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<http://web.archive.org/web/20011031214214/http://www.geocities.com/Area51/Cavern/1475/sfnetbook.html>

# the hole in the wall: roymeo's star frontiers universe

## **ARAKS**

### **Hentz**

Moons: None

Gravity: 0.7

Day: 25

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Industry

*General Notes:* Hentz is ruled by a religious clan, the Family of One. Everyone who lives on Hentz or works for GOD-Co. wears a uniform denoting their job and social position.

*Terrain/Climate:*

*Life:* No life originated on Hentz. During the time of the Yazirian Relocation, the planet was terraformed using the flora, fauna, and environments from Waloo(Pavor).

*Native Species:* None. Home of native species from Waloo(Pavor).

*History:* Discovered in 341 pf, Hentz was the first colony world established by the Yazirians. It was merely a mining colony for 50 years. After the discovery of the weakening orbit of Levo, the planet became the first terraformed world during the Yazirian Relocation. This lasted, in full force, for 30 years, the first 23 during which Waloo was still intact, and the latter during which environments were still being reconstructed and synthesized on Hentz. There were some changes made due to the new environment and new geography of Hentz, as well as several environmental rejections, but aside from the change the size and color of the sun and the absence of the moon, the planet is much like the original. This is a time of great social cohesion for the Yazirians as well as a time of great scientific learning about both systems, the life on the planet(s), terraforming, and transportation. The government of Waloo was similarly transported in whole to Hentz. At the end of the 30 years, the governments returned to their pre-disaster states.

*Government:* Theocracy. Hentz is ruled by a religious clan, the Family of One. This

government evolved from that of the transplanted government from Waloo(Pavor). The head of the government is a high priest.

*Law:* (CR 5) Hand weapons allowed. Death due to honorable dueling is not uncommon and generally accepted with no retribution, though rivalries between various clans are entrenched.

*Population:* Yazirian Heavy. Surrogate Homeworld. Less than 5% non-Yazirians.

*Society/Culture:* Argonian is the language of The People. It was believed that this language was given to all of god's chosen. When the Yazirians finally met non-Yazirians the realization that all sentient creatures did not speak the same tongue led to a dissident group forming. This group adopted a reconstructed ancient sub-language and eventually emigrated to Yast(Athor).

As a result of the uniforms, worn by everyone who lives or works on Hentz or works for GODCo. which displays their job and social position, the inhabitants of Hentz are generally very private with all other personal information. This leads to a view of them being secretive to outsiders. Generally they will be much more open with any beings who are of the same divisions.

The Yazirians of Hentz often duel using the Zamira. They hold the Zamira and (dueling in general) as a sacred institution, only to be used among Yazirians.

¥ Onehome: Headquarters of GODCo.

<sup>a</sup>§ **Artificial Satellites:** FSS, DS II, TS

## **ATHOR**

### **Yast**

Moons: (2) Ime, Exib

Gravity: 1

Day: 15 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Agriculture

*General Notes:* Yazirians from Yast favor capes.

*Terrain/Climate:* Some desert. Harsh environment. Most ag on Exib, but 'new' plant in 'near desert' environs.

*Life:*

*Native Species:* Sailsnail, Fire Dragons?

*History:* Discovered by Yazirians in 250 pf.

*Government:* Athenian Democracy. All permanent residents of Yast vote in semi-annual elections. There are no 'politicians', instead every citizen serves a 2 year term depending upon need of their skills, volunteering when convenient, and random selection. Those who do well are paid well for their work. Corruption in this system is balanced, as everyone plays a part in the government eventually. Felons are of course removed from

rotation (or occasionally put where their skills are needed but they can do little damage) and also pay a higher tax rate later.

*Law:* (CR 1-2) Most weapons are allowed because of the harsh environment. Zamira dueling deaths and related injuries are not uncommon, these honorable deaths are not pursued by the law as long as they are registered properly. Weapons of mass destruction are likely to cause attention of a somewhat autonomous and not always trustworthy police force. Use of such in public places is likely to be met with 'questions later'.

*Population:* Yazirian Moderate. Approximately 10% non-Yazirian.

*Society/Culture:* The culture of Yast has been shaped primarily by two things: the original break from the theocratic government of Hentz and the harsh environment of Yast. Much of the culture was constructed from 'heretical' beliefs from the past of Hentz (and Waloo) and continues to react against Hentz. The official language of the planet is Gnarsh. The enforced expression of job and social rank on Hentz became a private matter on Yast. A person's profession is intimate information, though not a matter of shame. This has somewhat led to a double-life for those who work in service and public relations industries and has led to a reliance on robots or foreigners for many of these positions. The system of government also serves to equalize the status of all individuals, as opposed to an elitist hierarchy. This common ground is often the topic of casual conversation. Despite these differences with the society of Hentz, the Zamira and life-enemy are both held in high regard.

The environment has also played a key role in the shaping of the culture here. The harsh desert and little food led to Exib, and now crop in near desert areas. refugees had a hard tough life dour and grim folk even for Yaz "Dragon Hunting"

Eventually a Yazirian from Yast is going to push a high-priest type from Hentz into a pool and cause a big stir.

§ **Ime:**

§ **Exib:** Agriculture

## **BELNAFAER**

### **Venturi**

Venturi is a gas giant in this uninhabited system. It is one of the major sources of very complex, unstable biochemicals that are highly valued as catalysts for industrial processes.

§ **Snobol:** One of Venturi's many moons, it is a large, lumpy block of water ice and carbon dioxide ice to which is tethered the starship Moneyspider. The tether is a microdistillation column that helps to collect the valuable biochemicals. The system is being developed by ByChem, a subsidiary of AIPS.

## **BOWMAN**

*System History:*

Trade: Mine

*General Notes:* The Bowman system has been described as "an interstellar junk heap", and merits the appellation. Only one planet, a gas giant (Bowman Prime), orbits Bowman, along with its own miniature planetary system of satellites. The system's primary interest comes from its far-flung asteroid belt, the most extensive found yet in the Frontier. No habitable bodies are present in the system, and none of the gas giant

satellites offers sufficient inducement to attract settlement. Hence the belt and other planetoid groupings in the system are the focus of primary interest.

*Terrain/Climate:* space

*Life:* none

*Native Species:* none

*History:*

*Government:* Anarchy, mostly. Some UPF and Corp localities. There is no system-wide government in the Bowman system. The only law is that of a locality, whether that be anarchy, under UPF jurisdiction, or megacorp control.

*Law:* (CR 0) Unless entering an area controlled by the UPF or a megacorp, there is no legal system in the Bowman System.

*Population:* Multi Outpost

*Society/Culture:*

**Bowman Belt**

**§ Koenig's Rock:**

**Bowman Prime**

**§ Bifrost:**

**§ Alpha:**

**<sup>a</sup>§ Epimetheus:** station

**<sup>a</sup>§ Prometheus:** station

**§ Beta:**

**§ Gamma:**

**§ Delta:**

**§ Epsilon:** Archaeology

**§ Zeta:**

**Leading Trojans**

**Trailing Trojans**

## **CASSIDINE**

*System History:* First discovered in 370 pf. The Cassidine system was the second system to be attacked by Hatzck Naar's pirate fleet. The First Common Muster first attacked the pirate fleet after hiding in the asteroids here.

The Second Common Muster was moved to Cassidine and performed a surprise attack upon the Sathar during the Battle of Triad, in 4 pf.

### **Asteroid Belt**

This dense belt was used as hiding by the First Common Muster in 79pf, to sneak attack Hatzck Naar's pirate fleet.

### **Rupert's Hole**

Moons: None

Gravity: 0.9

Day: 20 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Industry, Agriculture

*General Notes:*

*Terrain/Climate:*

*Life:*

*Native Species:* Relp,

*History:* Rupert's Hole and Triad were discovered in 370 pf.

*Government:* CyberDemocracy. Every six months the entire population of Rupert's Hole votes on any new legislation. Because of this majority rule, the general population is content to have no privacy for the protection it provides.

*Law:* (CR 2/6) Any weapon may be carried. Public policy is enforced mainly by constant computer surveillance. Cameras and satellites watch nearly every bit of the planet. Police forces may be slow to respond as they are generally alerted to trouble by the sophisticated automated surveillance network, but with nearly all actions recorded, there is generally little doubt as to who is responsible for wrong-doing. Murder, theft, etc. are all of course illegal, despite free weapon policies. Appeals are possible, but if an appeal is lost the punishment is doubled.

*Population:* Human Moderate.

*Society/Culture:*

¥ Lake Geneva: Headquarters of Oni-Senada.

¥ Pompeii: Headquarters of Trojan Enterprises.

<sup>a</sup>§ **Artificial Satellites:** ASS, DS III, TS

### **Triad**

Moons: (1) Evergleem

Gravity: 1.1

Day: 30

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Industry, High Technology Industry

*General Notes:* Triad is a major industrial planet where high-technology items are manufactured and sold.

*Terrain/Climate:* Because of the influence governmentally and economically to Triad, industry has pushed much of the planet beyond the control of the terraforming devices which have held much potential discomfort at bay. Going outside for recreation is only considered in one of the few less tainted or terraformer protected areas.

*Life:*

*Native Species:*

*History:* Triad and Rupert's Hole were discovered in 370 pf. The Battle of Triad in 4 pf

during the First Sathar War occurred here as the Second Common Muster performed a surprise attack upon the Sathar fleet in the first battle with the Sathar. It was here that images of Sathar were first obtained. The Sathar lose a third of their fleet here, and move out of the system to attack Dixon's Star. Admiral Morgaine moves the Muster to Prenglar.

The Cassidine Development Corporation mega-corp was formed at New Hope in FY10.  
*Government:* The government of Triad is a representative democracy, with several tiers of voting. The various corps and megacorps which are integral to the economy of Triad generally have a lot of pull.

*Law:* (CR 5/2) The only weapons allowed are registered and unconcealed projectile or gyrojet weapons. Certain occupational waivers are of course possible.

*Population:* Multi Heavy.

*Society/Culture:*

¥ Finti: Headquarters of Gangreel Industries.

¥ New Hope: Planetary Capital. Headquarters of the Cassidine Development Corporation and Ableman Properties.

¥ Lake Vast: Major starport. Fortress-like headquarters of Interplanetary Industries (I.I.), Omega Holdings, and Rajnot Finance Inc.

¥ Malicon Valley: Nesmith Enterprises of Triad occupies most of the Malicon Valley's developmental sites as its headquarters.

§ **Evergleem:**

<sup>a</sup>§ **Artificial Satellites:** SF, DS I, TS

<sup>a</sup>§ **UPF Space Station Pinnacle:** This is the largest of Triad's space stations(???), it is heavily armed and represents a major breastwork in the UPF plan for Frontier defense.

<sup>a</sup>§ **Brazil:** TS&RRS(6x7&6) The largest station in existence, this station is known by name around the Frontier. The latest edition of a rest and relaxation station has made Brazil an even more popular tourist attraction. The Hubstar Saloon is the oldest bar located on the original station module and holds the record for the longest business record in space.

## **CAPELLA (RIM)**

**Faire**

¥ Minzji: Largest city. Located on Bizarre, the second largest continent.

¥ Red Island: Headquarters of the Capellan Free Merchants.

<sup>a</sup>§ **Artificial Satellites:** DS II

**Homeworld**

<sup>a</sup>§ **Artificial Satellites:** TS(6x3)

**Ifshna**

<sup>a</sup>§ **Artificial Satellites:** RRS

## **CRYXIA (RIM)**

**Pi'Ka'Nair**

**T'zaan**

## **DEBARAN**

**Arsolus**

Moons: (2) Olen, Urel

Gravity: 1.0013

Day: 24 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: Protected

*General Notes:* Homeworld of the Eorna race.

*Terrain/Climate:*

*Life:*

*Native Species:* Edesteki, Eorna, Kurrabanda, Ul-Mor

*History:* When the fate of the Eorna race was questionable due to the Sathar invasion (600-585 pf) the Eorna constructed a variety of escape ships in the hopes of these spawning colonies which would keep the race alive. These ships were launched in 599 pf. One of these made it to Volturnus(Zebulon) in 593 pf. The Sathar didn't completely wipe out the Eorna, but rather knocked out most of its technological achievement. They left an automated station to watch over the planet in their absence in 585 pf. The Eorna regrouped and, realizing that there was no longer a viable gene-pool, stored most members cryogenically. The unfrozen Eorna began work in 575 pf to evolve other races on the planet to sentience.

The planet was eventually discovered by a Human merchant in FY124. He used the planet as a base from which to run a pirate organization as the Star Devil. These pirates began mining operations on the planet and enslaved one of the Eornan uplifted races via radio communicators surgically implanted into their heads. They captured most of the original exploratory team sent in FY127.8. These pirates are also responsible for the hijacking of a starliner from Ken'zah-Kit(K'aken-Kar) to Arsolus in FY128.2. Unfortunately for them, the ship was carrying a troop of Star Law cadets and their overseer. Some of these were able to escape the ship to the planet's surface. They eventually became responsible for the defeat of the pirates. They were also responsible for summoning help from the UPF to help ward off an immanent Sathar attack, bent upon destroying the Eorna culture completely.

*Government:* Protectorate of the UPF.

*Law:*

*Population:* Special Light.

*Society/Culture:*

## **DEVCO**

**Cass**

Moons: None

Gravity: 1.6

Day: 12 hours

Year:  
Diameter:  
Inclination: °  
Orbit:  
Atmosphere:  
Climate Range:  
Average Surface Temperature: °C  
% Water:  
Trade: Mining

*General Notes:* Cass is a mega-corp planet founded by the Cassidine Development Corporation as a refuge for the multitudes that were left homeless by the Blue Plague?

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Discovered by the Cassidine Development Corporation in FY70.

*Government:* The government of Cass is a confederation. Half of this confederation consists of the CDC corp. The other half consists of a representative democracy of the inhabitants of the planet. The CDC is seen with good feelings by the majority of the populace.

*Law:* (CR 3)

*Population:* Corp Light.

*Society/Culture:*

¥ City:

## **DIXON'S STAR**

### **Laco**

Moons: (1) Saucer

Gravity: 1.4

Day: 60 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range: Hot day and freezing night.

Average Surface Temperature: 22°C (45° at day, -1° at night)

% Water: 8%?

Trade: Industry, Mining

*General Notes:* Laco is famous for its copper and diamond mines. There are a great many far flung mining outposts located about the planet.

Laco is also headquarters of the Alliance for the Rights of the People cult.

*Terrain/Climate:* Most of Laco is dominated by desert climate and the Great Laconian Desert while not extremely hot is very rough and rugged terrain. Even the plains (known as boulder fields) have thousands of boulders scattered among them, from meters to hundred of meters in size. The 30 hour day is hot staying 45°C for most of it, and the night temperatures are generally just below freezing, causing the tiny bit of atmospheric



water to condense on the ground which quickly evaporates in the morning. The majority of civilization is focused in urban areas, where protection from the environment is available. This means that most of the outlying country is still very much wilderness. Many roads are nothing more than crushed rock obtained cheaply from mining enterprises.

*Life:* Plant life in rolling hills is generally scrub brush.

*Native Species:*

*History:* Laco was originally founded by Humans in 322 pf.

After the fall of the Pales(Truane's Star) during the First Sathar War (5 pf), tens of thousands fled to Laco from Pale and New Pale after Sathar attacks. As Laco was a prime industrial planet with no agricultural production, the survivors quickly strained the system and began to starve to death. This was made an even more difficult situation when the Sathar ravaged the planet in 4 pf after the Battle of Triad, cutting off imported foodstuffs. If not for the intervention of the Capellan Free Merchants in FY2, the entire population might have been totally eliminated. Without any effective government and with a reduced population, Laco looked to the mega-corps for assistance. Conflicting interests soon arose and led to Laco's War between PGC and the Strel Corp (FY40 - 50). Today Laco's primary industries are owned by PGC.

*Government:* The government of Laco is a libertarian democracy. Due to the tremendous influence of the Alliance for the Rights of the People (ARP) cult this government has become increasingly downsized and streamlined. This has caused no major changes in the way it is run as of yet.

*Law:* (CR 3) Weapons which are used in just one hand are all currently legal in settlements on Laco, though the only grenades allowed are ones which do not cause pain. Others are legal in the wilderness areas. This is likely to become more lenient under the influence of ARP, though the grenade law is to protect innocents.

*Population:* Human Moderate.

*Society/Culture:* Many of the inhabitants of Laco are sympathetic to the libertarian ideals of ARP.

¥ Northslope: Headquarters of LRM Enterprises, the largest mining interest on the planet.

¥ Verbati: Headquarters of ARP (Alliance for the Rights of the People)

§ **Saucer**:

<sup>a</sup>§ **Diamond Station**: FSS, TS

## **DRAMUNE**

*System History:* The Dramune System was first colonized in 359 pf by Dralasilites from Lomigleeb(Wotogon) who immediately started settlements on Inner Reach. It wasn't until 333 pf that mining operations started on Outer Reach. Within several decades of the founding of the first settlement, members of all four races were living on both Inner and Outer Reaches. At first, the two planets developed in peaceful harmony. Trade flourished between them, as this is one of the few systems having more than one habitable planet, and cheap system ships could be used for commerce. After several centuries, however, philosophical differences began to separate the two societies. The dramatically different living conditions of the two planets caused them to develop along dissimilar paths, creating one of the most bitter and long-standing conflicts in the Frontier.

**Close Reach**

Close Reach is 90 million km from Dramune.

### **Inner Reach**

Moons: (1) Dayhigh

Gravity: .8101

Day: 20 hours

Year:

Diameter: 8,892 km

Inclination: 9°

Orbit: 140 million km

Atmosphere: 70% nitrogen, 21% oxygen, 9% inert gases

Climate Range: warm to hot, mostly humid

Average Surface Temperature: 29°C

% Water:

Trade: Agriculture, Industry

*General Notes:* Inner Reach is perhaps the most successful example of the ancient ideal of an enlightened society. Poverty and disease are almost nonexistent. A robust economy produces fruits, vegetables, and a wide variety of unique spices. The planet is famed for its many fine food products, some of which are so valued that they are shipped to all parts of the Frontier. A small industrial segment of the economy processes these foods and produces the machinery needed for farming Inner Reaches lands.

*Terrain/Climate:* Inner Reach is a world that most creatures would describe as "pleasant." Temperatures are warm, and a stable orbit creates little climate change from season to season. Large lakes and seas break up the land masses with an ever-flowing pattern of water. Rain usually falls at night, leaving days that are sunny and hot. The land masses of Inner Reach vary from rugged, snow-capped mountains to lush, flat grasslands and towering forests. Flowers, in thousands of brilliant varieties, bloom year-round on every terrain.

*Life:* Inner Reach has very rich, lush vegetation of which most species continue to grow all year. A rich and varied animal life has evolved in this prime habitat, including insects, reptiles, mammals, and fish. The most intelligent animal is the chukkah, a mammal 1.5 meters from its nose to the tip of its tail. The chukkah does not have a high reasoning capacity, but it is far more intelligent than most animals.

*Native Species:* Chukkah.

*History:* Inner Reach was originally settled by Dralasilites from Lomigleeb(Wotogon) in 359 pf. The original Dralasilite settlers have long been obscured by the many immigrants who continue to arrive, though Dralasilites are still the major race. Despite the planet's population, there are still vast expanses of unsettled land. The chukkah became the planetary symbol several decades ago\*\*\*.

First Dramune War FY35, Second Dramune War FY81, Third Dramune War FY131.

*Government:* A republican democracy forms the planetary government, which takes a remarkably casual approach to rule.

*Law:* (CR 2) No multi-target damaging weapons as innocents may be caught by these accidentally. Laws stress individual rights above all else. The system works because the population, by and large, is very responsible. Crimes are rare on Inner Reach and punishments generally involve reeducating the offenders. Surgical rehabilitation is used only in the most extreme cases. Strict laws exist to protect the environment and land has

been set aside in the form of several small continents which serve as planetary parks and preserves. The chukkah, which is the planetary symbol, is also protected by stiff laws to deter any who would molest or harm the creature.

*Population:* Dralosite Moderate. .5 billion

*Society/Culture:* The inhabitants of Inner Reach harbor a burning hatred for their neighbors on Outer Reach, regarding them as a crude collection of lawless hoodlums and thugs. Friction is high between the governments of the two planets; every 50 or so years, the tension erupts into a shooting war. Outer reach can muster a large force of warships, and only the intervention of the UPF Spacefleet has saved Inner Reach from conquest by its militant neighbor.

Because of its lively economy, Inner Reach is well-represented in the Council of the United Planetary Federation. It is this influence that has allowed the planet to acquire the Spacefleet's aid; the fleet normally does not participate in interplanetary conflicts.

Aside from the rather infrequent shooting wars, the pleasant environment and great personal freedom combine to make Inner Reach one of the most desirable of the Frontier worlds for living, working, or playing.

The Dralasites who live on Inner Reach have an unusual planetary custom. They dye their skin various colors to show their mood for the day. The dyes wash off easily.

¥ Synthtown: Built by SynthCorp to become it's base of operations.

§ **Dayhigh**: Dayhigh is a blue moon which completes its orbit every 20 days.

<sup>a</sup>§ **Artificial Satellites**: FSS, TS Several commerce stations orbit Inner Reach, providing a base for the planet's militia and the trading vessels that cross the system dozens of times each day.

<sup>a</sup>§ **Majora Station**: TS&FSS&TS (3&3&3) The largest commerce station in orbit around Inner Reach. This base also serves as a base for Spacefleet vessels in the system.

### **Outer Reach**

Moons: (5) Three Sisters, Diamond, Shadow

Gravity: 1.0

Day: 35 hours

Year:

Diameter: 13,045km

Inclination:

Orbit: 170 million km

Atmosphere: 77% nitrogen, 15% oxygen, 8% inert gases

Climate Range: cold to frigid, very dry

Average Surface Temperature: -4°C

% Water: very little

Trade: Ind, Mine

*General Notes:* Outer Reach is known throughout the Frontier as home for gangsters, pirates, cheap thugs, and other interstellar scum. This reputation is richly deserved.

*Terrain/Climate:* Outer Reach is cold and inhospitable. The planet's original settlers were drawn by the lure of mineral wealth locked within the planet's rocky shell. Uranium, gold, and aluminum are just a few of the elements that have been extracted from Outer Reach by the millions of tons since they were first discovered.

Barren rock fields and harsh, craggy mountains cover much of the planet's surface.

Chains of volcanos lace the lands, many of them constantly spouting masses of smoke

and lava. The planet presents a bizarre picture from space: mile-wide streams of molten rock trace fiery paths through the landscape, crimson rivers of fire trickle like veins across her black surface, and huge lakes of lava scar her crust like open, bleeding sores.

*Life:* The severe environment on Outer Reach has prevented the development of any native life forms--plant or animal. Although the atmosphere contains breathable amounts of oxygen, the scarcity of water undoubtedly precluded any natural evolution.

*History:* Outer Reach was originally settled in 333 pf by freethinking individualists drawn by the planet's mineral resources. As these resources begun to diminish, competition for unclaimed territories became intense, and a "might makes right" philosophy evolved. A number of small kingdoms and dictatorships battled each other for decades, until finally the Styrigian nation emerged as the supreme power. After the warring ended, a fierce rivalry continued between the Styrigians and their closest contender for power: the Maltharian Confederation. Finally, the two forces worked out a unique compromise. The Styrigians gained control of the planet's surface, and the Maltharians took control of the space stations orbiting Outer Reach. The two governments have cooperated peacefully. Both the planetary and extra-planetary governments are dictatorships. The Maltharians are ruled by the Dralosite Malthar. The mines are playing out, so now the planet's main source of income is the production and smuggling of illegal commodities. Although not famed for quality, the products of Outer Reach can be purchased almost anywhere in the Frontier--if you have the right connections. According to some estimates, fully 50% of the planet's income is made in this way.

First Dramune War FY35, Second Dramune War FY81, Third Dramune War FY131.

*Government:* Outer Reach has two governments, both of which are dictatorships, the planetary government, the Styrigian nation, and the extra-planetary government, which controls the space stations, the Maltharian Confederation.

The Maltharian Confederation is ruled by Malthar a Dralosite. Darkworld Station is his headquarters and is rumored to shelter the "home offices" of his massive crime syndicate, which has tentacles reaching to the farthest corners of the Frontier.

In recent years, the discovery of Ixiol has greatly increased the Malthar's profit margins. This drug is readily available on Outer Reach, selling at a street price of 100 credits per pill. The drug produces a long-lasting euphoria, but it is highly addictive; an Ixiol habit debilitates and eventually kills its victim. The production of Ixiol is a closely guarded secret.

Outer Reach has a small, highly trained fleet of militia ships, and the Malthar can easily muster a good number of pirate vessels as allies. Because of this combination, the planet possesses the deadliest starship attack force of any single planet in the Frontier.

Fortunately for peace-loving peoples, the criminal world has not been able to prevent the UPF Spacefleet from coming to the aid of some of the criminals' potential victims.

*Law:* (CR 6) Weapons are not allowed by inhabitants though police may look the other way when there is no threat to the safety of the state. Active secret police forces both in space and on the planet's surface quickly stomp out any dissident behavior. Generous bribes must be offered at every level of the bureaucracy before any kind of action is possible.

Outer Reach has the largest fees in the Frontier for docking, averaging 250 Cr per 10 hours.

*Population:* Multi Moderate. The population of Outer Reach numbers only 20 million. Most of these individuals, immigrants and their descendents, live in large, climate-controlled cities that draw energy from geothermal sources. In fact, the chief advantage of manufacturing on Outer Reach is the almost free energy that can be obtained from these underground sources.

*Society/Culture:* Outer Reach is known throughout the Frontier as home for gangsters, pirates, cheap thugs, and other interstellar scum. This reputation is richly deserved. It is a gathering place for criminals and outlaws of all types. People there do not ask strangers how they make their living.

¥ City:

§ **Three Sisters:** These three red moons share intertwining orbits which are completed every 18 days.

§ **Diamond:** Mining. This silver moon completes an orbit every 33 days and holds several colonies and research stations, as well as mining operations.

§ **Shadow:** Mining. Shadow is a brown moon which completes an orbit every 60 days.

<sup>a</sup>§ **Artificial Satellites:** ASS, RRS, DS III Several space stations orbit Outer Reach, holding a prime position on Frontier trade routes.

<sup>a</sup>§ **Darkworld Station:** ASS The headquarters of the Malthar; it is rumored to shelter the "home offices" of his massive crime syndicate. Darkworld Station has an unusual construction, a massive silver cylinder extends below the station's hub.

### **Lost Reach**

Lost Reach orbits at 330 million km from Dramune. Tendrils of the Xagy Dust Clouds extend into the system into the orbit of Lost Reach which becomes 'lost' for a fourth of its orbital period within.

## **FOCHRIK(RIM)**

**Forge**

**Hum**

**Larg**

## **FROMELTAR**

**Groth**

Moons: None

Gravity: 1.2

Day: 45

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Agriculture

*General Notes:* Peaceful benevolent socialist agrarian society.

*Terrain/Climate:*

*Life:*

*Native Species:* Grapal vines

*History:* Dralasitas discovered the Fromeltar system in 320 pf.

*Government:* Socialist. Everyone gets a base salary and supplies. This can be increased based upon job importance (telephone sanitizers vs. counsellors), skill, hazards, hours, etc. Patriotism has lessened the impact of laziness upon the system. People 'work' all the time in some way to improve the world for everyone. Visitors must pay for the services/products they use, or join the system with a work committment.

*Law:* (CR 5-6) Few weapons are available, and few are needed. Absolute weapons CR is 4. The police force (generally deals with emergencies, not criminals) is armed and attacks primarily with knockout and deterrent weapons first. There is a dramatic import tax on any items being brought to the planet by non-government routes.

*Population:* Dralosite Light.

*Society/Culture:*

¥ City:

<sup>a</sup>§ **Artificial Satellites:** ASS

**Terledrom**

Moons: (3) Wikk, Leen, Masg

Gravity: 1

Day: 60

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Industry (Little import, small export)

*General Notes:* Trans-Travel is a planetary corporation and the chief employer of Terledrom. Little is imported, small amounts of goods are exported.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Dralasitas discovered the Fromeltar system in 320 pf.

Sathar Fleet #1 moved into this system after being driven from Kdikit(Madderly's Star) during the Second Sathar War in FY96.

*Government:* Terledrom is ruled by a council of Vrusk companies (the Pak) and elected Dralasitas (Draog Council). The Pak primarily oversees business concerns and the Draog Council oversees social concerns.

*Law:* (CR 3\*) Pistols and rifles are allowed, no melee or grenades. Most businesses restrict bringing weapons into the premisses so there are a wide variety of storage bins available for rent.

*Population:* Dralosite/Vrusk Heavy

*Society/Culture:* Generally self-sufficient.

¥ Sengsen: Major city. Headquarters of Trans-Travel.

§ **Wikk:** Colony  
§ **Leen:** Industry  
§ **Masg:**  
<sup>a</sup>§ **Artificial Satellites:** ASS, DS II

## **GRUNA GARU**

### **Hargut**

Moons: (1) Trefrom

Gravity: 1.1

Day: 20 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Business, Mining

*General Notes:*

*Terrain/Climate:*

*Life:*

*Native Species:* Weeping Wallow

*History:* Discovered by Yazirians in 248 pf. Hargut suffered massive population losses due to the Blue Plague, and the planet was quarantined from FY62 to FY67.

*Government:* Confederation of clan-countries some of which are theocratic and answer to Hentz(Araks).

*Law:* (CR 2-3) Zebulon controls.

*Population:* Yazirian Heavy. 25% non-Yazirian.

*Society/Culture:* This planet is a combination of cultures from Hentz(Araks) and Yast(Athor). Argonian and Gnarsh are spoken equally here, and all but the most separatist citizens know both languages. Because of the high gravity zamira duels must take place on Trefrom. Because of this, only the most grave insults and those who can afford the time and credits to travel to the moon duel with such. This has led to dueling with swords on the planet. This also allows non-Yazirians to engage in duels as well.

¥ **Heston:** Major starport. Business headquarters for WarTech Inc.

¥ **Klaktow:** Largest City. Headquarters of Association of Intergalactic Power Suppliers.

§ **Trefrom:** Colony, Main Starport

<sup>a</sup>§ **Artificial Satellites:** ASS

## **K'AKEN-KAR**

### **Ken'zah-Kit**

Moons: None

Gravity: 0.9

Day: 25 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Agriculture, Business

*General Notes:* Though the government of Ken'zah-Kit may parallel certain socialist societies, it's appearance is very much as a corporation controlled society.

*Terrain/Climate:*

*Life:*

*Native Species:* Tick-tock Trees

*History:* Discovered by Vrusk in 280 pf. Task Force Prenglar regrouped in this system in FY97 during SWII. Sent an exploratory team to the Debaran system in FY127.8. A starliner was hijacked from this system and taken to Arsolus(Debaran) by pirates in FY128.2.

*Government:* Ken'zah-Kit is a company owned planet. The government itself is Ken'zah Inc. Since nearly every native inhabitant works for the company, the government boasts the highest active participation by ruled members on the Frontier. Ken'zah Inc. is the company which was originally formed to facilitate the Flight of the Vrusk (see Kit-Kit(Kar)). Ken'zah Inc.'s sole purpose as a corporation is to look after the well being of the inhabitants of the planet. It is thus a non-expansionistic corporation, and profits are generally used to better the environment of the planet and well-being of its workforce/populace. All of the business done by Ken'zah Inc.'s ultimate goal is to better the planet. Smaller businesses which aren't associated with KI are allowed to exist so as to provide competition for capitalistic impetus. These businesses pay taxes as if located in any other capitalistic government structure and are able to survive quite well if they are able to produce better goods. These businesses also help to keep 'rebels' of society satiated. KI is responsible for the education of the children of the planet, and ultimately ends up employing the vast majority of them. Thus the company controls the lives of its citizens, but has quite a broad education system, as opposed to creating mindless robots tailored for certain positions. Those who do not wish to work for KI are not penalized, though occasionally pitied.

*Law:* (CR 3) Weapons 6. No weapons are allowed to be carried by the general populace. Laws on other issues are generally far less controlling. If it's bad for business, it's bad for the planet.

*Population:* Vrusk Heavy

*Society/Culture:* The culture of Ken'zah is much like a streamlined version of what once existed on Kit-Kit(Kar). It has become 'streamlined' due to the merger of the society into a single corporation. Those who do not give their all for their job and thus the planet are held in very low regard. Most cases of violence reported on the planet is against those who seem to take more than they produce, slack, etc. This has on occasion led to violence against handicapped individuals, special interest groups, etc. There is also on occasion some hostility towards those beings who after being educated by the KI company leave the fold. Vrusk on Ken'zah-Kit almost never say their company name before their own, as



that is almost a universal (and thus a waste of energy). Vrusk who do not work for the company (and other races) are required to use their company name first.

¥ Kra K'ow City: Starport.

¥ Valentina City: K'onklave Complex located there, as well as a Vrusk Center for Children.

¥ Southern Kalph: University of Southern Kalph: sciences and astrophysics

ª§ **Doliin Bay**: FSS This, the first space station in orbit, was taken by the Sathar at the beginning of the SWII. (where did this come from????\*\*\*) (tom2)

ª§ **Ken'Zah Station**: TS (4)

## **KAR (EPSILON)**

### **Kit-Kit**

Moons: (2) Kar'k-Tik, Zkik-Kzir-Tik

Gravity: 1.105

Day: 30 hours

Year: 300 days, 15 hours

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: 20°C

% Water:

Trade: None

*General Notes:* This is the Vrusk homeworld. It was abandoned and returned somewhat to its pre-civilization state because the Vrusk had depleted it, its proximity to the Ebony Eyes binary black holes, and Vrusk aesthetics.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Kit-Kit became so infected with the Blue Plague virus that it was put under quarantine in FY58. Many inhabitants died before the Plague was eradicated and the ban lifted in FY67.

In FY71 the system was unreachable for an entire month, as a change in the gravitational fields of the Ebony Eyes singularities caused ships to misjump. The black holes had to be re-mapped to set up new astrogation charts. The following year the gravitational fields continued to change, causing many misjumps and required constant study to produce astrogation charts which soon expired. Because of these constant astrogation problems, the far future danger of the black holes upon the planet, observations of the effects of the Blue Plague upon the Human and Dralasite home worlds, and Vrusk aesthetics the Vrusk decide to vacate their home world. They chose to leave their world on their own terms, as opposed to having it take away from them (as well as the loss of profitability of a hard to reach planet). Vrusk corporations began moving headquarters to other locations and the population gradually began to shift to other worlds. In FY76 the Vrusk cease the releasing of astrological information necessary to reach the system. Vrusk ships are kept updated, so they may ferry away people and

cargo, they also charter a great many ships from other organizations. On FY85.1.18, the Vrusk have completely evacuated the planet. Moreover, they have removed all obvious traces possible of their civilization, leaving the planet in it's pre-Vrusk state as much as was possible. The entire system is seeded with robot drones (some of which left over from the Blue Plague quarantine) which detect and warn trespassers as well as having a large arsenal. One moon base on Kar'k-Tik is left in case of emergency situations. It is during this final period of inhabitation that the Vrusk Lottery is conceived of. Sixteen Vrusk are given a chance each year to return to their home world for an entire local month sabbatical. The Lottery occurs annually (Kar time) on the anniversary of the leaving of the system (FY82.1.18) plus one FYday each year to account for local time. No winning Vrusk has ever refused or forfeited their trip. It is believed that no non-Vrusk knows about the Lottery.

*Government:*

*Law:* Trespass is a capital crime.

*Population:* None. 16 at most.

*Society/Culture:*

§ **Kar'k-Tik:** The only structure left over from the Vrusk civilization is a base left here to deal with emergency situations. This is also the rendezvous point for the Vrusk Lottery winners and the debarkation point for their trip to the planet.

§ **Zkik-Kzir-Tik:**

## **KAZAK(RIM)**

### **Stenmar**

<sup>a</sup>§ **Artificial Satellites:** DS II, RRS

## **KIZK'-KAR**

### **Zik-Kit**

Moons: None

Gravity: 1

Day: 65 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Industry, Mining

*General Notes:* Zik-Kit has many rich mineral deposits. The raw ores are exported mainly to Terledrom (Fromeltar) for manufacturing. Home of Zik-kit Ordinance Industries.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:*

*Government:* The government of Zik-Kit is a democratic syndicracy. Each company indigenous to the planet has a number of votes based upon the number of employees that company has employed.

*Law:* (CR 2) Unconcealed weapons are allowed on Zik-Kit. The logic being that everyone (especially law enforcement officers and company guards) knows what they are dealing with this way. This is somewhat strictly enforced as vehicles may have mounted weapons but no concealed weapons, helmet weapons are considered concealed, weapons may be carried in hard to get to places (such as deep in backpacks) but not hidden in a pocket. There are extremely stiff penalties for assaulting company property.

*Population:* Vrusk Heavy.

*Society/Culture:*

**§ Artificial Satellites:** ASS, TS

## **KLAEOK(RIM)**

### **Point**

**§ Artificial Satellites:** DS II, TS

## **K'TSA-KAR**

### **Kawdl-Kit**

Moons: (3) Skakis, Kubichev-Tik, Colos-Tik

Gravity: .7105

Day: 30 hours

Year: 347 days

Diameter: 13,050 km

Inclination: 21°

Orbit:

Atmosphere: 72% nitrogen, 22% oxygen, 6% other

Climate Range: Hot, Humid

Average Surface Temperature: 30°C

% Water: 73%

Trade: Mining, Agriculture, (Education)

*General Notes:* Kawdl-Kit is a lush tropical world supporting a myriad of non-sentient life forms and has been charged by the UPF to scan for Sathar in the direction of the White Light Nebulae. It is rich in minerals and is ideal for agricultural development. It is also a prime candidate for a large tourism industry.

Kawdl-Kit is the object of a political struggle between the on world KUT conglomerate and Streeel Corp. The dispute concerns the rightful claim to the territory, and therefore the right to exploit the planet's resources as well as determining the lifestyle of the people living there. However, a far more pressing problem has occurred recently; the mineral rich planet has been literally shaken by a disaster of global proportions.

*Terrain/Climate:* Kawdl-Kit's upper crust is still highly active, with large occurrences of volcanoes on the continent and several volcanic islands in the ocean ridges. It has small polar ice caps due to the planet's hot and humid climate.

*Disaster:* On FY128.11.18 a stray asteroid travelling at an extraordinary speed passed within 150,000km of the planet's surface. Scientists are still only guessing at the reasons why the asteroid's speed was unusually high, at nearly 3000km/s (.01c). None of the

collected data suggests an artificial cause, but researchers cannot determine why the asteroid was not detected and its course plotted until moments before impact. The asteroid, about 1100m in diameter, collided with the planet's smallest and closest moon Skakis (8000km dia.). Both were destroyed on impact, but several large fragments remained. Nine of these shards, each 500-1000m wide, plunged into the atmosphere and onto the planet's surface.

The unpredicted results of the asteroid/moon collision gave the citizens of Kawdl-Kit virtually no warning of the impending disaster. Three fragments impacted on the continents, while six others plunged into the oceans. The fragments struck the planet with a force equal to a 200-250 Megaton nuclear explosion each. A huge cloud of dust was thrown into the atmosphere, temporarily blocking out much of the planet's light. The fragments that hit the oceans caused massive shock waves in the water which resulted in waves exceeding 40m in height. Finally, one of the fragments struck an unstable fault line on the continent's southern coast, triggering a devastating earthquake felt across the entire continent. Nearly all of the planet's communities were laid waste, and non escaped unscathed. By the time the last large fragment struck the planet, KUT operations around the Frontier were informed of the disaster and rescue preparations were under way. An accurate account of casualties is still unknown, but the death toll is rising. Many experts estimate that about 45% of Kawdl-Kit's inhabitants were killed or critically injured in the disaster (nearly 630,000 beings). KUT has asked for the help of anyone in the area who may be able to help with disaster relief and rescue operations and the UPF has sent its own rescue teams and offered funds for the payment and outfitting of others. The shifted weather patterns have not been helping; rescue attempts will be difficult in the dim sunlight that pierces the dust clouds.

*Life:* Kawdl-Kit is a lush tropical world that supports myriad non-sentient life forms. The land as well as the seas is full of various flora and fauna.

*Native Species:* Cephalopod

*History:* Kawdl-Kit is a contested world between the Vrusk Kttl'UI'Tik conglomerate and Streel Corp. The claims to the planet go back to before either company existed. The corporation which later became the Streel mega-corp sent many unmanned probes to star systems near the expanding homeworlds of the Frontier Races. One such probe traveled to the K'tsa-Kar system during 88 pf and determined the planet inhabitable. Later (25 pf), the GVMPI sent a manned (bugged?) expedition to the system and placed a claim beacon in orbit around the planet. When they returned, colonists were immediately sent to the system, as it was determined to be especially suited to Vrusk. Streel Corp saw to gain Kawdl-Kit when it was buying out GVMPI in FY13, and it very well could have been the first mega-corp system. But, GVMPI sold off all of its holdings on the planet during the final hours of autonomy to spare the inhabitants the heavy hand it was witnessing from Streel. The resulting holdings and other companies on the planet grouped together forming the Vrusk conglomerate KUT to further protect itself from further manipulations via Streel. After acquiring GVMPI, Streel sent a task force to the system to attempt to regain it in the usual Streel fashion. KUT took Streel to the UPF and development was halted until a decision was reached. Six months later, the courts ruled in favor of KUT. Naturally, Streel appealed the decision. Construction continued while the court reviewed the Streel case, again the court ruled in favor of KUT. Streel reluctantly agreed to the terms of the ruling, removed its task force, and tensions between the two corporations

subsided.

Some thirty-five years later(FY125), after Hilo Headow took control at Streel and the rediscovery of logs of the original probe to Kawdl-Kit, Streel is once again focusing upon Kawdl-Kit. Hilo Headow is looking for a focus to strengthen his own power and reunite Streel under his new administration, and Kawdl-Kit is the perfect target.

The devastation on Kawdl-Kit was widespread, and the rescue operation would take a great deal of money, people, and equipment. In a "move of friendship," Streel has sent several rescue teams to the K'tsa-Kar system to help with the rescue effort. Streel may have found the opportunity it was looking for.

*Government:* The current government on Kawdl-Kit is a plutocracy: a government run by those with the most wealth. This is done somewhat 'democratically' with each being allowed a vote for every credit claimed on a yearly revenue report. A vote is allocated for solvent credits as well as property and holdings. Voting takes place approximately a month after the yearly reports are due and the validity of the claims are confirmed.

Because of this system, the populace is usually very willing to make such reports on time and stiff penalties for fraud such as losing all voting rights keep the reports honest. While corporations do not get voting rights, because of the overwhelming employment of the citizens of Kawdl-Kit by the KUT conglomerate, it is generally seen with favor by the government. Due to the voting methods, public attitude is very important on Kawdl-Kit.

*Law:* (CR 2-3) Weapons upto and including rifles are allowed on Kawdl-Kit due to the low population and diverse life forms on the planet. In civilized areas only laser pistols and non-heavy PGS weapons are generally allowed.

*Population:* Vrusk Light. 1,395,900; roughly 1,000,000 Vrusk, 350,000 Humans, and the rest divided amongst Dralasites who find the world too wet and Yazirians who find it too hot and distant from their homeworlds.

*Society/Culture:*

¥ Zerich Atoll: This is the location of a large (100-150 person) sea bed farm home of the Zerich Commune. More than 2,000km from the planet's main continent, the Zerich Farm was built in the tropics. The station was constructed on an atoll: the remains of a volcanically formed island which has been worn down by weather over a long period of time. This forms a large shallow area in the sea around a much smaller island. The Zerich atoll can be considered in the last stages of decay, for only a very small strip of land is present above water, ranging from as little as 8m above water at the island, to as deep as 50m or more at the southern tip. The Zerich farm was built at the center of the atoll to gain as much protection as possible, and keep a central location to monitor the agricultural activities. The central tower was built in a level area that is (or rather was), 35 meters under water. The central tower is 70m in diameter, and 50m in height, 15m of which actually did remain above water. From the tower's base, three tunnels extended 300 meters from the center of the station out to smaller monitoring posts, where the robotic maintenance work was controlled. From these, a web of metal posts for supporting the sea-crop extended out in a radius of 750 meters. The sea-drones would monitor food levels and harvest each crop as it ripened.

After the disaster, though much of this has changed. Both the earthquake and the wave that hit the station have drastically altered the shape of the atoll. the earthquake caused the ground below the station to collapse, lowering the station 4 meters and tearing a gaping hole in the bottom of the structure itself. The quake weakened the station

structurally as well, leaving it in a defenseless position when the wave struck. The station shifted five degrees, and the large communications tower toppled over. About 55% of the station has been flooded, and all survivors are trapped under sea level.

§ **Skakis**: 8000km in diameter, this moon is dust.

§ **Kubichev-Tik**: Second moon.

<sup>a</sup>§ **Kooistra Station**: ASS This satellite is placed in the L5 position of the orbit of Kubichev-Tik.

§ **Colos-Tik**: Third moon.

## **LIBERTY**

### **Snowball**

Snowball is one of the newest inhabited planets. It has a Human-like native race (the Mhemne) that has split into three distinct societies, one of which inhabits its moon and artificial satellites. Snowball has a lot of trouble with Sathar which are believed to be the last surviving remnants of the Sathar Third Fleet that was driven into the Vast Expanse during the SWII. The safe star route to Liberty is unknown except to Star Lawmen.

## **LYNCHPIN**

### **Moonworld**

Moons: (9) Pen, Ringold, Dillon, Hachiman, Ares, Huan-Ti, Huitz, Nuada, Enlil

Gravity: 1.30

Day: 25 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: Military

*General Notes*: Moonworld is a large planet with nine moons orbiting it, all belonging to the UPF. Access to the system is almost impossible due to its military nature.

*Terrain/Climate*:

*Life*:

*Native Species*:

*History*: Discovered in FY15 by Vrusk. The system was turned over to the UPF for development as a military outpost to protect that sector of the Frontier. The system was a military secret until the middle of SWII when the Sathar Fleet #3 attempted to circumnavigate the Greater Morass in FY96.8. This fleet was engaged by long-range fighters from Moonworld. Having no knowledge of the outpost in the system the Sathar attacked, expecting to find a single spaceship. Instead the Battle of Moonworld had begun.

By FY97.1 three-quarters of Fleet #3 is destroyed. The remaining vessels are forced into the Vast Expanse and the Battle of Moonworld ends.

*Government*: The only government in the Lynchpin system is that of the UPF. There is a

small free market providing goods and services for the military officers.

*Law:* (CR 3) Hand weapons are allowed to be carried, but frequent military patrols (often on drill) generally abort trouble before it can begin. Weapon play must be justified to the UPF later.

*Population:* Human Heavy.

*Society/Culture:*

¥ **Stronghold:** Capital city.

§ **Pen:** Colonising

§ **Ringold:** Mining.

§ **Dillon:** Business. Home of the Star Law Ranger Academy.

§ **Hachiman:** Military

§ **Ares:** Military

§ **Huan-Ti:** Military

§ **Huitz:** Military

§ **Nuada:** Military

§ **Enlil:** Military

<sup>a</sup>§ **Artificial Satellites:** SF, DS II

<sup>a</sup>§ **UPF Space Fortress Defiant:**

## **MADDERLY'S STAR**

### **Kdikit**

Moons: (5) Shang-Ti, Tsukiy, Zeus, Jupiter, Odin

Gravity: 1

Day: 30 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Industry, Agriculture

*General Notes:*

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* The Madderly's Star system was discovered by Vrusk and Humans in 310 pf.

Nine years later, the Humans on Kdikit, feeling the Vrusk were dominating the government system, revolt in what is known as the Freeworld Rebellion.

In FY96, Kdikit was attacked by Sathar Fleet #1. The Space Fortress Kdikit resisted the attack and bought the time needed for reinforcements (from Dramune and the UPF militia) to arrive. Eventually the Sathar Fleet #1 was driven from the system and pursued as it moved towards Fromeltar.

*Government:* The chief government of Kdikit is a council of 4 elected officials, one of each race. Each race elects its own races representative. This leads to various racial

tensions as each representative is seen as the embodiment of each races desires and goals.

*Law:* (CR 2) Most weapons are allowed on the planet. Assaults and kills which are reported are generally dealt with in a much less strict manner than unreported ones, depending upon the justification given. A tribunal is held to determine whether or not there was enough justification for the action allowing for the victim or victim's representatives to speak. Killing of humans by non-humans is still generally dealt with more harshly than other races, a throwback to past legal history.

*Population:* Human Moderate.

*Society/Culture:*

¥ Buckerton: Major city. Headquarters of MercCo and Estronsa Finance. A huge MercCo training base is located about five kilometers north of Buckerton.

¥ Stysor City: Location of Stysor Arms manufacturing and laboratories.

<sup>a</sup>§ **Artificial Satellites:** SF, DS II, TS

<sup>a</sup>§ **UPF Space Fortress Kdikit:**

## **MECHAN**

### **Mechano**

Moons: None

Gravity: 2.074

Day: 30 hours

Year: 563 days

Diameter: 18,000 km

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: Industry, Technology

*General Notes:* Mechano is not yet a member of the UPF. It was founded before SWII by Mechanons escaping persecution on Voltornus. Because of the Mechanons' non-organic nature, the UPF is proceeding slowly with the Mechanon request to join the UPF. No known bioform has ever set foot on Mechano and its atmosphere is reported to be deadly to organic life.

*Terrain/Climate:*

*Life:* None

*Native Species:* None

*History:* Discovered in FY91 by the peaceful migrating Mechanons which had left Voltornus(Zebulon) in FY84.

*Government:*

*Law:*

*Population:* Mechanon Heavy.

*Society/Culture:*

## **MIDWAY STATION** <sup>a</sup>§

*General Notes:*

*Terrain/Climate:*



*Life:*  
*Native Species:*  
*History:*  
*Government:*  
*Law:*  
*Population:*  
*Society/Culture:*

## **NEW STREEL**

### **Corpco**

Moons: None

Gravity: 1.

Day: 35 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: Agriculture, Technology

*General Notes:* Corpco is a mega-corp planet, founded by the Strel Corporation in an attempt to enter the agricultural industry.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Discovered by Strel in FY25.

*Government:* Corp.

*Law:* (CR 2) Though Strel controls this planet, it also contracts out lots of land for agricultural use. Because of this, Strel has not limited weapons as much as many other corp controlled worlds.

*Population:* Corp Light.

*Society/Culture:*

## **OSAK(RIM)**

### **Fhold**

### **Osaka**

**<sup>a</sup>§ Artificial Satellites:** FSS, DS II

### **Piscatien**

### **Reanee**

### **Wonma**

**<sup>a</sup>§ Artificial Satellites:** ASS

## **PAN-GAL**

### **Exodus**

Moons: None.

Gravity: 1.30

Day: 20 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: Industry, Technology

*General Notes:* Exodus is a mega-corp planet founded by PGC. It's use is not known to any save PGC.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Discovered by PGC in FY20.

*Government:* Corp

*Law:* (CR 6) This world is restricted by the PGC.

*Population:* Corp Moderate.

*Society/Culture:*

### **Genesis**

Moons: (2) Asperon, Belv

Gravity: 0.80

Day: 25 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: Education

*General Notes:* Genesis is a mega-corp planet founded by PGC for the purpose of establishing a secure base for their research labs.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Discovered by PGC in FY20.

*Government:* Corp

*Law:* (CR 6) Those who are not employed by the PGC and most employees are not allowed to carry weapons of any sort.

*Population:* Corp Outpost.

*Society/Culture:*

§ **Asperon:** Military

§ **Belv:** Education

## **PAVOR (BETA)**

### **Waloo**

This was the homeworld of the Yazirian species. Levo, the planet's only moon, was determined to be spiraling toward the planet in its orbit in the year 291 pf. The entire planet's resources then went to the transportation of as much of the ecosystem as possible to the inhabitable planet Hentz(Araks) upon which life had not yet evolved. Entire tracts of various environments were literally picked up and shipped to Hentz in what became known as the Yazirian Relocation. New discoveries about the life on the planet occurred daily, as areas such as the deep ocean were thoroughly explored for the first time. Many species were transported which have still to be discovered. This process (called the Yazirian Relocation) went for 23 years up until the final minutes of Waloo's existence, the majority of the population relocated within the first 20. Mining on Hentz was fierce in areas in which the Waloo environment would later be introduced to get the most resources from the planet without disturbing the adapting lifeforms from Waloo. The governmental structure of Waloo was also transported and this was the time of the most social cohesion the Yazirians ever experienced.

*Native Species:* Creepspine

## **PRENGLAR**

*System Notes:* The Prenglar system was first discovered by a joint goodwill expedition composed of all four major races in 390 pf. Though Morgaine's World was noted, the only settlement was done on Gran Quivera. Prenglar was the first system to be attacked by the pirate fleet under the command of Hatzck Naar in 79 pf. During SWI, in late 4 pf, Admiral Morgaine moved the Second Common Muster to the Prenglar system to protect Gran Quivera. In early 3 pf, the Sathar moved to the Prenglar system after ravaging Laco(Dixon's Star) and engaged the Second Common Muster in the Battle of Two Fleets. In this battle, the Sathar fleet is finally routed and destroyed. Morgaine's fleet is also depleted and Morgaine dies near the end of the battle. The following year Morgaine's World was named for the fallen Admiral.

During the Second Sathar War, The Sathar Fleet #2 emerged in the Prenglar system in FY96. There, it scattered and defeated the remaining half of Task Force Prenglar. Then, instead of attacking the defenseless planets, the Sathar proceeded recklessly into the Frontier, causing virtually no damage to any planet based structures.

### **Gran Quivera**

Moons: None

Gravity: 1.00

Day: 15

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Business, Industry

*General Notes:* Gran Quivera is known as the Hub of the Frontier.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Gran Quivera was discovered by a joint goodwill expedition composed of all four major races in 390 pf. Pan-Galactic Corp was started in Port Loren in 330 pf.

Underwent attack by Hatzck Naar's pirate fleet in 79 pf. The Second Common Muster came to the Prenglar system in late 4 pf, to protect Gran Quivera from the Sathar fleet which arrived in early 3 pf. Gran Quivera provided supplies and support for the Battle of The Two Fleets. It was this battle which saw the destruction of the Sathar fleet, and also the death of Admiral Morgaine. His tomb lies in Port Loren.

*Government:* Democratic Councils are used as the governing method of the beings of Gran Quivera. Councils are 7 members strong at the city, continent, and planetary levels.

*Law:* (CR 2) Only exception is that laser rifles are also outlawed (in general, a less than 150 maxdam limit). Job related permits (requiring visible identification to be worn) allow denizens to carry larger ammo.

*Population:* Multi Heavy.

*Society/Culture:* Much pride in the Pan Galactic Corporation.

¥ Cortown: Headquarters of Pan Galactic Corporation. Located adjacent to Port Loren, construction on this small city began in FY50 and was completed in FY55. The city itself is self-sufficient, having its own power, waste, transportation, and other municipal elements. They have direct monorail access to the starport and an exchange to the heart of Port Loren. Access to this city is controlled by PGC.

¥ Port Loren: Major city, Major Port. Star Law, Galactic Task Force Inc., and the United Planetary Federation all have headquarters at Port Loren. Pan Galactic's original headquarters were located here. Since FY55, the building has housed a museum dedicated to the history of the mega-corp, and the local computer and robotics training center.

å Morgaine's Tomb: The Tomb of Admiral Morgaine is surrounded by a beautiful park near the spaceport.

¥ Alaspin: Second largest city, Capital of Gran Quivera's government. Headquarters of Artemis Research.

¥å Glory Down: This landmark rests at the crater of the only missile to reach the surface of Gran Quivera during the Second Sathar War.

ª§ **Artificial Satellites:** FSS, TS(6x4)

### **Morgaine's World**

Moons: (4) Grey, Gold, White, Black

Gravity: .85

Day: 40 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: Business, Industry, Agriculture

*General Notes:* Morgaine's World is quickly developing into one of the finest planets on the Frontier. It is the only planet to have a UPF Space Fortress, a docking space station, a rest and relaxation space station, and a trading space station all orbiting it. Spacefleet's Golwin Academy also orbits it. Many investors look to Morgaine's World to usurp Gran Quivera's position as the Hub of the Frontier in the next few decades. Brilliant auroras light up the night sky over most of the planet (except for the equatorial regions) and rings are visible from most of the planet circling the equator at night as well (these are visible near the equator even during the day).

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Exploration of this planet was put off for a long time as developers focused upon Gran Quivera. After the First Sathar War, exploration efforts were planned, and the planet was named for Admiral Morgaine officially as the first being set foot on the planet on 2.1.1 pf. The following year the Grand Meeting of leaders of the four races took place. The vaccine for the Blue Plague was found in FY64 in Cadecus, at the MSO headquarters established only the year before.

*Government:* Republican Democracy. The planetary government is well organized and has created some of the Frontier's most progressive laws for racial equality, religious rights, the concerns of the public vs. the government, and so forth. Instead of having what are considered laws created by the government, the law recognizes each individual as having certain rights. When these rights are violated, the individual merely uses the legal system to seek justice for the individual. A being is not charged with violating a law, but rather with violation of another being's rights. Even the government itself can be charged with such violations. Ordinarily the government takes on the role of arbiter between disputes, not prosecution or defense. The government is a republican democracy as opposed to a athenan democracy to ensure that the majority does not trample the rights of minority groups.

*Law:* (CR 1) Beings on Morgaine's World may carry sort of weaponry they so desire. Items which could damage innocents (grenades) are frowned upon. Infringing upon another's rights with these weapons though is deal with very severely, both in legal punishment and social disapproval. The very liberal personal freedom laws allow beings living on Morgaine's World any freedom desired so long as it does not infringe upon other's rights.

*Population:* Human Moderate. The steadily climbing population has yet to make use of more than 20% of the surface area of this large planet.

*Society/Culture:*

¥ Cadecus: Headquarters of the Medical Service Organization.

¥ Nuptiae: Major City, Major Starport. Built around the original site of the Grand Meeting.

â Conventio Area: Wide open area in the heart of the city. This was the actual site of the

Grand Meeting.

§ **Grey:** Mining

§ **Gold:**

§ **White:** Military

§ **Black:**

<sup>a</sup>§ **Artificial Satellites:** SF, DS I, RRS, TS

<sup>a</sup>§ **UPF Space Fortress Gollwin:**

<sup>a</sup>§ **Gollwin Academy:** (3) Star Law Academy Enrollment and first semester training facilities.

## **RHIANNA**

### **Alcazzar**

Moons: (7) Fligorum, Vicar, Anakosus, Zi'Zakion, Gnos Go, Dagger, Gypsy

Gravity: 0.81

Day: 10,000 hours

Year: 10,000 hours (Summer/Winter 4000 hours each, Transitions 1000 hours each)

Diameter: 9,832km

Inclination: °

Orbit:

Atmosphere: 75% nitrogen, 20% oxygen, 5% inert elements

Climate Range: Seasonal: winter and summer both move east at 3km/hour continuously.

Average Surface Temperature: Seasonal: -30 to 40°C

% Water:

Trade: Mining

*General Notes:* Alcazzar is unusual in that it has little rotation about its axis. This causes severe seasonal temperature variations. Only WarTech Inc. navigators know the star route to Rhianna?

*Terrain/Climate:* Alcazzar's climate and seasonal changes are very unusual because the planet barely rotates as it orbits its star. At any one time, 40% of the planet is in summer, another 40% is in winter, 10% is changing from summer to winter, and 10% is changing from summer to winter.

The entire summer is daytime, and the whole winter is nighttime. For approximately 160 GST days of the year each hemisphere is blessed with eternal daylight and warm, pleasant conditions, or plunged into an equally long night with frigid temperatures and snow reaching depths of several dozen meters. A 40-day GST period occurs between each extreme when each region passes through a twilight transition.

The winter area is blanketed by a heavy layer of clouds or blizzards approximately 50% of the time. During transition, the "beltline" region is cloudy 90% of the time, and suffers violent rainstorms 33% of the time. The summer region is 90% sunny, but when clouds drift from a transition zone, violent thunderstorms, tornadoes, and hurricanes are possible.

Only one third of Alcazzar's surface is land, but it's covered with a wide variety of terrain. Mudflats, wet lowlands with little plant or animal life, cover 58% of the land. These areas are most noted for clouds of insects thick enough to make breathing difficult, but otherwise harmless.

Several ranges of craggy mountains cut across the land. While not large by most

standards--the highest peak is 3,230 meters above sea level--constant glaciation, rock slides, and wind and water erosion have carved them into rugged cliffs and crags. The higher valleys in these ranges are choked with ice fields all year around. the lower reaches are filled with rushing streams of icy water. Mountains cover 12% of the land area.

The plains and forest appear strikingly green from orbit. these fertile areas are made of flowering grasslands and towering karakah trees. Glaciers rolled much of these areas flat, but often piled the gravelly soil into rolling moraines along the sides of common glacial paths.

*Life:* The karakah trees, reaching more than 100 meters in height, are common to all of the planet's forests. The trunks are often 10 meters wide at the base. These trees have long, thick flexible needles that remain on the branch throughout the year. The thick porous bark insulates them during the winter. Karakah trees have developed a sap that does not thicken appreciably or freeze during the severe cold season.

Karakah trees produce a rich fruit in great numbers. These fruit seem to be the base of their voracious food chain. The fruit falls throughout the summer.

Many forms of animal life inhabit the planet, but they have not been researched, so very little is known about them. All animal life must deal with the extended winters. Many animals migrate, resulting in masses of creatures moving around the planet's surface as the year goes by. All of these creatures travel a complete circle around the planet each year. Other animals hibernate. The mammals live off stored body fat; the insects lay eggs, then die off to be replaced next summer.

*Native Species:* Lokkuku, Fire Locust, Gnawhare, Gwerrah, Karakah Trees, Sea-Shrike, Sky-Shrike, Snow Sloth

*History:* Discovered by the Cassidine Development Corporation in FY50.12.21. The planet's existence and mineral wealth was kept secret and a mining operation began immediately.

*Government:* Corp. WarTech controls this system, though it doesn't really desire to continue control of the system. It has recently been using the system as a big-game hunter and survivalist retreat and naturalist vacation spot.

*Law:* (CR 0) There is no control on the weapons carried on the planet. WarTech controls access to the planet in order to keep this openness from becoming a detriment. The use of this planet as a game resort has led to drastic ill-effects upon the environment.

*Population:* Corp Light.

*Society/Culture:*

*Economic Value:* Alcazzar contains tremendous amounts of fairly accessible heavy metals, including gold, silver, lead, iron, and uranium. These minerals are located in rich veins in mountain bedrock, as well as many riverbeds.

**§ Fligorum:**

**§ Vicar:**

**§ Anakosus:** Here GTF and MercCo began the first post-SWII Corporate War which soon spread to all the moons and over half a dozen mega-corps.

**§ Zi'Zakion:**

**§ Gnos Go:**

**§ Dagger:**

**§ Gypsy:**

## **SCREE FRON**

### **Hakosoar**

Moons: (2) Inti, Infi

Gravity: 0.9

Day: 50 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Agriculture, Industry

*General Notes:* Some of the best pilots in the frontier are from Hakosoar.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* First discovered by Yazirians in 189 pf.

*Government:* Stratocracy. The leaders of Hakosoar are the planetwide career military leaders. All citizens are required to serve 2 years in the military, and it is considered an honor to be asked to stay. There is a very large standing military because of the mandatory military service. Some of the best pilots are trained here. Being stationed at Histran is generally a result of bringing negative attention to oneself in the military. Many career officers quit the military as opposed to taking the dishonor of the station. This is often an efficient tool to downsize the military, but the dishonor involved does not encourage a satisfied populace.

*Law:* (CR 5) Weapons of any identifiable type are only allowed to be carried by members of the military. Though because of the mandatory military service, the populace is generally versed in martial combat techniques. Undesireables are often transported to Histran to ensure the safety of the state.

*Population:* Yazirian Moderate. Approximately 2% non-Yazirian, most in employ of UniHo. Well trained in self-defense.

*Society/Culture:* The population of Hakosoar are generally followers of the Family of One, but this organization does not hold the power that it does on Hentz(Araks). Argonian is the primary language. Zamira combats are only allowed in sanctioned arenas run by the military. These duels are supervised, thus honorable and the results posted publically, but are generally a last resort to settle disputes because of the high injury potential among military trained participants. Challenges are often met with public apology and supplication upon the part of the weaker participant. Those who make it a practice to challenge Yazirians from off-planet are frowned upon and known as 'trudos' or 'throwers' in Argonian.

As undesireables, criminals, and other 'overflow' elements are often transported to Histran or move of their own accord, that planet is viewed as a cabal of criminals and malcontents.



¥ **Hyyay**: Headquarters of Universal Households.

§ **Inti**: Education

§ **Infi**: Mining

### **Histran**

Moons: (7) Olim, Duae, Minae, Fornax, Ingris, Sedeo, Certus

Gravity: 0.6

Day: 25 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Education

*General Notes*: Histran is the location of the UPF outpost that keeps an eye on the Mechan system and the Lesser Morass.

*Terrain/Climate*:

*Life*:

*Native Species*:

*History*: First discovered by Yazirians in 189 pf.

*Government*: This planet is considered a colony of Hakosoar. It is under a more lax control of the same military as it's parent state. The majority of the military officers stationed here were sent here to get them out of the way. The officers who accept the position as opposed to de-enlisting are generally stubborn, believe they can regain favor, or are too obtuse to recognize the message they were being given by the station.

*Law*: (CR 3-4) Sidearms are allowed, because of the more dangerous terrain (and the government's inability to enforce controls).

*Population*: Yazirian Outpost. Most of the population of Histran have been relocated there from Hakosoar. 30% non-Yazirian, many UPF officials.

*Society/Culture*: Many of the inhabitants of Histran were considered undesirable on Hakosoar. This includes criminal elements, political aggrivators and dissidents, dissatisfied persons who are unhappy with the strict military rule, etc. Many of the members of the military are inefficient and out of favor with the rulers of Hakosoar. Population overflow has also been moved to the planet, though generally the lower echelons of Hakosoar are moved. The planet shares the Argonian language with it's parent planet.

§ **Olim**:

§ **Duae**:

§ **Minae**:

§ **Fornax**:

§ **Ingris**:

§ **Sedeo**:

§ **Certus**:

## **SOLAR MAJOR**

### **Ringar**

Moons: None

Gravity: 1.5

Day: 40 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: Business, Industry

*General Notes:* Ringar is a mega-corp planet founded by WarTech Inc. for the purposes of expanding their production capabilities and establishing a secure and exclusive testing sight. Ringar is very heavily guarded.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Discovered in FY39.

In FY101.7 the Capellan Free Merchants transported half of Landfleet to the Solar Major system in preparation of the Battle of Five Fleets in FY102.

*Government:* Corp. WarTech mega-corp is the government on Ringar. There is often delay involving official company policy though because of the tremendous communications lag between the planet and the WarTech HQ on Hargut(Gruna Garu).

*Law:* (CR 6) Because of the tight security on the planet, visitors and non-security employees are to remain weaponless at all times. Security officers are most often heavily armed.

*Population:* Vrusk Moderate.

*Society/Culture:*

¥ City:

## **SOLAR MINOR**

*System History:* The Solar Minor system was attacked in FY96 by Sathar Fleets #2 & #3. The unexpected attack was so overpowering that no word of attack was able to be sent to Spacefleet. In FY98.5, most of the remaining population from Circe and Kir'-Kut are evacuated by Sathar warships and transported to Outpost #1 and enslaved. Strike Force Nova retakes Solar Minor in FY98.8. Half of SFN is destroyed and all of the Sathar holding force is destroyed. Task Force Cassidine joined Strike Force Nova after the treaty talks fail in FY101.3. Four months later the Capellan Free Merchants brought half of Landfleet to the system. It isn't until FY107 that the system is resettled in any scale.

### **Circe**

Moons: (1) Ulyseus

Gravity: 1

Day: 20

Year:  
Diameter:  
Inclination: °  
Orbit:  
Atmosphere:  
Climate Range:  
Average Surface Temperature: °C  
% Water:  
Trade: Agriculture

*General Notes:* Circe is a mega-corp planet that was colonized by SynthCorp for the purposes of experimenting with foodstuffs required by Humans.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* The Solar Minor system was discovered in FY78.

The entire system was overpowered by the Sathar Fleets #2 & #3 in FY96 that no word of the attack was able to be sent to Spacefleet. The population of Circe was enslaved and moved to Outpost #1 in FY98.8.

Resettlement began in full scale in FY107, no longer a mega-corp controlled planet.

*Government:* Anarchy/Military. The military organization exists only to defend the planet itself. Everything else is under individual rule. The military as well as the general populace has a high level of anti-corp sentiment.

*Law:* (CR 1-0) As long as one doesn't draw attention from the military one's activities are generally unnoticed. It is generally agreed that no one can look after you better than yourself.

*Population:* Human/Vrusk Light. Because of the defeat of the Synth-Corp planetary defenses during SWII, there is a very strong anti-corp sentiment felt by nearly all members of this society.

*Society/Culture:* Much of the culture of Circe happens online. Nearly all of the inhabitants are frequent users of the planet-wide net system, and are always thirsting for more electronic information. Because of this and the lack of governmental controls, Circe has become an info-haven and repository for vast amounts of data. The usefulness of this data is almost irrelevant to the collectors.

¥ City:

§ **Ulyseus:**

<sup>a</sup>§ **Artificial Satellites:** ASS, RRS

**Kir'-Kut**

Moons: None

Gravity: 1.2

Day: 18 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: Business

*General Notes:* Kir'-Kut is a mega-corp planet that was colonized by SynthCorp for the purposes of experimenting with foodstuffs required by Vrusk.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* The Solar Minor system was discovered in FY78.

The entire system was overpowered by the Sathar Fleets #2 & #3 in FY96 that no word of the attack was able to be sent to Spacefleet. The population of Circe was enslaved and moved to Outpost #1 in FY98.8.

Resettlement began in full scale in FY107, no longer a mega-corp controlled planet.

*Government:* Plutocracy. Rule by the 109 richest beings on the planet (in three levels of control), with the term running for 10 years. Though Synth-Corp lost governmental control after the invasion, it is still in control of much of the planet. This stems from being allowed to maintain control of their pre-invasion properties and holdings and because the majority of the returning population after the war were apologists who defended the name of Synth-Corp.

*Law:* (CR 3-2) Unconcealed melee weapons and pistols are allowed. The majority of the law is for the protection of the wealthy, and thus the police have the power to further limit the weapons and rights of the less wealthy.

*Population:* Vrusk/Human Light.

*Society/Culture:* The majority of the population is concerned with wealth and trying to show that wealth whenever possible. Extremely touchy about Synth-Corp and SWIL.

¥ City:

ª§ **Artificial Satellites:** TS

## **STELLA (ALPHA)**

### **Domus**

Moons: (1) Lumina

Gravity: 1.1

Day: 24 hours

Year: 356 days (8544 hours)

Diameter: 12,000km

Inclination: 22°

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: None

*General Notes:* This is the original homeworld of the human race. The planet was destroyed by full nuclear hostilities during the Blue Plague. Ironically, a the fighting was over the vaccine for the plague. No known complex organisms survived the hostilities which totally destroyed the ionosphere.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* During the Tension (37 pf - 30 pf), the threat of nuclear hostilities hung over the planet because of in-system governments bickering over the resources in the system. Domus was quarantined in FY58 due to the Blue Plauge. All life on the planet was destroyed in nuclear hostilities in FY66 due to fighting over the Blue Plague vaccine and its method of distribution. Few off-planet facilities escape the madness that ensued. Following this, the system was neigh-unlivible and soon evacuated permanently. The UPF has some automatic sensors left in the system to check pirate operations and the like.

*Government:* None

*Law:* Verboten

*Population:* None

*Society/Culture:*

§ **Lumina:** The single satellite of Domus which was similarly affected by the nuclear hostilities which destroyed its planet.

## **SUNDOWN**

### **Starmist**

Moons: None

Gravity: .93

Day: 21 hours

Year:

Diameter: 9880 km

Inclination: °

Orbit:

Atmosphere: 70% nitrogen, 24% oxygen, 6% inert gases

Climate Range: Cool; warm to frigid

Average Surface Temperature: 5°C

% Water:

Trade: Education

*General Notes:* Starmist is a UPF scientific base for the study of alien flora and fauna. It was the source of the Blue Plague. Only Starfleet has knowledge of the star route to Sundown. The nights are very dark on Starmist because there is no moon and few close stars.

*Terrain/Climate:* Plains: The plains area consists of rolling hills covered by grass 1-2 meters high.

Forest: Trees in the forests of Starmist grow 1-5 meters apart, of various sizes and shapes but most have drooping branches which block vision and hinder movement.

Rifts: Rift walls are approximately 7 km high. Temperature at more the 3 km above ground is subfreezing. Air pressure and temperature drop below life support levels at the top of the rift walls.

*Life:* There are no intelligent, competitive species native to Starmist. The Heliopes, the humanoid inhabitants of Starmist, are from a different system. They were slaves of the Klikks, who were left on Starmist in suspended animation inside an incapacitated Klikk starship. Before leaving, the Klikks subjected the Heliopes to an amnesic mind-wipe.

Centuries later, when the power for the suspended animation controls failed, automatic unloading procedures began, dumping the Heliopes on the planet. Heliopes who survived on the planet filled in their missing past by making up legends and stories that eventually became their history. Culture among the Heliopes is somewhat shallow due to this genesis and that they have developed on Starmist for only about 500 years (starting at 450 pf). The Heliopie religion focuses around artifacts and relics left by the Clikks. All Heliopes on Starmist are descendants of the original group. There are approximately 200 tribes spread out over 5 large rifts (the ones visited by the Clikks).

Heliopes are superb fighters, and they have competed successfully for food and space with native plant and animal life. Warfare and violence between the various tribes is common. A few villages sprung up near at the dump sights, where the artifacts were usually found. Villages contain reasonable complex but primitive homes, housing families and their primitive government. The Heliopes who are not villagers are nomadic.  
*Native Species:* Bision, Cudda, Gasp, Puff-Puckers, Snikker, Wispees

*History:* The planet Starmist was formed eons ago around an unknown star. Because of a number of factors, including slow rotation, the planet never formed any extensive soil depth. The poor development of soil coincided with the slow development of life forms. However, an orbital instability caused gravitational distortions in the bedrock so that massive splits occurred in the planet's crust. Huge rifts formed in the surface, much like gigantic canyons, many of them miles deep. The planet, unable to hold its orbit around the star, and finally hurtled into a space, a cold frozen ball of ice. After ages, it was captured by its present star, Sundown, taking an orbit somewhat tighter than its original orbit. Gradually the planet warmed. Water and atmosphere collected in the rifts and they slowly became habitable. Vegetable, insectoid and fish-like forms were the first to appear and are now fairly widespread in the rifts. Mammals and related species are few in number. The Sathar set up a training base for espionage agents on Starmist, nearby one of the villages. The base was also used for research on bio-genetic constructs. 14 years later in FY50 the planet was discovered by a Frontier merchant ship and evidence of an advanced ancient culture (the Clikk) was discovered. At this time, the Sathar began preparations to abandon the planet. A second return to the planet by a Frontier exploration team (ACE/Stratex) discovered a Clikk ship. The ship was destroyed in the investigation in an atomic explosion. The Sathar base was destroyed in a self-destruct which caused an atomic explosion. A Clikk tank artifact was destroyed by yet a third nuclear self-destruct sequence. (FY51.1.5-7) It was from these explosions that the Blue Plague virus was born. The system was visited again in FY54, by exploratory ships under the UPF and Vrusk merchants. It is at this time the Blue Plague was picked up. By FY56, the Heliopie race was extinct on Starmist.

*Government:* The only government in the vicinity would be that of the UPF outpost.

*Law:* (CR 0) Any weapons are allowed, as the world is mostly a wasteland.

*Population:* Multi Outpost.

*Society/Culture:*

## **THESEUS**

*System History:* 21 Saurian evacuation ships were discovered travelling through this system in FY120 and are currently in a secure orbit around Theseus.

### **Minotaur**

Moons: None

Gravity: 1.2

Day: 15

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Business, Industry

*General Notes:* The majority of the business of the planet is based upon the tourism industry.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Discovered by Humans in 326 pf.

*Government:* Libertarian Democracy. The "hands-off" approach is the key element in Maze's government. The only area where this has become somewhat challenged is in the area of tourism, the most important trade for the planet's economy

*Law:* (CR 6) No weapons are allowed on the planet by 'tourists'. The only area where weapons are allowed is in the various "wilds" where sport hunting is done, and this requires a slew of permits, though this process is streamlined to allow tourists to get validation immediately upon paying processing fees. Weapon play in civilized areas is dealt with harshly to ensure safety of everyone concerned.

*Population:* Human Heavy

*Society/Culture:*

¥ Maze: Capital city. Headquarters of Starplay Enterprises.

Maze is the largest vacation spot on the Frontier, and home to Ninland (named after its founder, Siot Nin), an amusement park beyond belief.

<sup>a</sup>§ **Artificial Satellites:** FSS

## **TIMEON**

### **Lossend**

Moons: (2) Gloeh, Rond

Gravity: .7

Day: 72.94 hours

Year: 2165 hours (29 days, 49 hours, 45 minutes)

Diameter: 8014 km

Inclination: 61°

Orbit: 50.0 million km

Atmosphere: 80% Nitrogen, 18% Oxygen, 2% Ar, CO2, N, He, H, K, X, H2O, Methane

Climate Range: very hot to very cold, 70° - -70°

Average Surface Temperature: 4°

% Water: 42%

Trade: Agriculture, Industry

*General Notes:* Location for Tarsus module.

*Terrain/Climate:* Claims the Frontier's highest mountain peak, Mt. Spire.

*Life:*

*Native Species:*

*History:* First accidentally discovered in 380 pf when a Human colonizing ship bound for Solaris(Whorl) misjumps and is damaged in the (unexpected) asteroid field. The ship is able to land on Lossend, but the inhabitants have no way of contacting the rest of the Frontier. These original colonizers eventually lose the use of their non-replaceable technology and take to the tanglewalds.

In 233 pf Lossend is discovered by Humans and settled.

The Regiment came to Lossend after hiding for a year in the asteroid system. Having changed their ships, they presented themselves to the Lossend government as part of the First Common Muster and sought land on Lossend to settle upon.

*Government:* Athenian Democracy.

*Law:* (CR 0) The local laws of Lossend provide no effective restriction of weaponry.

*Population:* Human Light. 2.2 million.

*Society/Culture:*

¥ Tachton: Headquarters of Tachton Instruments.

**§ Artificial Satellites:** ASS

### **Asteroid System**

*General Notes:* The wing of Hatzck Naar's pirate fleet known as Regiment fled to these asteroids during the final battle in which Naar was defeated in 74 pf. They hid here and disguised themselves, making changing the markings and even the aparent design of their ships. In 73 pf, they traveled to Lossend.

The Timeon Asteroids are the location of a high security prison facility.

## **TRISTKAR**

### **Denzart**

Uninhabitable, scorched.

### **Kraatar**

Moons: (2)Tivalla, Setarz

Gravity: 0.6

Day: 18 hours

Year: 272 local days

Diameter: 9800km

Inclination: 20°

Orbit:

Atmosphere: Thin

Seasons: 68 days long and affecting average temperature by +/- 10°C

Ave. Temp.: Temperate zone: 20°C (day=30°, night=10°)

Equatorial zone: 30°C (day=50°, night=10°)

% Water: 20%

Trade: Ag, Ind, Tech (Farming, electronics, metal extraction, glassware)

*General Notes:* Kraatar is a small world, covered by rugged, mountainous uplands and desert plateaus where the atmosphere is too thin to be breathable. Only in the lowland



depressions (flatlands) scattered around Kraatar's temperate zones is the air dense enough to breathe, and only here are there rivers and lakes. Kraatar was first settled was first by Human colonists from White Light in 86 pf.

*Terrain/Climate:* Kraatar lies in a close orbit to the star Tristkar and has a thin atmosphere. Water covers only 20% of the planet and there is very little cloud cover. Being near the inner edge of the system's life zone, Kraatar receives large amounts of stellar radiation and temperatures at the equator range from 0 to 60°C. As a result, deserts occupy most of the equatorial zone of the planet. The majority of Kraatar is covered by high altitude deserts and jagged mountain ranges rising up to heights of 10,000 meters. The atmosphere in the mountains is too thin to breathe without the aid of breathing apparatus, but numerous 'flatlands' exist around the planet, many of which are below sea level. These areas are very fertile and, more importantly the atmosphere here is sufficiently dense enough to allow the various races to breathe without assistance. However, the air is not as dense as most newcomers are used to, and persons attempting any strenuous activity (e.g. running, climbing or fighting) will lose 1 point of Stamina every 10 minutes. If the Stamina reaches zero, they will fall unconscious for 1d10+10 turns. For each turn of rest, they can regain 1 point of Stamina lost this way. Natives of Kraatar are not subject to these effects, but they cannot function in the mountains without breathing apparatus, where unprotected persons lose 1 point of Stamina per turn until dead.

*Life:*

*Native Species:*

*History:* The first Human colonists landed at Gozzorf, on the shores of the Yatiz Sea in 86 pf. Soon small communities were established here, at Quazzt's Depression and in the other flatlands. Searches were made in the planet's mountains for heavy metals, but no rich deposits were ever found, and only a few iron and copper mines were established. Isolated in their communities many of the colonists took to a quiet life, tilling the land for crops and herding the few imported animals. As the years passes, the colonists lost many of their technological skills, and as machinery wore out, they were unable to replace it. Gradually they were reduced to a simple, self-sufficient existence where high technology was a thing of the past.

Few ships visited Kraatar until FY69, when the computer of a Vrusk trade ship suggested Kraatar as a "world suitable for commercialization." After a hesitant meeting, the two races struck up a rapport and the Vrusk traded technological hardware for agricultural produce. The Vrusk soon left Kraatar, only to return later with more machinery to trade with the Humans. Equipped with the latest farm machinery, the Humans were able to increase production, and buy more Vrusk goods. Soon Vrusk trading ships were flocking to Kraatar, trading up-to-date equipment for agricultural products. Many came to trade, but others brought settlers and with them Vrusk trade houses eager for new markets. The trade houses began to establish manufacturing plants and to conduct comprehensive surveys of the planet. This research revealed that the sands of Kraatar's deserts could provide an ideal source of silicon for computer manufacture, as well as producing some of the most beautiful glass ever seen by Vrusk. If cut and polished, the glass scintillates and sparkles with all the colors of the rainbow. Soon Kraatar glassware was sought by Vrusk art lovers all over the Frontier, and rapidly became one of Kraatar's major exports. At the same time, the two seas were discovered to be rich in mineral deposits. As news of

these finds spread, more Vrusk trade houses came to Kraatar to exploit its new found wealth.

In the early years, both races benefited from these developments. The Humans were supplied with much needed technology, and the Vrusk had markets both on and off planet with which to enrich themselves. The Vrusk trade houses established hospitals and a university at Gozzorf. They discovered the remains of the original Human settlers' ship, and set about restoring it. It would never fly again, but it was lovingly rebuilt by the Vrusk with a museum around it to honor the Humans on Kraatar and to display Vrusk art collections.

As more farm machinery became available, fewer Humans were needed to work the land, freeing them for other activities. Many of them journeyed to the towns and cities where they found employment in the Vrusk electronics, glass and metal-extraction factories. Many others found work building the monorail which now circles the planet. It was in the factories that dissension first grew among the Humans who were unable to cope with an urban life-style. As the Vrusk became more established, more of their racial beliefs were introduced. To a Vrusk it is second nature to allow a trade house to determine one's life but, to many of the Humans of Kraatar, this was abhorrent. Used to a pastoral existence, with order imposed only by the seasons, many Humans refused to accept the full ramifications of Vrusk society. Dissatisfaction was first shown in a desire to return to the land, but Vrusk technology had changed the world. Now one machine could easily do the work of over a hundred laborers. A return to the old farming techniques was impossible, for Humans now relied heavily on Vrusk technology to maintain their farms and standard of living. Unable to return to the farms, most Humans have now adjusted to their new lives and accept the presence of the Vrusk as employers; but attempts to impose Vrusk beliefs have not been very successful. Few Humans have adopted Vrusk company names, and attempts by Vrusk executives to instill in Humans the Vrusk sense of belonging to a trade house have met with little success.

Many Vrusk executives are confused by these reactions; they see the situation as one of mutual interdependence--the good of the trade houses is the good of all, Humans and Vrusk alike. The trade houses offer medical, educational and recreational facilities to both their Vrusk and Human workers. Surely this is the road to harmony and prosperity for all? Yet many Humans insist on moving from one trade house to another, requiring new housing and causing disruptions in daily life and production. To help with this clash of cultures, many Vrusk trade houses have employed Human advisors in an attempt to sort out the problems as equitable as possible. For years it looks as though this approach was working; Vrusk and Humans began to work closely together and all benefited. However, some Humans were determined to stop their fellows becoming ever more Vrusk-like, and (\*\*\*) 30 years ago the Kraatar Liberation Corps (KLC) was secretly founded by Jack Legrance and David Dever. The Commercial Council, a group of Vrusk executives monitor the situation on Kraatar, hoping for a return to the harmony and stabilization of life on Kraatar.

*Government:* The ruling body, a Syndicracy, of Kraatar is called the Commercial Council. The Council consists of representatives from Kraatar's trade houses. The major trade houses each have a representative; the lesser ones share representative between them on a rotating yearly basis. The Council is responsible for offworld relations, and major policy decisions concerning Kraatar, but is primarily concerned with co-ordinating

the activities of Kraatar's trade houses. Local governments on Kraatar is mostly left up to trade houses or Human regional governments for more specific law, but is of course subject to the Commercial Council. The Commercial Council has contracted the RIK trade house to act as Kraatar's police force.

Trade houses are as common on Kraatar as they are wherever Vrusk are found in the Frontier. Six major trade houses exist on Kraatar, as well as hundreds of smaller ones.

*Law:* (CR 3) All weapons other than pistols or melee weapons are illegal. Persons found in possession of other weapons will be arrested, have their weapons confiscated and be fined a minimum of 500 Cr. Law enforcement is performed by the RIK trade house, under contract from the Commercial Council.

*Population:* Vrusk/Human Moderate (60% Human; 38% Vrusk; 1% Dralosite; 1% Yazirian)

*Society/Culture:*

¥ Azzort: This city occupies the second smaller flatland of the northern hemisphere and has monorail access.

¥ Bunada: This city is located in Quazzt's Depression on the southern shore of Quazzt's Sea. It has no direct monorail access.

¥ Clarist: A small city located on the small flatland in the southern hemisphere as Eldarg, no monorail service.

¥ Eldarg: A small city located on the small flatland in the southern hemisphere as Clarist, no monorail service.

¥ Gozzorf: Headquarters of Ral'ik'Ka (RIK), Sik'Triksta (ST), and Vist'Lat (VL) trade houses. Population of approximately 1 million (divided more or less evenly between Human and Vrusk, with most of the small Yazirian and Dralosite population of the planet) and is the largest settlement on Kraatar. It was here that the first Human settlers landed, and is still the site of the planet's only starport (Gozzorf Starport). Gozzorf University which provides higher education for free to all natives of the planet is also located here. A monorail run by Sik'Triksta trade house links all areas of the city (as well as the transglobal lines which link most of the cities on Kraatar). Gozzorf is zoned into a number of districts, connected by monorail and roads: Jedsis, Business District, Industrial District, Pstritz'kipur, and Fioust.

â Jedsis: Jedsis is the name of the area containing the starport and is home to numerous transients, plus indigenous Humans and Vrusk who have opted to stay outside mainstream Vrusk society.

â Business District: The Business District is located on the shores of the Yatiz Sea and includes numerous shopping plazas, several well-appointed hotels and important office buildings. Most Vrusk trade houses have their offices here. The district is usually crowded with Vrusk and Humans.

â Industrial District: The majority of factories and warehouse are located here. A small number of workers actually live here, but most Vrusk and Human workers commute here every day on the monorail.

â Pstritz'kipur: Pstritz'kipur is where the majority of the Vrusk executives live. It is a beautifully ornamented area. Open parklands and gardens are common, and its wide boulevards are lined with statues and sculptures pleasing to the Vrusk. In times of unrest this area may be out of bounds to anyone who does not have an entry permit.

â Fioust: The majority of Vrusk and Human workers live in Fioust. Although not as

picturesque as Pstritz'kipur, Fioust is still a pleasant area. Most of the workers live in three-story houses.

¥ Gyndon: City located on the Yatiz Sea and headquarters of the Adq'Bizz (AB) trade house. It has the western junction of the North Circle and the Southern Loop monorail circuits.

¥ Hargizt: Located in the uplands in the southern hemisphere. Monorail.

¥ Hift'Izt: Home of the computer and electronics industry this city is the headquarters of Gst'Gar'St (GGS) trade house. The city is located near the equator, south of Gyndon and connected to the transglobal monorail.

¥ Jeskeal: Located in the uplands of the northern hemisphere, this city has the eastern junction of the North Circle monorail line and the Southern Loop.

¥ Mariga: This uplands city has monorail access.

¥ Quazzt: Quazzt is a town of some 500,000 inhabitants (75% Human/25% Vrusk) located in Quazzt's Depression. It is primarily a farming town with some light industry and is connected via transglobal monorail.

¥ Sarnist: Located in the uplands on the eastern edge of the Yatiz Sea. Monorail.

¥ Stindarg: This city is the lone established city in a small flatland located in the southern hemisphere. The transglobal monorail runs through it.

¥ Toffaak: Toffaak is situated on the far eastern edge of the large flatlands which is part of the depression which contains the Yatiz Sea. Monorail.

¥ Trizz't: This city, located south of Gozzorf City near the equator in one of the large sand deserts, is headquarters of Clic'Aqat (CA) trade house and the glass making industry. Connected via transglobal monorail to Gozzorf City. The the main part of the city is encased in a dome made with Kraatar glass. Some buildings and other areas have separate domes.

¥ Worfgar Bay: On the eastern shore of the Yatiz Sea in the flatlands. Monorail.

§ **Tivalla**: Inner moon. The Shomtzt Mining Colony is located here.

Atmosphere: None

Gravity: 0.2

Diameter: 1200km

% Water: 0%

§ **Setarz**: Outer moon.

Atmosphere: None

Gravity: Negligible

Diameter: 120km

% Water: 0%

**Shridkai Belt**

Asteroid belt

**Tridar**

Gas giant with many moons.

## **TRUANE'S STAR**

*System Notes*: Pale/New Pale is the starting point of the only known starship route through the Xagy Dust Nebula. Currently all travel to Rim planets must pass this way.

*System History*: Discovered in 140 pf. Pale is settled first by miners after its mineral wealth. The demand for food led to the settlement of New Pale in 135 pf.

Up until 109 pf, the governments of the two worlds were independent of each other, yet cooperated well. Pale knew its existence depended upon the continuation of food supply shipments from New Pale, the cheapest available external food source. New Pale relied on this demand for its food as its main source of income. In 109 pf the War of the Pales occurred (see Pale for details).

In 6 pf, the Truane's Star system was attacked by the Sathar in the beginning of the First Sathar War. Within a year Pale and New Pale defenses fell. Everyone who could fled to Dixon's Star in the Great Exodus.

### **New Pale**

Moons: None

Gravity: 1.4

Day: 20 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Agriculture

*General Notes:* New Pale is an earth-like planet rich in vegetation and animal life.

However, this planet is far more dangerous than Pale; huge, vicious dinosaurs roam its plains, jungles, and skies, very much like prehistoric earth. New Pale was settled by Humans to supply food to Pale.

*Terrain/Climate:* New Pale has many high plains on plateaus with thick green forests and crystal lakes. Blue mannakan fields surround these plateaus in agricultural areas like a great ocean dotted with green islands. The planet is generally earth-like and pleasant.

*Life:* Mannakan is the most important plant on New Pale. Mannakan provides food and fuel for New Pale and is exported to Pale and the rest of the Frontier. This tassled blue plant is very efficient, the leaves are packed with protiens, the tuber roots are pure starch, and the rest of the plant is processed for alcohol fuel. Mannatodes, a root eating bacteria, and fieldbears, a largish bearlike omnivore, are the two major pests which attack Mannakan. These pests are controlled with a spray which kills mannatodes and keeps fieldbears from breeding.

The large dinosaurs are generally kept away from the populated and cultivated areas by sonic devices.

The forests are teeming with life. Squirds, a feathered and furred bird creature that are commonly kept as pets, fill the air with their chatter-chirp. Whistlies are the alarm system of the forest, filling the forest with a loud whistling howl when disturbed. Whistlies are furry toad like creatures with round lipless mouths and an owl like head. Their fur coloration blends in with the colors of the forest floor. They can be quieted by holding a motionless hand in front of them.

*Native Species:* Fieldbears, Mannakan, Mannatodes, Squirds, Whistlies

*History:* Colonized in 135 pf when the demand for food on Pale made it profitable enough to risk the dangers. The colonizers consisted of Humans, the majority of which

were Human Superioritists(HUSPs). This eventually led to the War of the Pales (see Pale).

The Sathar attacked in 6pf, and both planets fell the next year, leading to the Great Exodus to Dixon's Star, as the planet was evacuated to avoid the deadly Sathar.

*Government:* The post-SWII government is a theocracy.

*Law:* (CR 2) Weaponry is allowed as it is necessary for defense against the many dangerous lifeforms which inhabit the planet.

*Population:* Human Light.

*Society/Culture:*

¥ Station Alpha: Originally an agricultural station.

¥ Station Gamma: Originally an agricultural station.

¥ Station Epsilon: Originally an agricultural station.

¥ Truane City: Main Starport

â Commercial Center:

â Computer Center:

â Entertainment Center:

â Security Center:

<sup>a</sup>§ **Artificial Satellites:** ASS

## **Pale**

Moons: (3) Ember, Forge, Insidid Little Planetoid

Gravity: 0.9

Day: 55

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water: 63%

Trade: Industry, Mining

*General Notes:* Pale was the first planet in the system to be colonized because of it's great mineral wealth.

*Terrain/Climate:* Pale is a cold planet with seasons defined only by the movement of polar ice over its equatorial oceans.

*Life:*

*Native Species:*

*History:* The system was discovered in 140 pf, and Pale was very soon colonized by miners. The demand for food on Pale soon led to the colonization of New Pale because of it's abundant food supplies.

When the Zebulon system was discovered, in 113 pf, the Pale government was able to purchase the rights from the Human merchant who discovered the system accidentally and provided him a remote island on New Pale where he could be watched. Pale's government created a Planetary Research and Development division to open up the new star route, and launched a deep-space robotic probe to explore the Zebulon system. The probe reported astrophysical data on the system and it's planets. When it was discovered

that great mineral wealth existed on Volturnus, Pale became eager to colonize the planet. Because Plae itself was an ore-rich world, it already had many mining companies in operation on it. The Research division began taking bids, and the resulting competition was fierce. The contract was awarded, in 110 pf, to a healthy company called MINER, and plans and negotiations went on for a year and they planned to begin settlement in the next year.

Then two calamities struck the project in 109 pf, causing the whole thing to fall through. First, New Pale began to receive non-human colonists from Pale. A majority of Humans on Plae were HUSPs (a slang term for persons believing in a racist political policy called Human Superiority). The HUSPs preferred this racially isolated planet and didn't want it "contaminated". But Pale used military force to bully the weaker government into allowing other races to settle there. Pale saw this as a way to increase food production on New Pale and perhaps drive food costs down. Several months later, the HUSPs banded together and began terrorizing the new colonists, also attacking Pale's "Colonial protection" forces. New Pale thus declared itself to be in a state of war with Pale. The result of this was Pale's transference of money from "unnecessary" projects and personnel to the direct defense of its critical food supply source. Money from the Planetary Research division was diverted to this cause because it was felt profits from Volturnus operations would not be realized fast enough to help the war effort. Pale also believed that, if it could gain full control of New Pale, it could become a much more powerful stellar government.

The other calamity that struck was the kidnapping of the head of MINER, Hatzck Naar (Yazirian), who was later reported killed when the demanded ransom was not paid. His body was never recovered, and his will called for the liquidation of MINER, with all monies then deposited into a private bank account. It was widely believed that a rival company was responsible for his death. Because of the liquidation of the company and the war, records and personnel involved with the Volturnus project were lost and soon forgotten.

Hatzck Naar secretly retained all classified information on Volturnus and the Zebulon system. He had rigged his kidnapping and death, then assumed the identity of a pirate. His initial intent was to set up an illegal mining operation on Volturnus before the government of Pale could do so. To help realize his plan, he drew on the private bank account his will had set up. but as time went on, he instead became involved in pirating operations.

The war on New Pale consisted of a series of HUSP-led terrorist attacks on food service shipments to Pale. Pale was forced to continue to spend money on ensuring its food supply remained secure. This became difficult because Pale had an overabundance of resources which were in low demand from approximately 105 - 100 pf. It suffered an economic depression during this time, and many Pale-based mining companies went out of business. One mid-sized corporation, based in Point True, began to acquire these small companies hoping to gain a planet-wide monopoly. The corporation was Streel; by 100 pf, Streel completely controlled all mining operations on Pale.

Pirate activity increased in nearby systems starting about 103 pf, when Hatzck Naar's pirates began to prey upon merchant ships.

Aware of Streel's takeovers, Hatzck Naar approached Pan-Galactic and worked out an agreement with it in 99 pf. Naar, using bases in Gruna Garu, Prenglar, and Dixon's Star

systems, ran weapons shipments from various weapons corporations to the HUSPs on New Pale. Pan-Gal financed the cost of the weapons, while Naar furnished the ships. Gun-running proved profitable for both PGC and Naar, allowing the latter to become a potent force. Naar was able to develop Voltornus before Truane's Star could do it (and unaware that Streel and the Pale government would lose all traces of information about Zebulon), while keeping Streel busy investing money in the war effort instead of in business projects like the PGC did. This activity went on from 99 - 90 pf. Naar expanded his pirate bases to Araks, Athor, and the Scree Fron systems. In 91 pf Naar began putting his Voltornus mining plans into operation.

Streel struggled through the years of war, yet continued to grow into a larger corporation despite it. In 90 pf, in cooperation with the Pale Militia, Streel made an effort to end the war by pouring millions into the militia's coffers. Confronted by an army of far superior quantity and quality, the HUSPs were soon crushed out of existence, despite the best efforts of PGC and Naar to save them. New Pale became a stabilized planet. Its new government then joined Pale's, and the two began a united rulership of the Truane's Star system.

The Sathar captured the entire system in 5 pf in the first move of the First Sathar War. The Great Exodus to Dixon's Star saw the flight of refugees who were hoping to avoid the destruction and capture of their planets.

Pale suffered massive population losses due to the Blue Plague and was quarantined from FY62 to FY67.

*Government:* Socialist. Citizens of Pale are very heavily taxed, but the government provides free education, entertainment, medical care, utilities, etc. Visitors are allowed to use these same services free, but if they stay more than two weeks they will be taxed accordingly. If they choose not to pay, they are no longer allowed any government services and are taxed for any purchases as well. There is a private free market in effect for goods and services which either are not provided by the government or for higher quality goods and services (luxuries such as restaurants, etc.)

*Law:* (CR 6) No weapons are allowed to be carried by the general populace. Police have access to weapons but do not carry anything more than clubs in general.

*Population:* Multi Heavy.

*Society/Culture:*

¥ **Point True:** Capital city. Original headquarters of the Streel Corporation.

§ **Ember:** Colony.

§ **Forge:** Military.

§ **Inspid Little Planetoid** (also **ILP**): When Pale was discovered, the explorers divided up the rights to name the celestial bodies. The last being to pick a name was so sickened by the inspiring and slick names that he declared the third moon a name that would surely stand out from the others. Discovering his choice after it was too late to stop the processing, his companions spaced him.

<sup>a</sup>§ **Artificial Satellites:** SF, DS III, TS

<sup>a</sup>§ **UPF Space Fortress Pale:**

## **WALLER NEXUS**

### **Mahg Mar**

Mahg Mar was recently discovered and is not yet well explored. It has already gained



notoriety, however, as the site of the first UPF spaceship mutiny (on the Eleanor Moreas). The star route to Mahg Mar is a guarded secret of the UPF's Planetary Survey Administration.

## **WHITE LIGHT**

### **Wheeling**

550,000km from White Light

**Gollywog** (aka: **Clarion**)

Moons: None

Gravity: 0.9973

Day: 50 hours, 5 minutes

Year:

Diameter: 11,679Km

Inclination: °

Orbit: 950,000Km radius

Atmosphere: 60% nitrogen, 24% oxygen, 16% other gasses

Climate Range: Humid throughout, Warm to very hot

Average Surface Temperature: 30°C

% Water:

Trade: Mine

*General Notes:* Gollywog is a flat, wet world on the edge of the White Light Nebulae. The resources which have made Gollywog a wealthy planet include uranium, which is found in all the low mountain ranges; high quantities of petroleum beneath the mud flats; and a few rich collections of bauxite (aluminum ore). The major industry of size is the petroleum refining industry which provides a wide variety of plastics.

*Terrain/Climate:* Most of the surface of Gollywog is covered by a large, flat land mass that is broken by eight seas and a number of huge lakes. A very few mountain ranges have risen above the surface, but most of Gollywog is covered by broad plains and mud flats. A few of the largest mud flats are thousands of kilometers in diameter. Constant rain, lasting for weeks, is the usual weather condition. Generally, these storms are punctuated by brief periods of fair weather before clouds collect and the showers begin again. At any one time, rain will be falling over 90% of the planet.

*Life:* No native animal life has been discovered on Gollywog. Much of the planet is covered with vegetation, but all of the plants are primitive such as lichens, mosses, algae and ferns.

*History:* Humans were the original colonizers of the planet known as Clarion in 364 pf. They are still the primary settlers although the planet has collected significant populations of the all the Four Races. The monarchy government was established in 354 pf and has continued ever since.

Humans from the White Light system were sent to colonize Kraatar(Tristkar) in 86 pf. Because of the wet nature of the planet, the derogatory name Gollywog was attached. This name is almost the only one used for the planet, despite years of resistance by the residents. At one time the use of the name could provoke violence from loyal and peaceful citizens. Clarion is still used by some organizations despite the official name being Gollywog since it was officially changed in FY23.

Gollywog suffered massive population losses during the Blue Plague. King Leotus XIX

took the throne when his mother died of Blue Plague in FY62. His first act of office was requesting a quarantine (which was going to be declared by the UPF CoW shortly, anyway) to protect others from his mother's fate. The quarantine was lifted in FY67. Strike Force Nova arrived in the system in FY96.7, awaiting a Sathar attack.

*Government:* All of Gollywog is ruled by a single government. This government is a capitalist monarchy which traditionally has enjoyed wide support from the population. The current king, Leotus XIX, has ruled since FY62 and soon will no doubt abdicate in favor of his daughter, Leotia XX. The Leotus Line has held the throne for nearly 500 years, always passing the crown from parent to child. There are a few agents of unrest, however. Leotus rules the planet through an elected parliament of 100 seats. Although 70 to 80 of these seats consistently support the king in all decisions, the remainder of the seats are held by the Liberation Party, which wishes to end the monarchistic government of Gollywog. The Liberation Party is rumored to support some of the pirate bands that are known to lurk in White Light's Asteroid Belt.

The Royal Marines are the Space Militia of Gollywog and are sworn to the crown of Gollywog. The Royal Marines consists of about 500 personnel and six ships (5 assault scouts (the GMS Falcon, Flitter, Osprey, Swallow, and Wasp) and 1 frigate (the GMS Leo)). Only 100 of the Marines are actually crew members; the remainder are station-based support personnel, such as technicians, computer programmers and station police. The hierarchy of rank among officers is: Commander, only one individual hold this, the highest ranking officer position, usually a member of Gollywog's royalty; Captain, three officers hold captain's rank, the captain of the frigate Leo and two officers on the commander's staff; Lieutenant, many officers on the commander's staff as well as the officers in command of the assault scouts; Junior Lieutenant, consisting of most of the skilled crew members aboard the Royal Marine ships they also lead boarding parties; Midshipman, the rookies among the Royal Marine officers, generally not allowed to command enlisted men. All Royal Marines wear a holstered WarTech Ke-1500 and a skisuit of Royal Marine uniform design at all times and an albedo screen when on duty. Other sidearms are allowed and ship boarding party members are furnished a ranged and a melee weapon of their choice. The Commander of the Royal Marines is David Arconium (Human), Duke of Hiattia, a grizzled veteran of the Royal Marines, having served more than 30 years. He is feared and respected throughout the ranks. Immediately after entering the Royal Marines, new enlistees are run through a brief training course on Clarion Station. This course lasts 20 days, and teaches the fundamentals of militia routine and standard procedures for dealing with various problems. Members of the Royal Marines live in a large area of the residence deck of Clarion Station. Actually spacers get their own cabins while lower level specialists are required to bunk two to four to a cabin. The Royal Marines have their own dining hall, but they may do their own cooking if they wish. Each cabin has a small kitchen area in it for this purpose. A large recreation area also is available for the use of the Royal Marines. The Royal Marines main responsibility is checking incoming freighters cargo for appropriate taxation and confiscation of contraband. Because the majority of the government's income is from these taxes, this is a very important function. Contraband cargo and the penalties for importing are: Personal Weapons (20 to life), Heavy Weapons (death by vacuum), Streeel property (10 to 20), Raw Uranium (5 to 10), Sathar or Sathar agents (death by vacuum), and addictive drugs (10 to 20). The Royal Marines are also

responsible for the security of Clarion Station and while not on duty or working as police they may be called upon when trouble breaks out.

*Law:* (CR 5) Some significant laws exist on Gollywog that have contributed to the success of the monarchy. Trade with other systems is encouraged, and is profitable enough that most merchants do not mind the high tariffs assessed to all imports. Companies working on the planet's surface must demilitarize all operations, and this has contributed greatly to the state of perpetual peace that the planet has known. Streel Corporation was banned from the planet for 20 years. Only \*\*\* eight years of this sentence remain, but already the rumors of subversive Streel activity are common. There are also reports that Streel is a heavy contributor to the coffers of the Liberation Party. Because of the UPF charter, the sentence against Streel does not extend into space, so the corporation has an active office on the commerce station orbiting Gollywog.

*Population:* Human Heavy. 4 billion. The population of Gollywog is centered in 12 great cities, each with a population measured in the billions.

*Society/Culture:*

¥ Efore: Headquarters of Shomtz Exploration, and the origin of the original settlers on Kraatar(Tristkar) which is still of major public interest.

¥ Moline: Gollywog's major city. Base of operations for Eversafe Enterprises.

¥ Valentina: The Throne City where the incredible palace of the Leotine rulers sprawls over dozens of square kilometers. Here, also, is the headquarters of the surface-based Royal Guards, the planetary militia. This militia numbers only a few thousand men, yet it has never been defeated in any land combat fought throughout the planet's generally peaceful history.

**§ Artificial Satellites:** SF, DS II, TS(4), AGS(4) Wheeling majestically through space, hundreds of kilometers above the planet's surface, are the Gollywog Stations. Fortress Redoubt, a major UPF base, is the largest. The others include a large commerce station (Clarion Station), a Class III spaceship construction center, and a half-dozen smaller research and observation stations.

**§ UPF Space Fortress Redoubt:**

**§ Clarion Station:** TS(4) This spacestation consists of a docking hub, a residence deck, and a business deck. Elevators connect the three sections, with a 5 minute ride from the docking hub to the residence deck, and approximately 10 second ride from the residence deck to the business deck. There are additional mini-elevators between the residence deck and the business deck. Royal Marines are often found on their leisure hours on the business deck. The Royal Marines are in charge of station security. There is a separate branch responsible for police work, but all Royal Marines in the area can be called in to help when trouble breaks out.

A starship arrives at Clarion Station about once every 100 to 200 minutes. Shuttles leave for the planet even more frequently. This heavy traffic brings thousands of characters of all four races through the stations, so huge crowds can be seen mingling about on the business deck at all hours with frantic haste. All of the major corporations in the Frontier have offices at Clarion Station. Agents for these companies can be encountered throughout the business deck. Independent freighter owners and pilots are also common, searching for cargo or buyers. Nightclubs and restaurants of all sorts are common on the station, from the cheapest dive to the most elegant dining room. A dinner can be purchased from 5Cr to 200Cr. Many places have live music. The 'Dance and Dice' is a

favorite hangout for spacers of all types. Persons can try their luck gambling the minimum bet is 50Cr. Payoffs are (d100) 00, 25 x bet; 99, 10 x bet; other doubles, 7 x bet; other result, nothing. There are rumors that the dice are the 'Dice and Dance' are not always honest. Of course, the club keeps a number of Goons on hand to reason with players who do not understand or appreciate such tactics.

**§ Ferno Station:** AGS(4) This station produces plant nutrition for the planet Gollywog.

### **Leot**

1,700,000Km from White Light

### **Asteroids**

This small belt of asteroids spans the area from 2,850,000Km-3,000,000Km. These asteroids may be the home of pirates rumored to be receiving aid from the Liberation Party as well as Streel Corporation.

### **Demil**

6,900,000Km from White Light

## **WHORL (GAMMA)**

### **Solaris**

Moons: None

Gravity: 1.00

Day: 20 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Business

*General Notes:* Go here. It cost me \$22.50. Have fun. Or else.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Solaris was discovered in 383 pf by Human explorers. It was quarantined in FY58 due to infection with the Blue Plague virus. Many inhabitants died before the cure was discovered and the Plague was eradicated in FY67.

In FY96.8 the Sathar Fleet #2, having just defeated half of Task Force Prenglar, moved into this system. It was soon engaged by Strike Force Nova from the White Light system and the remaining ships from Task Force Prenglar. The Sathar withdraw into the White Light Nebulae.

*Government:* Confederacy.

*Law:* (CR ) as box

*Population:* Multi - Human Moderate.

*Society/Culture:*

## **WOTOGON (DELTA)**

*System Notes:* It was here that Hatzck Naar's pirate fleet was finally defeated by the First Common Muster. Naar was ejected into space and slowly boiled in his spacesuit as he fell toward Wotogon.

### **Lomigleeb**

Moons: (1) Daal

Gravity: 0.802

Day: 32 hours

Year: 500 days (16,000 hours)

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade: None (Special: Mining)

*General Notes:* This is the homeworld of the Dralasitas. The Blue Plague mutated once in the system and wiped out most life on the planet.

*Terrain/Climate:*

*Life:*

*Native Species:* Dralosite

*History:* Lomigleeb was quarantined in FY58 during the Blue Plague outbreak. The following year the plague infiltrated much of the ecosystem. A saturated system reacted with the Blue Plague and a change on the genetic level occurred. Everyone on the planet died in the upheaval, which changed even the geology of the planet. The world is permanently set off limits as the plague infection, though changed, is infectious to nearly all biological organisms. The new existence of the Plague on the planet is different than that of the Blue Plague and cannot be cured.

*Government:* UPF. based upon Crystal Singer/Kilashandra by Anne McCaffery, this is where some really important crystal is mined. Nearly no one is aware that this system is still in use any more than the other homeworlds.

*Law:* Verboten

*Population:* None (Special: Multi Outpost).

*Society/Culture:*

§ **Daal:** Colony

### **ZEBULON**

*System History:* First discovered when a Human merchant's ship misjumped into the system from Truane's Star in 113 pf. He immediately returned and sold the information to the Pale government. The next year, the government of Pale sent out a robotic probe to explore the system's mining potential. The system was officially discovered in 46pf, when Professor Alorne Zebulon's mapping expedition found it. They discovered the empty towns and outposts which Hatzck Naar's pirates had left behind them on Voltornus, which was soon settled. Anker was noted, but not settled until 41 pf.

### **Anker**

Moons: (1) Plato

Gravity: 0.9

Day: 20 hours

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °

% Water:

Trade: Education

*General Notes:* Anker is the site of the University of Zebulon, the Frontier's largest and most prestigious institutions of learning. The entire planet has been set aside for the University as well as one of the Frontier's largest zoos.

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:* Though this planet had been noted when the system was discovered in 46 pf, it was not settled until 41 pf when Alorne Zebulon, finished with mapping the Xagy Dust Nebula, chose the planet as the place to found the University of Zebulon.

The University of Zebulon is receiving funding from most of the worlds on the Frontier, in FY106 following the Second Sathar War. Its facilities on Anker increase over the next 20 years until they are larger than most Frontier cities.

*Government:* The only government on Anker is that of the University of Zebulon. It is a bureaucratic meritocracy. Those wishing to enter into the administration of the University are subjected to a variety of tests which evaluate the skills and abilities of the candidate. These allow the University to rate the individual as to how well they can perform any of the jobs which they are interested in.

*Law:* (CR 6) No weapons are allowed.

*Population:* Multi Moderate.

*Society/Culture:*

¥ University of Zebulon: Larger than most Frontier cities.

§ **Plato:**

§ **Artificial Satellites:** RRS

**Volturnus**

Moons: (2) Leo, Lulu

Gravity: 1.0013

Day: 24 hours, 3 minutes

Year:

Diameter: 12,895

Inclination: °

Orbit:

Atmosphere: 78% nitrogen, 21% oxygen, 1% argon

Climate Range: Hot, arid to humid

Average Surface Temperature: 25°C

% Water:

Trade: Business, Industry

*General Notes:* Volturnus is a multi-cultured planet full of adventure. The Eornic robots of old have evolved into today's Mechanons. The few Mechanons who remain on Volturnus are hostile toward organic life forms. Since it became a UPF system, the Mechanons have had many social upheavals, including the exodus that led to the founding of Mechan.

*Terrain/Climate:* Named after the Greek god of the southwest wind, Volturnus is a hot, dry world with many types of hostile terrain. The endless deserts, rugged mountains, volcanic wastes, and dangerous salt flats are constantly scoured by a strong southwesterly wind. Despite these harsh conditions, rare patches of forest and even a few lakes have managed to maintain a perilous existence.

*Life:*

*Native Species:* Army Rats, Funnel Worm, Land Whale, Mechanon, Megasaurus, Queequeg, Sand Shark, Strangler Chutes, Tomar's Horses, Winged Rippers

*History:* An Eorna escape/colonizing ship landed on the lush planet in 593 pf. The life on the planet, however, was incompatible with the Eorna physiology, lacking certain proteins they required. The Eorna then set about to leave a progeny of robots and began a program of robotic development which outlasted them when they became extinct on the planet in 588 pf. This eventually led to the development of the first sentient Mechanon in 580 pf.

The system was first discovered by the Frontier races when a Human merchant misjumped to the system from Truane's Star in 113 pf. When he returned to Pale (Truane's Star) he sold the location to the government of Pale. The following year Pale launched a deep space probe to explore the system. In 110 pf, the MINER corporation won the bid to develop the ore rich system for Pale. In 109pf, though, the head of MINER, Hatzek Naar, was apparently kidnapped and murdered. MINER was liquidated as per his will, and all the records about the mining operation are lost due to the War of the Pales. In 91pf, Naar finally begins his mining operation with the funds created from running guns to the HUSPs on New Pale. This becomes the base for his pirating operations and helps to build his fleet which began outright assault on Prenglar and Cassidine in 79pf. When Naar's fleet was destroyed in 74 pf, some 'support crew' were left stranded on the planet.

When the system was officially discovered in 46pf by Professor Alorne Zebulon's mapping expedition, they discovered the empty towns and outposts\*\*\* which Naar's pirates had left behind them. These habitations were quickly explored and settled.

The Mechanon's anti-biological life prejudices and the menace they represented first came to the attention of the UPF in FY65, during the Blue Plague. Because of the timing of this incident, it was not dealt with. The Mechanon Revolt occurred in FY75. A full-scale war is avoided only through quick action on the part of Star Law. In FY84, the Mechanon civilization underwent an upheaval. The majority of peaceful Mechanons migrate into the undeveloped space between Scree Fron and Dixon's Star. In FY91 they discover the Mechan system.

The first Sathar move during the Second Sathar War was to swarm through the Xagy Nebula and attack Volturnus. New planetwide battle tactics were used (such as massive use of diversionary, seeded monsters and cybernetically controlled creatures). This was a feint to draw the Spacefleet to the Zebulon system. Task Force Cassidine is dispatched to Zebulon. This feint is crushed in FY96.6. The UPF then realized how vulnerable it was to land based attacks.

*Government:* Anarchy. Because of the small population on the planet, there is no governmental control.

*Law:* (CR 0) There are currently no restrictions upon the weaponry allowed on the planet. Though of course Star Law has some jurisdiction upon grave infractions.

*Population:* Multi Light.

*Society/Culture:*

§ **Leo:** Reddish-orange. Orbits in 3 days.

§ **Lulu:** Bluish-silver. Orbits in 27 hours.

<sup>a</sup>§ **Artificial Satellites:** ASS

## **Ebony Eyes**

Binary black hole located two lightyears from the Kar (ie epsilon) system.

## **Formad Cluster**

### **Greater Morass**

Mapped in 204-158 pf.

When the area beyond the Greater Morass claimed hundred of exploration vessles (31 - 13 pf), exploration ceased and the area is named the Vast Expanse.

### **Lesser Morass**

Thirty-two exploration vessles are lost trying to map the Lesser Morass from 127 pf to 119 pf. Only the area between Scree Fron and Truane's Star is mapped.

The Rim side was mapped FY120-125.

## **Muld Nebula**

### **Outpost #1**

A moon orbiting a gas giant in a system between Solar Major and Solar Minor. Found by the Sathar in FY95, when construction began upon a moon-wide military and industrial complex intended as a permanent base for incoming Sathar supply ships and troops.

The remains of Sathar Fleet #1 arrive in FY97 prepared to defend Outpost #1 to the death. The outpost was detected in FY98 by a Flight long-distance probe. Soon after, the remains of Sathar Fleet #2 arrives. Despite the desperate shortage of supplies caused by the Flight blockade and the losses from previous engagements, the Sathar have created a formidable fortress from the world by FY98.3.

Sathar agents steal the Mist Stone (a sacred Cappellan icon) and the original copy of *Reflections of a Humble Servant* (considered by Humans to be the definitive philosophy of Dralassite civilization. Circe and Kir'-Kit both in the Solar Minor system have much of their populations evacuated by the Sathar and moved to Outpost #1 as slaves. These three incidents combined assure that Outpost #1 is not taken by orbital bombardment.

After stopping reinforcements from reaching Outpost #1 in FY99.1, the Flight(Wing #1) now travels to Outpost #1 with Task Force Prenglar to join the siege. This wing soon gains notoriety and becomes known at the Raging Rimmers. Wing #2 takes up the



blockade position.

The Sathar begin mining operations on adjacent moons to Outpost #1 in FY99.5. Dralasites and the Coalition insist that a diplomatic mission be sent to Outpost #1, and by FY99.9 the meeting takes place with non-Sathar agents representing the Sathar interests. These talks are held for 18 months with no results. The Sathar strengthen their defenses and repair their ships during this time.

The Battle of Five Fleets occurred in FY102. Task Force Prenglar, Wing #1, Task Force Cassidine, and Strike Force Nova attack the system. They spend the entire year destroying the remnants of the Sathar fleets, the minefields orbiting the planet, the small fighter squadrons the Sathar captured from Solar Minor, and the moons' mining and defensive operations. FY103-105 is spent in the Siege of Outpost, primarily a land battle, with Landfleet being shuttled in under intense fire. In the end, no Sathar survive and 40% of Landfleet is destroyed (30% being Rimmers).

Outpost #1 was established as a UPF military base in FY110. The "Hoppin' Hundred and Eighth," a spearhead Humma division, is stationed there permanently.

### **Rim Coalition**

(up to fy80?) Regular trade was established in FY80 with the UPF.

Following the defeat of the Sathar feint on Volturnus(Zebulon) the Rim Coalition dispatches the Flight to the other side of Klæok in search of Sathar supply vessels. In return they ask the UPF to station Task Force Cassidine half way between Zebulon and Capella to protect the Rim home worlds in case of Sathar sneak attack through the Muld Nebula.

In FY97.1, the Flight discovers the Sathar supply route around the Xagy Nebula. They station themselves in deep space and proceed to destroy all incoming Sathar ships. The following year a long-distance probe discovers Outpost #1 and reports its location before it is destroyed.

When Landfleet is established in FY97.5, thousands of Humma and Osakar arrive from the Rim and enlist, hoping to stop the Sathar menace before it invades their homeworlds. Many die for the Frontier, but still more stay and become citizens after the war

In FY99.1 a reinforcement fleet from Sathar space is challenged by the Flight. This becomes the Battle of the Blockade. Half of the Sathar fleet escapes but all of the troop ships are destroyed. About one half of the Flight was also destroyed. Bolstered by word of the triumph of their comrades, the Rim Coalition sends reinforcements to the Flight. Wing #1, the remains of the original Flight join Task Force Prenglar and they all join the siege of Outpost #1. This group of Rimmers quickly gains notoriety in the Frontier and greatly enhances UPF-Rim relations. They become known as the Raging Rimmers. Wing #2 takes up the blockade position and Wing #3 is charged with the defense of the home worlds allowing Task Force Cassidine to proceed to Solar Minor.

The Capellan Free Merchants are instrumental in transporting Landfleet to Solar Major and Solar Minor in FY101.7. Many of these Ifshnit remain in the Frontier after the war and begin the Free Merchant trade system throughout the UPF planets. They become so firmly entrenched here that the mega-corps are unable to unseat them.

Wing #1 takes part in the Battle of Five Fleets in FY102, and when the war is ended in FY105, it is calculated that 30% of the casualties of Landfleet are Rim citizens. Most of the Ifshnit, Osakar and Humma who have served in the UPF during the war settle down

on the UPF Frontier worlds.

In FY116 the Rim and UPF signed multiple defense treaties and economic trade agreements, though the Coalition gave severe warnings to all mega-corps that their militancy would not be tolerated in the Rim. Tourism between the UPF and Rim is established and is immediately successful. The Frontier now officially includes the Rim worlds. The following year Star Law is invited to the Rim to help the Coalition train their own planetary branches. The first Rim Star Law agents appear in FY122, the structure being identical to the UFP Star Law organization.

The Rim's Age of Adventure begins in FY118 as hundred of exploratory vessels are sent out to map the unknown regions surrounding the Rim. The Rim side of the Lesser Morass is mapped FY120-125. The Rim side of the Xagy Dust Nebula is mapped up to the Klæok system from FY126-138.

### **Vast Expanse**

The area beyond the Greater Morass claimed hundreds of exploration vessels from 31 pf to 13 pf. Exploration of the area ceased and the area was named the Vast Expanse.

### **White Light Nebulae**

Mapped in 157-137 pf. It is here that the first contact with the Sathar is made.

### **Xagy Dust Nebula**

The area from K'aken-Kar to Fromeltar is mapped from 110 pf to 95pf. Exploration is stopped because of pirate attacks. The mapping is completed under Professor Alorne Zebulon from 66 pf to 42 pf. The Rim side of the nebula is mapped up to the Klæok system from FY126-138.

### **Yreva Nebula**

Mapped from 136 pf to 128 pf.

## **STAR**

*System History:*

**Planet**

Moons:

Gravity:

Day:

Year:

Diameter:

Inclination: °

Orbit:

Atmosphere:

Climate Range:

Average Surface Temperature: °C

% Water:

Trade:

*General Notes:*

*Terrain/Climate:*

*Life:*

*Native Species:*

*History:*

*Government:*

*Law: (CR ) (Control Rating 0(anarchy)-6(absolute facist))*

- 0 anything goes
- 1 no mass carnage weapons
- 2 no multi-target weapons
- 3 pistols & melee weapons
- 4 melee weapons
- 5 non-damaging weapons
- 6 nothing which appears injurious

*Population: Outpost: Light: 1.4mil 2.2mil Moderate: 20mil 500mil Heavy: 80 million.*

*Society/Culture:*

¥ City:

å Area of City:

§ Satellite:

<sup>a</sup>§ Artificial Satellite:

¶ Beanstalk:

alt 0165 ¥ alt 0167 § alt 0170 <sup>a</sup> alt 0182 ¶ alt 0176 ° alt 0229 å

<sup>a</sup>§ **Artificial Satellite Codes** Hull sizes 1-6 (dia. = HS x 200m)(HP = HS x 50mil, x 30 civ)

SF = UPF Space Fortress (size 6)

HP 300, DCR 200

Weapons: LB(x3), EB, PB, RB(x12)

Defenses: RH, MS (x3), ES, PS, ICM (x20)

FSS = Fortified Space Station (size 3)

HP 150, DCR 100

Weapons: LB (x2), RB (x8)

Defenses: RH, MS (x2), ICM (x10)

ASS = Armed Space Station (size 2)

HP 100, DCR 75

Weapons: LB, RB (x6)

Defenses: RH, MS (x2), ICM (x6)

TS = Trading Station (1-6)

These 'malls in space' are usually found in very secure space sectors. They are restricted by UPF law to sell only those items not produced on the planet they orbit. Trading stations also have facilities for restocking spaceships.

RRS = Rest & Relaxation Station (1-6)

These space stations specialize in entertainment facilities such as holo-shows, live theatre, casinos, lounges, and sporting events. They also cover recreation facilities such as zoos, adventure theme parks, and, on some of the planets with more hostile environments, "outdoor" parks that offer hiking, biking, climbing, boating, etc. Usually there is a wide range of packages for the onboard hotel facilities so it is possible for people to vacation there over extended periods of time.

DS = Docking Station (6)

These space stations provide facilities for the repair, refurbishment, and complete overhaul of spaceships. They are also shipyards where new spaceships are built. Every type of space station can handle light repairs on space ships but only a docking station can handle seriously damaged ships.

AGS = Agriculture Stations (4-6)

Agriculture space stations have the function to provide food, usually for planets or colonies which are incapable of producing food for themselves. Most are in permanent orbits around planets, but some are placed nearer to a star to collect enough solar energy so they do not need auxilliary power, especially when the station is providing food for inhabitations located far from the sun.

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## Mega-Corps

### **Association of Intergalactic Power Suppliers (AIPS)**

The AIPS is the newest mega-corp and was created in the most unusual way. Power suppliers throughout the galaxy have traditionally been independents. But a private investigation team gained evidence that PGC was planning a massive buyout of most energy producers, including companies in the solar, nuclear, petro mining, and thermal collective industries. They sold this information to a small organization of energy producers who quickly called the major power companies together and decided to merge into a mega-corp in FY121. If the thousands of independent energy producers still at large joined the AIPS it would be one of the big three mega-corps.

Headquarters: Klaktow, Hargut (Gruna Garu)

Chief Executive: Petrov Noptolova (Human)

Subsidiaries: Hundreds of thousands of companies of all sizes. The best known include Machon Mining, Nova Nuclear Inc., Consolidated Nebula (Con-Neb)

Allies:

Enemies:

Occasional Opposition:

## **Capellan Free Merchants (Free Merchants, CFM)**

This unusual conglomerate of retail outlets, distributors, manufacturers, and trading ships is much larger than most Frontierspeople realize. The Free Merchants is a union of small companies that protects its members from the mega-corps. It specializes in the sale of exotic items, which can usually be found nowhere else but in a CFM shop, and in rentals. This renting or leasing of equipment to its members (at a flat rate) and to nonmembers (at the going rate plus 20% per month) is extremely lucrative and has been a thorn in other mega-corps' paws for years. Free Merchants also repair and maintain equipment, giving them added income on other mega-corp's products.

The most recognizable members of this conglomerate (although there are members of every known race in the CFM) are the Ifshnits from the Capella system of the Rim Confederation. These tiny merchants organize hundreds of planet-hopping trading ships that ply the spaceways with their wares. The Free Merchants have a clear understanding with Trans-Travel and will only transport their own materials and personnel on their ships. The CFM usually do not open a shop under that name, but prefer anonymity of a front organization. Because of their long domination of Rim society they do not necessarily feel constrained by the niceties of law.

Any being can belong to the Free Merchants, but they must pass a five-year apprenticeship program first. Entry into this program requires sponsorship by an already established Free Merchant. The CFM have been known to venture beyond known space in search of new and exotic items. They have also been known to sell information about possible locations for mines to create competition for the larger megacorps (KHCB46).

The CFM seem to be an exception to many rules governing mega-corps, such as not really being an exclusive manufacturer of materials and being able to avoid the Trans-Travel lobby. This is because the CFM were granted a UPF charter to do so, the only one of its kind, in gratitude for their help during the rough days following SWI.

*History:* The Capellan Free Merchants first appeared on the Frontier in FY2, in the wake of the First Sathar War, and were vital in supplying desperately needed food and supplies to the survivors of the war on Laco and Gran Quivera. If not for the CFM, most of the beings on Laco (many being from Pale and New Pale(Truane's Star)) would have starved to death.

The Free Merchants were also involved in transporting Landfleet to the Solar Major and Solar Minor fleets in FY101.7. Many of these Ifshnits stayed in the Frontier after the war and began the Free Merchant trade system throughout the UPF planets. They became so firmly entrenched in Frontier life that the mega-corps have been unable to force them out, and have eventually given up.

Headquarters: Red Island, Faire (Capella)

Chief Executive: The council of Twelve, a revolving membership drawn from the Capellan elders who have been Free Merchants.

Subsidiaries: None

Allies:

Enemies:

Occasional Opposition:

### **Cassidine Development Corporation (CDC)**

CDC has grown over the last few decades, but not to the extent as the Strel Corporation. CDC has offices on all major worlds and is starting to expand into the Rim. CDC specializes in insurance companies and in operations of a risky nature, such a planetary and deep space mining operations, archaeological digs, and off Frontier exploration ventures. CDC often is involved in opening new routes to new star systems, exploring the planets in those systems, and exploiting the resources of the newly discovered planets. Usually CDC will have finished its operations on a world by the time PGC and Strel start fighting over it. The CDC has a reputation for being ready to speculate on a "long shot." The CDC has been known to sell information about possible locations for mining operations to create competition for larger megacorps (KHCB46).

*History:* The CDC was founded on Triad(Cassidine) in FY10.

Headquarters: New Hope, Triad(Cassidine)

Chief Executive: Members of the Board of Directors share equal power; Most noted director is Xoprothun (Dralasite).

Subsidiaries: CDC is fronted so well that subsidiaries are relatively unknown.

Allies: Has had an alliance with almost every megacorp except PGC and Strel.

Enemies: None

Occasional Opposition: PGC, Galactic, Strel, Free Merchants, MercCo

### **Eversafe Enterprises (Eversafe)**

The motto of Eversafe, "Life eversafe and eversecure!" gives some indication of the hardware available from this mega-corp. Eversafe produces most of the Frontier's defensive suits, power screens, vehicle plating and defensive attachments, and security systems. From time to time Eversafe field tests new defenses through Star Law or MercCo.

Headquarters: Moline, Gollywog (White Light)

Chief Executive: E. LeRoy Lange (Human)

Subsidiaries: Wokeekoo Scanner Manufacturing Corporation, Armorall Unlimited, Guardall Inc., Mikooc Cardlock Manufacturing Firm

Allies:

Enemies:

Occasional Opposition:

### **Galactic Task Force Incorporated (Galactic, GTF)**

Galactic has a monopoly on the business of providing nonmilitary or nonsecurity services for other companies. Almost every service imaginable can be obtained from them. they also provide military and security services, but they do not have a monopoly in those areas. Their slogan, "Secretaries to Mercenaries, We've Got a Place for You!" is known throughout the Frontier.

*History:* GTF fought with MercCo on Anakosus, Alcazzar(Rhianna) in FY115 in the first post-SWII Corporate War. This conflict soon spread to all of Alcazzar's moons and involved over half a dozen megacorps.

Headquarters: Port Loren, Gran Quivera (Prenglar)

Chief Executive: Vlad Lopez (Human)

Subsidiaries: Rent-A-Drudge, 24-Hour Escorts Inc., All-Day Medical Services, Security Forces, Ltd.

Allies: PGC

Enemies: MercCo, StreeL

Occasional Opposition: Various small services and security organizations, local militia, pirates

### **Galaxy Overall Development Company (GODCo)**

This mega-corp is referred to GODCo by the less reverent. It is located on Hentz, which is ruled by a religious clan, the Family of One. Although not an overly fanatic or expansionistic religion, it does dictate that everyone who lives on Hentz or works for GODCo must wear a uniform denoting his job and social position.

GODCo's specialty is architectural engineering and terraforming. While architectural engineering is a lucrative business, it is the planet-altering terraforming that has really propelled the company to mega-corp status. Since the CDC funded them and the Free Merchants underwrote the loan, GODCo is particularly indebted to them.

The science of terraforming may change the structure of the entire Frontier over the coming centuries, as whole worlds may be made inhabitable. Only planets that have not intelligent life may be terraformed. However, hundreds of thousands of species of flora and fauna are destroyed each time a planet is reformed and some new cults have arisen to try and block further planetwide destruction of life.

Headquarters: Onehome, Hentz (Araks)

Chief Executive: Rev. Yeppir (Yazirian)

Subsidiaries: None

Allies:

Enemies: Defenders of the Divine Will cult

Occasional Opposition:

### **Greater Vrusk Mutual Prosperity Institution (GVMPI)**

This company was once a competitor of Streel which has been a subsidiary of that corp since it was bought in FY13. The GVMPI is composed almost exclusively of Vrusk personnel. It is involved in most areas of business, and prefers to avoid conflict whenever possible (though with Streel's ownership of it this is not often easy).

Headquarters:

Chief Executive:

Major Shareholders: Streel (100%)

Subsidiaries:

Allies:

Enemies:

Occasional Opposition:

### **Interplanetary Industries (I.I.)**



I.I. specializes in high-tech devices of a noncomputer or noncommunications nature that are too expensive for other mega-corps to produce. More galactic patents are held by I.I. than any other mega-corp, and its research labs are the finest on the Frontier. Industrial spying is a way of life with most mega-corps and I.I. is no exception. Its private security force is reputed to be the best in the Frontier.

Headquarters: Lake Vast, Triad (Cassidine)

Chief Executive: Harlan Thow (Human)

Subsidiaries: None

Allies:

Enemies:

Occasional Opposition:

### **Kttl'Ul'Tik (KUT)**

*History:* Formed in FY13 from the holdings of GVMPI which were sold off quickly as Streel forcibly acquired it. This conglomerate's sole purpose then was protection from Streel. When Streel sent a military task force to Kawdl-Kit to forcibly retake the holdings, KUT took Streel to the UPF. They won, and KUT was able to continue construction on the planet as Streel filed an appeal in FY14. The appeal was lost, and Streel withdrew its task force.

Headquarters: ???, Kawdl-Kit (K'tsa-Kar)

Chief Executive: ??? (Vrusk)

Subsidiaries: None

Allies:

Enemies: Streel

Occasional Opposition:

### **Laco Resource Mining Enterprises (LRM)**

LRM Enterprises is the largest mining interest on Laco(Dixon's Star), although several other large companies and many small operators and independent prospectors also have claims on the planet's surface.

Headquarters: Laco(Dixon's Star)

Chief Executive:

Subsidiaries:

Allies: PGC on Laco

Enemies: Streel on Laco

Occasional Opposition:

### **Malco Enterprises (Malco)**

Organization headed by Malthar on Outer Reach(Dramune)

Headquarters: Darkworld Station, Outer Reach(Dramune)

Chief Executive: Malthar

Subsidiaries:

Allies:

Enemies:

Occasional Opposition:

### **Medical Services Organization (MSO)**

Formed in FY63 to organize the research of the Blue Plague cure. Funding poured in from most of the Frontier worlds. Gretl Grohn (Vrusk) is named the MSO Chief Surgeon. The cure was discovered in FY64, at the headquarters in Cadecus on Morgaine's World(Prenclar).

Headquarters: Cadecus, Morgaine's World (Prenclar)

Chief Executive:

Major Shareholders:

Subsidiaries:

Allies:

Enemies:

Occasional Opposition:

### **MercCo**

MercCo was created shortly after SWII by enterprising individuals who specialized in warfare. They received financial backing from Streeel, and in ten years have developed into a mega-corp. MercCo specializes in mercenaries for hire in temporary or permanent security, military, or high-risk positions.

While Galactic Task Force usually pumps more credits into hardware for their personnel, MercCo usually employs personnel with far more combat experience. Those two companies are the primary forces involved in armed conflict in the Corporate Wars. When a mega-corp does not wish to raise a force of its own, it can rent one from MercCo.

*History:* MercCo fought with GTF on Anakosus, Alcazzar(Rhianna) in the first post-SWII Corporate War. This conflict soon spread to all of Alcazzar's moons and involved over half a dozen megacorps.

Headquarters: Buckerton, Kdikit (Madderly's Star)

Chief Executive: Ebser Henshaw (Yazirian)

Subsidiaries: ForceCo (military personnel), SecurCo (security personnel), RiskCo (high risk operations of any type)

Allies: Streeel

Enemies: GTF, PGC

Occasional Opposition: Various small security organizations, militia, pirates

### **Nesmith Enterprises of Triad (NET)**

The NET holds the patents on most computer and communications equipment. competition between NET and I.I. is strong, but has not yet erupted into a Corporate War. Both mega-corps would like to expand into their counterpart's market. This is a volatile situation that Star Law is trying to contain. Because of the NET's patents on programming units (progits) and body computers (bodycomps), plus the circuitry for most communicators and radiophones, most mega-corps have never even considered competing with the NET.

Headquarters: Malicon Valley, Triad (Cassidine)

Chief Executive: Unknown

Subsidiaries: Hundreds, all closely identified with NET; NET-Progit Industries, NET-Communicator Industries, etc.

Allies:

Enemies:

Occasional Opposition:

### **Oni-Senada (O-S)**

Oni-Senada formed from the merger of two smaller corporations: Onidata which designed less expensive ways to produce products and simplified designs of existing products and Senada Manufacturing which was the producer of medium to lower quality merchandise. The combination, while profitable, isn't necessarily the first name in quality. But O-S occasionally works for those who can get by on less fancy products, have little money, or need equipment where having it is more important than quality. Oni-Senada specializes in look-a-likes, generic versions, quality look with cheap construction, and buttons which do nothing. One of the major benefits of the corporation is that they rarely put their logo where it is immediately visible or use front companies with similar yet legal look-a-like logos. Not all products made by Oni-Senada are low quality, they are just best known for the low quality ones, "No wonder...Oni-Senada!!" being a clichèd punch-line and "Oni-Senada?!? Oh Shit!!!" being worn famous last words. Low-tech and mass produced items as well as less complicated lower yield high-tech items are their specialty.

Many mega-corps do not appreciate Oni-Senada. They flood the market with cheaper merchandise lowering prices and often lower public opinion of the other mega-corps products with their look-a-likes. But Oni-Senada is like a hydra, as soon as one area becomes non-profitable or risky they move on to the next area just as quickly. Since their production methods are cheap there is little damage that can be done. Despite these annoyances to the other mega-corps, Oni-Senada does also benefit mega-corps as the public learns to distrust no-names and buys directly from chain stores.

\*amid a firefight\*

"DIE YOU SLIMEY SCUM!!!" our hero cries while running into the direct line of fire. Even amid all the noise and explosions everything seems quiet.

So quiet that the dry, impotent clicking of his weapon sounds thunderous. So too, the laser rifle shot's hitting his body, flesh boiling and steam escaping. Everything becomes so quiet that we hear only the rusting of synth against skin and then the body hitting the floor.

The gun hits the floor along with the body, breaks part of the butt open.

There we see an emblem half reflected as our hero's eyes fill with water, mouth fills with blood.

Then a final booming voice fills the silence: "ouhhh...oni-senadahhh".

\*eyes go lifeless\*

\*the vid-goers roll on the floor in hysterics\*

Oni-Senada somewhat inspired by Eric Roccasecca's discovery that his friend's calculator was not in fact a SHARP calculator but a SHRAP calculator. The font was the exact same font, color, etc. but the product was a cheap knock-off that one had to either be aware to look for or interested in fonts in order to actually catch.

Headquarters: Lake Geneva, Rupert's Hole (Cassidine)

Chief Executive: Ernie G. Xagy

Subsidiaries: Look-a-likes of virtually every mega-corp or manufacturer of quality.

Allies:

Enemies: Makers of quality merchandise and name-brands

Occasional Opposition: anyone with taste

### **Pan-Galactic Corporation (PGC)**

Consensus has it that the PGC is the largest business entity of the Frontier, but no factual data has been released to support this belief. The PGC has offices on nearly every inhabited planet and certainly any Frontier world on which they have been allowed. Originally PGC had operations in transport, mining, agriculture, banking, and industry but now has confined most of its operations to financial areas, industrial research, funding Frontier explorations, loans for business ventures, investments, the backing of new governments, and so forth. It is very conscious of its public image, so if the PGC needs dirty work done, it will work through a smaller corporate "front" when possible.

*History:* To supply the needs of the original newly founded worlds, Pan-Galactic Corporation, the first interstellar company, was formed in 330 pf on Gran Quivera(Prenlar). It developed interests everywhere, from scientific research to farming to spaceship building. PGC was so widespread that it even created it's own language, Pangal, which soon (240 pf) became the most common language of all races on Frontier worlds. By 133 pf, the Pan-Galactic Corporation had clearly become the Frontier's first mega-corp, with holdings in almost every venture imaginable. PGC was the first mega-corp to find a system for its own in FY20 when it discovered Exodus and Genesis(Pan-Gal).

In FY40 began the first Corporate War on Laco(Dixon's Star) between PGC and Streel (see Laco history for details) which lasted for 10 years until the UPF stepped in.

Construction began on Cortown, a small city adjacent to Port Loren in FY50. The move of headquarters was completed in FY55. The old building in Port Loren was converted into a museum dedicated to the history of Pan Galactic, as well as a computer training center.

Headquarters: Cortown, Gran Quivera (Prenglar).

Chief Executives: Chang Kim Lee (Human).

Subsidiaries: innumerable small and medium corporations.

Allies: GTF

Enemies: Streel, MercCo.

Occasional Opposition: CDC, Free Merchants

### **Pentax Corporation (Pentax)**

Pentax produces high quality visual image recording and visual image manipulation products. They produce equipment for holovision broadcasters, security, commercial imaging, visual artists, and amateur recreation.

Headquarters:

Chief Executive:

Subsidiaries:

Allies:

Enemies:

Occasional Opposition:

### **Protective Resource Ordinance Consolidated (PRO-Con)**

Makers of military grade combat vehicles. Holds many contracts with Star Law; produces SilverTwin vehicles, etc. PRO-Con is not widely heard of despite their vehicles being in wide law enforcement use.

Headquarters:

Chief Executive:

Major Shareholders:

Subsidiaries:

Allies:

Enemies: TransTravel

Occasional Opposition:

### **Starplay Enterprises (Starplay, StarEnt)**

Leisure time activities are the concern of Starplay Enterprises, and most legal intoxicants, confectionaries, exotic cuisine, sporting goods, sports events, gambling, recreational equipment and facilities, and general entertainment are provided by them. Under UPF laws, no single corporation can hold a complete monopoly in the tri-vid, holograph, or publishing industries. But Starplay comes as close as it legally can to doing just that. It offers dozens of orbiting broadcast stations for subscriber channels and publishes thousands of periodicals in all known languages. StarEnt also maintains offices on all rest and relaxation space stations. Many financial experts believe Starplay will be the next number one mega-corp.

Headquarters: Maze, Minotaur (Theseus)

Chief Executive: Zsa-Nin (Yazirian)

Subsidiaries: Most major sports leagues and facilities, Price Publishing, Stellar Entertainment Network

Allies:

Enemies:

Occasional Opposition:

### **Streel Corporation (Streel)**

Streel has grown remarkably in the last several decades and is fast approaching PGC in size and financial power. Streel offices are now spread throughout the Frontier and Rim, the latter an area the PGC has neglected. Streel backs technological research, banking systems, savings and loan institutions, and financial backing for real estate and agricultural areas. Streel's rise in power came mainly from a policy of actively eliminating competition through brutal yet effective tactics.

*History:* Strel originated on Pale(Truane's Star). It started as a mid-sized planetary mining corporation, but during the War of the Pales (109-90 pf; see Pale history) it began to expand; in 100 pf, Strel controlled all mining operations on Pale. Playing a key role in the war, Strel continued to grow slowly, and played a key role in ending the war. In 88 pf, they sent out a number of robotic probes to examine systems near the Frontier for mining potential. The K'tsa-Kar being one of these.

Surviving the First Sathar War proved to be the true test of Strel. In FY5, having survived the devastation and capture of Pale and New Pale by the Sathar, Strel returned to Pale, signaling a full corporate commitment to rebuild the Sathar ravaged worlds.

Despite these altruistic actions, Strel continued its policies of heavy handed expansion, buying the GVMPI in FY13. During the last few hours of autonomy, GVMPI sold off all of it's holdings on Kawdl-Kit(K'tsa-Kar), to keep that planet from falling under Strel dominance. Strel immediately sent out an armed task force to try to regain control of those businesses by force. The newly formed KUT conglomerate took Strel to the UPF Council of Worlds for protection. All progressive business endeavors stop on Kawdl-Kitas the hearing proceed. After a 6 month hearing, KUT wins the decision and development can begin again. A few short months later, in FY14, Strel appealed the decision, and eventually lost that appeal. At this time, Strel withdrew it's task force from the system.

In FY25, the New Strel system is discovered by the Strel Corporation.

In FY40 began the first Corporate War on Laco(Dixon's Star) between PGC and Strel (see Laco history for details) which lasted for 10 years until the UPF stepped in.

FY125, Hilo Headow becomes the chief executive.

Headquarters: Point True, Pale (Truane's Star)

Chief Executive: Hilo Headow (Yazirian)

Subsidiaries: Largest are Greater Vrusk Mutual Prosperity Institution, First Dralasite Savings and Loan chain, and the Yazirian Financial Co-op. All of these were once major competitors that Strel acquired.

Allies: MercCo

Enemies: PGC, Galactic

Occasional Opposition: CDC

### **Synthetics Corporation (SynthCorp)**

SynthCorp provides the vast amount of natural and synthetic food, beverages, and over-the-counter pharmaceutical needs to the Frontier. It owns many agricultural co-ops, vast



manufacturing facilities, and dozens of laboratories. Almost all independent agricultural and dairy operations deal with SynthCorp. Amazingly, they are all on very good terms and SynthCorp has the best reputation for fairness and quality of any mega-corp.

*History:* Discovered the Solar Minor system in FY78.

Headquarters: Synthtown, Inner Reach (Dramune)

Chief Executive: Krondot (Dralasite)

Subsidiaries: ByChem, thousands of small and middle-sized companies

Allies:

Enemies:

Occasional Opposition:

### **Tachton Instruments (TI)**

TI controls most of the Frontier's industrial engineering businesses and, more importantly, almost all of the robotics industries. TI holds the patents on the Freeswing Gyroscope, necessary for the operation of cost-effective bipedal robots, and on the Marilyn Cybernetics Cortex, without which cybernetics would still be a theory. TI also produces bionic body parts.

Headquarters: Tachton, Lossend (Timeon)

Chief Executive: Margaret Bouvia (Human)

Subsidiaries: Raupp Robotics, Elmore Electronics, Arky Positronics, Parkinson Cybernetic Industries, Easley Androids Ltd., Egalt Robotics, LaForce Industrial Engineering Corporation, Dawck Factories

Allies:

Enemies:

Occasional Opposition:

### **Trans-Travel (T-T)**

Trans-Travel is a planetary corporation composed of many different companies all financed by and headquartered on the same planet, Terledrom. The government of Terledrom formed this corporation at the outbreak of SWII. It was the first of the new

mega-corps. All of these companies specialize in some form of transportation or the manufacturing of transport vehicles or machines.

Trans-Travel itself controls 80% of nonmilitary space travel. This includes transportation of raw materials, processed goods, passengers, etc. Trans-Travel's slogan, "Your safest route is with Trans-Travel," is as much a warning to other mega-corps as an advertisement. T-T considers smuggling a serious crime and will punish it by death, if given a chance.

Headquarters: Sengsen, Terledrom (Fromeltar)

Chief Executive: Ruled by a council of Yazirians who's identities are not common knowledge.

Subsidiaries: Frontier Spaceship Manufacturing Corporation, Interstellar Vehicles Co., Hickman Hovercraft, Niles Vehicles, Grubber Aircraft Industries, Stewint Land Transport Company, Curtis Cycle Corporation, Dobson Security Vehicles Ltd., Moore Labs.

Allies:

Enemies:

Occasional Opposition:

### **Trojan Enterprises (Trojan)**

Trojan is a frontier-wide company involved in bio-engineering and limb regeneration. It has offices on most Frontier worlds and is renowned for its philanthropic work with underprivileged Humans, Dralasitas, and Yazirians.

Headquarters: Rupert's Hole(Cassidine)

Chief Executive: Jack Lagrange

Subsidiaries: Ableman Properties, Gangreel Industries, Omega Holdings, Rajnot Finance Inc.

Allies: KLC

Enemies: Vrusk

Occasional Opposition:

### **Universal Households (UniHo)**

UniHo specializes in three distinct areas: textiles and clothing, household furnishing, and buildings. Their synthetic apparel resists grime and wear and is inexpensive. Therefore UniHo made sure it controls the fashion industry; though made to last longer, their apparel goes out of style yearly. UniHo furnishings are usually made of plastic or plasteel and are modular in design. Any piece of valuable furniture, such as real wood pieces, are usually made by a subcontractor. UniHo buildings are pre-fab dwellings, offices, industrial and professional facilities, and so forth. Specialty buildings are expensive and are designed and constructed by architectural engineers.

Headquarters: Hyyay, Hakosoar (Scree Fron)

Chief Executive: K'an Ku (Vrusk)

Subsidiaries: Two massive ones: Planetary Structures Inc., Kotiz Fashions Inc.

Allies:

Enemies:

Occasional Opposition:

### **WarTech Incorporated (WarTech)**

The WarTech military and industrial complex controls about 80% of all weaponry sold, and can influence planetary and system-wide military conflicts. Corporate warfare and miscellaneous battles on the Frontier are usually conducted by members of Galactic, MercCo, planetary militia, or Landfleet, who all buy their supplies from WarTech (or rent them from the Free Merchants). It is even reported that private dealers buy weapons for pirate or terrorist organizations from WarTech. It is also rumored that certain "Doomsday" devices were created by WarTech, but were deemed too dangerous for public consumption.

Unknown to the rest of the mega-corps, WarTech actually has the largest annual income.

*History:* WarTech discovered the Solar Major system in FY39.

Headquarters: Heston, Hargut (Gruna Garu)

Chief Executive: Lance "Gunner" Todd (Human)

Subsidiaries: Interstar Weaponry, Nova Explosives Unlimited, Newar Laboratories, Zik-kit Ordinance Industries

Allies:

Enemies:

Occasional Opposition:

### **Whoomp**

This corporation has recently designed a new skein-suit penetrating needler weapon.

Headquarters:

Chief Executive:

Major Shareholders:

Subsidiaries:

Allies:

Enemies:

Occasional Opposition:

## **Companies**

### **Cassidine--Triad**

#### **Ableman Properties**

Headquarters: New Hope, Triad(Cassidine)

Chief Executive:

Major Shareholders: Trojan Ent. (100%)

Subsidiaries: Estronsa Finance (26%), Shomtz Exploration (23%)

#### **Gangreel Industries**

Headquarters: Finti, Triad(Cassidine)

Chief Executive:

Major Shareholders: Trojan Ent. (100%)

Subsidiaries: Shomtz Exploration (15%)

### **Omega Holdings**

Headquarters: Lake Vast, Triad(Cassidine)

Chief Executive:

Major Shareholders: Trojan Ent. (100%)

Subsidiaries: Estronsa Finance (25%), Artemis Research (20%)

### **Rajnot Finance Inc.**

Headquarters: Lake Vast, Triad(Cassidine)

Chief Executive:

Major Shareholders: Trojan Ent. (100%)

Subsidiaries: Vist'Lat (27%), Artemis Research (21%)

### **Madderly's Star--Kdikit**

#### **Estronsa Finance**

Estronsa Finance provides loans and backing to other Frontier companies. Through its loans it is believe to indirectly control a number of other companies.

Headquarters: Buckerton, Kdikit(Madderly's Star)

Chief Executive:

Major Shareholders: Ableman Properties (26%), Omega Holdings (25%)

Subsidiaries: Stysor Arms (26%), Vist'Lat (24%), Shomtz Exploration (23%), Shomtz Mining Colony (15%), Artemis Research (10%)

#### **Stysor Arms**

Stysor Arms is a newcomer to arms and defense production. Stysor manufactures a wide range of weapons.

Headquarters: Stysor City, Kdikit(Madderly's Star)

Chief Executive:

Major Shareholders: Artemis Research (26%), Estronsa Finance (26%)

### **Prenglar--Gran Quivera**

#### **Artemis Research**

This company is a vast corporation with numerous holdings in a variety of companies throughout the Frontier.

Headquarters: Alaspin, Gran Quivera(Prenglar)

Major Shareholders: Rajnot Finance Inc (21%), Omega Holdings (20%), Estronsa Finance (10%)

Subsidiaries: Stysor Arms (26%), Shomtz Mining Colony (12%)

### **Tristkar--Kraatar**

#### **Adq'Bizz (AB) Trade House**

AB deals with metal extraction and refinement.

Headquarters: Gyndon, Kraatar(Tristkar)

Chief Executive:

#### **Clic'Aqat (CA) Trade House**

CA is involved in glass manufacture and export.

Headquarters: Trizz't, Kraatar(Tristkar)

Chief Executive:

#### **Gst'Gar'St (GGS) Trade House**

GGS produces electronics and computer manufacture. They are in danger of being bought out by VL.

Headquarters: Hift'Izt, Kraatar(Tristkar)

Chief Executive:

Subsidiaries:

Allies:

Enemies: Vist'Lat trade house

Occasional Opposition:

### **Ral'Ik'Ka (RIK) Trade House**

The RIK trade house specializes in security and police functions. RIK personnel are contracted by the Commercial Council to act as Kraatar's police force. They are also hired by individual trade houses as security forces against terrorist attacks.

Headquarters: Gozzorf City, Kraatar(Tristkar)

Chief Executive:

### **Shomtz Mining Colony**

Headquarters: \_Tivalla, Kraatar(Tristkar)

Chief Executive:

Major Shareholders: Shomtz Exploration (30%), Estronsa Finance (15%), Artemis Research (12%)

### **Sik'Triksta (ST) Trade House**

ST controls all transport services on Kraatar including the monorail and the hire or sale of ground vehicles. ST used to own the starport, but VL bought it out recently. ST is in danger of being bought out completely by VL.

Headquarters: Gozzorf City, Kraatar(Tristkar)

Chief Executive:

Subsidiaries:

Allies:

Enemies: Vist'lat

Occasional Opposition:

### **Ssi'Aq'Krr (SAK) Trade House**

SAK is the only news trade house on Kraatar.

Headquarters: Business District, Gozzorf City, Kraatar(Tristkar)

Chief Executive:

### **Vist'Lat (VL) Trade House**

VL originally was involved in finance and off-world trading, but has decided to grow from a trade house to a conglomerate. It recently bought the starport from ST. By controlling the starport, VL effectively controls Kraatar's contact with other planets. It has begun to charge other trade houses astronomic amounts for warehousing and cargo transport. This has placed the other trade houses (with the exception of RIK) who rely on off-world trade, in financial difficulty. VL is being used secretly by Jack Lagrange (ultimate owner of VL via a complicated network) to create unrest and increase racial tension.

Headquarters: Gozzorf Starport, Gozzorf City, Kraatar(Tristkar)

Chief Executive:

Major Shareholders: Rajnot Finance (27%), Estronsa Finance (24%)

Subsidiaries:

Allies:

Enemies: Vrusk trade houses on Kraatar

Occasional Opposition:

### **White Light--Gollywog**

#### **Shomtz Exploration**

This company provided the original backing for colonizing of Kraatar(Tristkar). It owns many subsidiaries throughout its area of the Frontier.

Headquarters: Gollywog(White Light)

Chief Executive:

Major Shareholders: Estronsa Finance (23%), Ableman Properties (23%), Gangreel Industries (15%)

Subsidiaries: Shomtz Mining Colony (30%)

Allies:



Enemies: Vrusk trade houses on Kraatar(Tristkar)

Occasional Opposition:

Timeline by Roy

- 21,000 pf (Pre-Frontier) Tetrarchs transport S'sessu.
- 10,500 pf Last remnants of the mysterious Tetrarch Societies die out.
- 850 pf Heliopes left on Starmist(Sundown) by Clikks after a Clikk military exploration vessel misjumps and is forced to jettison unnecessary cargo.
- 750 pf Sathar attack Saurians relentlessly.
- 745 pf Saurians begin their Exodus.
- 744 pf Sathar reach Saurian homeworld, Kishen.
- 650 pf Heliopes are released from suspended animation on Starmist(Sundown).
- 600 - 585 pf Sathar attack the Eorna on Arsolus(Debaran).
- 599 pf Eorna send out several escape ships.
- 593 pf Eorna ship lands on Volturnus(Zebulon). Due to the lack of certain protiens, Eorna are unable to survive there. Realizing this, they work to leave their robots as a progeny.
- 588 pf Eorna extinct on Volturnus.
- 585 pf Sathar leave a pyramid on Arsolus(Debaran) to alert them of ships in the system.
- 580 pf The evolution of the Mechanons as a sentient race begins on Volturnus(Zebulon).
- 575 pf Eorna on Arsolus(Debaran) regroup and begin to evolve other species towards sentience.
- 510 pf First Vrusk/Dralasite contact (1/18/510pf).
- 470 pf First Vrusk/Human contact (8/22/470pf).
- 450 pf Vrusk, Dralasitas, and Humans meet for the first time on the Frontier.
- 420 pf Yazirians enter the Frontier (6/9/420pf).
- 390 - 15 pf The Frontier is founded.
- 390 pf Gran Quivera(Prenglar) discovered by a joint expedition composed of all four races 12/20/390pf.
- 383 pf Humans discover the Whorl system and the planet Solaris.
- 380 pf Human colonizing ship misjumps into the Timeon system and is damaged. It is landed on Lossend.
- 370 pf Triad(Cassidine) and Rupert's Hole(Cassidine) discovered.
- 364 pf White Light system discovered by Humans.
- 359 pf Dralosite explorers discover Inner Reach in the Dramune system.
- 354 pf The White Light monarchy is founded on Clarion/Gollywog.
- 341 pf Yazirians discover the Araks system.
- 333 pf Dralasitas start mining operations on Outer Reach(Dramune).
- 330 pf Pan-Galactic Corporation started on Gran Quivera(Prenglar).
- 326 pf Theseus system discovered by Humans.

- 322 pf Dixon's Star system discovered by Humans.
- 320 pf Fromeltar system discovered by Dralasites.
- 310 pf Madderly's Star system discovered by Vrusk and Humans.
- 301 pf Madderly's Star system becomes a Human system after the Freeworld Rebellion on Kdikit.
- 291 - 261 pf The Yazirian Relocation.
- 291 pf Waloo's moon, Levo, is discovered to have a deteriorating orbit and will hit the planet in 23 years.

Terraforming started on Hentz(Araks).

- 280 pf K'aken-Kar system discovered by Vrusk.
- 271 pf All non-essential Yazirians have been moved to Hentz(Araks).
- 268 pf Waloo(Pavor) destroyed by the moon Levo.
- 261 pf Yazirian Relocation completed. Governments return to pre-distaster state.
- 250 pf Athor system discovered by Yazirians.
- 248 pf Gruna Garu system discovered by Yazirians.
- 246 pf Kizk'-Kar system discovered by Vrusk.
- 240 pf The Pangal language accepted throughout the Frontier as a common trade tongue.
- 233 pf Lossend(Timeon) discovered by Humans.
- 230 - 220 pf Pirates first appear in various sectors throughout the Frontier in small numbers.
- 210 - 15 pf The Age of Adventure. The discovery and exploration of new planets slows down for the next two centuries while the major races concentrate on mapping the hazards and boundaries of the Frontier. Hundreds of exploration vessles and brave spacers are lost during this time. Meanwhile, the discovered planets begin to develop. Thousands of fortunes are made and lost during the Age of Adventure.
- 204 - 158 pf The Greater Morass is mapped.
- 189 pf Scree Fron system discovered by the Yazirians.
- 157 - 137 pf The White Light Nebulae are mapped.
- 157 pf First contact with the Sathar. Only a couple ships are encountered. It is not discovered what the aliens look like.
- 140 pf Pale and New Pale discovered in the Truane's Star system. Pale settled.
- 136 - 128 pf The Yreva Nebula is mapped.
- 135 pf New Pale(Truane's Star) settled to provide food for Pale.
- 133 pf Pan-Galactic becomes the first megacorp in the Frontier (5/26/135pf).
- 127 -119 pf Thirty-two exploration vessles are lost trying to map the Lesser Morass. Only the area between Scree Fron and Truane's Star is mapped.
- 113 pf Zebulon system discovered by a Human merchant who misjumped out of the Truane's Star system. Upon return to Pale, he sold the location to the government of Pale.
- 112 pf Pale(Truane's Star) launched a deep space probe to explore the (then unnamed) Zebulon system.

- 110 - 95 pf The Xagy Dust Nebula is mapped from K'aken-Kar to Fromeltar. Exploration is stopped due to pirate attacks.
- 110 pf MINER wins the bid to develop the ore rich Volturnus(Zebulon) for Pale(Truane's Star).
- 109 - 90 pf War of the Pales.
- 109 pf Pale sends non-Human colonists to New Pale. Several months later the HUSPs on New Pale began terrorizing these new colonists and Pale's "colonial protection" agents. New Pale declares itself to be in a state of war with Pale.

The head of MINER, Hatzck Naar, is kidnapped and murdered. MINER is liquidated.

The Volturnus(Zebulon) mining operation is put on hold and all records are lost.

- 105 - 100 pf Depression on Pale due to overabundance of low demand resources and the amount of money going into the war effort. HUSPs on New Pale continue to attack Pale's food shipments.

One mid-sized corporation (Streel Corp.) begins to acquire small businesses on Pale which are run out of business due to the depression.

- 103 pf The number of pirates increases in the Truane's Star system and neighboring systems.
- 100 pf Streel controls all mining operations on Pale.
- 99 pf Hatzck Naar contacts PGC and begins running guns from Gruna Garu, Prenglar, and Dixon's Star to the HUSPs on New Pale.
- 91 pf Naar begins mining operation on Zebulon(Volturnus).
- 90 pf Streel pours money into Pale's militia. HUSPs are crushed out of existence.

New Pale becomes a stabilized planet and its government joins that of Pale.

- 88 pf Streel sends out probes into several promising systems near the Frontier.
- 86 pf Kraatar(Tristkar) is colonized by Humans from White Light.
- 79 pf A small pirate fleet under Hatzck Naar raids the Prenglar and Cassidine systems. The First Common Muster is called.
- 74 pf Hatzck Naar's pirate fleet is defeated off Wotogon. Naar is ejected into space and slowly boils inside his spacesuit as he falls toward Wotogon. The Muster is dismissed.

A wing of the pirate fleet known as Regiment flees to the Timeon asteroids. Here they change the markings and even the line of their ships.

- 73 pf The Regiment approaches the Lossend(Timeon) government as part of the First Common Muster and seeks land to settle upon.

- 66 - 42 pf Professor Alorne Zebulon, the Frontier's most noted scientist, explorer, and educator, leads a new mapping expedition of the Xagy Dust Nebula from Fromeltar to Zebulon.
- 46 pf The Zebulon system is discovered. The planet Voltornus is settled almost immediately after discovering several well-preserved, empty sites which had been used by Naar's pirates. Anker is discovered but not settled.
- 41 pf Anker(Zebulon) is explored and settled. Professor Zebulon founds the University of Zebulon.
- 37 -30 pf The Tension on Domus. Bickering over in-system resources in the Stella sytem. The threat of nuclear hostilities hangs in the air.
- 31 -13 pf The area beyond the Greater Morass claims hundreds of exploration vessles. Exploration of the area ceases and the area is named the Vast Expanse.
- 25 pf Kawdl-Kit(K'tsa-Kar) discovered by GVMPI.
- 15 pf Representatives of the four major races request that all explorations cease while delegates meet to form a unified defense and mutual interest organization.
- 6 - 3 pf The First Sathar War (SW I) is fought.
- 6 pf The Sathar fleet first appears. It attacks the Truane's Star system.
- 5 pf Pale and New Pale fall. The Great Exodus to Dixon's Star system takes place.
- 4 pf The four races muster a spaceship fleet. The Second Common Muster is called and put under the command of Admiral Morgaine, who immediately moves the fleet into the Cassidine system.

The Battle of Triad. Morgaine's fleet performs a surprise attack on the invading Sathar fleet intent on ravaging Triad. The Sathar lose a third of their fleet.

Dixon's Star system is attacked by the Sathar fleet. Completely unprotected it is soon ravaged. Meanwhile Morgaine moves his fleet to the Prenglar system.

- 3 pf The Sathar attack Gran Quivera in the Prenglar system. The Battle of the Two Fleets is fought. The Sathar fleet is routed and destroyed. Morgaine's fleet is depleted and Morgaine dies in battle. With this mutual devastation the First Sathar War comes to an end (2/16/3pf).
- 2 pf Morgaine's World in the Prenglar system is named after the fallen Admiral.
- 1 pf The "Grand Meeting" of leaders of the four races takes place on Morgaine's World.
- -----
- FY1 (Federation Year) The United Planetary Federation, a mutual defense organization, is established (FY1.3.18). All the worlds of the Frontier, expecting another Sathar invasion, immediately join. Under UPF authority, Spacefleet becomes a permanent defensive force.
- FY2 The Capellan Free Merchants first appear on the Frontier bringing news of the Rim and their fight with the Sathar, and supplying desperately needed food to the survivors on Laco and Gran Quivera.
- FY4 The Brotherhood of Spacers becomes the first cadre on the Frontier?
- FY5 The Streel Corporation, now a true megacorp, returns its headquarters to Pale, encouraging a full corporate return and rebuild the Sathar ravaged worlds.

- FY6 Star Law is established by the UPF.
- FY10 Cassidine Development Corporation is founded on Triad. The creation and growth of megacorps proceeds at an ever-accelerating pace.
- FY12 Frontier ships enter Rim space for the first time.
- FY13 GVMPI sells off all holdings on Kawdl-Kit(K'tsa-Kar).

Streel buys GVMPI.

The Kttl'Ul'Tik conglomerate is formed on Kawdl-Kit to resist Streel buyouts.

Streel sends a task force to attempt to repossess Kawdl-Kit holdings.

KUT takes Streel to the UPF. Six months later KUT wins the decision.

- FY14 Streel appeals UPF's decision. Streel loses and then withdraws its task force.
- FY15 The Lynchpin system is discovered by Vrusk. They turn the system over to the UPF for development as a military outpost to protect that sector of the Frontier. The Lynchpin system is a military secret until the middle of SWII.
- FY20 Pan-Gal system is discovered by the Pan-Galactic Corporation and becomes the first mega-corp star system.
- FY23 The name of the planet Clarion(White Light) is officially changed to Gollywog.
- FY25 New Streel system is discovered by the Streel Corporation.
- FY35 The First Dramune War is fought.
- FY36 Sathar set up training base on Starmist(Sundown).
- FY39 Solar Major system is discovered by WarTech Incorporated.
- FY40 - 50 Laco's War. PGC and Streel wage the first Corporate War on Laco(Dixon's Star).
- FY49 The UPF steps in on Laco's War and empowers an inter-mega-corporate commission to resolve the differences. Other mega-corps study Laco's War as a possible legal precedent for solving disputes.
- FY50 Sundown system discovered by Vrusk merchant ship.

What will become the ACE team hired to explore Starmist(Sundown) by Maximillian Malligigg, second-master of the Vrusk ship (50.12.20).

The PGC begins construction of their future headquarters, Cortown adjacent to Port Loren, Gran Quivera(Prenclar).

The Rhianna system is discovered by the Cassidine Development Corporation, but is kept secret (50.12.21).

- FY51 Klikk spaceship, Klikk wartank, and Sathar base are destroyed in nuclear self-destruction on Starmist(51.1.5-7). The Blue Plague virus is born.

## Alpha-Con Exploration (ACE) founded(51.2.1)

- FY52 Streeel attacks CDC operations on Alcazzar(Rhianna). Star Law intervenes and averts a potential Corporate War.
- FY54 The Sundown system visited by exploratory ships under the UPF and Vrusk merchants.
- FY55 PGC completes the move to the new Cortown, Gran Quivera(Prenclar) headquarters.
- FY56 The Heliope race is extinct on Starmist(Sundown).
- FY57 - 67 The Blue Plague sweeps the Frontier. Scientists believe it was a virus strain which was mutated by the nuclear explosions which happened on Starmist(Sundown). It is believed that vermin from the planet became infested and somehow gained entry to an exploration vessel. The ship makes several stops on the Frontier and the plague spreads rapidly. It is called the Blue Plague because of its earliest symptoms--large blue welts that appear about the face and extremities. These welts leave horrible black scars even if the victim survives the plague.
- FY58 Four star systems: Kar, Stella, Whorl, and Wotogon; have become so infested with the Blue Plague that the Council of Worlds, the diplomatic organization of the UPF, requests that all races recognize an indefinite quarantine of these systems. A spaceship seen leaving one of these systems is to be destroyed by Spacefleet before it has a chance to spread the plague any further.
- FY59 The entire ecology of the Dralosite homeworld Lomigleeb(Wotogon) undergoes a change due to saturation of the Blue Plague. The genetic makeup of all living things on the planet is changed. The world is permanently set off limits as it is found to be deadly to nearly all lifeforms.
- FY62 Hargut(Gruna Garu), Pale(Truane's Star), and Gollywog(White Light) suffer massive population losses due to the Blue Plague. All three planets are quarantined.

Leotus XIX takes the Gollywog(White Light) throne after his mother dies of the Plague.

- FY63 The Medical Services Organization is founded. Funding pours in from most of the Frontier worlds. Gretl Grohn (Vrusk) is named the MSO Chief Surgeon.
- FY64 Vaccine for the Blue Plague is discovered at the MSO Center in Cadecus on Morgaine's World(Prenclar) on FY64.7.17.
- FY65 The Mechanon menace on Volturnus first comes to the UPF's attention, but cannot be dealt with because of the Blue Plague.
- FY66 Domus(Stella), the Human homeworld, is annihilated in nuclear hostilities due to fighting over distribution of the Blue Plague vaccine. So complete is the destruction that all life on the planet is destroyed. Bases located on Lumina, and in the asteroids are also attacked.
- FY67 The Blue Plague is eradicated from inhabited planets in the Frontier. In total, 17 million victims fell to the plague. All planet and system quarantines are lifted (excluding the Wotogon system).

- FY68 Very tough laws and penalties are laid down by both the UPF and the Council of Worlds concerning the intersystem transportation and handling of flora and fauna. Star Law is given jurisdiction over planetary imports and exports.
- FY69 Vrusk merchants start expanding into Kraatar(Tristkar) markets.
- FY70 Devco system is discovered by the Cassidine Development Corporation.
- FY71 The Kar system is unreachable for a month as a change in the gravatational fields of the Ebony Eyes singularities causes ships using old data to misjump. The black holes are re-mapped.
- FY72 - 82 The Flight of the Vrusk.
- FY72 Continued changes in the Ebony Eyes cause many misjumps and require constant study. Due to this and other factors the Vrusk decide to vacate their home world rather than lose it some other way. Vrusk corporations begin moving headquarters to other locations and gradual population shift begins.
- FY75 The Mechanon Revolt. Mechanons on Volturnus revolt. Only through quick action on the part of Star Law is a full-scale war avoided.
- FY76 The Vrusk cease releasing astrological information needed to reach Kar.
- FY78 Solar Minor system discovered by SynthCorp.
- FY80 Regular trade established with the Rim planets.
- FY81 The Second Dramune War is fought.
- FY82 The Vrusk planet has been evacuated. All obvious traces of Vrusk civilization have been removed, and the planet is returned to its pre-Vrusk civilization state as much as possible. The system is seeded with robot drones (some left over from the Blue Plague quarantine) and one moon base on Kar'k-Tik is left in case of emergency situations.
- FY84 The Mechanon civilization on Volturnus undergoes an upheaval. The majority of peaceful Mechanons migrate into the undeveloped space between Scree Fron and Dixon's Star.
- FY91 Mechan is discovered by migrating Mechanons. Its entry into the UPF is blocked until the legal status of the Mechanons can be established.
- FY92 Tough new guidelines for legal ownership of a system or planet are laid down by the UPF and the Council of Worlds. The guidelines are designed to halt mega-corp expansion and to prevent occurrences such as the Mechanon problem.
- FY95 - 105 The Second Sathar War.
- FY95 The Sathar discover a non-UPF system between Solar Major and Solar Minor. They find a small moon orbiting a gas giant and dub it Outpost #1. Construction begins on a moon-wide military and industrial complex intended as a permanent base for incoming Sathar supply ships and troops.

The Sathar swarm through the Xagy Nebula and attack Volturnus. New planetwide battle tactics are used by the Sathar (including the massive use of diversionary, seeded monsters and cybernetically controlled creatures). The attack is a feint to draw Spacefleet to Zebulon. Task Force Cassidine is dispatched to Zebulon.

By going through the White Light Nebulae, Sathar Fleet #1 enters the Frontier undetected. FY96 Sathar Fleets #2 & 3 attack Solar Minor. So overpowering are they that no word of attack reaches Spacefleet.

Sathar Fleet #1 attacks Kdikit(Madderly's Star). They encounter the new Spacefleet fortress on Kdikit. Its resistance is fierce and buys the needed time for reinforcements to arrive. Dramune sends three frigates and a destroyer from its militia while the UPF dispatches two destroyers and two light cruisers from its non-attached ships roster.

The UPF mines the sector between Cassidine and Madderly's Star. Sathar Fleet #1 is driven from Madderly's Star and pursued as it tries to make its way to Fromeltar. All militia ships in the sector, including half of Task Force Prenglar, are engaged in the pursuit.

Task Force Cassidine crushes the Sathar feint on Zebulon, but with heavy losses (96.6). The UPF now realizes how vulnerable it is to land attacks.

At this time, the Rim Coalition dispatches the Flight to the other side of Klæok in search of Sathar supply vessels. In return they ask the UPF to station Task Force Cassidine half way between Zebulon and Capella to protect the Rim home worlds in case of Sathar sneak attack through the Muld Nebula.

Strike Force Nova arrives secretly at White Light (96.7). Admiral Niles believe more of the Sathar fleet may attack through the White Light Nebulae.

Sathar Fleet #2 emerges at the Prenglar system(96.8), placing itself in front of the remains of Task Force Prenglar. The Battle of Prenglar begins two hours later and results in Sathar Fleet #2 scattering or destroying the reduced Task Force Prenglar.

Flush with victory, the Sathar proceed recklessly into the Frontier. Strike Force Nova soon engages Sathar Fleet #2 in the Whorl system. The remaining Task Force Prenglar ships return and join the battle. This running battle results in the eventual withdrawal of Sathar Fleet #2 into the White Light Nebulae.

Sathar Fleet #3 attempts to circumnavigate the Greater Morass(96.8). Two weeks later it is engaged by long-range fighters from Moonworld(Lynchpin). Without any knowledge of the existence of the Lynchpin system, the Sathar forge ahead expecting to find a lone spaceship. Instead the Battle of Moonworld is joined.

- FY97 The Coalition's Flight discovers the Sathar supply route around the Xagy Nebula. They station themselves in deep space and proceed to destroy all incoming Sathar ships.



The final dregs of Sathar Fleet #1, after slipping into the Xagyg Nebula off Fromeltar, arrive back at Sathar Outpost #1 and prepare to defend to the death.

The Battle of Moonworld ends (97.1) with three-quarters of Sathar Fleet #3 destroyed. The remaining Sathar vessels are forced into the Vast Expanse.

Task Force Prenglar regroupes off K'aken Kar(97.2).

The UPF establishes the United Planetary Federation Landfleet in 97.5, the first interplanetary army raised on the Frontier. Thousands of Humma and Osakar arrive from the Rim and enlist, hoping to stop the Sathar menace before it invades their homeworlds. Many die for the Frontier, but still more stay and become citizens after the war.

Strike Force Nova secures the Frontier inward from Theseus.

- FY98 A Coalition Flight long-distance probe discovers Sathar Outpost #1 and reports its location before it is destroyed.

The remains of Sathar Fleet #2 arrive at Outpost #1.

Despite a desperate shortage of supplies caused by the Flight blockade and terrible losses from previous engagements, the Sathar have finally completed their construction by FY98.3. Outpost #1 is now a formidable fortress.

The Mist Stone, a sacred Capellan icon, is stolen by Sathar agents and smuggled into Outpost #1. The original copy of Reflections of a Humble Servant is also stolen and smuggled into Outpost #1. This work is considered by Humans to be the definitive philosophy of Dralasite civilization. Sathar war ships force the populations of Circe(Solar Minor) and Kir'-Kit(Solar Minor) to evacuate their planets (98.5). They are transported to Outpost #1 and enslaved. All three incidents combine to assure that Outpost #1 is not taken by orbital bombardment.

Strike Force Nova retakes Solar Minor by 98.7. The fighting is fierce and half of the Strike Force and all of the Sathar holding force is destroyed.

- FY99 The Battle of the Blockade(99.1). A reinforcement fleet from Sathar space is challenged by the Flight. Half of the Sathar fleet, most of them fighting ships, escape but all troop ships are destroyed. About one half of the Flight is eliminated.

The Flight is greatly increased by reinforcements from the Rim. Wing #1, the original Flight, rendezvous with Task Force Prenglar. Battered and weary, they still insist on joining the siege of Outpost #1 with the Frontier forces. This group of Rim spacers quickly gains notoriety in the Frontier and greatly enhances UPF-Rim relations. They are known as the Raging Rimmers.

Wing #2 takes up the blockade position. Wing #3 is charged with the defense of the home worlds. Task Force Cassidine sails for Solar Minor.

The Sathar begin mining operations on adjacent moons to Outpost #1 (99.5).

Dralasites and the Coalition insist that a diplomatic mission be sent to Outpost #1 (99.6). The Sathar agree to meet three months later to discuss possible treaty. Non-Sathar agents represent Sathar interests at the meetings. Diplomatic talks are held for another 18 months with no results. During that time the Sathar strengthen their defenses and repair their ships. The UPF Landfleet is given time to become a formidable army.

- FY101 Task Force Cassidine joins Strike Force Nova around Solar Minor after the talks fail. Four months later (101.7), Capellan Free Merchantsmen transport the Landfleet to the Solar Major and Solar Minor Fleets. Many Ifshnit remain in the Frontier after the war and begin the Free Merchant trade system throughout the UPF planets. They will become so firmly entrenched in Frontier life that the mega-corps will not be able to force them out, and eventually accept them as another mega-corp.
- FY102 The Battle of Five Fleets. In a pincer action, Task Force Prenglar, Coalition Wing #1, Task Force Cassidine, and the remnants of Strike Force Nova attack the Outpost #1 system. Outpost #1 itself is an almost planet-sized moon and has two moon sized companions. The entire year is spent destroying the remnants of the Sathar Fleet, the minefields orbiting the planet, the small fighter squadrons the Sathar captured from the Solar Minor system, and the moons' mining and defensive operations. Lost in the action is the rest of Strike Force Nova, except for the battleship Quasar, half of Task Force Cassidine, and all but two destroyers from Coalition Wing #1.
- FY103 - 105 The Siege of Outpost. Task Force Prenglar blockades Outpost #1 while Landfleet is shuttled in under intense fire. The land battles take two years to complete. At the end of the hostilities (FY105.11.20), no Sathar survive and 40% of Landfleet is destroyed. Among the Landfleet dead, 30% are Rim citizens. Most of the Ifshnit, Osakar, and Humma who have served the UPF during the war settle down on the UPF Frontier worlds.
- FY106 The university of Zebulon receives funding from most of the worlds on the Frontier. Its facilities on Anker increase over the next 20 years until they are larger than most Frontier cities.
- FY107 Solar Minor is resettled and is no longer a corporation system due to the changes in UPF law in FY95.

The Gullwind is built.

- FY108 The Frontier worlds decide that a permanent, but scaled down, UPF Landfleet force must be maintained at all times for the defense of the Frontier.
- FY110 Outpost #1 is established as a UPF military base. The "Hoppin' Hundred and Eighth," a spearhead Humma division, is stationed there permanently.

- FY114 The first Star Law graduating class containing Ifshnits, Humma, and Osakar finish their training. The violent outbursts threatened by a few radical cults never appear.
- FY115 Galactic Task Force and MercCo fight the first post-SWII Corporate War over settlement rights on Anakosus, third moon of Alcazzar(Rhianna). Hostilities quickly spread to include all seven of Alcazzar's moons and over half a dozen mega-corps. The Corporate Wars begin in earnest.
- FY116 The Rim and the UPF enter into multiple defense treaties and economic trade agreements, but the Coalition gives severe warnings to all mega-corps that their militancy will not be tolerated in the Rim. Tourism between the UPF and Rim is established and is immediately successful. The Frontier now officially includes the Rim worlds (FY116.5.3).
- FY117 Star Law is invited to the Rim to help the Coalition train their own planetary branches.
- FY118 The Rim's Age of Adventure begins as hundreds of exploratory vessels are sent out to map the unknown regions surrounding the Rim.
- FY120 - 125 The Rim side of the Lesser Morass is mapped.
- FY120 Several Saurian escape ships are found travelling through the Theseus system.
- FY121 The AIPS is formed. Except for the Capellan Free Merchants, who were introduced into UPF society under unusual circumstances, it is the first mega-corp voluntarily created by smaller companies in an effort to resist merger or take-over attempts by existing mega-corps.
- FY122 The first Rim Star Law agents appear. The structure is identical to the UPF Star Law organization.
- FY124 A Human merchant discovers the Debaran system. He uses this as a base from which to run a pirate organization as the Star Devil.
- FY125 Hilo Hadow becomes the chief executive of Streel Corp.
- FY126 - 138 The Rim side of the Xagy Dust Nebula is mapped up to the Klæok system.
- FY127.5 Christian Fisher enters Star Law Academy.
- FY127.8 An exploratory team is sent to the Debaran system from K'aken-Kar.
- FY128.2 Crash on Arsolus(Debaran). A starliner is hijacked and taken to the Arsolus(Debaran) system. This ship has onboard a large number of Star Law recruits and their instructor who escape the ship in the Debaran system and crash on Arsolus. They eventually defeat the pirates and bring help to stop the Sathar fleet intent upon destroying the Eorna and the races they have uplifted.
- FY128.9 Star Law is given equal powers, rights, and jurisdiction in both the Rim and UPF systems for interplanetary and interstellar crimes. The UPF and Rim branches of Star Law unite to become one cohesive force. While it works mainly with the local law enforcement agencies, Star Law is recognized as the only law enforcement force with full authority throughout the entire Frontier.
- FY128.11.18 Disaster on Kawdl-Kit. An asteroid strikes a moon of Kawdl-Kit(K'tsa-Kar).
- =====> Current Time Line <=====

- FY129 An altered Mechanon assassinated the Governor of Zebulon. The UPF suspects that the Sathar may be establishing an extensive spy and terrorist network. The possible Sathar use of mechanical life forms, such as the Mechanons, as agents becomes a prime investigative goal of Star Law.
- FY129.11 Eorna pods.
- FY130 The Mechanons are officially informed by the UPF that they are not considered a stable enough society, at this time, to be allowed equal status in the UPF. they are forthwith considered "wards of the Federation." Their protection and supervision are the responsibility of the Council of Worlds. While most Mechanons accept this as a necessary step toward independence, some rebel, and go underground, swearing to avenge their race. Many of these are suspected of being Sathar agents.
- FY131.3-9 The Dramune Run.
- FY131.10 Third Dramune War is fought.
- FY132 In an effort to stem the growing numbers of Corporate Wars, the UPF and Coalition worlds grant Star Law the authority to recruit and use mercenaries.
- FY135 Mega-corp recruitment doubles in non-enforcer professions. A trend of smaller and cheaper skirmishes or espionage missions to replace the larger, more expensive Corporate Wars begins to show. Over the next several years the term "Corporate War" comes to mean a war of intelligence gathering, tactical enforcement procedures, and industrial sabotage rather than full-scale military operations.
- FY137 A human assassin fails in his attempt to shoot Queanee Kloonane, chairman of the Council of Worlds. A small bioform is found attached to the human's back. Scientific studies show it to be some kind of intelligent, parasitic organism with the same genetic make-up as Sathar specimens. Authorities believe it to be a new Sathar method of controlling agents. See-through apparel becomes fashionable almost immediately.
- FY138 - 145 Mapping of the Xagy Dust Nebula continues from Klæok and K'aken-Kar.
- FY140 The University of Zebulon publishes the first volume of Zebulon's Guide to Frontier Space, a multi-volume collection of confirmed flora, fauna, cultures, devices, customs, and history of the known Frontier. It is considered the definitive work on the Frontier and is immensely popular.
- FY150 The Grand celebration, commemorating 150 years of the UPF treaty is planned for the entire year. Gala social functions, parades, and celebrations are planned on every planet in the UPF and even some on the Rim.
- --- The Waller Nexus system is discovered by the UPF survey ship Eleanor Moraes. The only habitable planet, Mahg Mar, is the site of the first UPF mutiny.
- --- Liberty system discovered by the UPF. The planet Snowball is liberated from Sathar tyranny. Tacticians, politicians, and exobiologists are given a chance to study Sathar machinery and methods first hand because of the information gathered by the populace during their occupations. It is feared that many pockets of Sathar tyranny exist all around the Frontier and Rim. ~135 fy Long-range probe ships are sent into suspected Sathar space away from the Rim and UPF

systems on the other side of the Xagyg Dust Nebula. It is hoped these probes can answer the question of where the Sathar come from.