
Fimbulvetr	Language-1 and Vacc Suit-0
Thorpe	Vacc Suit-0 and Science (History)-0
Catoosa	Vacc Suit-0
Tamaqua	Advocate-0 and Survival (Forest)-0 and Gun Combat-0
Penn	Survival (Desert)-0
Kosi	Vacc Suit-0
Harrison	Vacc Suit-0

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Cascadia Subsector

World	Background Skills
Megara	None
Nyahururu	Art (Oratory)-0
Fairfax	None
Monroe	Vacc Suit-0
Catalunya	Carouse-0
Roskilde	Vacc Suit-0
Hendershot	None
Gutierrez	None
Slaren	Carouse-0
Gagnon	Art (any)-0
Chance	Gambling-0
Campbell	Survival (Cold)-0
Kyiv	None
Dimme	Remote Operations-0 or Science (Robotics)-0
Joseon	Survival (Cold)-0
Antryl	Survival (Heat)-0 and Life Science (Nutrition)-0
Cascadia	None
Tlix	Survival (Heat) or Survival (Desert)
Marlowe	Trader-0 or Prospecting-0
Talca	Remote Operations-0 or Science (Robotics)-0
Yangon	Survival (Heat)-0 or Survival (Desert)-0 or Survival (High Pressure)-0

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Franklin Subsector

World	Background Skills
Chennai	Art (Dance)-0
Hiallt	Survival (Desert)-0
Tal'Kaleres	Survival (Jungle)-0
Vasynov	Survival (Heat)-0 and Survival (Desert)-0
Serapis	None
Atargatis	Survival (High Pressure)-0 and Melee (Blade)-0
Etxarte	Carouse-0
Era	Science (History)-0
Moffett	Vacc Suit-0
Karnataka	Survival (Desert)-0
Minerva	Survival (Ocean)-0 or Seafarer-0
Sigyn	None
Franklin	None
Cybele	Prospecting-0 or Trader-0
Dagda	None
Mictlan	Admin-0 and Vacc Suit-0
Nyx	Vacc Suit-0 and Carouse-0
Avicenna	Survival (Swamp)-0 and Carouse-0
Nolan	Deception-0
Bastiat	Admin-0 or Trader-0 or Advocate-0
Forseti	Survival (Heat)-0 or Survival (Desert)-0 or Survival (Mountains)-0 and Gambling-0

Hub Subsector

World	Background Skills
Totaro	Language-0
Kingston	Survival (High Pressure)-0 and Science (History)-0
Viteges	Survival (Cold)-0
Sheba	None
Reuschle	Language-0 and Admin-0
Hottinger	Admin-0
Wilhelmveldt	Science (History)-0
Donar	Carouse-0
Hub	Language-0
Wellington	Language-0 and Survival (Cold)-0
Sophronius	Gun Combat (Slug or Shotgun)-0 or Art (Music)-0
Sigewif	Language-0 and Vacc Suit-0
Erlik	Science (History)-0
Tulrakh	Drive (Wheeled)-0
Ararat	Vacc Suit-0
Nasnas	Vacc Suit-0 and Survival (Desert)-0
Maximon	None
Kohlisch	Vacc Suit-0
Hotei	Survival (High Pressure)-0 and Survival (Cold)-0

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