

## **Baloff System**

This Baloff system has one sun (yellow) and 9 planets with one asteroid belt. The coordinates for it are 14, 28 (up, right).<sup>\*</sup> This system is home to the Batrachia and Ursidans. These races still lack Void technology and are only at the middle stage of inter-system flight. Unknown to both races, they are being observed by a third race – the T’Pak. This Summary will only address the Baloff system, the Batrachia and the Ursidans. The planets of this system are listed below.

Name:	Baloff
Star Type:	M9 Red Dwarf
Radius:	0.42 Sol
Mass:	0.35 Sol
Temperature:	2100 Kelvin
Luminosity:	0.04 Sol

**Doar** – Doar is a small, rock planet with no atmosphere and high temperatures. It has no moons.

Name:	Doar
Type:	Airless rock
Orbital Radius:	0.11 AU
Local Year:	25 Standard Days
Local Day:	3 Standard Hours
Gravity:	0.22
Diameter:	2,000 km
Satellites:	None

**Gobi** – Gobi is also a small, rock planet with no atmosphere and high temperatures. This planet is slightly larger the Doar but, it has no moons.

Name:	Gobi
Type:	Airless rock
Orbital Radius:	0.15 AU
Local Year:	50 Standard Days
Local Day:	6 Standard Hours
Gravity:	0.13
Diameter:	4,000 km
Satellites:	1 artificial

**Anura** – Anuri is a medium sized planet with an atmosphere and heavy cloud cover. The atmosphere has a high concentration of methane in it. To most races it is toxic but, Anura does have an indigenous population – the Batrachia. Temperatures are high but, bearable. The humidity is high on the surface due to the cloud cover. The surface is landlocked punctuated by six inner seas. Most terrain is marshy with some plains and hills. It has no natural moons but, two space stations. The local population is at about six billion.

Name:	<b>Anura</b>
Type:	Terrestrial
Orbital Radius:	0.21 AU
Local Year:	70 Standard days
Local Day:	9 Standard hours
Gravity:	0.48
Diameter:	12,000 km
Atmosphere:	Oxygen/Methane mix
Temperatures:	-22*C to 58*C
Land Mass:	Dominate
Water:	6 seas (49%), ice (39%)
Satellites:	2 artificial
Resources:	Various (AG & Industry)
Industries:	Moderate
Population:	6 billion
Races:	Batrachia

**Marsal** – Marsal is medium sized planet with no atmosphere. The surface of this planet is marked with many craters. It is believed that it was habitable in the past but, befell a catastrophic event, such as an asteroid strike, that destroyed the planet's surface and atmosphere.

Name:	Marsal
Type:	Airless rock
Orbital Radius:	0.30 AU
Local Year:	116 Standard days
Local Day:	18 Standard hours
Gravity:	1.46
Diameter:	10,000 km
Satellites:	None

**Asteroid Belt** – There is one asteroid belt that circulates between Marsal & Ursid. It is at a distance of 0.70 AU. This area is high in mineral content. It is mined by both races and has been the cause for several border wars between them. There are several Batrachia space stations near the asteroid belt.

Some scientists, from both races, believe that this was another planet at one time but, that it did not completely form or was destroyed. This resulted in the asteroid belt that exists today.

**Ursid** – Ursid is a medium sized planet with an oxygen/nitrogen rich atmosphere. It is 75% water with six continents and two Polar Regions. This planet also has an indigenous race – the Ursidans. The local population is at about two billion.

Name:	<b>Ursid</b>
Type:	Terrestrial
Orbital Radius:	0.89 AU
Local Year:	343 Standard days
Local Day:	37 Standard hours
Gravity:	1.03
Diameter:	14,000 km
Atmosphere:	Breathable
Temperatures:	-30°C to 44°C
Land Mass:	6 continents
Water:	73% (10% Ice)
Satellites:	1 large moon, 3 artificial
Resources:	Agriculture
Industries:	Light
Population:	2 billion
Races:	Ursidans

**Sable** – Sable is a medium sized planet with no atmosphere. The surface of this planet is marked with many craters and the soil has a purple tint. Sable has eight moons of various sizes. They have not all been explored.

Name:	Sable
Type:	Airless rock
Orbital Radius:	1.58 AU
Local Year:	806 Standard days
Local Day:	92 Standard hours
Gravity:	1.96
Diameter:	10,000 km
Satellites:	8 moons

**Orchist** – Orchist is a medium sized gas planet. There are various gases in the atmosphere with at its core is a small amount of iron/nickel. The atmosphere is hot in temperature and suffers from constant electrical storms, at one place or another. There is a 50% chance to encounter an electrical storm if a ship enters the atmosphere. Orchist has eight moons of various sizes. They have not all been explored.

Name:	Orchist
Type:	Jovian
Orbital Radius:	2.63 AU
Local Year:	1,737 Standard days
Local Day:	100 Standard hours
Gravity:	1.96
Diameter:	14,000 km
Satellites:	13 moons

**Cirus** – Cirus is a large gas giant. There are various gases in the atmosphere with hot in temperatures. The core is unknown. The atmosphere is slightly acidic in nature. Cirus has the more moons of all the other planets in the system combined – 36.

Name:	Cirus
Type:	Jovian
Orbital Radius:	4.74 AU
Local Year:	4,193 Standard Days
Local Day:	171 Standard hours
Gravity:	1.33
Diameter:	20,000 km
Satellites:	36 moons

**Pelt** – Pelt is a small, rocky, ice planet with no atmosphere and frozen temperatures. It has one moon – *Kodiak*.

Name:	Pelt
Type:	Airless rock
Orbital Radius:	9.27 AU
Local Year:	8,316 Standard days
Local Day:	333 Standard hours
Gravity:	1.03
Diameter:	2,000 km
Satellites:	1 moon

**Batrachia** – The Batrachia live on Anura (US3) and is a race of 1.5 meter frog like race of beings. They come in: blue, yellow, orange and green. They two arms (with 3 fingers and 1 thumb each) two legs (with 4 webbed toes), normal body and a head with large eyes, with dual lenses, no nose, slits for ears and a large mouth without teeth but, with a prehensile tongue. Their body constantly sweats. They reproduce by spawning in breeding pools.



Batrachia soldier

Their society is that of a clan nature. They had many bloody wars over territory and food. As time went on, they progressed into nations and are now united. They have limited technology but, do posses the ability to produce computers, beam & projectile weapons and chemical spacecraft and space stations. (Same technology as the Frontier races except no: robots, ion or atomic engines and no freeze fields)

They have mining operations on Gobi and research bases on Marsal. They also have a few space stations near the asteroid belt. A Class III station orbits Anura and Gobi. Anura Station can produce 20 hull points at one time. FMC\* Station produces 15 hull points at one time. It is a new station.

(Frox Mining Conglomeration\*)

The Batrachia discovered that they were not alone when they began to expand into space. They started mining operations within the asteroid belt and Ursidans assaulted them. They attempted to mediate a truce to share the asteroid belt but, the Ursidans claim it as theirs.

**Ursidans** – The Ursidans live on Ursid and is a race of 1.5-3 meter tall bear like race of beings. They come in four subspecies:

1. Melan (panda) 1.5 to 2 meters (black and white)
2. Thibe (black) 2 to 2.5 meters (black)
3. Maritim (polar) 2.5 to 3 meters (white)
4. Arctos (grizzly) 3 meters (brown)

They have two arms (with 4 fingers and 1 thumb each) two legs (with 5 toes), normal body and a head with two eyes, a muzzled nose, large ears and a large mouth sharp teeth. They have various colors and height as indicated above.

Their society is that of a clan nature. They have had many wars over territory and food. Most of these did not result in death, just injury or humiliation. As time went on, they progressed into nations and are now a confederation of the six continents:

1. Middendorffi – primarily Arctos
2. Piscator - mixed
3. Luteolus – Thibe
4. Ailura – Melan
5. Northern Reaches – Martim
6. Helar - Thibe



They have limited technology but, do posses the ability to produce computers, projectile weapons and chemical spacecraft. (Same technology as the Frontier races except no: robots, ion or atomic engines, no beam or sonic weapons and no freeze fields)

They have mining operations on in the asteroid belt. A Class III station orbits Ursid. It can only produce 25 hull points at one time.

The Ursidans discovered that they were not alone when Batrachia began to expand into the asteroid belt. They took this as an insult and a challenge, since the asteroid belt is the closest cosmic body to Ursid. Since then, there have been constant skirmishes between them.

Below is a list of Ursidan & Batrachia weapon & defense technology. Batrachia have laser technology. Ursidan's have Medium & Heavy Armor technology. The remaining technology is common to both races.

Weapon	Range	Damage	DTM	MHS	cubic meters	Weapon	Range	Damage	DTM	MHS	cubic meters
<u>Rocketry</u>						<u>Lasers</u>					
Rocket Battery	3	2D10	-10	-	10	Laser Cannon	10	2D10	0	5	40
Launcher	-	-	-	5	40	Laser Battery	9	1D10	0	3	25
Torpedo	4	4D10	-20	-	20	Pod Laser	5	1D10	0	1	20
Launcher	-	-	-	5	75	Pod Laser-LR	9	1D10	0	1	25
Forward Firing Rockets	3	2D10	-10	1	20	Pod Laser Turret	4	1D10	0	1	20
Heavy Bomb	3	3D10	-20	-	10						
Launcher	-	-	-	2	10						
Grapples	-	-	-	5	60						
<u>Defenses</u>											
ICM	-	-	-	-	5	Light Armor	HSx6 = HP				
Launcher	-	-	-	5	10	Medium Armor	HSx7 = HP				
						Heavy Armor	HSx8 = HP				

\*= Marines

Batrachia Fleet Ships - They have ships that are 20% smaller than ships from the Frontier. They also have laser technology and the ability to out produce the Ursidan in spacecraft by 10 hull points. But, they lack in defensive abilities. Their ships cannot take as much damage as the Ursidan vessels. They are currently 50% larger in fleets ships than the Ursidans.

**Type:** Fighter **Size:** 7.5 x 2 m.  
**Hull Size:** 1 **Hull Points:** 5 **Engines:** 1 Chem A  
**ADF:** 1 **MR:** 2 **DCR:** 23  
**Crew:** 1  
**Commo/Detection:** subspace radio  
**Weapons:** PL-LR, FFR x 1  
**Defenses:** None

This is a basic fighter with a pod laser and forward firing rockets. There is no radar included as this is a sight only craft. For long range missions, a Scoutship must be included. The ship appears as a cone with delta wings and dorsal wing.

**Type:** Scoutship **Size:** 38 x 7 m.  
**Hull Size:** 3 **Hull Points:** 18 **Engines:** 2 Chem A  
**ADF:** 1 **MR:** 2 **DCR:** 29  
**Crew:** 9 + 10\*  
**Commo/Detection:** Subspace radio, radar  
**Weapons:** LB, PLT, Heavy Bomb x1  
**Defenses:** Light Armor

The Scoutship performs basic inspections and patrols. They have a marine squad onboard that is the same size as the crew. It has a laser battery for long range and pod laser turret for short range. A heavy bomb & launcher is loaded to give the Scoutship a heavy punch. They also provide escort for mining ships, freighters, scientific vessels and Corvettes. The Scoutship's appearance is that of a tear-drop shape with a rounded nose. The LB is mounted near the nose. Next is the view screen of the bridge. This is triangular but, rounded and bulbous in design. Mounted near the aft is the PLT. The heavy bomb is launched from a protruding tube near the LB. There are several more bulb like protrusions all over the ship. These are for the radar and radio.

**Type:** Corvette **Size:** 57 x 10 m.  
**Hull Size:** 4 **Hull Points:** 24 **Engines:** 1 Chem A  
**ADF:** 1 **MR:** 2 **DCR:** 32  
**Crew:** 25+ 15\*  
**Commo/Detection:** Subspace radio, radar  
**Weapons:** LC, LB  
**Defenses:** Light Armor

The Corvette is the largest ship in the Batrachia Fleet. They provide defense of the mining operations in the asteroid belt and home defense of Anura. They are the most dangerous ships in the system due to the power and ranger they pack with their laser cannons. The ship's appearance is that of a tear-drop shape with a rounded nose. The bridge is disk shaped, rounded and bulbous in design. There are several bulb like protrusions all over the ship. One is for the LC and another for the LB. The remaining bulbs are for the radar, radio, etc.

<b>Type:</b>		Mining Ship	<b>Size:</b>	50 x 8 m.	
<b>Hull Size:</b>	3	<b>Hull Points:</b>	15	<b>Engines:</b>	2 Chem A
<b>ADF:</b>	1	<b>MR:</b>	1	<b>DCR:</b>	29
<b>Crew:</b>	5+4*				
<b>Commo/Detection:</b>					Subspace radio, radar
<b>Weapons/ Defenses:</b>	none				
<b>Miscellaneous:</b>	2 mining rigs (similar to an explorer with a mining drill),				
	2 cargo units				

The Mining Ship is designed to land on a planet, moon or asteroid as crewmen disembark and mine for ore. Once the ship acquires two cargo units worth of ore, they load up their equipment, men and ore and depart to a processing center. If the Mining Ship is to return to continue operations, they can leave the mining rigs in place of one extra cargo unit of ore. The Mining Ship's\*\*\* appearance is that of a tear-drop shape with a rounded nose. The bridge is disked shaped, rounded and bulbous in design. There are several bulb like protrusions all over the ship. These bulbs are for the radar, radio, mining rigs and cargo holds. (\*Miners)

<b>Type:</b>		Freighter	<b>Size:</b>	50 x 8 m.	
<b>Hull Size:</b>	3	<b>Hull Points:</b>	15	<b>Engines:</b>	2 Chem A
<b>ADF:</b>	1	<b>MR:</b>	1	<b>DCR:</b>	29
<b>Crew:</b>	5				
<b>Commo/Detection:</b>					Subspace radio, radar
<b>Weapons/ Defenses:</b>	none				
<b>Miscellaneous:</b>	3 cargo units				

The Freighter is used to transport cargo from planets, moons, space stations and asteroids between each other. The Freighter's appearance\*\*\* is that of a tear-drop shape with a rounded nose. The bridge is rounded and bulbous in design. There is several more bulb-like protrusions all over the ship. These bulbs are for the radar, radio and cargo holds.

<b>Type:</b>		Scientific Vessel	<b>Size:</b>	30 x 5 m.	
<b>Hull Size:</b>	2	<b>Hull Points:</b>	10	<b>Engines:</b>	1 Chem A
<b>ADF:</b>	1	<b>MR:</b>	1	<b>DCR:</b>	26
<b>Crew:</b>	8				
<b>Commo/Detection:</b>					Subspace radio, radar
<b>Weapons/ Defenses:</b>	none				
<b>Miscellaneous:</b>	Partial Laboratory				

The Scientific Vessel is designed for exploration of planets, asteroids and space anomalies. The Scientific Vessel's appearance\*\*\* is that of a tear-drop shape with a rounded nose. The bridge is rounded and bulbous in design. There are several more bulb-like protrusions all over the ship. These bulbs are for the radar, radio and laboratory. The living conditions on these vessels are rather cramped.

[The partial laboratory is half the size of a laboratory from the Frontier. Because of this, an environmentalist will only receive for analysis 45%+1% per skill level. The cost is 75,000 credits. It requires a level 3, 9 function point computer to assist in analysis.]

\*\*\* All civilian ships have a similar appearance to the Corvette but, mount no weapons.

Batrachian Fleets: 13 + 22 // 6 Corvettes, 7 Scoutships, 22 Fighters

Gobi Fleet – 1 Corvette, 1 Scoutships, 4 Fighters

Home Fleet – 2 Corvettes, 2 Scoutships, 4 Fighters

Far Fleet (Asteroid Belt) – 1 Corvettes, 2 Scoutships, 6 Fighters

Strike Force Alpha (Rover Fleet) – 1 Corvettes, 1 Scoutships, 4 Fighters

Academy Fleet – 1 Corvette, 1 Scoutship, 4 Fighters

<The Academy Fleet contains old ships that were retired and used for training instead of being scrapped. Due to their age, they have the following stats: -10 HP (-3 HP for Fighters), - 15 DCR and -1 MR>

Ursidan Fleet Ships – The Ursidan ships lack laser technology but, make up for it with defenses. They are sturdier – built like a brick and look like one too. This is necessary as the Batrachia ships have longer ranged weapons but, once the Ursidan ships close to short range – look out. The Ursidan ships are also roughly 20% larger than Frontier ships but, the Ursidans are 2-3 meters in height.

<b>Type:</b>	Fighter	<b>Size:</b>	12 x 3 m.
<b>Hull Size:</b>	1	<b>Hull Points:</b>	6
<b>Engines:</b>	1 Chem A		
<b>ADF:</b>	1	<b>MR:</b>	2
<b>DCR:</b>	23		
<b>Crew:</b>	1		
<b>Commo/Detection:</b>	Subspace Radio		
<b>Weapons:</b>	FFR x 2		
<b>Defenses:</b>	Light Armor		

A basic fighter armed with 2 sets of forward firing rockets. They appear as small boxes under the fore wings. The fighter appears as a cylinder with 2 sets of short wings. It is a sight only craft. If they are to go on long range missions, they are teamed up with bombers or scoutships. It is not aerodynamic and cannot enter a planet's atmosphere.

<b>Type:</b>	Bomber	<b>Size:</b>	35 x 6 m.
<b>Hull Size:</b>	2	<b>Hull Points:</b>	12
<b>Engines:</b>	1 Chem A		
<b>ADF:</b>	1	<b>MR:</b>	2
<b>DCR:</b>	26		
<b>Crew:</b>	2		
<b>Commo/Detection:</b>	Subspace radio, radar		
<b>Weapons:</b>	FFR x 2, Heavy Bomb x 3		
<b>Defenses:</b>	Light Armor		

The Bomber carries 2 sets of forward firing rockets for defense. It's offensive weapon is the heavy bombs it carries, one under each support brace and one under the mainline. One bomber has the firepower to destroy 2 Batrachia Corvettes. The Bomber appears as a large egg with two long wings. In the middle of each wing is a support brace. They make the Bomber appear as a catamaran.



**Type:** Scoutship **Size:** 60 x 9 m.  
**Hull Size:** 3 **Hull Points:** 18 **Engines:** 2 Chem A  
**ADF:** 1 **MR:** 2 **DCR:** 29  
**Crew:** 8  
**Commo/Detection:** Subspace radio, radar  
**Weapons:** FFR x 4, Heavy Bomb x 1  
**Defenses:** Light Armor

The Scoutship performs reconnaissance and escort missions. It carries rockets and one bomb. Typical tactics is to close to short range, launch the heavy bomb and then retreat to reload. The Scoutship appears as a floating brick in space. The FFR are mounted on the nose of the ship and the bomb is launched from the belly of the craft.

**Type:** Brig **Size:** 85 x 14 m.  
**Hull Size:** 4 **Hull Points:** 28 **Engines:** 1 Chem A  
**ADF:** 1 **MR:** 2 **DCR:** 32  
**Crew:** 20+10\*  
**Commo/Detection:** Subspace radio, radar  
**Weapons:** FFR x 2, Heavy Bomb x 2  
**Defenses:** Medium Armor

The Brig is used for inspections, patrols and escort missions. The marines onboard, typically board craft for inspections or to assault enemy ships that have been disabled. They also conduct patrols into the asteroid belt. Finally, a Brig is always assigned to escort a Frigate. The Brig appears the same as the Scoutship just a little larger.

**Type:** Frigate **Size:** 120 x 18 m.  
**Hull Size:** 5 **Hull Points:** 40 **Engines:** 3 Chem A  
**ADF:** 1 **MR:** 2 **DCR:** 35  
**Crew:** 30+20\*  
**Commo/Detection:** Subspace radio, radar  
**Weapons:** Tx4, RB x 6, Grapples  
**Defenses:** Heavy Armor, ICM x 5

The frigates are the largest ships produced in the system. They are kept near Ursid for home defense. In the event of an incident in the asteroid belt, they will then patrol there for several weeks before returning. They do not have the distance of the Batrachia Corvette but, once in short range, they are able to make short work of any ship. They come equipped with grapples to assault enemy ships and ICMs to defeat enemy rockets and bombs. The grapples are mounted over the port airlock. The ICM launcher is mounted fore of the RB. The Frigate appears as a brick but, it has a turret on top. Behind the turret is a rectangular block which houses the torpedo bay. Next is the conning tower/bridge.

**Type:** Mining Ship **Size:** 60 x 9 m. up to 85 x 14 m.  
**Hull Size:** 3-4 **Hull Points:** 18-24 **Engines:** 1-2 Chem A  
**ADF:** 1 **MR:** 1 **DCR:** 29 - 32  
**Crew:** 5+10-15\*  
**Commo/Detection:** Subspace radio, radar  
**Weapons/ Defenses:** None/light armor  
**Miscellaneous:** 3-4 cargo units

The Mining Ship is designed to land on a planet, moon or asteroid as crewmen disembark and mine for ore. Once the ship acquires three to four cargo units worth of ore, they load up their men and ore and depart to a processing center. The Mining Ship's appearance is that of a "T" shape. The ship has three cargo hold: one in each wing (1 unit each) and the main body (1-2 units). (\*Miners)

<b>Type:</b>	Freighter			<b>Size:</b>	60 x 9 m. up to 85 x 14 m.
<b>Hull Size:</b>	3-4	<b>Hull Points:</b>	18-24	<b>Engines:</b>	1-2 Chem A
<b>ADF:</b>	1	<b>MR:</b>	1	<b>DCR:</b>	29 - 32
<b>Crew:</b>	7				
<b>Commo/Detection:</b>	Subspace radio, radar				
<b>Weapons/ Defenses:</b>	None/light armor				
<b>Miscellaneous:</b>	3-4 cargo units				

The Freighter is used to transport cargo from planets, moons, space stations and asteroids between each other. The Freighter's appearance is that of a rectangular shape.

<b>Type:</b>	Scientific Vessel			<b>Size:</b>	35 x 6 m. up to 60 x 9 m.
<b>Hull Size:</b>	2-3	<b>Hull Points:</b>	12-18	<b>Engines:</b>	1-2 Chem A
<b>ADF:</b>	1	<b>MR:</b>	1	<b>DCR:</b>	26 - 29
<b>Crew:</b>	3-5+2-4**				
<b>Commo/Detection:</b>	Subspace radio, radar				
<b>Weapons/ Defenses:</b>	None/light armor				
<b>Miscellaneous:</b>	Partial Laboratory (HS:2) or Full Laboratory (HS:3)				

The Scientific Vessel is designed for exploration of planets, asteroids and space anomalies. The Scientific Vessel's appearance is that of a cone shape with a box type rear. The box shape contains primarily the laboratory with crew quarters and engineering. The crew quarters are rather cramped. (\*\*Scientists)

<b>Type:</b>	Passenger Liner			<b>Size:</b>	35 x 6 m. up to 85 x 14 m.
<b>Hull Size:</b>	2-4	<b>Hull Points:</b>	12-24	<b>Engines:</b>	1-2 Chem A
<b>ADF:</b>	1	<b>MR:</b>	1	<b>DCR:</b>	26-32
<b>Crew:</b>	2-9+2-30***				
<b>Commo/Detection:</b>	Subspace radio, radar				
<b>Weapons/ Defenses:</b>	None/light armor				
<b>Miscellaneous:</b>	none				

The Passenger Liner is designed for transportation of people to different planets and moons or for a cruise through space. The Passenger Liner's appearance is that of a rectangular shape. (\*\*Passengers)

Ursidan Fleets: 13 + 12 // 3 frigates, 4 Brigs, 6 Scoutships, 4 Bombers, 8 Fighters

Homefleet – 1 Frigate, 1 Brig, 2 Scoutships, 2 Bombers, 4 Fighters

First Fleet (Asteroid Belt) – 1 Frigate, 1 Brig, 1 Scoutship, 2 Bombers, 4 Fighters

Second Fleet (Outer System) – 1 Brig, 2 Scoutships,

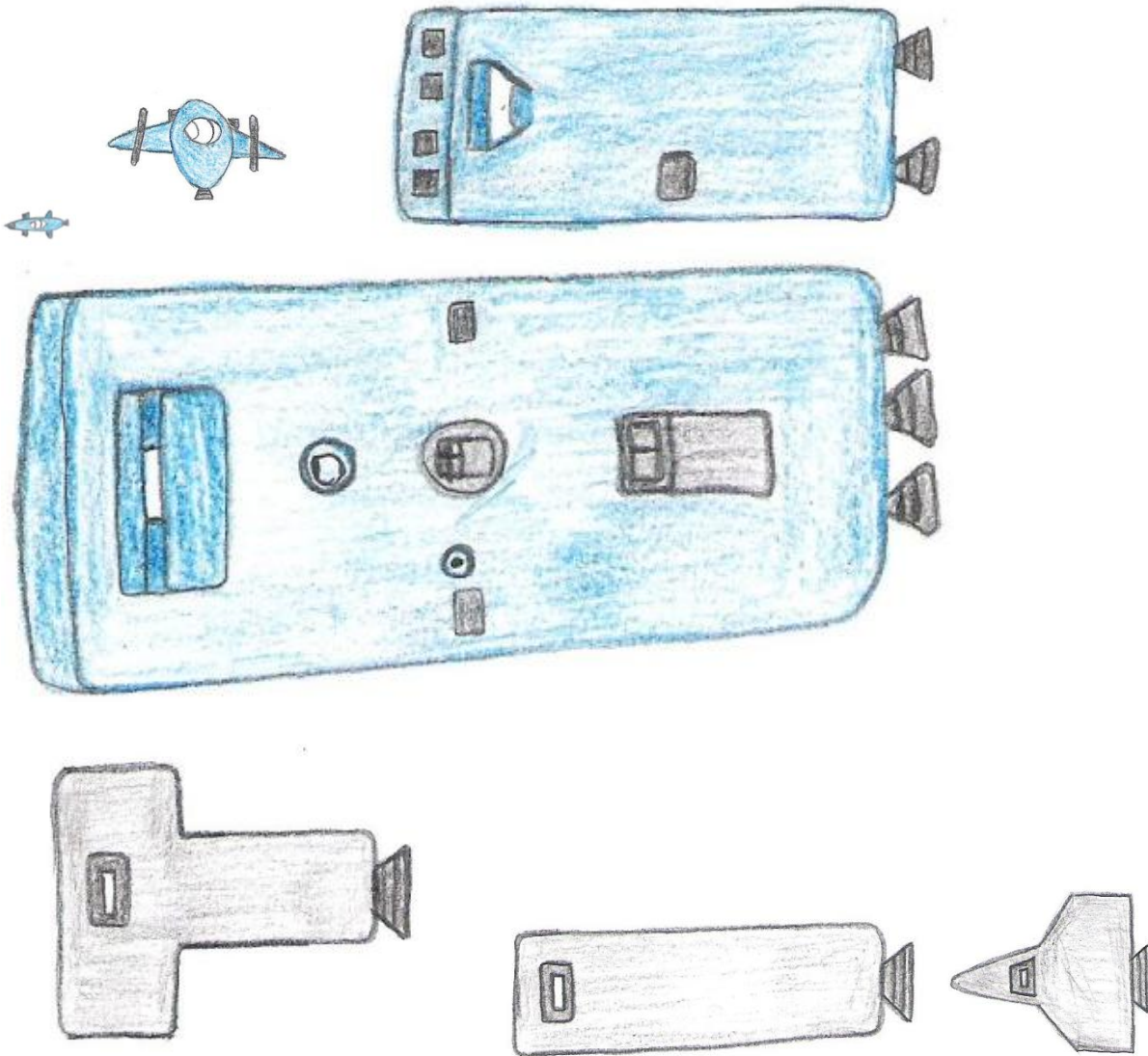
*Training Fleet* – 1 Frigate, 1 Brig, 1 Scoutship

<The Training Fleet contains old ships that were retired and used for training instead of being scrapped. Due to their age, they have the following stats: -5 HP (-3 HP for Fighters), - 10 DCR and -1 MR>

## Ship Scale

-20 meters -I-40 meters -I-60 meters -I-80 meters -I-100 meters -I-120 meters -I-140 meters -I

**Ursidan** (Fighter, Bomber, Scoutship, Frigate, Mining Ship, Freighter and Scientific Vessel)



**Batrachia** (Fighter, Scoutship and Corvette)

