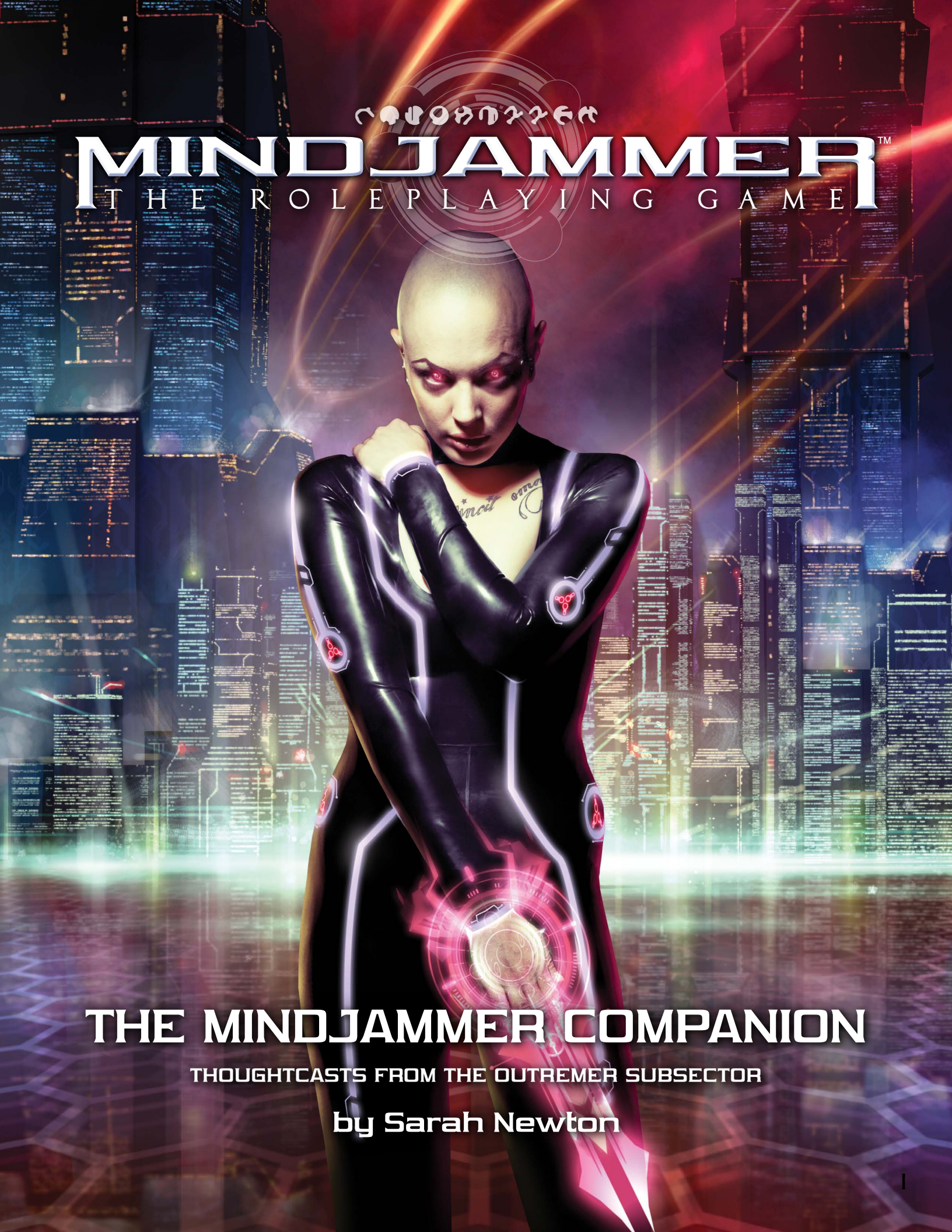




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MINDJAMMER™

THE ROLEPLAYING GAME

THE MINDJAMMER COMPANION

THOUGHTCASTS FROM THE OUTREMER SUBSECTOR

by Sarah Newton

OUTREMER SUBSECTOR

TX232 OF THE RIM SECTOR

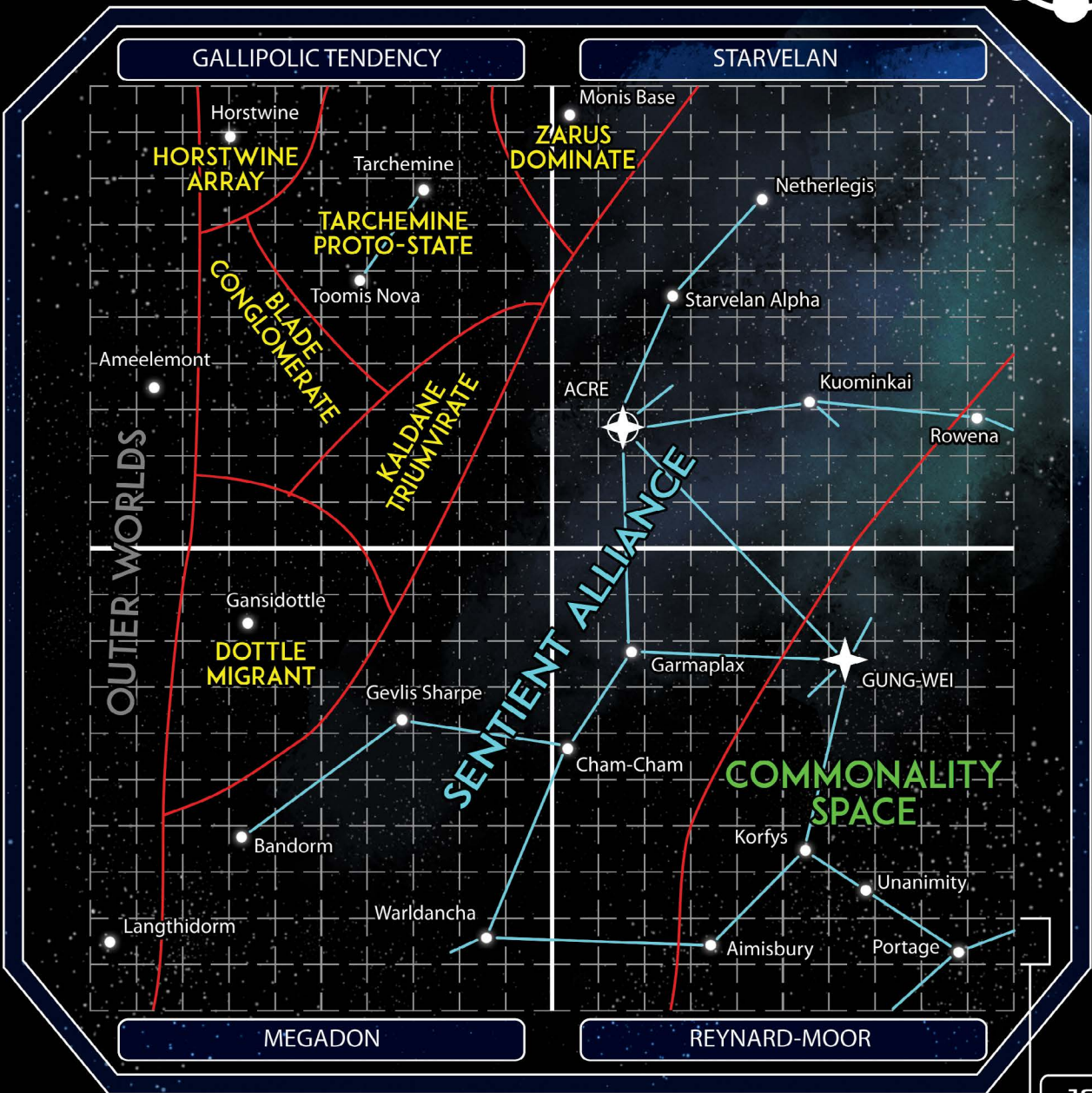
GALACTIC PLANE
NORTH



● ALPHA / BETA / GAMMA / DELTA

○ EPSILON / ZETA / ETA / THETA

NCE Sub Sector Schematic 7/1.4 x-y projection.
Issued Titania Space Force ordinance
14/e/r-Alpha, Titan Lagrange-2
Also available in holo and Virtuality



SENTIENT ALLIANCE

10 LY

KEY

● STAR SYSTEM

○ QUARANTINE

○ EMBARGO

● DEPOT

★ OCTANT CAPITAL

★ SUBSECTOR CAPITAL

★ SECTOR CAPITAL

★ FAR GATE

■ DUST CLOUD

■ NEBULA

■ RIFT

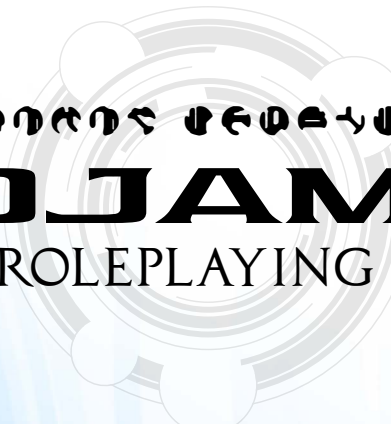
+50 to -50

— MINDJAMMER ROUTE

— EXTRA-TRANSECT ROUTE

— BORDER (POLITICAL)

Z COORDINATE



УПРЯМЫЕ ПЕРЕМЕНЫ

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CHAPTER ONE WELCOME TO THE OUTREMER SUBSECTOR...

"They call it the Anvil. As in, something you smash molten steel against to forge lethal weapons. When you see it in an astrogation virtuality, the name seems out of place. But come with me. Let me show you the null-fire of pirate fleets, flickering on the hulls of Venu warhawks in the shadow of the Warstar. Or the endless explosions which rock the doomed populations of nightmare Aetiolis. It's a spectacular, violent place, the Heritage Contestation, still smoking in the aftermath of war. But I'm proud to call it home."

—Claw-Leader Lev Kozhga, Captain of the Zeta Patrol,
at the Casanegra speakeasy on Fordwyle, 193 NCE.



This ***Mindjammer Companion*** is a compendium of essays and articles relating—directly or indirectly—to the Outremer subsector, TX232 of the Rim Sector of Commonality Space and setting for the ***Mindjammer*** adventure ***Dominion***. The information contained here originally appeared in ***Mindjammer—Transhuman Adventure in the Second Age of Space*** (the version of ***Mindjammer*** for the ***Traveller*** RPG), and is presented here repurposed for ***Mindjammer—The Roleplaying Game***.

The Outremer subsector lies on the edge of Commonality Space, in the heart of the Rim Sector. It straddles several interstellar polities, including the Commonality itself, the Sentient Alliance, and several Successor States, as well as incorporating a strip of unclaimed outer worlds.

This book describes Outremer as a possible location for your ***Mindjammer*** game. It provides detailed planet and star system details for the Heritage Contestation, octant zeta of the subsector, including planetary maps, so you can get playing straight away. It also provides an overview of the other seven octants of the subsector for you to create your own worlds and star systems.

A HISTORY OF OUTREMER

Like much of the Rim, the Outremer subsector was the target of many colony expeditions in the Great Diaspora of the First Age of Space. Most such expeditions became lost colony worlds, although a handful retained interstellar capability.

The event horizon of Rediscovery began to touch Outremer 130 years ago, just before Venu contact. It was the arena for many clashes of the Venu War, and certain regions have been hotbeds of tension and sporadic outbreaks of conflict ever since. It's a strategic volume of space, and the Commonality has been encouraging the Sentient Alliance, its client state, to adopt a leading role in determining the subsector's astropolitics.

POLITIES OF THE OUTREMER SUBSECTOR

The schematics on the inside front and back covers of this book show the eight octants of the Outremer subsector and their principle worlds. These are discussed in "Octants of the Outremer Subsector" below (page 7). Worlds in the Outremer subsector may belong to one of the following polities.

The New Commonality of Humankind

Commonality Space extends into five of the subsector's octants: only Dorwinisti, Megadon, and the Gallipolic Tendency have no Commonality worlds. Many of the rediscovered worlds in this volume of space were initially colonised by Shinean or Yarpeen expeditions, or even combinations of the two. The Commonality has also worked to settle new worlds in the subsector, several of which are corporacy worlds.

The Sentient Alliance

For some reason a high proportion of worlds in this volume of the Rim Sector were settled by expeditions with significant xenomorph contingents. Indeed, in many cases, worlds were settled exclusively by xenomorph populations. The exact reasons for this are unknown, but a hypothesised "Xenomorph Diaspora" is a popular explanation. Even before the Venu War, there was a strong consensus that Outremer and surrounding subsectors shared a common xenomorph heritage; after the war, and particularly after the Xeno Wars of recent decades, this awareness has crystallised into a young and energetic interstellar polity, the Sentient Alliance. Sponsored by the Commonality, connected to the Mindscape and on the routes of the Mindjammer Fleet, the Sentient Alliance is a Fringe World state covering several octants and subsectors, mostly comprising worlds with strong xenomorph populations. It receives Commonality weapons and technological assistance. Outremer is a significant Sentient Alliance territory, comprising about 10% of its volume.

The Q-Zone

The Q-Zone marks a stand-off between the Commonality and Venu Space, a buffer zone up to 100 light years deep. There are abandoned worlds here, as well as worlds cut-off or isolated from regular contact. The Commonality and the Venu

both patrol the volume, and low level friction is constant. Neither polity officially lays claim to any of the Q-Zone worlds; the Commonality, for its part, patrols to try and keep ships from its side of the border from straying in—the prospect of accidental conflict breaking out with the Venu is high. This doesn't stop the unscrupulous from trying to make it through to Q-Zone worlds—there's a lot of money to be made here.

Dendryphon

Dendryphon is a Successor State which emerged from the aftermath of the Venu War. It's generally held to be a Commonality client state, although relations are somewhat frosty; in fact it's mostly sponsored by the **Foliate Hierarchy** (see overleaf), a hominid polity of the Commonality which conducts outreach projects to any exocultures based on plant-analogue exointelligences. In this case the exointelligences are the **Dendrites**, which extend across several worlds with shared heritages probably to be explained by panspermia. These worlds were damaged—sometimes severely—during the Venu War, and the Dendrites exhibit little trust or liking for humans other than the Foliates.

The Zarus Dominate

The Zarus Dominate is a Successor State and client of the Venu Empire. As such it's effectively an enemy of the Commonality and the Sentient Alliance. Officially it's under Commonality embargo, although omnipresent Venu "advisers" work to mitigate its effects. It's a harsh, oppressive culture characterised by

THE ZARUS DOMINATE

Physical Stress: '□²□ **Mental Stress:** '□²□

Consequences: 1 mild + 1 moderate

Scale: Interplanetary (+7)

Reach: Interplanetary (+7)

Tech Index: T7

Memes: Humankind Loves Domination; The Venu Show the Way; Security Through Submission.

Capability Memes: Just One World Among Millions; Minimum Damage for Maximum Effect; Robots Will Take Over the World; What is Human Anyway? Where Have All Our Jobs Gone?

Skills: Great (+4) Deceive; Good (+3) Stealth; Fair (+2) Assimilate; Average (+1) Contacts.

STUNTS

★ **Traditionalist:** Armour: 1 rating against physical and mental attacks.

CAPABILITIES

Transport +2

Supporting Culture

New Hominid Genotype: Foliates

Mandatory Spend: 1 aspect

The Foliates are hominids originating in the Foliage Hierarchy sector, but now dispersed throughout Commonality Space wherever “vegetable intelligences” (exointelligences based on plant-analogue life forms) are found. They have a mystical world view known as “Tree and Leaf, Root and Branch”, which strays precariously close to the Commonality prohibition on religion.

Foliates appear mostly human, except for their prehensile feet and greenish skin, veined with black tracery. They have an ability to communicate with many vegetable intelligences by touch. They travel through space aboard vast **tree ships**, STL vessels which are also plant-analogue exointelligences and which have the appearance of a terrestrial tree several hundred metres long. Each ship is surrounded by an atmosphere pocket, and usually has a gravity field of 0.3G to 0.5G. T7 tree-ships have low acceleration, but T8 and T9 vessels have organic and genurgic gravity engines and ZIP cells respectively.

Foliates travel through 2-space using **forest ships**, which are essentially FTL tenders for tree ships which have been developed since Commonality contact.

Foliates use many organic devices genurgically engineered from plant-analogue life forms, including the motile carnivorous **cryptomeres** (see below), which are a combination pet / servitor / bodyguard. These tend to be highly efficient, however, and can rapidly overwhelm fragile biospheres, and are therefore deployed sparingly.

- **Chronological Age:** 50-70+.

- **Apparent Age:** Mature Adult.
- **Typical Occupations:** Explorer, Sci-Tech, Spacer.
- **Typical Enhancements:** Expert Climber*.
- **Mandatory Extras:** Autotrophic Enhancement.
- **Genotype Aspects:** You may take 1 or more genotype aspects.

ORGANIC DEVICES

Much of your equipment is in the form of curious exoflora-based biotechnology.

Invoke: To use an item of equipment for an unexpected purpose; to interact with the biosphere of a world in a useful way.

Compel: To have an item of equipment suddenly stop working, malfunction, or produce an unexpected or incomprehensible result; to attract unwanted attention.

PLANT COMMUNICATION

You’re able to communicate with exoflora-based exointelligences by touch. Conceptually this is radically different in nature and temporality to human communication.

Invoke: To be able to communicate with a “vegetable intelligence”, including using your interpersonal skills; to gain a bonus on attempts to analyse, understand, or otherwise interact with a vegetable intelligence.

Compel: To spend an inordinate amount of time interacting with a vegetable intelligence; to become overwhelmed by sensory and cognitive dissonance; to appear bizarre and alien; to make an interspecies faux pas.

EXOFAUNA: CRYPTOMERE

Physical Stress: 1 2 3 **Mental Stress:** 1 2

Consequences: 1 mild + 1 moderate

Scale: Small (-1)

Aspects: Mobile Plant-Based Producer; Six-limbed Bilateral Symmetry; Attacks in Defence or If Ordered by Foliates; Nutrient and Water Gatherer.

Skills: Good (+3) Athletics, Unarmed Combat; Fair (+2) Physique, Stealth; Average (+1) Notice, Rapport.

STUNTS

- ✦ **Acrobat:** +2 Athletics bonus to overcome actions when making impressive acrobatic manoeuvres.
- ✦ **Charge:** +2 attack bonus when you move at least 1 zone before attacking.

EXTRAS

- ★ **Armoured Bark / Skin:** Armour:1 rating.
- ★ **Claws:** Branch-like claws; weapon:1 rating.
- ★ **Enhanced Sense (IR Vision)*:** See in low-light / darkness; +2 Notice bonus.
- ★ **Enhanced Sense (Smell)*:** Detect using sense of smell; +2 Notice bonus.
- ★ **Expert Climber*:** +2 bonus to overcome and create advantage actions when climbing.
- ★ **Lightning Fast*:** +2 bonus to movement actions where speed is a factor.

Supporting NPC

The Zarus Dominate—A Successor State Culture

Cultural Aspects: Humankind Loves Domination; The Venu Show the Way; Security Through Submission.

Genotypes: Non-Commonality Human; some synthetics treated as property.

Demeanour: Closed and unreadable, and instantly deferring to authority, willing to cheer and clap at the slightest prompting, even without knowing why. They approach queueing for scarce goods in much the same way.

Language: Zarusian.

Tech Index: T7 (First Age of Space).

Economic System*: Interested Resource Allocation.

Occupations: Agent, Bootstrapper, Fringe Worlder, Soldier.

Equipment: Strict uniform with oppressive and fascistic design; no Mindscape implant; T7 gear often aping Venu designs.

*see page 11.

dictatorial government and a post-feudal mentality. The Dominate uses Venu “dirt drive” planing technology, and captured / traded Commonality gear which Commonality agents are constantly trying to infiltrate and destroy.

The Blade Conglomerate

This Successor State is a fragment of the former Ziochane Hexarchy. It's highly militaristic, with fixations on ritual combats and archaic weaponry, and a militarised social structure. It's pretty independent, but loosely oriented towards the Commonality.

The Colchis Succession

A Successor State which by dint of astrography finds itself drawn more into the Venu sphere of interest than that of the Commonality. Other than some highly intrepid new traders, planeships are a relative rarity here, and even the Succession can field very little in the way of a space force.

The Dottle Migrant

The Dottle Migrant is an introspective Successor State, with ties to the Sentient Alliance and hence the Commonality. It has a vastly inflated idea of its own importance.

The Horstwine Array

The Horstwine Array is a Successor State rival of the Colchis Succession, with which it shares a border. It competes with

the Succession for Venu favour, which the Venu are all too happy to exploit.

The Kaldane Triumvirate

The Kaldane Triumvirate is a fragment of the former Ziochane Hexarchy, and a neutral Successor State which hosts embassies from the Commonality, the Sentient Alliance, and the Venu. It sees its own survival being a consequence of a delicate balance of power between these three dominant polities, and it pursues trade as a method of satisfying all three.

The Luxor Array

A Successor State and fragment of the former Ziochane Hexarchy, the Luxor Array is a theocratic polity whose over-zealous attitudes caused the splintering of the Dottle Migrant.

Tarchemine Proto-State

The Tarchemine Proto-State isn't quite yet a Successor State; some say it's more a state of mind. There are several Tarchemine worlds, all of which have dreams of astropolitical greatness which far exceeds their grasp. It's an open question whether Tarchemine will be swallowed up by another polity, perhaps even the Venu; SCI Force fears conflict here may spark another interstellar war.

OCTANTS OF THE OUTREMER SUBSECTOR

Alpha: Gallipolic Tendency

The Gallipolic Tendency is located up and out from the subsector core, and consists almost entirely of Successor States and outer worlds. The Sentient Alliance has a couple of worlds in the octant; none are significant enough to warrant the title of “capital”.

Beta: Starvelan Octant

The main octant of the Sentient Alliance in Outremer, only a few worlds belong to the Zarus Dominate and the Commonality. Starvelan is the location of Acre, the capital of the octant and of the Outremer subsector, and one of the major worlds of the whole Sentient Alliance.

Gamma: Megadon

Megadon is something of a backwater; relatively far from the stresses of the Venu frontier and the Venu client states, it has a long border with the outer worlds. It has no octant capital.

Delta: Reynard-Moor Octant

One of the two main Commonality Space octants in Outremer, Reynard-Moor contains a majority of Yarpeen lost colony worlds. Its capital is the Shinean culture world of Gung Wei.

The Rowena Alliance—A Rediscovered World Culture

Cultural Aspects: Prove Ourselves to the Galaxy; All Sentients Are Equal; Loyalty to the Alliance Gives Us Strength.

Genotypes: Mixed human and human-appearing hominids.

Demeanour: Energetic overachievers with a chip on their shoulder.

Language: Rowenan; Universal as a second language.

Tech Index: T8 with a growing number of T9 additions.

Economic System: Planned Economy (see page 14).

Occupations: Fringe Worlder, Sci-Tech, Spacer, Uplifter.

Equipment: T8 and some T9 equipment necessary or useful for the character's occupation.

The Rowena Alliance (Starvelan octant) was discovered 47 years ago, when a Commonality event horizon probe noticed a large slowship travelling between two nearby star systems. The two homeworlds of the Rowena Alliance are a pair of habitable worlds, each of which orbits one of a pair of binary stars that are roughly 0.05 lightyears (3,100 AU) apart. The crew of the three slowships that settled this star system 4,700 years ago decided to settle both worlds, naming them Fu Xi and Nu Wa. Maintaining a high tech civilisation proved difficult, but the tech level of these two worlds never fell

below T5, so they were able to maintain radio contact. For the last 3,100 years the Alliance has been able to regularly send T6 slowships back and forth between these two worlds, despite the fact that journeys typically required almost two years each way. The two worlds remained close, with shared values, including a strong commitment to providing every sentient being with the same opportunities, and an emphasis on social harmony and conformity maintained by social pressure rather than legal force.

The Rowena Alliance initially consisted of Fu Xi and Nu Wa. 700 years ago the worlds attained T7 and became able to make the journey between them in less than a month. Soon thereafter, they set their sights on a star system two-and-a-half light years away, and for the last 600 years have slowly been colonising a world there they've named Jurla.

Commonality contact teams contacted one of the Alliance's slowships and then visited all three worlds, which were shocked and dismayed to discover that the Commonality had been travelling faster than light for more than a century, while they had been using ships no better than the ones their ancestor's first settled their star system with millennia ago. Over the last few decades, this dismay has been replaced by a desire to prove themselves to the galaxy, and the Alliance has recently completed its transition to a full T8 society, and is now constructing several planeships using T9 components provided by the Commonality. It's a Rediscovered World culture in Stage Two Normalisation.

THE ROWENA ALLIANCE

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Interplanetary (+7)

Reach: Interplanetary (+7)

Tech Index: T8

Memes: Prove Ourselves to the Galaxy; All Sentients Are Equal; Loyalty to the Alliance Gives Us Strength.

Capability Memes: Blasters Cause Horrendous Wounds! Just One World Among Millions; Personal Insignificance; Power Is All Around Us; Power Is Free; Power of the Mind; Science; Machines Will Take

Over the World! What Is Human Anyway? What Is Intelligence Anyway?

Skills: Good (+3) Empathy, Rapport, Will; Fair (+2) Knowledge, Science, Technical; Average (+1) Assimilate, Contacts, Structure.

STUNTS

✦ **Traditionalist:** Armour:1 rating against physical and mental attacks.

CAPABILITIES

Transport.

Unanimity—A Neo-Culture

Cultural Aspects: Harmonious Competition; Leaving Your Pod Is Madness; Competition Promotes Greatness.

Genotypes: Human and hominids in life support pods.

Demeanour: Breezy and enthusiastic in virtuality or avatar; terrified and often catatonic in actuality.

Language: Universal.

Tech Index: T9.

Economic System: Interested Resource Allocation (page 13).

Occupations: Explorer, Rogue, Security, Spacer.

Equipment: Life support pod; almost all members possess special ops Mindscape implants and the Longevity enhancement.

Unanimity (Reynard-Moor octant) is a form of holoceme virtuality (see **The Core Worlds** sourcebook) and the relic of an experimental colonisation fad that swept through part of the Core Worlds more than three thousand years ago, but mostly vanished within two hundred years. The planet's inhabitants live in life support pods and interact with the outside world solely via Mindscape. Almost 90% of the population exclusively inhabit virtualities and almost never interact with the physical world; the remaining 10% retains an interest in the physical world, but even then would never consider leaving their life pods, instead interacting via avatars and other drones. Some of Unanimity's inhabitants do wish to see

the galaxy, but all but a handful of these intrepid explorers continue to regard the physical world as highly dangerous, if fascinating, and consequently either install their life support pods in cities on other worlds or, more commonly, join a starship crew and experience the worlds they visit via avatar and other drones, while their life support pod remains onboard the starship.

Unanimity is a peaceful world, and all inhabitants are guaranteed a minimum standard of living, but the culture also celebrates the struggle for status. Hacking the Mindscape is permitted as long as lives are not endangered or Mindscape integrity compromised. Restricting someone's Mindscape access is a crime almost as serious as murder, but Unanimity's inhabitants regard spying, altering virtualities, and reading thoughts and exomemories as good business, especially if you don't get caught...

Travellers from Unanimity are infamous as experts in remote ops and hacking, and law-abiding Commonality citizens often regard the world and its inhabitants with suspicion. However, the world is home to several of the Commonality's finest virtuality designers. Traders from beyond the Commonality have recently begun to visit Unanimity, seeking high-end virtualities or skilled Mindscape hackers; since most such experts prefer not to interact directly with the physical world, visitors must meet prospective clients in virtualities, and often disorienting experience as Unanimity virtualities often have simulated physical laws that have little in common with the "real" universe.

Epsilon: Dorwinisti Octant

Dorwinisti is a turbulent volume of space which really does feel like it's at the galaxy's edge. The Venu are very active here, and conflict is almost constant between its constituent Successor States. Much of the octant, however, is trackless outer worlds territory, visited only by event horizon probes and the more daring—or desperate—new traders.

Zeta: Heritage Contestation Octant

The Heritage Contestation octant is detailed on page 20.

Eta: Gandhi's Loop

Gandhi's Loop is a primarily Sentient Alliance octant, despite its capital being the Commonality world of Foremost. The Commonality presence makes it less of a backwater than Megadon.

Theta: Harporcratis Octant

The second of the Commonality octants of Outremer, Harporcratis is the location of the octant capital of Bodewell, which is also the Commonality's de facto subsector capital, second only to Acre.

ECONOMICS OF THE OUTREMER SUBSECTOR

The Outremer subsector, like many areas of the Fringe, is in economic chaos. The Expansionary Era has thrust together political and economic systems in a turbulent collision of ideologies, destroying the status quo and upsetting established societies often millennia old. Many factions are trying to understand the situation; some, like the Commonality, are trying to control it for the common weal; others, including some corporacies, are trying to take advantage of it for their

Varos—A Lost Colony Culture

Cultural Aspects: Hierarchy Is the Natural Order of the World; Life Is Struggle; Never Show Weakness.

Genotypes: Hominid (cold-tolerant).

Demeanour: Rough and often brusque in their own environment; otherwise fearful and overly-cautious, and perhaps often aggressive to compensate.

Language: Veroan. May know a smattering of Universal, usually with a thick accent.

Tech Index: T2.

Economic System: Confiscation (see page 12).

Occupations: Barbarian, Outer Worlder.

Equipment: Dagger or blade.

The ice age on the world of Varos (Gandhi's Loop octant) is now ending, but the onset of glaciation four thousand years ago destroyed initial hopes of advanced civilisation on this world. Settled five thousand five hundred years ago, the colony initially maintained a T6 civilisation; once glaciation began, its largest cities were abandoned, and food shortages decimated the population. Varos never fell below T2, but has remained there for the last three millennia. The glaciers are now in retreat, but Varos remains a harsh world, ruled by shifting alliances of nobles subject to an empress who governs from the capital city of Pearl.

Until seven years ago, the inhabitants of Varos looked up at the stars with superstitious awe, recounting legends of

how their ancestors had sailed to Varos across the great "star sea". But then, seven years ago, people from the stars arrived. Varos's inhabitants initially greeted the visitors with fear and reverence, but the empress and her nobles soon understood they were people like themselves, but with vast power and strange magics. Fearful of the changes the visitors might bring, the empress made the New Traders who had discovered her world agree to limit any non-medical technologies above T2 to the capital city of Pearl only.

Today, Pearl is the location of a tiny starport and an adjoining interstellar district. Beyond the capital, traders are permitted to sell medicines, and the crew of one ship helped establish several clinics. However, the treaty prohibits offworlders from advocating violence or revolution, or openly questioning the social order. Visitors may keep any enhancements, but must disable any implanted lethal weapons. Offworlders may travel freely if they use local forms of transportation. The New Traders are all eager to acquire local art, music, and stories before the Commonality properly focuses on this world and likely imposes an embargo.

However, Varos's inhabitants have not remained passive. As part of the "treaty" of Rediscovery, the empress obtained a rejuvenation treatment. Now, in direct contravention of her own treaty, she has convinced a group of New Traders to sell her advanced weaponry so she can easily put down any opposition to her rule. Elsewhere on Varos, a bandit lord has been working with a disaffected noble to kidnap traders to secretly ransom them in return for weapons or other prohibited technologies.

VAROS

Physical Stress: 1 2 3 4

Mental Stress: 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Planetary (+6)

Reach: Planetary (+6)

Tech Index: T2

Memes: Hierarchy Is the Natural Order of the World; Life Is Struggle; Never Show Weakness.

Capability Memes: Killing at a Distance Is Ignoble! Sacred Repositories; The World Is a Great Machine,

and We Can Control It; We Can Conquer Death; We Can Share Our Knowledge.

Skills: Good (+3) Structure, Will; Fair (+2) Deceive, Stealth; Average (+1) Provoke, Resources.

STUNTS

✦ **Traditionalist:** Armour: 2 rating against physical and mental attacks.

CAPABILITIES

Armaments, Biotechnology.

personal gain. And, in the spaces in between, there's plenty of room for player characters to play their part, whether they're just trying to make their own fortunes, or whether they're trying to forge a future in the Rim.

Economic Systems

Most of the time in the New Commonality, economics isn't something most people notice. The Commonality Resource Allocation Network replaced the bad old days of money and speculation millennia ago, and now the RAN hyperintelligences quietly and efficiently shunt around needed products in a way which is invisible to most peoples. However, just as worlds in *Mindjammer* can have different levels of technology, it's also possible for them to have very different economic systems, and out on the Fringe these systems often become glaringly obvious.

The purpose of any economic system is to permit individuals to acquire the goods and services they need and to provide their own goods and services to others. There are many ways of achieving this, ranging from Stone Age barter to advanced systems based on complex interrelations of need and reputation that require artificial sentiences to manage. The following seven economic systems are the most common that humanity has developed.

- **Barter:** Characters exchange goods and services with one another without money, credit, or other intermediary.
- **Confiscation:** Elites confiscate much of the culture's wealth, leading to an increasingly centralised ruling class.
- **Disinterested Resource Allocation:** Society efficiently distributes resources according to need and desire, while also providing incentives for success.
- **Interested Resource Allocation:** Society distributes

Abraxas—A Neo-Culture

Cultural Aspects: All Life Is One; Adapt Your Body to Your Environment; Distrust Mechanical Technology.

Genotypes: Hominids and Xenomorphs.

Demeanour: Mystical, often with a primitive feel, which hides deep sophistication.

Language: Universal.

Tech Index: T7 with T9 biology, medicine, genurgy, and biotechnology.

Economic System: Barter.

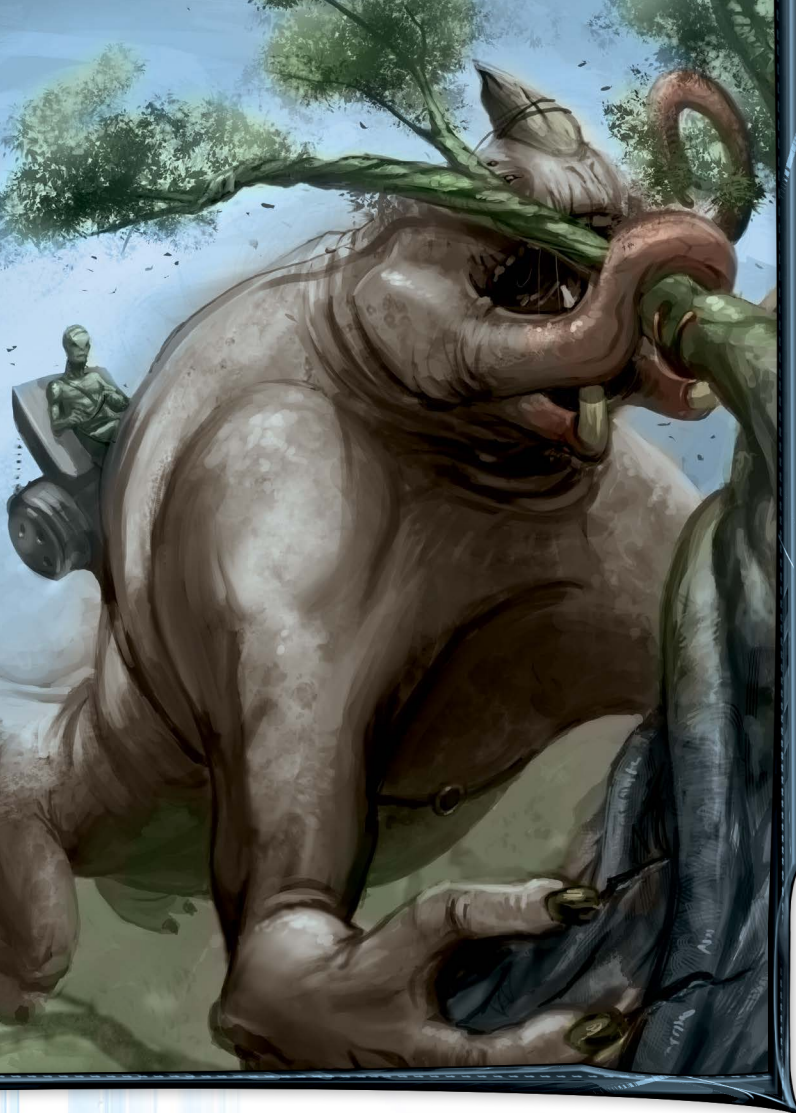
Occupations: Entertainer, Explorer, Sci-Tech.

Equipment: Almost all inhabitants of this world possess the Accelerated Healing genurgic mod (*Mindjammer* page 118), a biological Mindscape implant that only functions with biologically-based Mindscapes, and nanocells that only work with living technology. Residents who travel off world almost always possess a T9 purely biological variform p-suit and one or more near-sentient animal companions that have been modified for various useful purposes. Some who travel off world wear a special interface necklace that allows their biological Mindscape implant to interface with the standard Mindscape, but many do not.

Abraxas (Harpocratis octant) is a tidally-locked planet whose habitable area comprises most of its daylight hemisphere, except for a large desert at the sunward pole. It's one of several worlds where extreme biotech has become the norm. Originally settled by radical Chembu who rejected

mechanically-based genurgy and the perceived Chembu subservience to the Planetary Intelligence, its inhabitants regard biologically-based genurgy as morally and practically superior, and refuse to allow the Planetary Intelligence to modify (other Chembu would say enhance) their thoughts. Inhabitants of Abraxas exhibit a vast array of genurgic augmentations, but regard inorganic augmentations, including ones using inorganic nanotechnology, as impure and antithetical to a fulfilling life. They have built a living space elevator, organic sensors, and other personal devices with direct nervous system interfaces, and even living airplanes, airships, boats, rockets, and submarines. Abraxas possesses a T8 Mindscape based on biological processors.

Because of their beliefs, most of Abraxas is wilderness, but many species have been modified to increase intelligence and to create an ecosystem that is stable and tolerant of the presence of several hundred million hominids and xenomorphs. While Abraxas has several hundred small- to medium-sized "living cities" with populations of up to 100,000, most of the population lives as nomadic high-tech hunter gatherers who use the many animals and plants tailored for their use. Living in bands of up to 50 people and communicating via biological Mindscape, they breed and engineer plants and animals using tailored mutagens, while the inhabitants of the cities create new genurgic templates in **womb pools and gene printers**. Although incapable of starship construction, the inhabitants of Abraxas are in demand for genurgy, high-end terraforming, bioremediation, and biological weapon design, as well as their unique performing animal shows.



resources according to need and desire, but ensures elites gain an especially large share of goods and wealth.

- **Regulated Money Economy:** Money is the basis for the economy, but society ensures that even its least well-off members have a reasonable standard of living, which wealthier members pay for with modest taxes.
- **Planned Economy:** Society allocates resources based on need. Individuals are free to purchase luxuries, but pay significant taxes on such purchases.
- **Unregulated Money Economy:** Goods are bought and sold using money, which is earned via labour or acquired by participating in the economic system in other ways.

BARTER

Example: The Commonality Culture World of Abraxas.

Typical Aspects: *A Fair Deal Is a Good Deal; Money and Accumulated Wealth Are Evil; Only Trust Wealth You Can Hold.*

This is the oldest economic system, but also one of the least common. There's no high-level social organisation of labour or allocation of resources, and no sophisticated economy; surplus is simply exchanged by negotiation. Barter is the norm in T0 and T1 cultures and common in T2 societies, but quite rare at T3+, only found where cultures have deliberately abandoned economic systems, usually for moral or ethical reasons.

Your Character's Economic System

If it's important to your character, you can specify your economic system as an aspect. Most of the time it won't be: especially for Commonality characters, everyone's been raised on worlds where the Disinterested Resource Allocation system prevails, and most people don't even notice it. If you're in a group where people come from different economic systems, and especially if you're visiting worlds where other systems hold sway, and the resulting conflicts look like they may provide interesting adventures, then it's worth including. Sometimes the arrival of the Commonality RAN on a Rediscovered World with a contrasting economic system can even provide a whole game aspect in its own right.

Characters running barter transactions may often find themselves using skills other than Resources to make deals and exchange items, such as Rapport, Deceive, or even Provoke. They may simply offer items in exchange for other items with relatively similar perceived value, but extreme abundance or serious shortages can result in characters making deals that characters who rely on money or resource allocation would regard as drastically unequal. In a city with a food shortage, an individual might be more than willing to exchange jewellery or precious metals for a small amount of food. If you live in a barter economy, your Resources skill represents physical goods you can easily lay your hands on.

CONFISCATION

Example: The Venu Empire.

Typical Aspects: *Strive to Gain Power and Status So You Can Take From Those Less Able and Deserving; The Rulers Are Divinely Blessed and Deserve Whatever They Wish to Take From Their Subjects; We and Our Possessions Only Exist to Serve the Rulers.* This economic system is relatively common in oppressive states, especially those with tech indices between T2 and T4. In this system, the elites impose high taxes on all other members of society and use these taxes to enrich themselves.

Everyone except the elites pays a heavy tax on all economic transactions. In some societies, a portion of this money is used to ensure everyone receives at least a basic allowance, but in others even the poorest residents receive nothing. In contrast, the elites pay no taxes and receive a generous allowance in addition to whatever they earn. Characters acquiring items in a confiscation economy may find themselves needing to make Bureaucracy or Contacts rolls *before* they can attempt Resources rolls, which face high opposition (at least +2 higher than normal) if they are not members of the elite.

DISINTERESTED RESOURCE ALLOCATION

Example: The New Commonality of Humankind.

Typical Aspects: *Economies Should Provide for Everyone and Harm No One; Money Is Archaic; With Sufficiently High Technology We Can All Be Wealthy.*

This economic system is nothing more than a theoretical dream before T7, and does not become fully practical until T8. Designed to function swiftly, easily, and flawlessly, it ensures that all members of society not only have access to basic necessities, but can also acquire a modicum of luxuries and non-necessary goods with relative ease, often providing individuals with goods before they even realise they need them. It also recognises and rewards local and global renown, personal networks, and overall competence. Because they can only exist at T8+, cultures using this economic system tend to exist in highly affluent societies, where poverty and want have been banished due to the availability of ZIP cells, makepoints, and similar technological wonders.

In this economic system, the basic necessities of life are free, and luxuries and non-essential items are distributed based on a combination of how much an individual requires a particular item and that individual's contacts and personal influence. Most acquisition rolls use the Resources skill, although contacts and favours may be cashed in to improve chances for items of greater scarcity. Goods fall into four categories.

- **Trivial and Necessary Goods:** Trivial and Necessary goods are free for the taking. Food, clothing, modest housing, Mindscape access, and medical care, including both Mindscape and Longevity augmentations, all fall in this category, as do simple everyday items. No rolls are necessary to acquire these goods. Individuals cannot acquire unlimited numbers of meals or suits of clothing at one time, but otherwise these goods are freely available to all citizens. In fact, predictive basic sentences make certain that such goods arrive almost as soon as someone realises they want or need them: the resource allocation system knows you as well as you know yourself, and responds accordingly. However, if someone wishes to acquire more of a particular good than they need for personal use, then they must either provide a compelling reason, or roll to acquire them as Moderate goods.
- **Moderate Goods:** Moderate goods are relatively common and easily available goods that are not essential and which possess some degree of complexity, so that manufacturing them isn't completely trivial. Moderate goods are roughly a Fair (+2) difficulty to acquire, and in most cases are available within a few minutes.
- **Expensive Goods:** Expensive goods are difficult to produce and aren't in high demand. They're roughly a Great (+4) difficulty to acquire, which usually takes a few hours.
- **Extravagant Goods:** Characters can attempt to acquire exceptionally expensive, rare, or difficult to produce goods within the Commonality, but doing so at least a Fantastic (+6) difficulty. Acquisition may take several days.

- **Unique Goods:** Some goods aren't merely complex or difficult to create, but actually unique. Artifacts from extinct alien civilisations, relics or works of art from Old Earth, or even simply a dwelling in a desirable location with a lovely view are all examples of unique objects. Unlike other attempts to acquire goods, all such goods must be acquired from a particular individual. The "cost" of this item is whatever that person is willing to trade it for. They might want a particular Expensive or Extravagant item, or they may wish a favour of some form or other. Any bargaining regarding the exact terms of this transaction are made using interpersonal checks to negotiate the deal. Deals like this can be excellent hooks for adventures.

TRADING WITH MONEY ECONOMIES

Citizens of Disinterested Resource Allocation economies who wish to trade with worlds or individuals which use money can easily do so. Most citizens simply sell goods they acquired in their home polity to customers in locations which use money. However, characters can also contact a group of traders and attempt to exchange access to the Resource Allocation Network for credits. This automatically faces a *Complex Commercial Exchange* obstacle which may be removed or countered by Bureaucracy, Rapport, or (rarely) Deceive rolls. Thereafter the acquisition rolls are the same as for the item to be required.

INTERESTED RESOURCE ALLOCATION

Example: The Commonality Culture World of Unanimity.

Typical Aspects: *Everyone Deserves Enough, But the Best Deserve Luxury; Excellence Should Be Rewarded With Luxury; Too Much Equality Weakens Society.*

This economic system is similar to Disinterested Resource Allocation, except that the elites actively maintain their own power and privilege by facilitating their access to luxuries and simultaneously restricting the ability of non-members to acquire them. Life in this economy is opulent for the elites, while remaining at least moderately good for the majority of the populace. One of the major sources of dissatisfaction is that social mobility is restricted, and few non-members are ever able to rise to join the elites. This economic system requires the same advanced real-time economic data and models as Disinterested Resource Allocation, and typically evolves out of that system when the power of the elites grows sufficiently for them to alter the structure of the economy, or is put in place by elites who wish to create a stable and moderately humane economic system but do not wish to sacrifice any of their privilege.

The mechanics of acquiring goods in this economy are similar to those in a Disinterested Resource Allocation economies. The only difference is that all acquisition attempts face a *Biased in Favour of the Famous and Powerful* obstacle, which may be mitigated by Contacts rolls or invoking appropriate status-based aspects.

UNREGULATED MONEY ECONOMY

Example: The Q-Zone pirate base of Gamelan Belt.

Typical Aspects: *Greed Is Good; People Are Only Responsible for Themselves; Wealth Indicates Moral Superiority.*

This is an economic system which our 21st century societies often characterise as a “free market”. Money, in the form of credits, is the basis of the economy, and exists as the sole unit of exchange. Characters earn money as salaries, via hourly work, and engaging in speculative trade or occasionally criminal activities. Prices are generally known to parties to a transaction ahead of time, and are relatively stable, although in some cases they can be modified using the Bureaucracy or Contacts skill. While relatively easy to maintain, requiring little active management, and stable in the long term, these economies require at least some percentage of the population to be impoverished, and often lacking even the basic necessities of life. Also, their long-term stability comes at the cost of short term instabilities such as the infamous “boom-and-bust cycles”. Despite these problems, unregulated money economies can be found all across Human Space, and are particularly effective at “filling the gaps” where more structured economic systems have not yet

been implemented (often for technological reasons). They are particularly common in T2-T7 societies.

In unregulated money economies, acquisition rolls are required even for trivial and necessary goods. Costs increase quickly, but burning credit stress is socially acceptable and a very common way to acquire costly items: most people continually suffer credit consequences. Costs are as follows:

- **Trivial and Necessary Goods:** Average (+1) cost. An hour.
- **Moderate Goods:** Good (+3) cost. Several hours.
- **Expensive Goods:** Superb (+5) cost. Several days.
- **Extravagant Goods:** Epic (+7) cost. Several weeks.

REGULATED MONEY ECONOMY

Example: Jendisti III, Dendryphon Protectorate.

Typical Aspects: *Care About All Members of Your Society; Poverty Is the Mark of an Unjust Society; Society Is Responsible for All Its Members.*

Regulated money economies typically evolve out of unregulated money economies, when either the rulers or the citizens wish to insure that the free market is not free to reduce some members of society to abject poverty and starvation. Regulated money economies tend to have lower crime rates and somewhat less violence than unregulated ones, due to a general lack of desperation among the poor. Regulated money economies can also be found all across Human Space and are common in T3-T8 societies.

The most obvious difference with the unregulated money economy is that all characters receive sufficient funds to ensure a minimum existence, which insures that even the unemployed with no other source of income are not forced to starve or live in abject poverty: Resources rolls are not required for trivial and necessary items. In addition, anyone who lives at a standard of living of High or greater must pay somewhat more for their standard of living, due to luxury taxes: costs are lower for less extravagant items, and higher for more, as follows:

- **Trivial and Necessary Goods:** No roll required. An hour.
- **Moderate Goods:** Fair (+2) cost. Several hours.
- **Expensive Goods:** Superb (+5) cost. Several days.
- **Extravagant Goods:** Legendary (+8) cost. Several weeks.

PLANNED ECONOMY

Example: The recently recontacted Rowena Alliance.

Typical Aspects: *The Collective Knows Better Than Any Individual; Greed Indicates Corruption, Take Only What You Need; No One Should Possess Luxury While Any Are in Need.*

Planned economies are at least as old as unregulated money economies. At T2-T4, they are typically found in oppressive regimes, where the elites confiscate the wealth of all non-elites. The elites give back a pittance, while living in luxury. At these tech indices, planned economies typically devolve into confiscation economies, where a small elite enjoy most of the culture's wealth. Some of these societies offer the pretence

Alien Economic Systems

Some exointelligences exchange information, goods and services, but in almost all cases their conception of an economic system differs wholly from those used and created by humans. In rare cases, however—and in particular in exocultures of a similar Evolution Index to humankind—systems of exchange may be comprehensible and even accessible to humans. In one, for example, an exoculture may be exchanging goods and services in vast, structured rituals; in another, an exchange medium conceptually analogous to money / credit may be used, but with values varying drastically, or even seemingly at random, depending on who an individual is buying from or selling to, or other, more nebulous factors. Exointelligences with Evolution Indices of 3-4 (Pre-Human) or 5-6 (Low Human) may use systems similar to barter, or a mixture of barter and very simple confiscation; while those with Evolution Indices of 13-14 (Posthuman) or higher may exhibit complex relations of exchange that are beyond human comprehension (although Commonality hyperintelligences may relish the challenge...). In most cases, however, contact teams will have their work cut out even simply establishing meaningful communication with most exointelligences, let alone working out bases for trade and exchange. Rediscovered worlds and lost colonies are a much safer bet.

of providing for all citizens and make certain that even the poorest members have the minimum necessities of life, while others do not. However, all are at least moderately oppressive.

At T5+, advances in data processing begin to offer methods of actually planning an economy in an organised and functional fashion. Most attempts to accomplish this at T5 soon become confiscation economies, but by T6, the easy availability of data and the ability to swiftly process it and create real-time models permit the creation of systems where life's basic necessities can be efficiently allocated to all citizens.

In T6+ planned economies, necessary goods are always free for the taking. Individuals cannot acquire unlimited numbers of meals or suits of clothing at one time, but otherwise they are freely available. Food, clothing, moderate housing, Mindscape access, and medical care all fall in this category. No rolls are necessary to acquire these goods, but if someone wishes to acquire more of a particular good than they need for personal use, then they must either provide a compelling reason for their needing the goods or purchase them.

Individuals are also freely given goods if they can demonstrate a significant need for the item in their life or profession; this is usually treated as a **permission**, but permissions may be worked around using Bureaucracy or Deceive rolls. Medikits and drugs for physicians, weapons and armour for mercenaries or bodyguards, p-suits for frequent space travellers are all examples of necessary gear. Similarly, someone who frequently travels both inside and between cities

needing a reliable vehicle is another example of these sorts of goods. No rolls are necessary to acquire necessary items. Those that are not deemed necessary are purchased with money, and are treated exactly like purchases in regulated money economies.

FIGURING ECONOMIC DEVELOPMENT FOR CIVILISATIONS

Depending on where in Human Space a world is located, you may not need to determine a civilisation's economic system. For example, in the Core Worlds, almost all civilisations are Disinterested Resource Allocation economies. However, out on the Fringe, it may be useful to determine economic system on a world-by-world basis.

A civilisations economic system is strongly dependent on its level of societal development. On Table 1: Economic Development, look up the row for the world's Societal Development, and then roll 4dF or choose an economic system. For example, if a world has a Societal Development of Early Redistributive Model, then a roll of -1 indicates it has a Regulated Money Economy, while a roll of +3 indicates it possesses a Planned Economy.

Table 1: Economic Development

ECONOMIC SYSTEM	Barter	Confiscation	Unregulated Money Economy	Regulated Money Economy	Planned Economy	Interested Resource Allocation	Disinterested Resource Allocation
SOCIETAL DEVELOPMENT							
Hunter-Gatherer	All						
Small-Scale Communities	-4 to +2	+3 to +4					
Labour Service	-4 to -3	-2 to +3	+4				
Confiscation	-4	-3 to +3	+4				
Taxation and Representation		-4	-3 to +0	+1 to +4			
Early Redistributive Model				-4 to +2	+3 to +4 ¹		
Consensus Redistributive Model				-4 to -3	-2 to +4 ¹		
Selfless Redistributive Model				-4 to -3	-2 to -1 ¹	+0 ²	+1 to +4 ²
Widespread Intrusive Collective					-1 to +0 ¹	+1 to +4 ²	
Widespread Unintrusive Collective					-4 to -2 ¹	-1 to +0 ²	+1 to +4 ²
Sentience Coordinated Collective							All

¹ Minimum Tech Index T6.

² Minimum Tech Index T8.



CORPORACIES OF THE OUTREMER SUBSECTOR

Outremer is awash with corporacy activity. There are so many opportunities out beyond the tight control of the Commonality Resource Allocation Network, and enterprising characters can find no end of employment. Maybe they even run their own budding corporacy!

CRUCIS SYSTEMS

A major Sentient Alliance corporacy headquartered on the world of Crucis Harbour in the Heritage Contestation octant, Crucis Systems produces life support modules, habitats, extreme conditions vehicles, craft and equipment, as well as providing rescue services throughout the Sentient Alliance. It's a very bureaucratic corporacy. It has been expanding rapidly in the past few decades and is making inroads beyond Alliance borders, both into Commonality Space and other client and successor states. It's in danger of becoming a victim of its own runaway success.

Physical Stress: 1 2 3 4 **Mental Stress:** 1 2 3 4

Credit Stress: 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Planetary (+6)

Reach: Interplanetary (+7)

Aspects: A Nightmare of Red Tape; Victim of Its Runaway Success; Interstellar Rescue!

Skills: Superb (+5) Bureaucracy, Technical; Great (+4) Contacts, Resources; Good (+3) Notice, Will; Fair (+2) Investigate, Manoeuvre; Average (+1) Assimilate, Rapport.

STUNTS

✦ **Aid Package:** Use Resources for moderate and severe physical recovery actions for organisations.

✦ **Esprit de Corps:** +2 defend bonus vs demoralising attacks and propaganda campaigns.

✦ **Specialist:** +2 Technical bonus for actions relating to manufactured products and services.

✦ **The Ties That Bind:** +2 bonus to Contacts create an advantage actions.

EXTRAS

★ **Consultants:** 1/session when making extra effort and stressing mental stress track, automatically create Eye on the Ball advantage for the rest of the session.

★ **Convoy:** 1/session, make any Resources action up to range 2.

★ **Couriers:** +2 bonus when rapid communication is the goal.

★ **Medical Facilities:** Use Technical to make character recovery actions.

Supporting Organisation

HONNYO UNIVERSAL PRODUCTS

Headquartered on a recently colonised corporacy world in the Heritage Contestation octant, Honnyo Universal Products is a relatively new corporacy. It has several divisions; the largest are Honnyo Pharmaceuticals, Honnyo-Midworld Gravitics, Honnyo Systems (manufacturing cybernetic and control systems). It's a Commonality corporacy and has many synthetic members, including management and trustee boards staffed almost entirely by synthetics.

Physical Stress: 1□2□3□ **Mental Stress:** 1□2□3□

Credit Stress: 1□2□3□4□

Consequences: 1 mild + 1 moderate

Scale: Planetary (+6)

Reach: Interstellar (+8)

Aspects: New and Innovative Corporacy; Huge Synthetic Contingent; Multiple Divisions.

Skills: Great (+4) Science, Technical; Good (+3) Knowledge,

Resources; Fair (+2) Structure, Will; Average (+1) Intrusion, Investigate.

STUNTS

★ **Decentralised Structure:** 1/session, reduce a moderate consequence to mild, or remove a mild completely.

★ **Innovator:** +2 overcome bonus when making a breakthrough with Science.

★ **Known Knowns:** +2 defend bonus against Deceive.

★ **Specialist:** +2 Science, Technical, and Knowledge bonus relating to current division.

EXTRAS

★ **Production Facilities:** Specialist Production Facility; Good (+3) Technical.

★ **Skunkworks:** Use Technical instead of Stealth when creating advantages representing secret inventions.

TAMESLOND DERIVATIONS

The Tameslond Derivations corporacy was an adventurous enterprise founded just before Venu contact in the earliest days of development of the Rim. Its founder members originate in Yarp on Old Earth, and are said to have knowledge of economic and resource allocation systems stretching back millennia. Tameslond Derivations' remit is to study, manipulate, and strategically deploy economic systems in the Rim. This includes tinkering with the economies of Fringe and Outer Worlds, increasing or decreasing the pace of rollout of the makepoint network, and even modifying the memetic makeup of the RECU credit sentences. It's a dark art, but an extremely powerful one, and TD's agents often behave like they're the secret masters of the universe.

Tameslond Derivations is active all along the Fringe, and indeed beyond, and has close ties with SCI Force, which often accuses it of playing fast and loose with Commonality precepts. Tameslond's view is that if the Commonality doesn't expressly forbid doing something, then it's fair game, no matter how shady or dodgy it may look.

Physical Stress: 1□2□ **Mental Stress:** 1□2□3□

Credit Stress: 1□2□3□4□

Consequences: 1 mild + 1 moderate

Scale: Planetary (+6)

Reach: Interstellar (+8)

Aspects: Economic Hit Men; If It's Not Illegal It Can't Be

Wrong; Ancient Old Earth Ruthlessness.

Skills: Superb (+5) Assimilate, Provoke; Great (+4) Contacts, Resources; Good (+3) Deceive, Intusion; Fair (+2) Bureaucracy, Investigate, Security; Average (+1) Knowledge, Stealth, Will.

STUNTS

★ **Corporate Raider:** +2 Intrusion bonus on create an advantage actions facilitating physical and credit attacks.

★ **Divide and Conquer:** +2 create an advantage bonus to target a local instance of an organisation.

★ **Market Awareness:** Use Knowledge instead of Empathy relating to resources, credit, commercial negotiations, and credit attacks.

★ **Public Relations:** +2 create an advantage Deceive bonus.

★ **Stakeholder Intervention:** Use Contacts to restore moderate and severe credit consequences for organisations.

★ **The Ties That Bind:** +2 bonus to Contacts create an advantage actions.

EXTRAS

★ **Auditors:** Good (+3) Bureaucracy attacks up to range 2.

★ **Consultants:** 1/session when making extra effort and stressing mental stress track, automatically create Eye on the Ball advantage for the rest of the session.

★ **Market Maker Section:** +2 Resources bonus to create New Market advantages to 2-zone range.

★ **Saboteurs:** Make Assimilate attacks up to 2-zone range.

TECHNOLOGY AND SPACE TRAVEL

The Outremer polities are naturally almost all lower tech level than the Commonality, and in some cases significantly lower. None have independently developed planing engine technology, and almost all use old Commonality ships, meticulously maintained at a lower tech index than their incept, and frequently with fairly old sentiences. Other vessels are cobbled together by polities reaching above their tech index; most obviously this refers to the Venu and their brainjacks, but also its various T7 and even T8 client states which are trying to reverse engineer planing engines.

Starship Generations

Some five “generations” of faster-than-light vessels operate in Commonality Space and beyond, dating from the beginning of the New Commonality Era up to the latest experimental and cutting-edge craft dispatched by the Commonality Core. Older generation vessels are still common in the Outremer subsector, and indeed across the Fringe: some have been upgraded with new power plants and planing engines, others are still functioning using equipment which was considered obsolete even at the outbreak of the Venu war.

In play, a ship’s generation affects things like the level of its Planing skill: older ships were brought into service during the early days of planing. At the same time, older ships tend to have more experience, and may have acquired more equipment and enhancements.

New Civilisation Type: Tech World

Tech worlds are colonised worlds which require constant technological intervention to remain habitable, and which are therefore obsessively structured around that technology, often with caste systems. Now as rediscovered worlds, they’re thriving, though often socially very turbulent.

Designation: Any.

Population: Sparse to Hyperdense, usually High Standard or higher.

Government: Any.

Societal Dev: Labour Service to Sentience Coordinated Collective.

Openness: Any.

Control: Any.

Trade: Any.

Tech: T5 (Computer Age) or higher.

Starport: Usually D-class or higher.

Mindscape: Usually Local Node or higher.

FIRST GENERATION SHIPS (1-10 NCE)

Mandatory Extras: Increased Skill Cap, Longevity x 2. **Maximum Planing Skill:** Fair (+2). **Tech Index:** T8.

Vessels deployed immediately after the discovery of planing, right at the start of Rediscovery. They have many technical issues, and are essentially slowships and small craft quickly and clumsily retrofitted with planing engines, but their sentiences are at least 183 years old.

SECOND GENERATION SHIPS—PRE-WAR (10-110 NCE)

Mandatory Extras: Increased Skill Cap, Longevity. **Maximum Planing Skill:** Good (+3). **Tech Index:** T9.

The vessels of the early Rediscovery Era are more standardised and better designed than first generation ships. They’re characterised by not being at all designed for combat, even if they’ve had weapons systems retrofitted later. Examples include the *Botany Bay*-class Explorer as well as the most common models of many standard non-military ships, like the *Mindjammer*, and all of the standard trading vessels like the *Profit*-class New Trader.

THIRD GENERATION SHIPS—VENU WAR ERA (110-120 NCE)

Mandatory Extras: Longevity. **Maximum Planing Skill:** Great (+4). **Tech Index:** T9.

Unsophisticated, mass-produced, yet thoroughly effective armed and armoured vessels, produced rapidly to respond to the sudden need for warships during the Venu War. The Space Combat Drone is one example of a ship from this era.

FOURTH GENERATION SHIPS—POST-WAR (120-170 NCE)

Mandatory Extras: None. **Maximum Planing Skill:** Superb (+5). **Tech Index:** T9.

Fourth Generation ships are refinements of Venu War Era vessels, often heavily armed and armoured, and much better designed. They include the system defence boat, quarantine enforcer, and surveillance ship.

FIFTH GENERATION SHIPS—3-SPACE ERA (170-190 NCE)

Mandatory Extras: At least one posthuman occupation, extra, or aspect. **Maximum Planing Skill:** Fantastic (+6). **Tech Index:** T10.

Fifth Gen ships are the “latest generation” of vessels, designed and built in the last 10-20 years and often referred to as “Core Ships”. They include the *Nautilus*-class Manowar and the Heavy Manned Fighter.

NEXT GENERATION SHIPS—X-SHIPS (190+ NCE)

Mandatory Extras: At least one posthuman occupation, extra, or aspect; Increased Evolution Index. **Maximum Planing Skill:** Fantastic (+6). **Tech Index:** T10.

Cutting edge experimental vessels produced literally in the last few years. They’re rarely seen in Outremer and the other subsectors of the Rim, usually being confined to the Core; they’re pretty much universally in Commonality hands.

Planing Operations and Jump Planning

Two opposing forces affect the planning of 2-space jumps. The first is the frequency of stellar bodies massive enough to prevent the Pulse Dragon Phenomenon; the second is the risk associated with entering and exiting 2-space.

Every 2-pilot knows that the longer the 2-space journey, the more difficult it is to navigate safely and accurately. Jumps of over 90LY are hazardous even for advanced starship sentences. At first glance, the solution might seem to be to shorten the 2-space transit: stellar bodies are frequent enough that planeships could make short jumps of only a few light years. Stellar body systems used this way don't have to be settled or exploited—most are red dwarf systems of M-class to L-class stars—and may not provide the most direct route, but they can function as waypoints for jumps of lower difficulty. In theory, that is...

Habitually, planeships spend a certain amount of time in star systems before departing, travelling into the inner system, perhaps disembarking, and planning for the next jump. If a ship wishes simply to jump onwards without entering the inner system, it typically spends less than a day in-system, running diagnostics and making calculations for the next jump. If it's willing to make blind jumps, this period can be as little as half an hour. This means that there's a small loss of time incurred by making multiple jumps which becomes significant over long distances. For example, making a single 90LY jump will take *at minimum* 15 hours less than 30

jumps of 3 light years each. In an emergency this delay can be critical, but under normal operations it may not be significant.

However, it becomes significant when combined with the main hazard associate with multiple jumps. Simply put, entering and exiting 2-space is dangerous. The most dangerous parts of a 2-space transit occur close to stellar body systems, where the density of micro-debris increases above the background level of the interstellar medium. When leaving and approaching a star system, the 2-pilot must navigate exponentially higher and hazardous levels of micro- (and sometimes macro-!) debris. In fact, over 95% of planing mishaps occur in these initial and final moments. There are exceptions: deep space debris fields and other hazards do exist, and some stellar bodies have lower amounts of micro-debris. However, the general rule holds.

Because of this, increasing the number of jumps quickly balances out the advantages to be gained by making shorter jumps. In the final analysis, it's advantageous to jump as far as you safely can in a single jump—as long as your ship has the planing engines and the astrogational expertise to do so.

Sometimes, though, micro-jumps can be profitably incorporated into 2-space journeys. Some stellar bodies have lower amounts of micro-debris, and can be used to reduce jump distances by making multiple interval jumps. In fact, this is often what's going on when a 2-pilot takes time to create *Navigation Plan*-type advantages on a planing roll.



CHAPTER TWO

THE HERITAGE CONTESTATION

OCTANT - "THE ANVIL"

The Heritage Contestation octant saw the most savage fighting during the Venu War—hence its nickname—and many worlds still bear the scars, physical, mental, and cultural. The Q-Zone is a looming concern in most people's minds; no one forgets that if the Venu invade again, that's where they'll likely come from. The rest of the octant is mostly pro-Commonality,

or at least neutral, with the exception of the pro-Venu Zarus Dominate, a constant thorn in everyone's side.

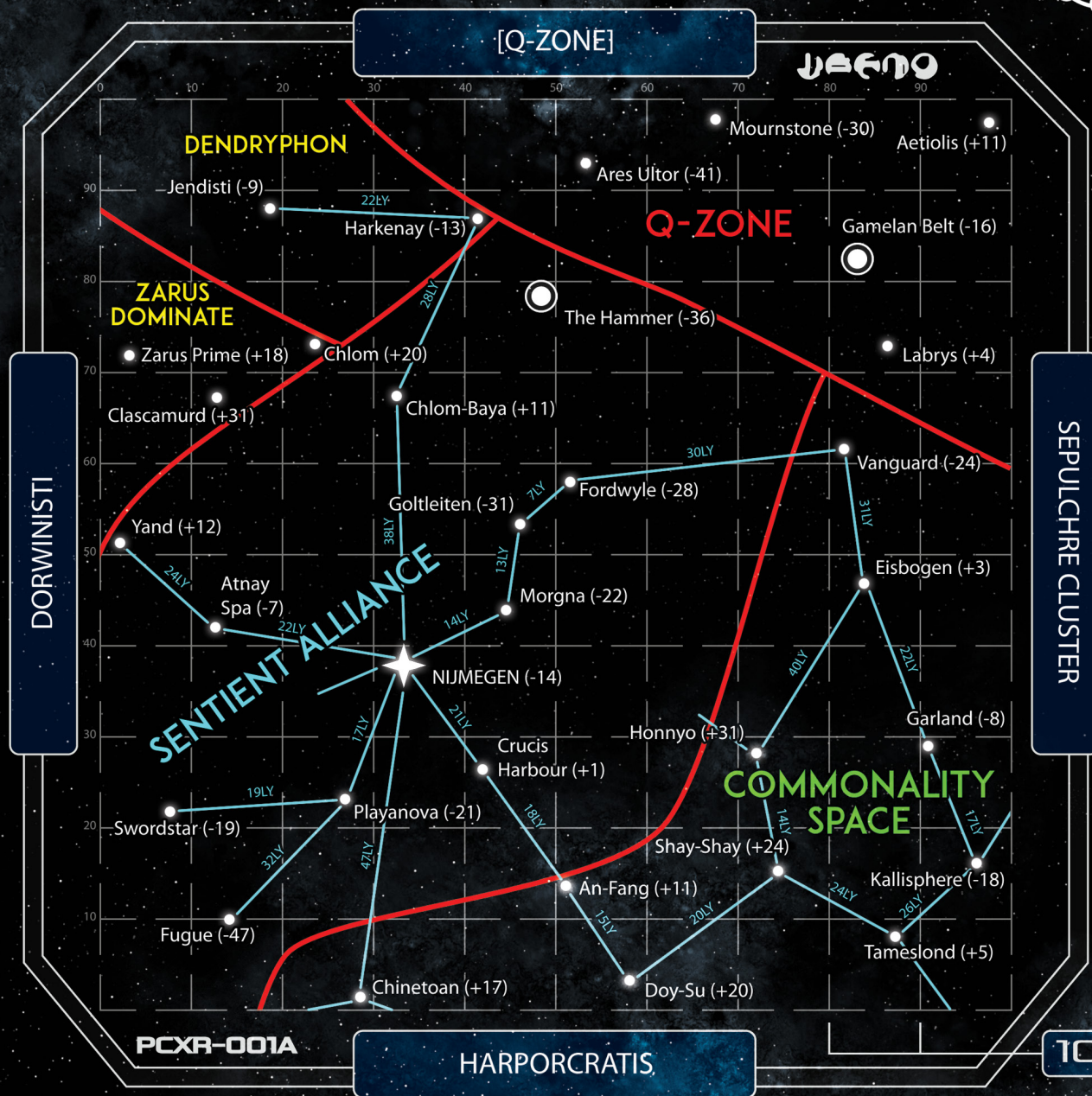
The Sentient Alliance holds the largest territory in the Heritage Contestation, followed by the Commonality, which is constantly active here monitoring the uneasy peace.

TABLE 2: Worlds of the Heritage Contestation Octant

Coordinates	Name	Concept	Coordinates	Name	Concept
979711	Aetiolis	Tyrannical Lost Colony Holdout Garden World.	4778-36	Hammer	Spatial Anomaly Navigational Hazard.
511711	An-Fang	Marginal Garden World Commonality Hub.	3784-13	Harkenay	Marginal Garden World Protectorate of Vegetable Intelligences.
5394-41	Ares Ultor (Warstar)	Turbulent Neutral Trade Outpost on an Accretion Disk Planetesimal.	732831	Honnyo	Corporacy World on a Spectacular Pro-Planet.
1342-07	Atway Spa	Xenomorph Oceanworld Trade Hub.	1988-09	Jendisti	Devastated Alien World of Vegetable Intelligences.
270217	Chinetoan	Tidally-locked Marginal Neo-Shinean Culture World.	9616-18	Kallisphere	Heavily Controlled Tech World in a White Dwarf Orbit.
267120	Chlom	Earthquake-riven Garden World Around an L-Class Brown Dwarf.	867304	Labrys	Quarantined World of Radiation Flares and Subterranean Mutants.
326811	Chlom Baya	Balkanised Xenomorph Ice Giant Orbiting a Brown Dwarf.	4444-22	Morgna	Agri-World Dictatorship.
136831	Clascamurd	Oppressive Zarus Dominate Monarchy With Venu Advisers.	9868-30	Mournstone	Failing World Around a Spectacular Collapsing Star.
422701	Crucis Harbour	Massively Bureaucratic Corporacy HQ on a Frozen World.	3338-14	Nijmegen	Sentient Alliance Garden World Octant Capital.
580420	Doy-Su	High-Population Shinean-Yarpeen Culture World.	2723-21	Playanova	Beautiful Casino Oceanworld.
844803	Eisbogen	Cold Commonality Agri-World in a Binary System.	731624	Shay-shay	Busy Interstellar Crossroads With an Exointelligent Patron.
6258-28	Fordwyle	Melting Pot Trading Hub Garden World.	0822-19	Swordstar	Martial World of Ursoid Knights.
1512-47	Fugue	Industrial Marginal Garden World of Non-Humanoid Xenomorphs.	880805	Tameslond	Garden World HQ of Tameslond Derivations.
8283-16	Gamelan Belt	Pirate Base in a Black Star Accretion Disk.	8263-24	Vanguard	Space Force Depot on a Brilliant Iceball World.
9128-08	Garland	High Pop World With Variable Star Ecosystem	025112	Yand	Ancient Hominid Orbital Around a High-G Garden Moon.
4654-31	Goltleifen	Golden Desert Garden World With Reptilian Barbarians.	037218	Zarus Prime	Harsh Mainworld of the Zarus Dominate.

THE HERITAGE CONTESTATION

OCTANT ZETA OF THE OUTREMER SUBSECTOR



The Hammer

The Hammer is theorised to be a black hole; it's the locus of 2-space instabilities that seem to be growing, some of which are thought to be due to increased pulse dragon activity. Probes have detected remains of a solar system, and signs of

an intelligent presence in antiquity.

The entire region is a navigational hazard. As yet, it's been impossible to jump into the system; all vessels that do so have disappeared, apparently succumbing either to the singularity anomaly or the pulse dragon phenomenon.

AETIOLIS II

Aetiolis is a forbidding Q-Zone world ruled by tyrants and little visited by outsiders. A warm, aqueous planet with a breathable atmosphere, it has an orange-hued sky and dark purple, almost black vegetation. Living conditions on the world are very challenging; it's arid, with a 1.8G gravity, and its five moons create nightmarish tides and plentiful vulcanism. Indeed, there are theories that the arrangement isn't natural, and that the planet-plus-five-moons of Aetiolis II form an engineered rosette.

Aetiolis is a slave world; its frightening and oppressive society is a rigid hierarchy enforced by an omnipresent and intrusive proto-Mindscape. The embargo on restricted weapons sales to the world is largely theoretical, however; Commonality vessels very rarely make it out this far, and the embargo isn't currently enforced. Its inhabitants know there are other worlds out there, and official propaganda teaches that society must keep itself pure and disciplined for the day it's recontacted. It's doubtful whether the Aetiolis Tyrants actually want this ever to happen, however.

High Concept: Tyrannical Lost Colony Holdout Garden World.

Aspects: Cool M-class Subdwarf; Plentiful Metals and Organics;

Transplant Biosphere; Frightening and Oppressive Slave Society; Mysterious Rosette Configuration; Nightmarish Tides and Vulcanism.

PLANETARY TYPE: INFERIOR GARDEN WORLD

Planetary Age: Maturing (-1).

Orbit: Habitable Zone, Inner (-1): 6,600,000km.

Year Length: 20d.

Size: Large Standard (+1): 19,200km.

Density: Standard (+0).

Surface Gravity: High Standard (+1): 1.8G.

Day Length: Standard (+0): 23h.

Atmospheric Pressure: High (+2): 2atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: Low (-1): 35%.

Seasonality: Very Low (-4).

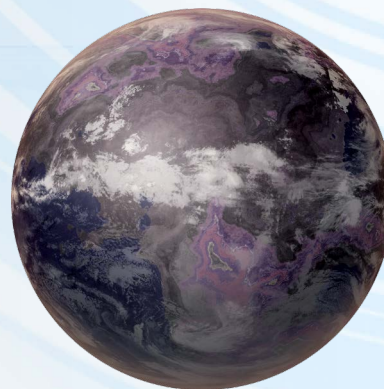
Satellites: 3 x Small, 2 x Standard.

Planetary Bodies: 8.

Habitability: Challenging (+1).

CIVILISATION TYPE: HOLDOUT WORLD

Civilisation Designation: Lost Colony (-5).



Population: High Standard (+1): Hundreds of millions.

Government Type: Dictatorship (+0).

Societal Development: Widespread Intrusive Collective (+3).

Economic System: Confiscation.

Openness: Outgoing (+3).

Control Index: Total (+5).

Trade Index: Inconsequential (-4).

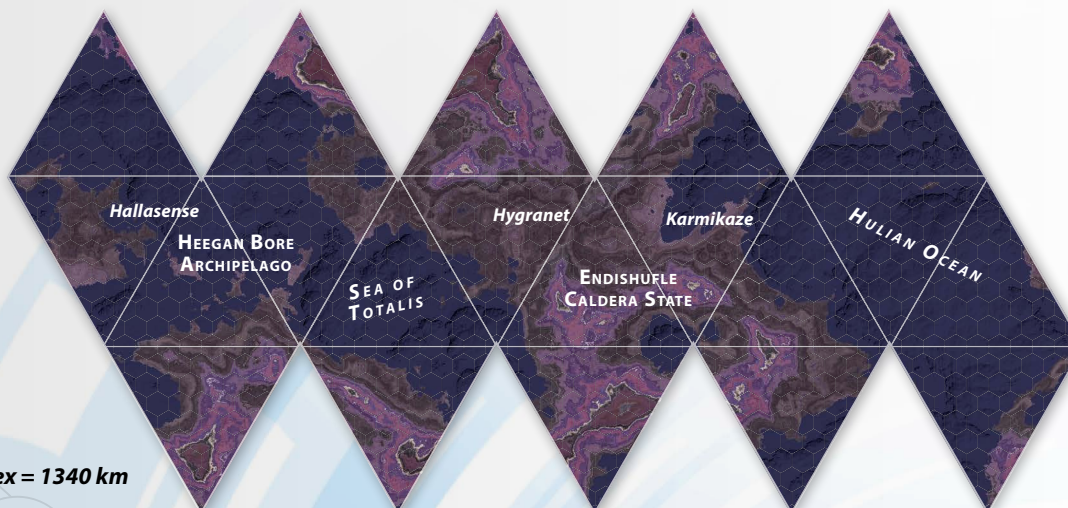
Embargo: +1 (theoretical).

Tech Index: T6 (+1): Age of Genurgy.

Starport: E-class Basic Facility (+1).

Mindscape: Global Proto-Mindscape (-2).

Culture: Lost World subculture in Stage Zero Interdiction and Manipulation.



AN-FANG III

An-Fang is the gateway to the Sentient Alliance and the Successor States beyond, and a formidable cultural bastion. A T9 civilisation and the main Commonality world in the Heritage Contestation octant, it dates back to the Great Western Flourishing era of the Shine Commonality, which spread many populations from eastern Yarp and the Shinean Hinterlands to the stars. Its slowship left Old Earth in approximately 500FA, early even for the Flourishing; An-Fang was founded before longevity and xenomorphs ever took hold. It's an arid world, with an eccentric orbit and extreme seasonality; its civilisations were unable to achieve equilibrium until the Great Processional Plurality three thousand years ago. Since then, An-Fang's people have been adapted to its conditions, its culture has been stable, and its history and archives have remained unbroken. Even now, however, it's difficult for offworlders to adapt, and many need respirators.

An-Fang is an aqueous world, but originally had only a simple biosphere; today's ecosystems are terrestrial transplants, adjusted to local conditions. It has pleasant summers with a huge sun in a bright blue sky, but a ferociously cold winter, when the sun shrinks to half its size, a mini-Ice Age lasting four months, when the temperate zones freeze over, atmospheric moisture precipitates out to be locked into the ice caps, and all but the equatorial regions experience huge climate change.

An-Fang's society is highly controlled, and the population seems to like it. Their lives are on full display, with

little privacy; population pressures and cultural history have created a communal culture, facilitated by hyperintelligent sentience oversight. The solar system has been extensively developed, and three quarters of the population live offworld.

High Concept: Marginal Garden World Commonality Hub.

Aspects: G-class Main Sequence Star; Transplant Biosphere; Plentiful Metals, Calcium, and Organics; Highly-Controlled Neo-Shinean Culture World; Ferocious Winters; No Privacy; Highly-Developed Solar System.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Highly Eccentric (-4): Inner Habitable Zone (0.7AU) to Outer Habitable Zone (1.5AU).

Year Length: 438 standard days.

Size: Small (-2): 3840km.

Density: Standard (+0).

Surface Gravity: Low (-2): 0.5G.

Day Length: Slow (-2): 10 standard days.

Atmospheric Pressure: Low (-2): 0.7atm.

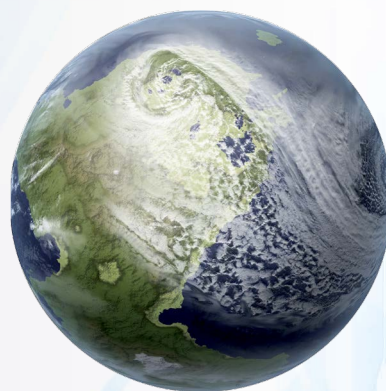
Surface Temperature: Standard (+0): 14°C to Cool (-1): 10°C.

Surface Liquid: Low (-1): 45% water.

Seasonality: Extreme Seasonality (+6).

Satellites: 1 Planetesimal.

Planetary Bodies: 6.



Habitability: Marginal (+0).

CIVILISATION TYPE: COMMONALITY HUB

Civilisation Designation: Culture World (+1).

Population: High (+2): Billions.

Government Type: Commonality-controlled (+4).

Societal Development: Sentience Coordinated Collective (+5).

Economic System: Resource Allocation.

Openness: Guarded (+0).

Control Index: Total (+5).

Trade Index: Low Moderate (-1).

Embargo: n/a.

Tech Index: T9 (+4): Second Age of Space.

Starport: A-class Octant Hub (+5).

Mindscape: Mindscape Hub (+2).

Culture: Yarpeen/Shinean Culture World in Stage 4 Cultural Integrity.



1 Hex = 268 km

ARES ULTOR (WARSTAR)

The Ares Ultor system is an accretion disk around a very young F-class pre-main sequence star, deep in the Q-Zone. It contains valuable resources and countless planetesimals; Warstar is one such, the location of an antiquarian Commonality sentience which has either gone rogue or been recruited to the Venu cause, and which gives the planetesimal its name. It's a heavily armed neutral ground devoted to conflict as a means to peace and progress.

Warstar operates on a modified barter system, with visitors converting a certain quantity of physical goods into exchangeable credit guaranteed by the Warstar sentience. It's a pretty low tech facility, although higher tech gear and services can often be had by trade. Warstar is officially embargoed, but the Commonality rarely attempts to enforce it this far out.

High Concept: Turbulent Neutral Trade Outpost on an Accretion Disk Planetesimal.

Aspects: Very Young F-class Pre-Main Sequence Star; Plentiful Zanthrium Ore, Dispersed Silicates, and Organics; No Biosphere; Rogue Paradox Sentience Armed to the Teeth; Low Tech Hive of Violence and Villainy.

PLANETARY TYPE: ACCRETION DISK

Planetary Age: Extremely Young (-4).

Orbit: Habitable Zone, Outer (+1): 3.3AU.

Year Length: 5.4 standard years.

Size: Planetesimal (-4): 128km.

Density: Standard (+0).

Surface Gravity: Microgravity (-4).

Day Length: n/a (22h).

Atmospheric Pressure: Trace (-10): carbon dioxide.

Surface Temperature: Cold (-2): -70°C.

Surface Liquid: None (-4): Pools of frozen water ice, occasional liquid hydrogen peroxide.

Seasonality: n/a.

Satellites: n/a.

Planetary Bodies: None.

Habitability: Deadly (-12).

CIVILISATION TYPE: NEUTRAL OUTPOST

Civilisation Designation: Commonality Outpost (-3).

Population: Low (-2): 250,000.

Government Type: Dictatorship (+0).



Societal Development: Sentience Coordinated Collective (+5).

Economic System: Barter.

Openness: Self-Centred (-2).

Control Index: Property (-2).

Trade Index: Moderate (+0).

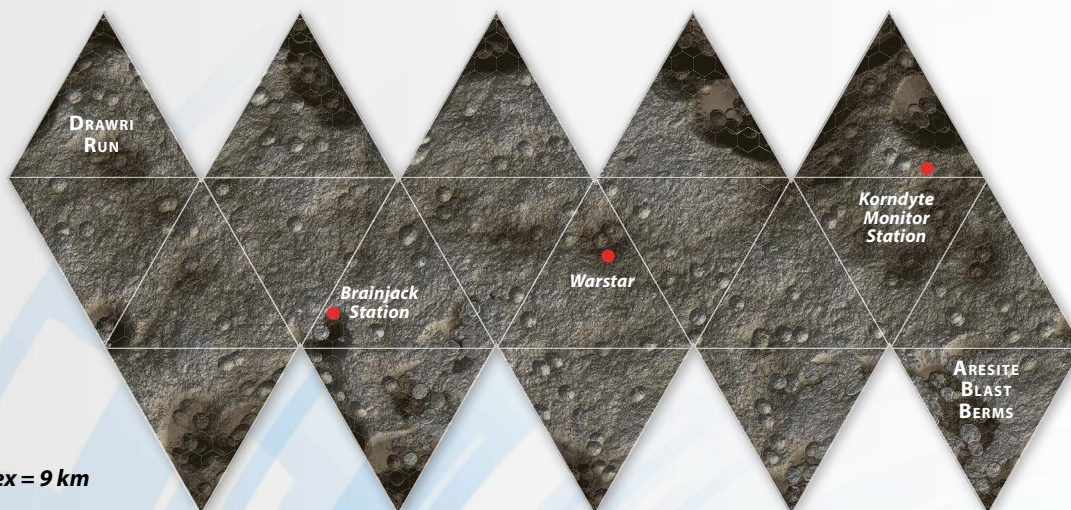
Embargo: +5 (theoretical).

Tech Index: T5 (+0): Computer Age.

Starport: D-class Starport (+2).

Mindscape: Global Mindscape (-2).

Culture: Commonality-derived Culture outside Commonality zone of influence.



ATWAY SPA V

An idyllic Sentient Alliance waterworld, Atway Spa has a primarily aquatic population of native dolphin xenomorphs and other cetaceans. It has a beautiful pale blue sky, and its coral reef archipelagos are a riot of yellow and violet vegetation. It's a very dynamic world, with significant tides and strong ocean currents.

The world's extensive trade is concentrated at its massive starport complex, which also defines the extent of its otherwise up-to-date Mindscape. The rest of the densely populated world is "silent" to Mindscape and other traffic, leaving the oceans free for the long distance natural communications of its inhabitants.

High Concept: Xenomorph Oceanworld Trade Hub.

Aspects: K-class Main Sequence Star; Plentiful Titanium Oxide; T-Congruent Biosphere; Oceans Free of Technological Noise.

PLANETARY TYPE: OCEANWORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone, Outer (+1): 0.9AU.

Year Length: 361d.

Size: Standard (+0): 12,800km.

Density: Low Standard (-1).

Surface Gravity: Low Standard (-1): 0.8G.

Day Length: Standard (+0): 30h.

Atmospheric Pressure: High (+2): 1.75atm.

Surface Temperature: Standard (+0): 14°C.

Surface Liquid: Oceanworld (+4): 100%.

Seasonality: High Standard (+1).

Satellites: 1 x Planetoid, 2 x Small.

Planetary Bodies: 13.

Habitability: Adequate (+2).

CIVILISATION TYPE: INTERSTELLAR CIVILISATION

Civilisation Designation: Sentient Alliance Aligned (+0).

Population: High (+2): Billions.

Government Type: Representative (-2).

Societal Development: Taxation and Representation (-1).

Economic System: Unregulated Money Economy.

Openness: Guarded (+0).



Control Index: Speech (-1).

Trade Index: Extensive (+2).

Embargo: None.

Tech Index: T7 (+2): First Age of Space.

Starport: A2-class Hub (+6).

Mindscape: Local Node (-3).

Culture: Sentient Alliance Xenomorph Culture in Stage Two Normalisation.

Oceanworld / Interstellar Civilisation



CHINETOAN III

Chinetoan was a failed colony world, recently recolonised by the Commonality. It's an aqueous planet, with a pale, almost white sky and deep red vegetation. Today it's a high-population neo-Shinean culture world, an oppressive society with little real offworld contact. SCI Force remains very active here via the world's proto-Mindscape.

There are mysterious ruins on Chinetoan which may date back to the original colony, although some maintain they are of non-human origin. The truth is that no one really knows what happened to cause the failure of the first colony, and the Chinetoan government is reluctant to issue permits for research and archaeological digs, preferring itself a jingoistic and self-aggrandising false history.

High Concept: Tidally Locked Marginal Neo-Shinean Culture World.

Aspects: Aging M-class Main Sequence Star; Plentiful Organics and Hydrocarbons; T- Analogue Biosphere; Oppressively Introverted Self-Aggrandisement; Mysterious Chinetoan Ruins.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Aging (+1).

Orbit: Habitable Zone, Inner (-1): 0.15AU.

Year Length: 107d.

Size: Large Standard (+1): 19,200km.

Density: Standard (+0).

Surface Gravity: High Standard (+1): 1.5G.

Day Length: Tidally-Locked (-5): 107d.

Atmospheric Pressure: Low (-2): 0.6atm.

Surface Temperature: Standard (+0): 14°C.

Surface Liquid: High (+1): 70%.

Seasonality: No Seasonality (-10).

Satellites: 1 x Ring, 1 x Planetesimal, 1 x Planetoid

Planetary Bodies: 8.

Habitability: Challenging (+1).

CIVILISATION TYPE: CULTURE WORLD

Civilisation Designation: Culture World (+1).

Population: High (+2): Billions.

Government Type: Dictatorship (+0).

Societal Development: Taxation and



Representation (-1).

Economic System: Unregulated Money Economy.

Openness: Guarded (+0).

Control Index: Repressive (+4).

Trade Index: Low Moderate (-1).

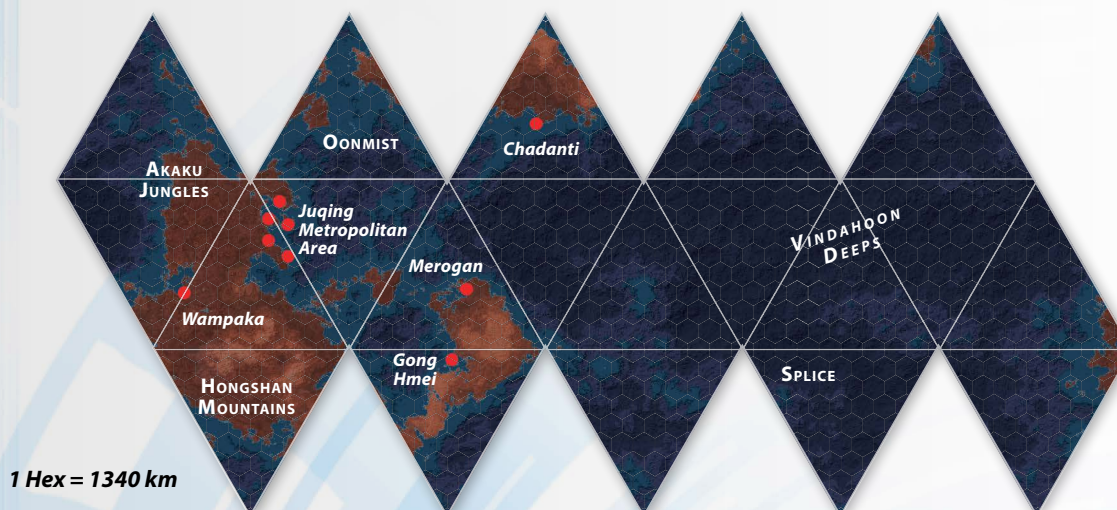
Embargo: +3 (No weapons, armour, or planing engines).

Tech Index: T7 (+2): First Age of Space.

Starport: U-class Landing Strip (-4).

Mindscape: Systemwide Proto-Mindscape (+1).

Culture: Neo-Shinean Culture World in Stage 3 Acculturation.



CHLOM B-IV

Chlom is a binary system. Chlom A is a K-class supergiant, hundreds of solar diameters across; Chlom B is a brown dwarf companion in an extreme outer orbit. Chlom B-IV is a lost colony world of black vegetation and blood-red skies, and has belonged to the oppressive Zarus Dominate since the Venu War. It's an aqueous planet with an atmosphere tainted by sulphurous compounds; tidally-locked to Chlom B, it's subject to tidal forces responsible for a high incidence of vulcanism and earthquakes. It's theorised that the world migrated into its current orbit as a result of a collision which created the Western Depths, and that the tidal stresses affecting it will eventually tear the world apart. Until then, life remains difficult here, requiring filter masks and numerous other arduous adaptations, and the population is relatively low. Although it's tidally-locked, Chlom gets its day-night cycle from Chlom B's own rotation around Chlom A.

Chlom claims a kinship and shared history with Chlom Baya, apparently a satellite colony. Chlom today, however, has no s-people xenomorphs; instead, the Zarusan humans engage in traditional pursuits and occupations, extensively relying for labour upon sentinences, in the form of robots, which are treated as property. Its hereditary rulers declare their intention to "reunite" with Chlom Baya and free the world from its "xenomorph domination". There are numerous disturbing theories about the fate of the hypothesised Chlom xenomorph population.

Chlom exports most of its produce. Only the ruling classes have access to its Mindscape.

High Concept: Earthquake-riven Garden World Around an L-Class Brown Dwarf.

Aspects: Ancient Binary K-class Supergiant / L-class Brown Dwarf; T-Congruent Biosphere; Plentiful Metal Hydrides and Alkalis; Sparsely Populated Feudal Xenophobe World; Massive Tidal Stresses; Where Did All the Xenomorphs Go?

PLANETARY TYPE: INFERIOR GARDEN WORLD

Planetary Age: Very Old (+3).

Orbit: Habitable Zone of Chlom B (+0) / Extreme Outer Orbit of Chlom A (+4): 34AU.

Year Length: 43.4 standard years (around Chlom A).

Size: Large Standard (+1): 19,200km.

Density: Standard (+0).

Surface Gravity: High Standard (+1): 1.9G.

Day Length: Tidally-locked to Chlom B (-5); Increased (+1): 22h around Chlom A.

Atmospheric Pressure: Low (-2): 0.7atm.

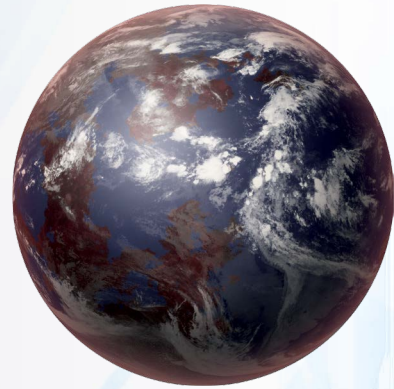
Surface Temperature: Cool (-1): 10°C.

Surface Liquid: Low (-1): 25%.

Seasonality: Extreme Seasonality (+5).

Satellites: None.

Planetary Bodies: 19.



Habitability: Marginal (+0).

CIVILISATION TYPE: HOLDOUT WORLD

Civilisation Designation: Independent: No Embassy (-4).

Population: Low (-2): Hundreds of Thousands.

Government Type: Feudal (-4).

Societal Development: Widespread Intrusive Collective (+3).

Economic System: Confiscation.

Openness: Self-centred (-2).

Control Index: Influenced (+1).

Trade Index: Moderate (+0).

Embargo: +2 (Restricted technologies forbidden).

Tech Index: T8 (+3): Age of Ubiquitous Intelligence.

Starport: E-class Basic Facility (+1).

Mindscape: Limited Mindscape (-3).

Culture: Zarus Dominate Culture beyond Commonality influence.



CHLOM BAYA VII

The Ice Stations of Chlom Baya are famous throughout the Outremer subsector; independent domed city polities with a variety of governmental systems and degrees of societal development (roll for each). The world sees a moderate amount of trade due to its strategic location; its B-class starport is managed by the Sentient Alliance with Commonality support, and has a local Mindscape.

Chlom Baya is apparently a former satellite colony of Chlom, now in the Zarus Dominate. Unlike Chlom, however, it has a predominantly xenomorph population of high GD s-people, derived from terrestrial snakes but with human-like bodies and faces. Its harsh, indeed deadly, conditions have meant that Chlom Baya has always maintained a high minimum tech index.

Unusually, Chlom Baya's primary is an L-class brown dwarf, with a remnant planetary itself; it's theorised the primary was ejected from another star system, causing catastrophic damage to its planetary bodies. Chlom Baya VII is an ice giant, with a reddish sky, thick gaseous atmosphere, and a core of ice water in supercritical fluid form.

High Concept: Balkanised Xenomorph Ice Giant Orbiting a Brown Dwarf.

Aspects: Very Old L-class Brown Dwarf; Simple Exotic Biosphere; Plentiful Ammonia, Methane, and Water Ice; S-People Xenomorph Population; High Tech Domed Cities.

PLANETARY TYPE: ICE GIANT

Planetary Age: Very Old (+3).

Orbit: Outer Zone (+3): 0.25AU.

Year Length: 166d.

Size: Very Large (+3): 64,000km.

Density: Very Low (-3).

Surface Gravity: Standard (+0): 0.9G.

Day Length: Reduced (-1): 7d.

Atmospheric Pressure: Low (-3): 0.45atm.

Surface Temperature: Frigid (-3): -140°C.

Surface Liquid: None (-4).

Seasonality: Very Low (-4).

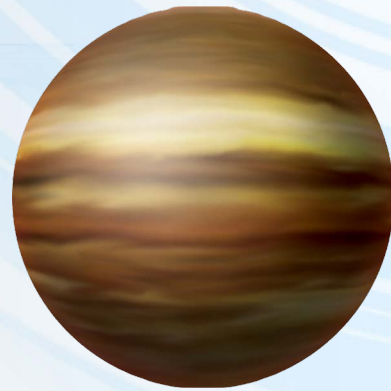
Satellites: Ring, 2x Planetesimal, 2x Small.

Planetary Bodies: 8 in a Remnant Planetary System.

Habitability: Deadly (-4).

CIVILISATION TYPE: BALKANISED WORLD

Civilisation Designation: Sentient



Alliance Aligned (+0).

Population: Low Standard (-1): Millions.

Government Type: Various.

Societal Development: Various.

Economic System: Mostly Regulated and Unregulated Money Economies.

Openness: Guarded (+0).

Control Index: Various, generally low.

Trade Index: Moderate (+0).

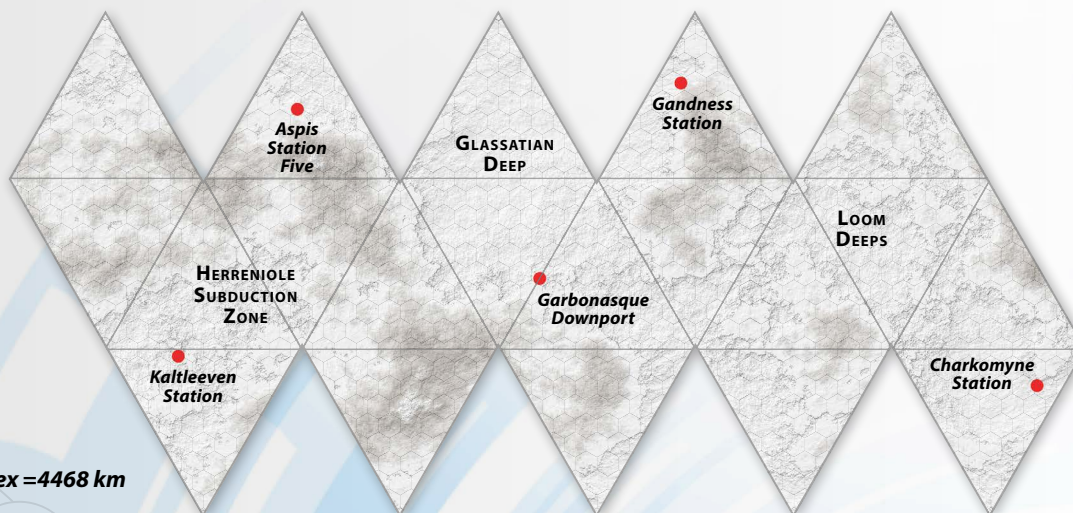
Embargo: None.

Tech Index: T7 (+2): First Age of Space.

Starport: B-class Starport (+4).

Mindscape: Local Node (-3).

Culture: Xenomorph Subculture in Stage 2 Normalisation.



CLASCAMURD IV

A Zarus Dominate world, Clascamurd orbits a huge gas giant in a distant but nevertheless habitable zone orbit. It hosts bizarrely over-evolved life forms—at least the second time life has evolved on the world—with dark brown vegetation and a yellowish sky. An aqueous planet with high CO₂ levels, its inhabitants use filters. It's a world of oppressed humans and a persecuted xenomorph minority; of torchlit processions, mass rallies, and hysteria, overseen by sinister Venu advisers.

The rest of the Clascamurd solar system shows signs of the devastation which occurred when the system primary expanded. The inner system contains a Cthonian planet, a former gas giant which has had its hydrogen and helium atmosphere blasted away. With crushing gravity, it's a searing airless hellhole.

High Concept: Oppressive Zarus Dominate Monarchy With Venu Advisers.

Aspects: Old M-class Red Giant; T-Analogue Biosphere; Plentiful Hydrocarbons and Organics; Post-Expansionary Solar System Devastation; Persecuted Xenomorph Minority.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Old (+2).

Orbit: Habitable Zone (+0): 20AU.

Year Length: 24 standard years.

Size: Small Standard (-1): 6400km.

Density: Standard (+0).

Surface Gravity: Low Standard (-1): 0.8G.

Day Length: Very Slow (-3): 50d.

Atmospheric Pressure: Low (-2): 0.7atm.

Surface Temperature: Cool (-1): 10°C.

Surface Liquid: High (+1): 66% water.

Seasonality: High (+3).

Satellites: 3x Planetoids.

Planetary Bodies: 8.

Habitability: Inimical (-1).

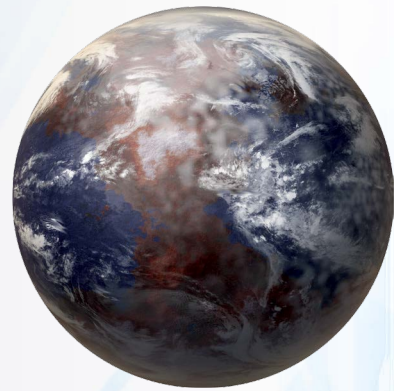
CIVILISATION TYPE: UNITED WORLD.

Civilisation Designation: Independent: No Embassy (-4).

Population: Standard (+0): Tens of Millions.

Government Type: Monarchy (-3).

Societal Development: Labour Service (-3).



Economic System: Confiscation.

Openness: Self-centred (-2).

Control Index: Surveilled (+2).

Trade Index: No Trade (-5).

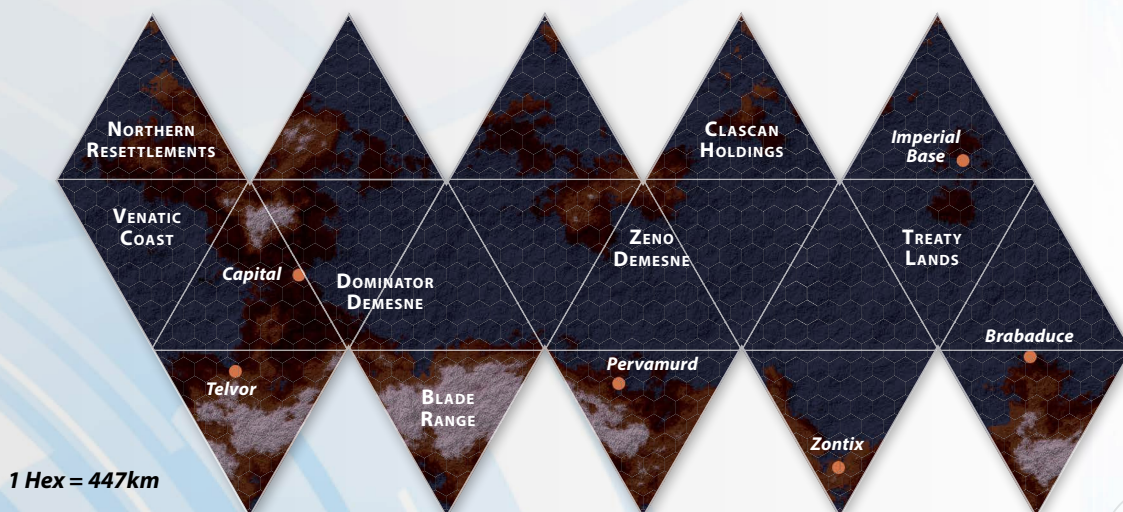
Embargo: +4 (No higher TI items other than medicines / emergency relief).

Tech Index: T4 (-1): Industrial Age.

Starport: U-class Landing Strip (-4).

Mindscape: None (-4).

Culture: Zarus Dominate subculture beyond Commonality influence.



CRUCIS HARBOUR XII

A Sentient Alliance world, the historical record states that Crucis Harbour was settled as an emergency refuge from "storms", although it's unknown what these storms were. Theories include nearby novas, flares, and even 2-space or pulse dragon events. It's a frigid rocky world, its atmosphere frozen out to solids of nitrogen ice, carbon monoxide, and ammonia hydrates. Extreme life support measures are required to venture outside.

The world is owned and managed by the Crucis Systems corporacy (page 16), which produces life support modules, habitats, and extreme conditions vehicles, craft, and equipment, as well as providing rescue services throughout the Sentient Alliance. The whole population works for Crucis Systems; visiting here means submitting to all kinds of rules and regulations. Nevertheless, it's the vital connecting point for traffic between Nijmegen and An-Fang, and huge amounts of traffic pass through the system—although most choose to restrict their sojourn to the starport.

High Concept: Massively Bureaucratic Corporacy HQ on a Frozen World.

Aspects: K-class Main Sequence Star; No Biosphere; Plentiful Metals and Silicates; The Lethal Outside; Teeming Waypoint.

PLANETARY TYPE: TERRESTRIAL PLANET

Planetary Age: Maturing (-1).

Orbit: Extreme Outer (+4): 16.8AU.

Year Length: 108.5 standard years.

Size: Standard (+0): 12,800km.

Density: High Standard (+1).

Surface Gravity: High Standard (+1): 2G.

Day Length: Extremely Rapid (+6): 12h.

Atmospheric Pressure: Hazardous (+8): 30atm.

Surface Temperature: Frozen (-4): -240°C.

Surface Liquid: None (-4).

Seasonality: Low (-3).

Satellites: 1x Ring, 1x Planetoid.

Planetary Bodies: 13.

Habitability: Deadly (-16).

CIVILISATION TYPE: CORPORACY WORLD

Civilisation Designation: Sentient Alliance Autonomous (+2).

Population: High Standard (+1): Hundreds of Millions.

Government Type: Corporacy-controlled (+2).

Societal Development: Selfless



Redistribution Model (+2).

Economic System: Interested Resource Allocation.

Openness: Self-centred (-2).

Control Index: Total (+5).

Trade Index: High Moderate (+1).

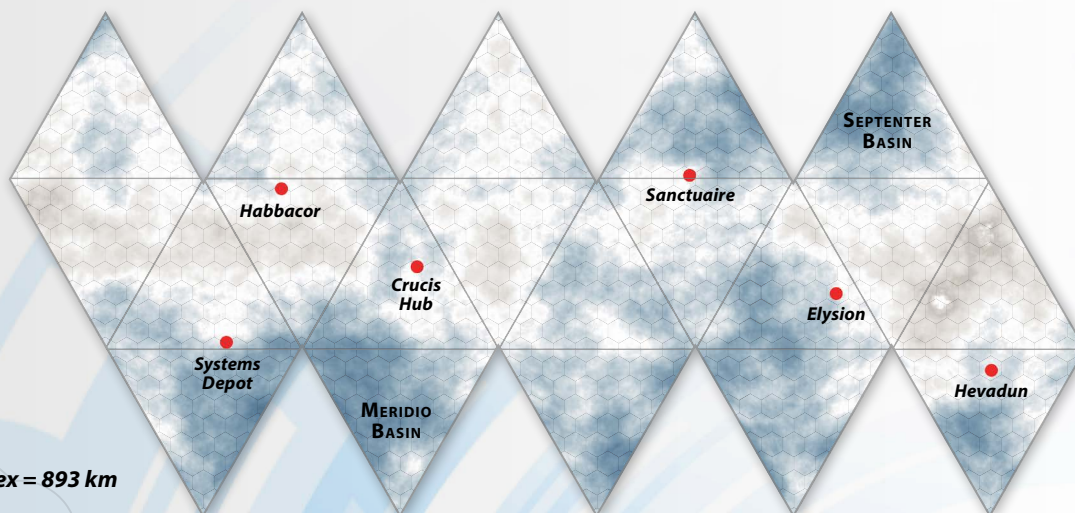
Embargo: None.

Tech Index: T9 (+4): Second Age of Space.

Starport: B-class Starport (+4).

Mindscape: Systemwide Mindscape (+0).

Culture: Sentient Alliance Corporate Culture in Stage Four Cultural Integrity.



DOY-SU III

Doy-Su is another colony world of the Great Western Flourishing, and a sister world to An-Fang. They were in sporadic contact for millennia before the New Commonality Era. Today its Shinean-Yarpeen colonists have become a hominid sub-species, short, squat, and incredibly strong. They live in low-lying high population conurbations, and recycle **everything**. Water in particular is at a premium.

Doy-Su is tidally-locked, and extremely arid. It has a low diversity ecosystem, and a generally harsh environment, although in places it's very easy to live here.

High Concept: High Population Shinean-Yarpeen Culture World.

Aspects: M-class Main Sequence Star; Transplant Low-Diversity Biosphere; Plentiful Metals and Organics; Harsh Arid High-G Environment; Tidally-Locked; Massively Muscled Hominids; Everything Is Recycled!

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Maturing (-1).

Orbit: Habitable Zone (+0): 0.23AU.

Year Length: 133d.

Size: Large (+2): 38400km.

Density: Standard (+0).

Surface Gravity: High (+3): 4G.

Day Length: Tidally-locked (-5): 133d.

Atmospheric Pressure: Standard (+0): 1.3atm.

Surface Temperature: Standard (+0): 14°C.

Surface Liquid: Trace (-3): 4%.

Seasonality: Standard (+0).

Satellites: 1x Ring, 4x Planetesimal, 2x Planetoid.

Planetary Bodies: 16.

Habitability: Benign (+4).

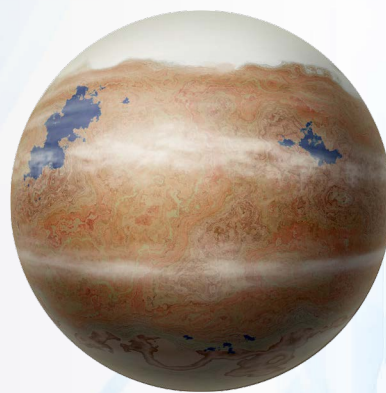
CIVILISATION TYPE: CULTURE WORLD

Civilisation Designation: Culture World (+1)

Population: Very High (+3): Tens of Billions.

Government Type: Commonality-controlled (+4).

Societal Development: Sentience Coordinated Collective (+5).



Economic System: Disinterested Resource Allocation.

Openness: Conservative (-4).

Control Index: Laissez-Faire (+0).

Trade Index: Extensive (+2).

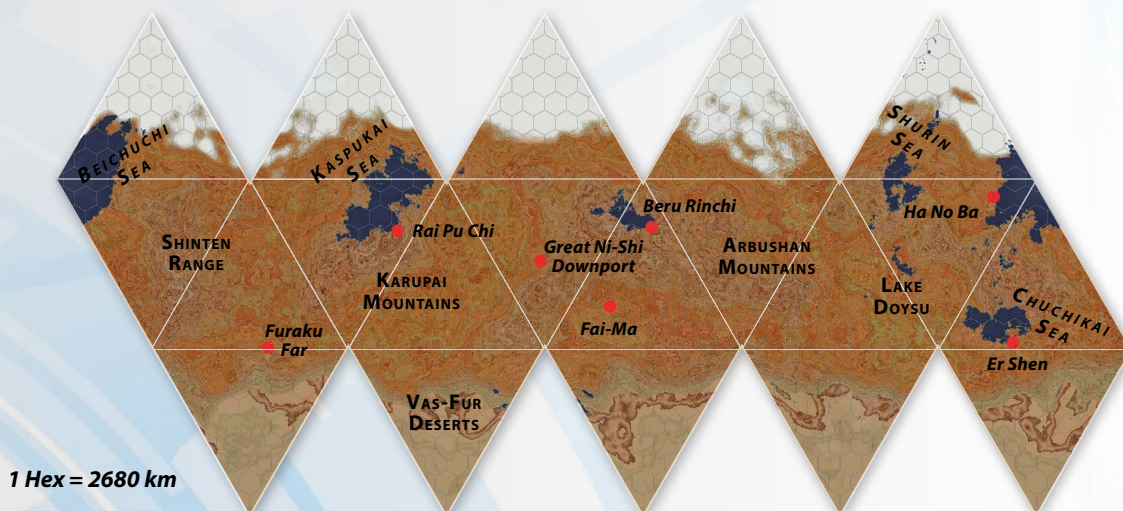
Embargo: None.

Tech Index: T7 (+2): First Age of Space.

Starport: C-class Starport (+3).

Mindscape: Limited Proto-Mindscape (-3).

Culture: Shinean-Yarpeen Culture World in Stage Four Cultural Integrity.



EISBOGEN B-IV

The Commonality world of Eisbogen is a cold garden world of great beauty. With two suns, it orbits the G-class main sequence star Eisbogen B. Its life forms produce a natural antifreeze, although the cold thin atmosphere means that inhabitants and visitors need respirators. It has a blue sky, and predominantly yellow vegetation. It occupies a strategic location on the way to Vanguard (page 50).

High Concept: Cold Commonality Agri-World in a Binary System.

Aspects: Aging Binary M-class Giant / G-class Main Sequence Star; T-Analogue Biosphere; Subsector-Wide Reputation for Beauty; Natural Antifreeze; Highly Strategic Star System.

PLANETARY TYPE: INFERIOR GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone, Outer (+1): 1.8AU.

Year Length: 2.34 standard years.

Size: Small Standard (-1): 6400km.

Density: Standard (+0).

Surface Gravity: Low Standard (-1): 0.7G.

Day Length: Standard (+0): 28h.

Atmospheric Pressure: Low (-2): 0.6atm.

Surface Temperature: Cool (-1): 10°C.

Surface Liquid: Low (-1): 49%.

Seasonality: Standard (+0).

Satellites: 2x Planetesimal, 1x Planetoid.

Planetary Bodies: 10.

Habitability: Marginal (+0).

CIVILISATION TYPE: AGRI-WORLD

Civilisation Designation: Commonality Member (+3).

Population: Standard (+0): Tens of Millions.

Government Type: Commonality-controlled (+4).

Societal Development: Sentience Coordinated Collective (+5).

Economic System: Disinterested



Resource Allocation.

Openness: Guarded (+0).

Control Index: Influenced (+1).

Trade Index: Moderate (+0).

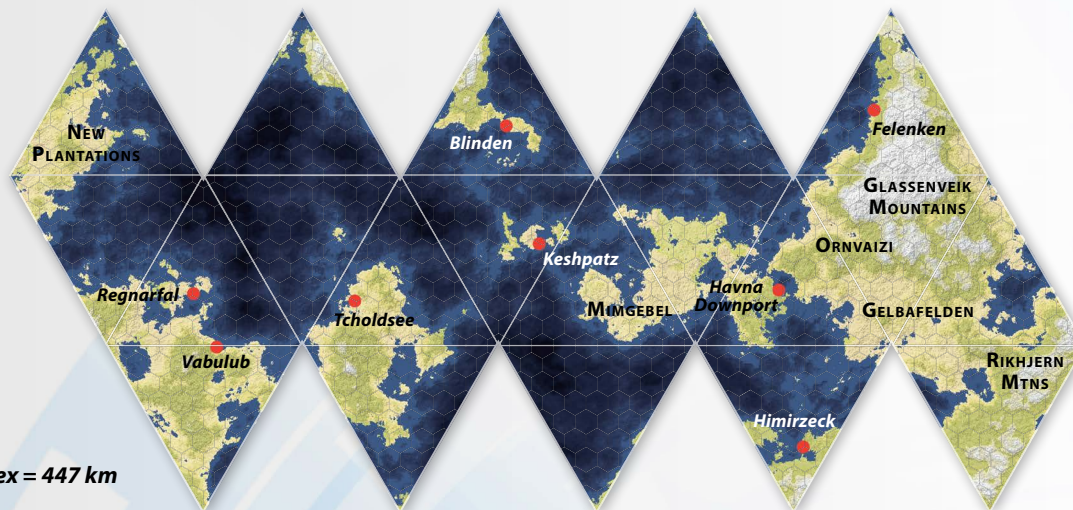
Embargo: None.

Tech Index: T9 (+4): Second Age of Space.

Starport: D-class Starport (+2).

Mindscape: Systemwide Mindscape (+0).

Culture: Commonality Culture in Stage Four Cultural Integrity.



FORDWYLE III

Fordwyle is a Sentient Alliance world, and a stepping stone on the Commonality Mindjammer routes. It's a melting pot and trading hub, and lots of corporacies have offices here, particularly in the starport. Fordwyle's government enjoys playing them off against one another.

High Concept: Melting Pot Trading Hub Garden World.

Aspects: K-class Main Sequence Star; T-Congruent Biosphere; Plentiful Organics and Metals (Titanium Oxide); A Hive of Corporacy Intrigue; Balance of Power.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Maturing (-1).

Orbit: Habitable Zone, Inner (-1): 0.29AU.

Year Length: 94d.

Size: Standard (+0): 12,800km.

Density: Standard (+0).

Surface Gravity: Standard (+0): 1.1G.

Day Length: Increased (+1): 22h.

Atmospheric Pressure: Standard (+0): 0.9atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: Very High (+2): 80%.

Seasonality: Low (-2).

Satellites: 1x Planetesimal, 1x Planetoid, 1x Small.

Planetary Bodies: 13.

Habitability: Agreeable (+3).

CIVILISATION TYPE: UNITED WORLD

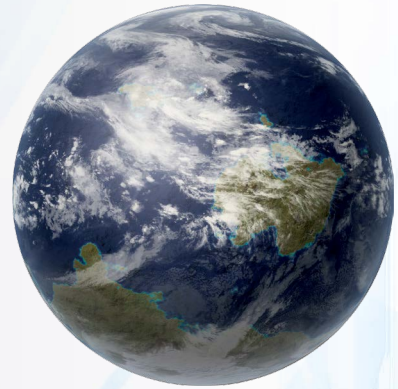
Civilisation Designation: Sentient Alliance Aligned (+0).

Population: Standard (+0): Tens of Millions.

Government Type: Representative (-2).

Societal Development: Early Redistributive Model (+0).

Economic System: Regulated Money



Economy.

Openness: Equivocal (-1).

Control Index: Influenced (+1).

Trade Index: Very Extensive (+3).

Embargo: None.

Tech Index: T5 (+0): Computer Age.

Starport: D-class Starport (+2).

Mindscape: Global Mindscape (-1).

Culture: Sentient Alliance Culture in Stage Two Normalisation.



FUGUE V

Although a Sentient Alliance world, Fugue is isolated and isolationist. Its population comprises low GD xenomorphs trying to redefine what a "non-human" xenomorph culture might be. This young aqueous world has a pale blue sky and bluish vegetation; the high levels of CO₂ in the atmosphere means that unaugmented individuals must wear filter masks. While the world is industrialised, Fugue's insular nature means there's effectively no offworld trade.

High Concept: Industrial Marginal Garden World of Non-Humanoid Xenomorphs.

Aspects: Young F-class Main Sequence Star; T-Analogue Biosphere; Plentiful Chromium; Isolated and Isolationist; Industrialised Without Offworld Trade.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Young (-2).

Orbit: Habitable Zone, Outer (+1): 4.8AU.

Year Length: 7.34 standard years.

Size: Standard (+0): 12,800km.

Density: High Standard (+1).

Surface Gravity: High Standard (+1): 2G.

Day Length: Extremely Rapid (+4): 16h.

Atmospheric Pressure: High (+2): 2atm, high CO₂.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: Average (+0): 60%.

Seasonality: High Standard (+1).

Satellites: 1x Ring, 1x Planetsimal.

Planetary Bodies: 8.

Habitability: Marginal (+0).

CIVILISATION TYPE: INDUSTRIAL WORLD

Civilisation Designation: Sentient Alliance Autonomous (+2).

Population: High Standard (+1): Hundreds of Millions.

Government Type: Sentient Alliance-controlled Oligarchy (+4).

Societal Development: Widespread Unintrusive Collective (+4).

Economic System: Interested Resource



Allocation.

Openness: Conservative (-4).

Control Index: Restricted (+3).

Trade Index: No Trade (-5).

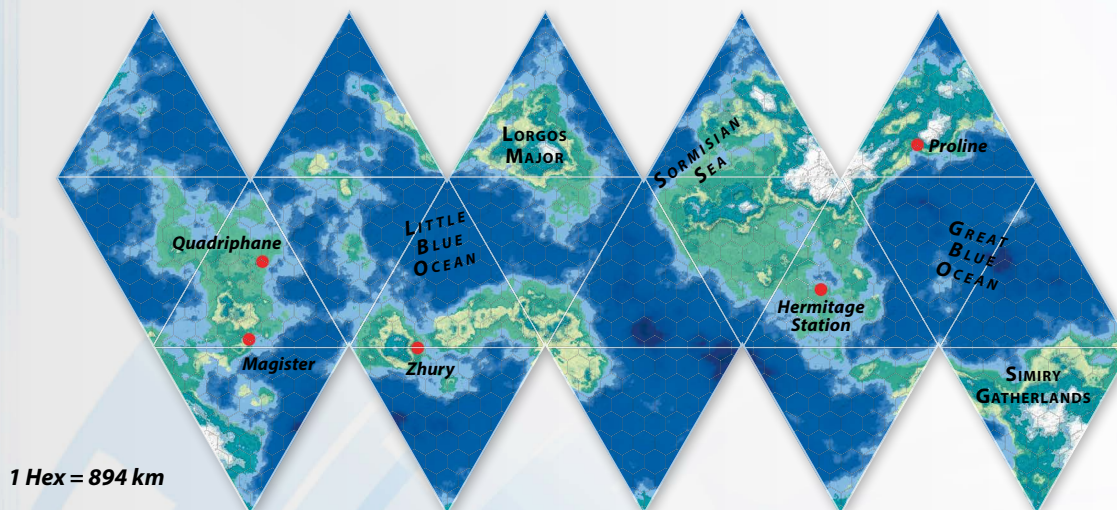
Embargo: +2 (No restricted technologies).

Tech Index: T6 (+1): Age of Genurgy.

Starport: U-class Landing Strip (-4).

Mindscape: None (-4).

Culture: Sentient Alliance Subculture in Stage Zero: Interdiction and Manipulation.



GAMELAN BELT

The Gamelan Belt is an accretion disk orbiting the Gamelan black star navigational hazard, deep in the Q-Zone. The black star's intense gravitational pull, similar to that of a black hole, means that vessels entering this system have to be **extremely** careful. Nevertheless, visitors do come here: the Belt is a notorious lawless hive, beyond the control of neighbouring polities, who consider the risk to outweigh any possible benefits of trying to police this chaotic part of the Q-Zone.

The Belt settlement basically is the starport. Although it's unable to construct planeships from scratch, it can (just about) repair them. It also sports a primitive proto-Mindscape called the Mesh.

The Gamelan Belt is officially embargoed, although the Commonality makes no efforts to enforce this.

High Concept: Pirate Base in a Black Star Accretion Disk.

Aspects: Ancient Black Star; A Space Pirate's Dream; Lethally Dangerous Navigational Hazard Right on the Doorstep; Murderous Secrets of the Mesh; Beyond the Law, Beyond the Embargo; Try Your Chances in the Blackstar Arena; Plentiful Zanthrium Ore; Priceless Water Trade.

PLANETARY TYPE: ACCRETION DISK

Planetary Age: Extremely Young (-4).

Orbit: Extreme Outer (+4): 40AU.

Year Length: 253 standard years.

Size: Planetsimal (-4): 128km.

Density: Standard (+0).

Surface Gravity: Microgravity (-4).

Day Length: n/a.

Atmospheric Pressure: Trace (-10): 0.05atm.

Surface Temperature: Frigid (-3): -140°C.

Surface Liquid: None (-4).

Seasonality: n/a

Satellites: n/a.

Habitability: Deadly (-14).

CIVILISATION TYPE: UNITED WORLD

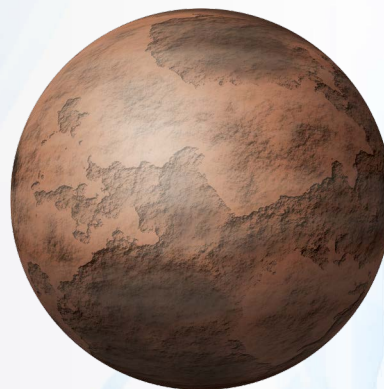
Civilisation Designation: Independent; No Embassy (-4).

Population: Very Low (-3): Tens of Thousands.

Government Type: Mercantilist Oligarchy (-1).

Societal Development: Taxation and Representation (-1).

Economic System: Unregulated Money Economy.



Openness: Self-critical (+1).

Control Index: Mass Destruction (-4).

Trade Index: Ubiquitous (+4).

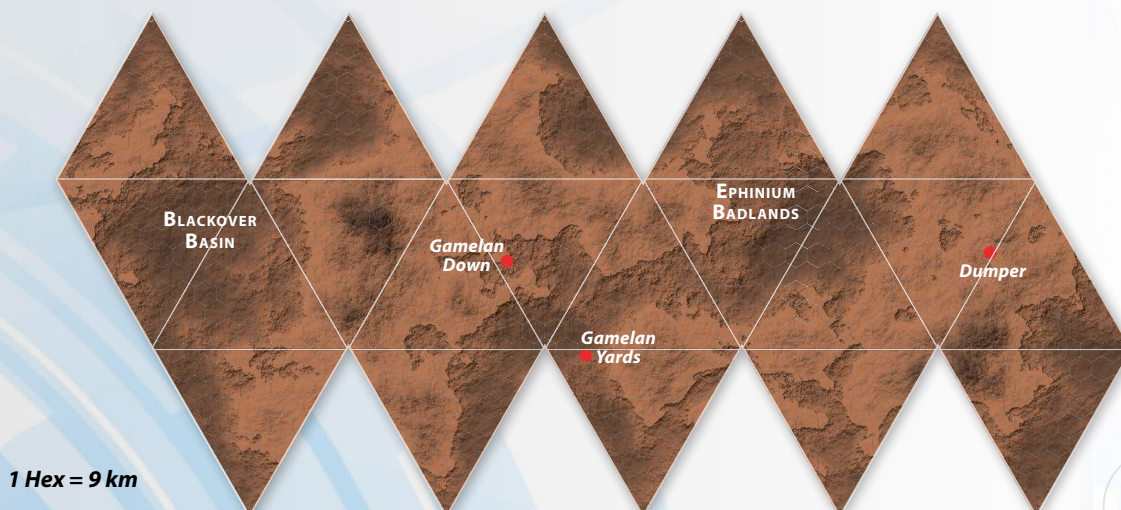
Embargo: +5 (No higher TI technologies).

Tech Index: T7 (+2): First Age of Space.

Starport: C-class starport (+3).

Mindscape: Restricted Access Global Proto-Mindscape (-2).

Culture: Q-Zone Subculture beyond Commonality influence.



GARLAND II

A Commonality garden world with high O₂ levels and slightly older than Old Earth, Garland is known for its huge carnivorous semi-motile sunflower-like **narsids** and their euphoria-inducing blooms. It's a world of vast arcologies and orbitals. Rediscovered roughly a century ago, it was a key port during the Venu War.

Garland orbits Beacon, a variable yellow giant star with a period of only 10 standard days (2 local days). Its variability is relatively mild; from the point of view of a person standing on Garland, the huge sun brightens to a white heat every 2 local days, and the long local nights are filled with aurorae. It's at this time that the narsids blossom fully, increasing the planet's albedo.

It's an unusual world. It has a long year (24 standard years), but its seasonality is mostly determined by the primary's 10-standard day variability period, when temperatures jump by 10 degrees, precipitating huge changes. The various species of narsid, motile during the 10-standard day cool period, become sessile during the hot period, filling the air with euphoric pollen.

The importance of the narsids to the planet's agreeable climate was understood early in the colonial period, and most colonial activity has clustered along the continental shelves, emerging from the water in huge arcologies.

High Concept: High Pop World With Variable Star Ecosystem.

Aspects: Aging G-class Yellow Giant; T-Congruent Biosphere; Carnivorous Motile Sunflowers; Biosphere Stability Depends on the Narsids; Vast Arcologies and Orbitals; Key Port During the Venu War; 20 Day Metaday; Dazzling Blooms and Midnight Aurorae.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Aging (+1).

Orbit: Habitable Zone (+0): 26AU.

Year Length: 24 standard years.

Size: Standard (+0): 12,800km.

Density: Standard (+0).

Surface Gravity: Standard (+0): 0.9G.

Day Length: Reduced (-1): 5d.

Atmospheric Pressure: Standard (+0): 0.9atm.

Surface Temperature: Cool (-1): 10°C to Warm (+1): 20°C.

Surface Liquid: High (+1): 75%.

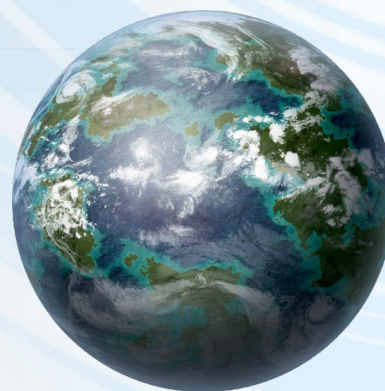
Seasonality: High (+2).

Satellites: 1x Ring, 2x Small.

Planetary Bodies: 10.

Habitability: Agreeable (+3).

CIVILISATION TYPE: HIGH-POPULATION WORLD



Civilisation Designation:

Commonality Member (+3).

Population: High (+2): Billions.

Government Type: Commonality-controlled (+4).

Societal Development: Sentience Coordinated Collective (+5).

Economic System: Disinterested Resource Allocation.

Openness: Guarded (+0).

Control Index: Influenced (+1).

Trade Index: Moderate (+0).

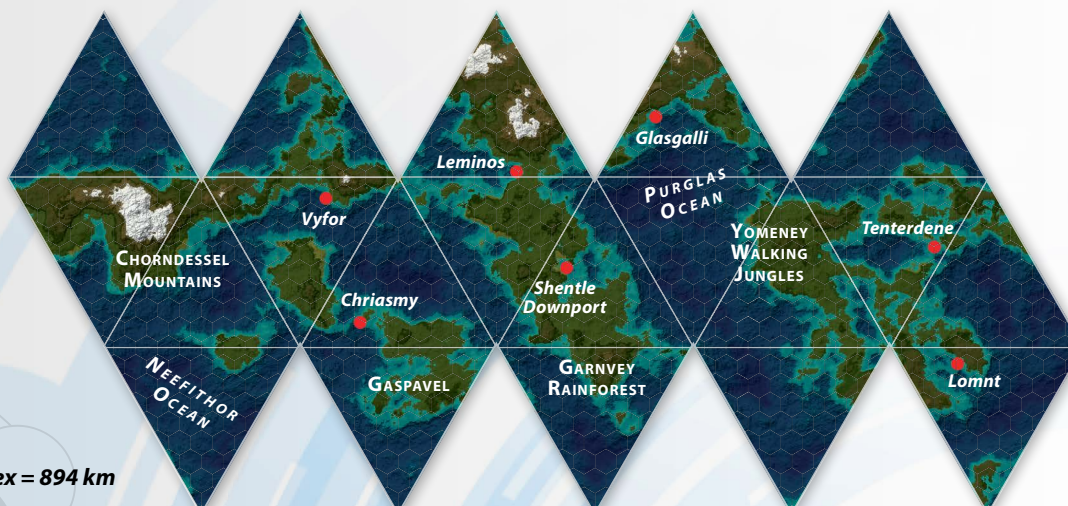
Embargo: None.

Tech Index: T9 (+2): Second Age of Space.

Starport: B-class Starport (+4).

Mindscape: Systemwide (+1).

Culture: Commonality Subculture in Stage Four Cultural Integrity.



GOLTLEIFEN II

A rediscovered lost colony world now located in the Sentient Alliance, Goltleifen is a primitive dry garden world. It's searingly hot, with temperatures of 50°C at the poles and in excess of 100°C at the equator, with golden expanses of spectacular shimmering rock outcrops. Its inhabitants are genurgically adapted reptilian xenomorphs who've been here since colonisation. The world has a deep blue sky and bright t-analogue vegetation in autumnal colours. Uninhabitable by unaugmented humans, who require environment suits, Goltleifen stretches the definition of a marginal garden world.

Goltleifen's xenomorphs share the world with a human standard exointelligence, a hive consciousness called the **sandshoal** which lives in the deep desert. It can parasitise the Goltleifeners and drive them into violent rages: Goltleifen warriors often seek out the sandshoals as a rite of passage. Their presence has ensured Goltleifen has remained a barbaric, violent world; today it's paranoid, introverted, and xenophobic, and would be largely ignored if it wasn't for its strategic location, without which it probably wouldn't even have a starport.

Most Goltleifener xenomorphs live in the polar regions, where the heat is less intense; most Sentient Alliance inhabitants live in the starport, either in orbit or at the poles.

High Concept: Golden Desert Garden World With Reptilian Barbarians.

Aspects: Very Young A-class Main Sequence Star; T-Analogue Biosphere; Plentiful Metals And Silicates; Regressed Lost Colony; Searingly Hot and Barely Survivable; Violent Reptilian Xenomorphs; Maddening Mental Contact With the Sandshoal; Paranoid and Xenophobic; Don't Leave the Polar Habitable Zone!

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Very Young (-3).

Orbit: Habitable Zone, Inner (-1): 3.2AU.

Year Length: 3.55 standard years.

Size: Large (+2): 38,400km.

Density: Low (-2).

Surface Gravity: High (+2): 2.5G.

Day Length: Increased (+1): 22h.

Atmospheric Pressure: High (+2): 2.25atm.

Surface Temperature: Hot (+2): 100°C.

Surface Liquid: Average (+0): 60%.

Seasonality: Low Standard (-1).

Satellites: 1x Ring, 2x Planetesimal, 1x Small.

Planetary Bodies: 5.

Habitability: Hostile (-2).

CIVILISATION TYPE: REGRESSED WORLD



Civilisation Designation: Sentient Alliance Aligned (+0).

Population: Standard (+0): Tens of Millions.

Government Type: Feudal (-4).

Societal Development: Labour Service (-3).

Economic System: Confiscation.

Openness: Closed (-5).

Control Index: Surveilled (+2).

Trade Index: No Trade (-5).

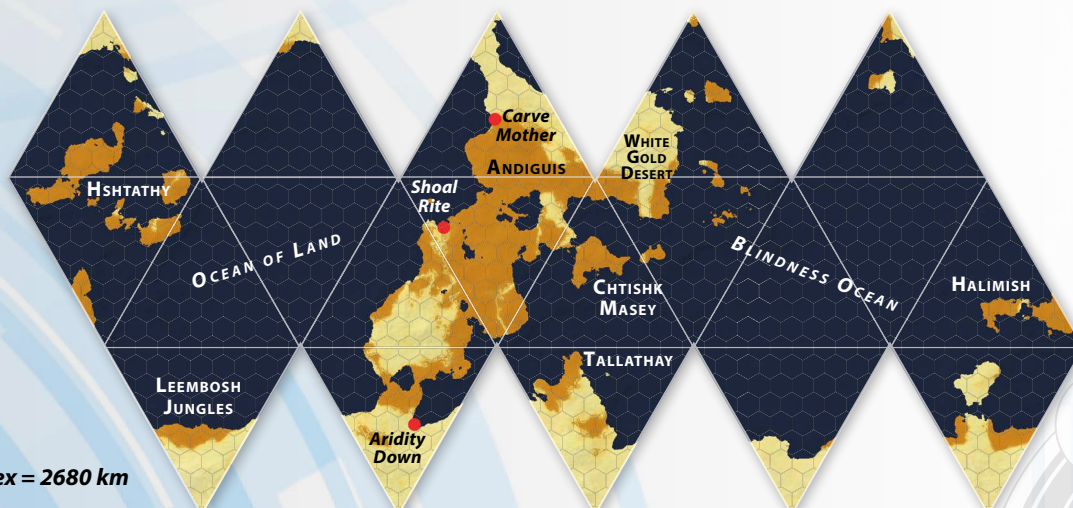
Embargo: +1 (No restricted or vehicle / starship weapons).

Tech Index: T2 (-3): Metal Age.

Starport: E-class Basic Facility (+1)

Mindscape: Temple of Universal Mind (-4).

Culture: Sentient Alliance Subculture in Stage Zero Interdiction and Manipulation.



HARKENAY IV

Harkenay is one of the more open Dendryphon Protectorate worlds, although the term is relative. It's also the location of a Mindjammer route from the Protectorate into the Sentient Alliance. The Foliage hominids which patrol the system are fairly open and diplomatic, although they direct visitors straight to the starport; the world itself is effectively quarantined, and permits are required to proceed beyond the starport.

Harkenay itself is an old world, with an orange sun, pale blue sky, and yellow-green vegetation. It has a very high level of biodiversity, with a genuric heritage shared with Jendisti (page 40); current thinking is that both worlds occupy a common panspermia diffusion zone. The world is only considered marginal because of its high levels of CO₂, necessitating respirators; otherwise it would be an inferior garden world.

Harkenay shows signs of damage from the Venu War, although not as severe as Jendisti.

High Concept: Marginal Garden World Protectorate of Vegetable Intelligences.

Aspects: Old K-class Main Sequence Star; T-Analogue Biosphere; Survivor World Mentality; Unauthorised Excursions Beyond the Starport Zone; Paternalistic Concern From the Foliage Hominids.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Old (+2).

Orbit: Habitable Zone (+0): 0.6AU.

Year Length: 219d.

Size: Standard (+0).

Density: High Standard (+1).

Surface Gravity: High Standard (+1): 1.3G.

Day Length: Reduced (-1): 2d.

Atmospheric Pressure: Standard (+0): 1.1atm.

Surface Temperature: Standard (+0): 14°C.

Surface Liquid: Low (-1): 45%.

Seasonality: Very Low (-4).

Satellites: 1x Ring, 2x Planetesimal.

Planetary Bodies: 10.

Habitability: Marginal (+0).

CIVILISATION TYPE: ALIEN CIVILISATION

Civilisation Designation: Alien World (-5).

Population: Standard (+0): Tens of Millions.

Government Type: Anarchy (-5).

Societal Development: Small-scale Communities (-4).



Economic System: Barter.

Openness: Guarded (+0).

Control Index: No Control (-5).

Trade Index: No Trade (-5).

Embargo: Quarantine.

Tech Index: T1 (-4): Stone Age.

Starport: E-class Basic Facility (+1).

Mindscape: None (-4).

Culture: Dendryphon Alien Culture With Commonality Embassy.



HONNYO III

Honnyo is a recently colonised corporacy world inside the Commonality, managed by Honnyo Universal Products (page 17). Its major divisions include Honnyo Pharmaceuticals, Honnyo-Midworld Gravitics, and Honnyo Systems.

Unusually for a Commonality world, Honnyo is an extremely young proto-planet, with a surface that is mostly molten magma. It's very hot, with an atmosphere comprising carbon dioxide and sulphur compounds, and no oxygen. Its sky is a dazzling white.

High Concept: Corporacy World on a Spectacular Proto-Planet.

Aspects: Extremely Young M-class Main Sequence Star; Maintained Biosphere; Plentiful Zanthrium and Other Heavy Elements; Erupting and Unstable Surface; Deadly and Beautiful; Burning Heart of Innovation.

PLANETARY TYPE: PROTO-PLANET

Planetary Age: Extremely Young (-4).

Orbit: Habitable Zone, Inner (-1): 0.13AU.

Year Length: 88d.

Size: Planetoid (-3): 1280km.

Density: Standard (+0).

Surface Gravity: Very Low (-3): 0.1G.

Day Length: Standard (+0): 24h. Not yet tidally-locked.

Atmospheric Pressure: Very Low (-4): 0.25atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: High (+1): 75% magma.

Seasonality: Low Standard (-1).

Satellites: None.

Planetary Bodies: 11.

Habitability: Deadly (-6).

CIVILISATION TYPE: CORPORACY WORLD

Civilisation Designation:

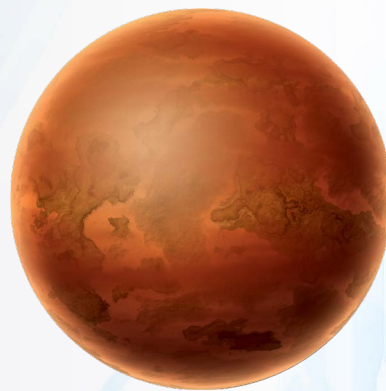
Commonality Autonomous (+2).

Population: Low Standard (-1): Millions.

Government Type: Corporacy-controlled (+2).

Societal Development: Sentience Coordinated Collective (+5).

Economic System: Disinterested Resource Allocation.



Openness: Equivocal (-1).

Control Index: Surveilled (+2).

Trade Index: Ubiquitous (+4).

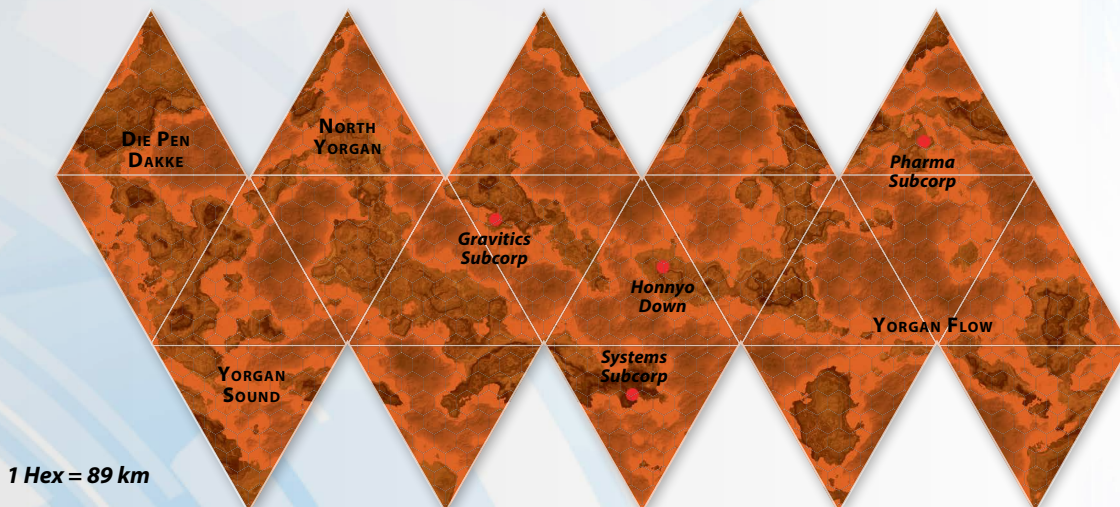
Embargo: None.

Tech Index: T9 (+4): Second Age of Space.

Starport: D-class Starport (+2).

Mindscape: Global Mindscape (-2).

Culture: Commonality Culture in Stage Four Cultural Integrity.



JENDISTI III

This Dendryphon Protectorate world is much more closed than Harkenay; it was more heavily damaged in the Venu War and its aftermath, and required liberation by the Foliates (page 6). Today the hominids form a significant part of the planet's population and its administration; even now the Jendisti Dendrites don't tolerate other humans, and police one another very carefully for aberrant thoughts or actions.

Visitors to Jendisti are permitted as far as the orbital starport by the Foliates, but access to the ground port and the planetary surface requires permission.

High Concept: Devastated Alien World of Vegetable Intelligences.

Aspects: G-class Main Sequence Star; T-Analogue Biosphere; Foliolate Planetary Quarantine; Exoflora Thought Police.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone, Inner (-1): 0.84AU.

Year Length: 285d.

Size: Small Standard (-1): 6,400km.

Density: High Standard (+1).

Surface Gravity: Standard (+0): 1G.

Day Length: Reduced (-1): 2d.

Atmospheric Pressure: Standard (+0): 0.95atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: Average (+0): 50%.

Seasonality: Low (-2).

Satellites: 1x Ring, 1x Planetoid.

Planetary Bodies: 9.

Habitability: Agreeable (+3).

CIVILISATION TYPE: ALIEN CIVILISATION

Civilisation Designation: Alien World (-5).

Population: High (+2): Billions.

Government Type: Feudal (-4).

Societal Development: Taxation and Representation (-1).



Economic System: Regulated Money Economy.

Openness: Conservative (-4).

Control Index: Surveilled (+2).

Trade Index: Inconsequential (-4).

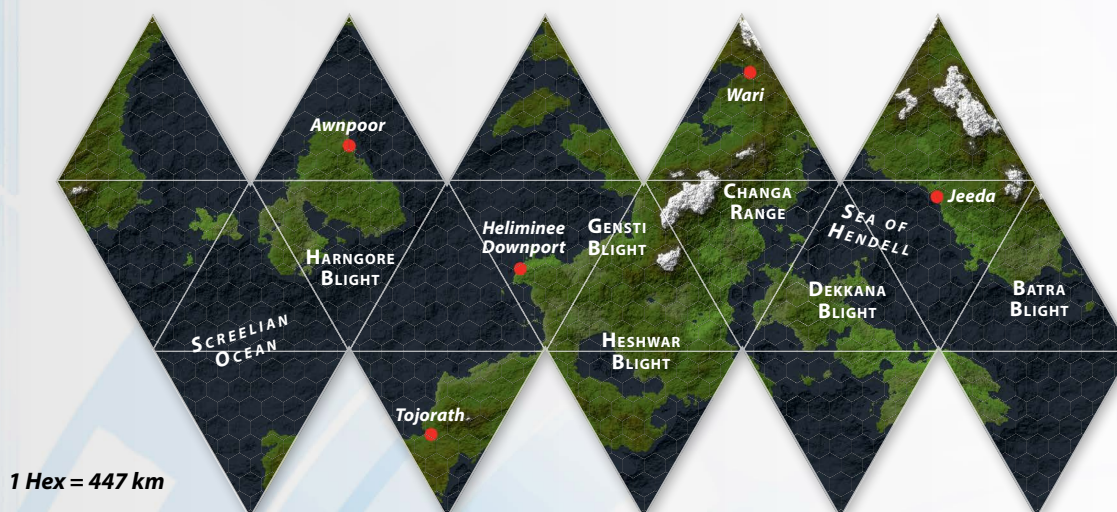
Embargo: None.

Tech Index: T6 (+1): Age of Genurgy.

Starport: E-class Basic Facility (+1).

Mindscape: None.

Culture: Dendryphon Alien Culture With Commonality Embassy.



KALLISPHERE VI

Kallsphere is a T9 Commonality **tech world** (page 18), a lost colony world which has required constant technological intervention throughout its history to remain habitable. Its society is tightly organised around this intervention, and is divided into **clades**, social castes augmented for specific technical positions. Like most tech worlds affected by Rediscovery, it's socially turbulent, and struggling to cope; unauthorised contact with Offworlders is forbidden by the **Outlife taboo**.

Kallsphere is affected by tidal stresses from its white dwarf primary, and gets most of its power from the heat exchange between its two hemispheres. There are ancient ruins on the world which predate human arrival, including a "beacon" which appears to have functioned as recently as 10,000 years ago. The whereabouts of its creators are unknown; research currently points to a t-alternate exointelligence which appears to have simply disappeared.

High Concept: Heavily Controlled Tech World in a White Dwarf Orbit.

Aspects: Mysterious Fate of the Alternate Exointelligence; Foreigner Fear and the Outlife Taboo; Rigid Clades of Tech Specialists; Plentiful Helium, Neon, and Oxygen.

PLANETARY TYPE: TERRESTRIAL PLANET

Planetary Age: Old (+2).

Orbit: Inner (-2): 600,000km.

Year Length: 2 standard hours.

Size: Small (-2): 3840km.

Density: High Standard (+1).

Surface Gravity: Low Standard (-1): 0.75G.

Day Length: Tidally-locked (-5): 2 standard hours.

Atmospheric Pressure: Trace (-10): 0.04atm.

Surface Temperature: Inferno (+5): 1200°C / Frozen (-4): -240°C.

Surface Liquid: None (-4).

Seasonality: No Seasonality (-10).

Satellites: None.

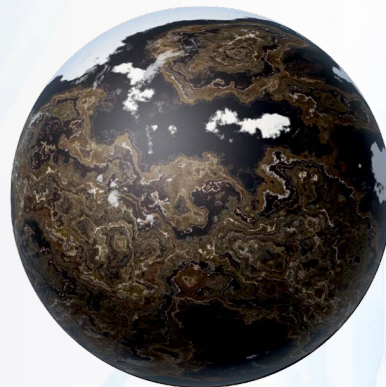
Planetary Bodies: 8.

Habitability: Deadly (-10).

CIVILISATION TYPE: TECH WORLD

Civilisation Designation: Commonality Member (+3).

Population: Very High (+3): Tens of Billions.



Government Type: Commonality-controlled (+4).

Societal Development: Sentience Coordinated Collective (+5).

Economic System: Disinterested Resource Allocation.

Openness: Self-centred (-2).

Control Index: Restricted (+3).

Trade Index: Moderate (+0).

Embargo: None.

Tech Index: T9 (+4): Second Age of Space.

Starport: C-class Starport (+3).

Mindscape: Systemwide Mindscape (+1).

Culture: Commonality Subculture in Stage Two Normalisation.



LABRYS II

Located deep in the Q-Zone, Labrys is an aqueous world, with a yellowish-orange sky and deep red vegetation. It orbits a variable star, which periodically bathes its surface in radiation. There's a biosphere, very diverse and subject to rapid mutation, but mostly subterranean. The sun's flare period appears to have increased dramatically over the past 1000 years. It currently flares every few weeks.

Despite the harsh conditions, Labrys is nevertheless a lost colony world, home to a highly mutated hominid species with a primitive culture. They live underground, revering the "mutating light" and cultivating edible fungus-analogues.

The Venu have a research presence on Labrys, but otherwise have maintained a surprisingly respectful distance. It's unknown why. The Commonality has officially quarantined the world, although only very occasional Q-Zone patrols ever attempt to enforce it.

High Concept: Quarantined World of Radiation Flares and Subterranean Mutants.

Aspects: Old M-class Eruptive Variable Star; Rapidly Mutating T-Analogue Biosphere; Low-Key Venu Research Station; Countdown to Cataclysm.

PLANETARY TYPE: POST-GARDEN WORLD

Planetary Age: Old (+2).

Orbit: Inner (-2): 0.09AU.

Year Length: 33d.

Size: Standard (+0): 12,800km.

Density: Standard (+0).

Surface Gravity: Standard (+0): 1G.

Day Length: Extremely Slow (-4): 100d.

Atmospheric Pressure: Very Low (-4): 0.4atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: Very Low (-2): 10%.

Seasonality: Low (-2).

Satellites: 1x Ring, 2x Planetesimal.

Planetary Bodies: 13.

Habitability: Marginal (+0).

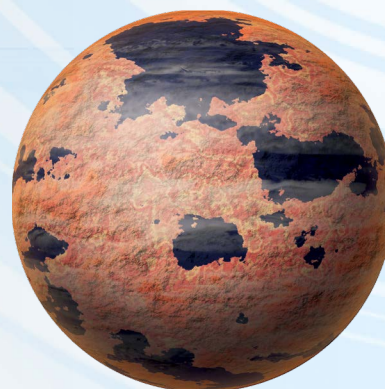
CIVILISATION TYPE: REGRESSED WORLD

Civilisation Designation: Independent: Embassy (-2).

Population: Low Standard (-1): Millions.

Government Type: Anarchy (-5).

Societal Development: Small-scale Communities (-4).



Economic System: Barter.

Openness: Closed (-5).

Control Index: No Control (-5).

Trade Index: Limited (-2).

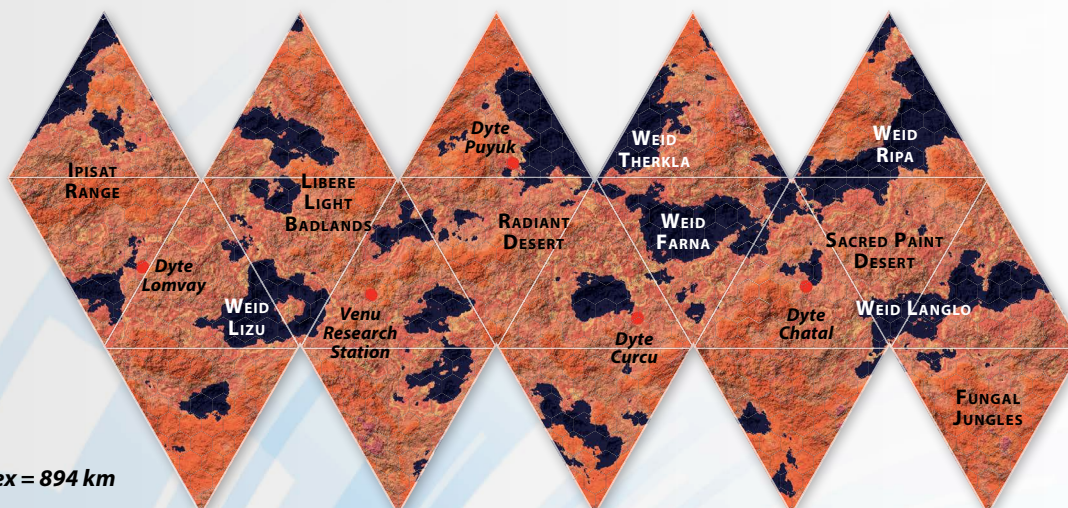
Embargo: Quarantined.

Tech Index: T1 (-4): Stone Age.

Starport: X (-5): No Facilities.

Mindscape: None (-4).

Culture: Lost Colony Culture in Stage Zero Interdiction and Manipulation.



MORGNA III

A Sentient Alliance world, Morgna is also a very wet world of sentient moss **bryophytes**, slow-moving hive intelligences which communicate by electrical signals called **dewlights**, and which attract tourists from across the octant and beyond. The bryophytes maintain a segregated existence from the Sentient Alliance colony, although they play a role in global weather control and communications.

High Concept: Agri-World Dictatorship.

Aspects: K-class Main Sequence Star; T-Analogue Biosphere; Problematic Dewlight Communications; The Rains Never Stop; Ideal Bryophyte Weather.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone, Inner (-1): 0.4AU.

Year Length: 120d.

Size: Small Standard (-1): 6,400km.

Density: High Standard (+1).

Surface Gravity: Standard (+0).

Day Length: Reduced (-1): 3d.

Atmospheric Pressure: Standard (+0): 1.1atm.

Surface Temperature: Standard (+0): 14°C.

Surface Liquid: Average (+0): 60%.

Seasonality: Low (-2).

Satellites: 1x Planetesimal.

Planetary Bodies: 14.

Habitability: Benign (+4).

CIVILISATION TYPE: AGRI-WORLD

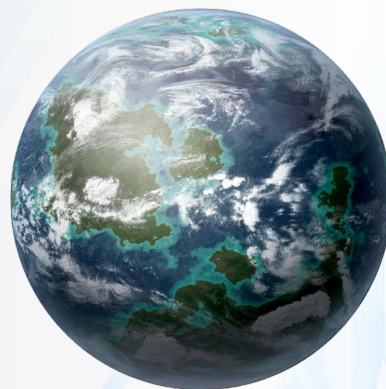
Civilisation Designation: Sentient Alliance Autonomous (+2).

Population: Low Standard (-1): Millions.

Government Type: Dictatorship (+0).

Societal Development: Widespread Intrusive Collective (+3).

Economic System: Interested Resource Allocation.



Openness: Guarded (+0).

Control Index: Surveilled (+2).

Trade Index: Low Moderate (-1).

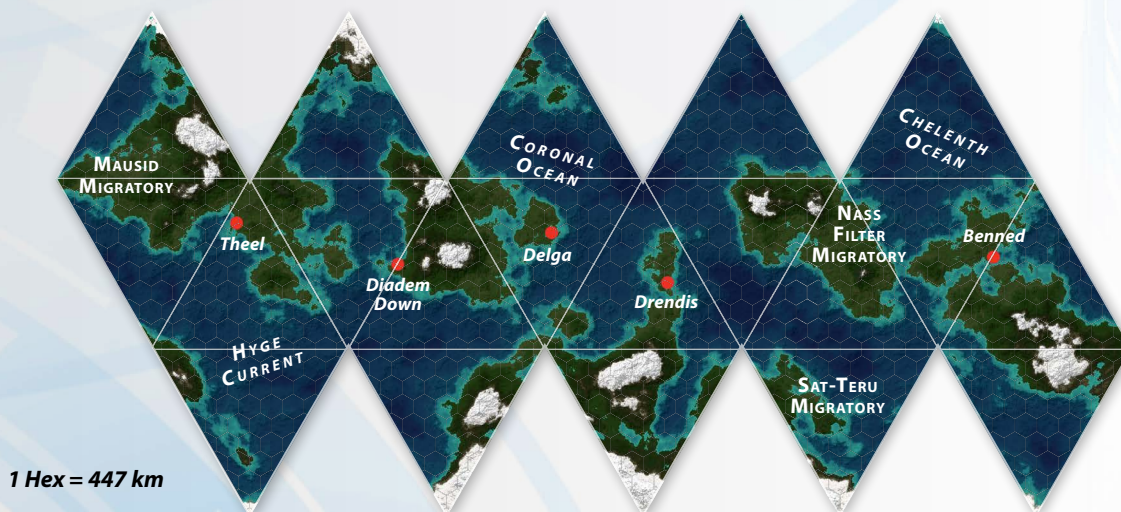
Embargo: +2 (No restricted technologies).

Tech Index: T8 (+3): Age of Ubiquitous Intelligence.

Starport: B-class Starport (+4).

Mindscape: Systemwide (+1).

Culture: Sentient Alliance Subculture in Stage Two Normalisation.



MOURNSTONE III

Once, everything died here. Mournstone is a Q-Zone world whose star is collapsing, a cold dark world which is nevertheless tectonically active. Its colony journeyed here based on signals from **before** the stellar collapse began; now they live on a severely damaged world of life forms and lichen-analogues hanging onto an extremely marginal environment, a minimal remnant of the world's past biodiversity. It's a dark, grim world of high-G hominids, and neither the Venu nor the Commonality visit very often—although the occasional new trader vessel stops to take on desperate passengers.

High Concept: Failing World Around a Spectacular Collapsing Star.

Aspects: Ancient Collapsing G-class Star; Minimal Biosphere of Lichen T-Analogues; Scarce Stellar Hydrogen; Plentiful Hydrocarbons; Tectonically Active Cold Dark World; Grim Damaged World; Almost No One Ever Comes Here; Please Rescue Us Before It's Too Late!

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Ancient (+4).

Orbit: Habitable Zone (+0): 0.9AU.

Year Length: 274d.

Size: Large Standard (+1): 19,200km.

Density: Dense (+2).

Surface Gravity: High (+3): 4G.

Day Length: Reduced (-1): 4d.

Atmospheric Pressure: High (+2): 2.5atm.

Surface Temperature: Standard (+0): 14°C.

Surface Liquid: Very High (+2): 80%.

Seasonality: Low Standard (-1).

Satellites: 1x Ring, 1x Planetesimal.

Planetary Bodies: 5.

Habitability: Adequate (+2).

CIVILISATION TYPE: FAILING WORLD

Civilisation Designation: Independent: No Embassy (-4).

Population: Low Standard (-1): Millions).

Government Type: Anarchy (-5).

Societal Development: Labour Service (-3).



Economic System: Confiscation.

Openness: Self-centred (-2).

Control Index: No Control (-5).

Trade Index: Inconsequential (-4): Except passengers.

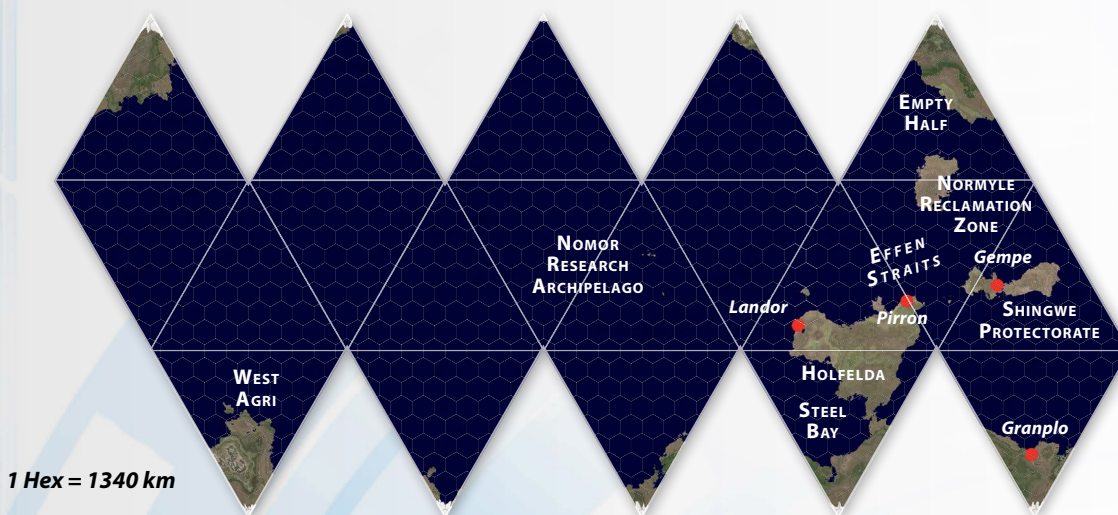
Embargo: None.

Tech Index: T5 (+0): Computer Age.

Starport: E-class Basic Facility (+1).

Mindscape: None (-4).

Culture: Hominid Culture beyond Commonality influence.



NIJMEGEN II

A Sentient Alliance world and capital of the Heritage Contestation octant, Nijmegen is a superior garden world of lowland swamp territories, irrigation canals, reclaimed land, and some very versatile and exotic aquatic foods. The Commonality has a huge diplomatic presence here, including maintaining the Sentient Alliance's core Mindscape hub for the subsector, and providing extensive technical and cultural support.

Nijmegen is a rediscovered xenomorph lost colony world, originally peopled by mid-GD felines and canids, although today the population is very diverse. The world is known as a major cultural centre for archaic weapons martial arts.

High Concept: Sentient Alliance Garden World Octant Capital.

Aspects: G-class Main Sequence Star; T-Congruent Biosphere; Reclaimed Parklands and Elegant Canals; Centre of Feline and Canid Culture; Celebrated Tournament of Archaic Martial Arts; Commonality Mindscape Hub.

PLANETARY TYPE: SUPERIOR GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone (+0): 0.9AU.

Year Length: 361d.

Size: Standard (+0): 12,800km.

Density: Standard (+0).

Surface Gravity: Standard (+0): 0.95G.

Day Length: Standard (+0): 25h.

Atmospheric Pressure: Standard (+0): 0.95atm.

Surface Temperature: Standard (+0): 14°C.

Surface Liquid: High (+1): 70%.

Seasonality: Standard (+0).

Satellites: 1x Ring, 2x Planetoids.

Planetary Bodies: 7.

Habitability: Benign (+4).

CIVILISATION TYPE: SENTIENT ALLIANCE HUB

Civilisation Designation: Sentient Alliance Member (+3).

Population: High (+2): Billions.

Government Type: Oligarchy (+1).

Societal Development: Sentience Coordinated Collective (+5).



Economic System: Disinterested Resource Allocation.

Openness: Self-critical (+1).

Control Index: Laissez-faire (+0).

Trade Index: Extensive (+2).

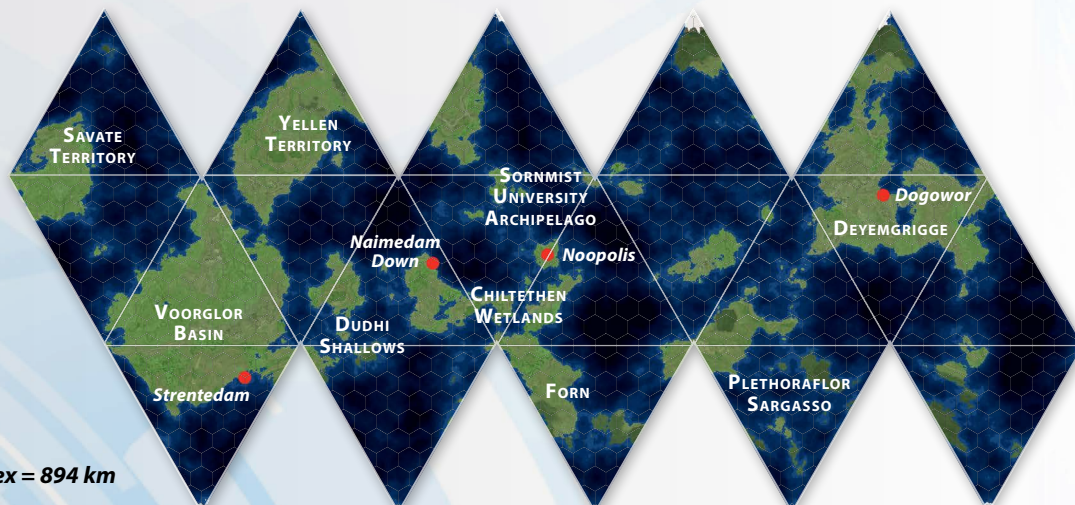
Embargo: None.

Tech Index: T9 (+4): Second Age of Space.

Starport: A-class Octant Hub (+5).

Mindscape: Mindscape Hub (+2).

Culture: Sentient Alliance Culture in Stage Four Cultural Integrity.



PLAYANOVA IV

A Sentient Alliance waterworld with beautiful archipelagos of living coral, Playanova is a well-known playground and gambling centre; people will gamble on **anything** here. It has a transplant biosphere with a fairly low biodiversity, and its native population is mostly aquatic xenomorphs. It has a deep blue sky, and bluish-white vegetation.

High Concept: Beautiful Casino Oceanworld.

Aspects: F-class Main Sequence Star; Plentiful Chromium and Other Metals; Transplant Biosphere; Aquatic Gaming Culture; Careful What You Gamble!

PLANETARY TYPE: OCEANWORLD

Planetary Age: Maturing (-1).

Orbit: Habitable Zone, Inner (-1): 1.54AU.

Year Length: 611d.

Size: Standard (+0): 12,400km.

Density: Low Standard (-1).

Surface Gravity: Low Standard (-1): 0.7G.

Day Length: Reduced (-1): 2d.

Atmospheric Pressure: Standard (+0): 0.85atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: Oceanworld (+4): 100%.

Seasonality: High Seasonality (+2).

Satellites: 1x Planetesimal, 1x Small.

Planetary Bodies: 5.

Habitability: Agreeable (+3).

CIVILISATION TYPE: SENTIENT ALLIANCE CIVILISATION

Civilisation Designation: Sentient Alliance Member (+4).

Population: High (+2): Billions.

Government Type: Oligarchy (+1).

Societal Development: Sentience Coordinated Collective (+5).

Economic System: Disinterested Resource Allocation.

Openness: Guarded (+0).



Control Index: Speech (-1).

Trade Index: Moderate (+0).

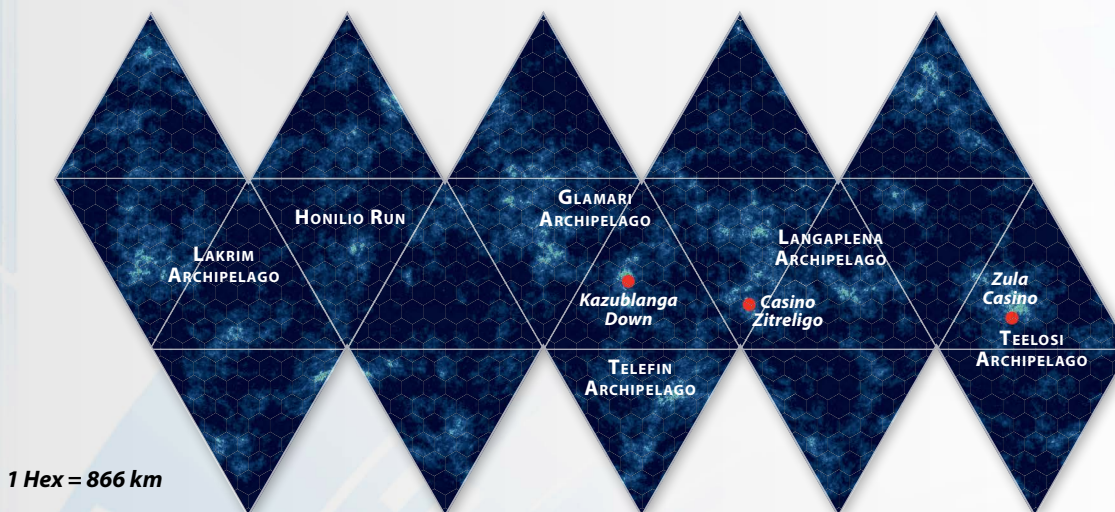
Embargo: None.

Tech Index: T9 (+4): Second Age of Space.

Starport: C-class Starport (+3).

Mindscape: Local Node (-3).

Culture: Sentient Alliance Culture in Stage Four Cultural Integrity.



SHAY-SHAY III-E

Shay-shay is a Commonality world, and the moon of a gas giant in the inner habitable zone. It's a recent neo-Shinean colony (ie not a world colonised by the Great Western Flourishing which settled An-Fang and Doy-Su), and a busy interstellar crossroads.

The world has a very pale blue sky, and red and violet vegetation. Its atmosphere is tainted with high levels of CO₂; its inhabitants are adapted to this, and the diverse t-analogue biosphere, but visitors require breathers.

There's a high human exointelligence on Shay-shay which happily shares the world with the neo-Shineans. It's keeping the population lower than the colonists would normally like, and its influence has also led to cultural changes: this neo-Shinean culture is a lot more open than normal.

High Concept: Busy Interstellar Crossroads With an Exointelligent Patron.

Aspects: Old K-class Red Giant; Diverse T-Analogue Biosphere; Plentiful Metals and Silicates; Gas Giant Moon; Newly Settled Neo-Shinean Colony More Open Than Usual.

PLANETARY TYPE: INFERIOR GARDEN WORLD

Planetary Age: Old (+2).

Orbit: Habitable Zone, Inner (-1): 23.8AU.

Year Length: 14.7 standard years.

Size: Small (-2): 3840km.

Density: High Standard (+1).

Surface Gravity: Low Standard (-1): 0.6G.

Day Length: Increased (+1): 22h, tidal-lock to gas giant.

Atmospheric Pressure: Low (-2): 0.6atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: Low (-1): 40%.

Seasonality: High Standard (+1).

Satellites: n/a.

Planetary Bodies: 5.

Habitability: Marginal (+0): Tainted, high CO₂.

CIVILISATION TYPE: CULTURE WORLD

Civilisation Designation: Culture World (+1).

Population: Low Standard (-1): Millions.

Government Type: Dictatorship (+0).

Societal Development: Sentience Coordinated Collective (+5).



Economic System: Disinterested Resource Allocation.

Openness: Self-critical (+1).

Control Index: Surveilled (+2).

Trade Index: High Moderate (+1).

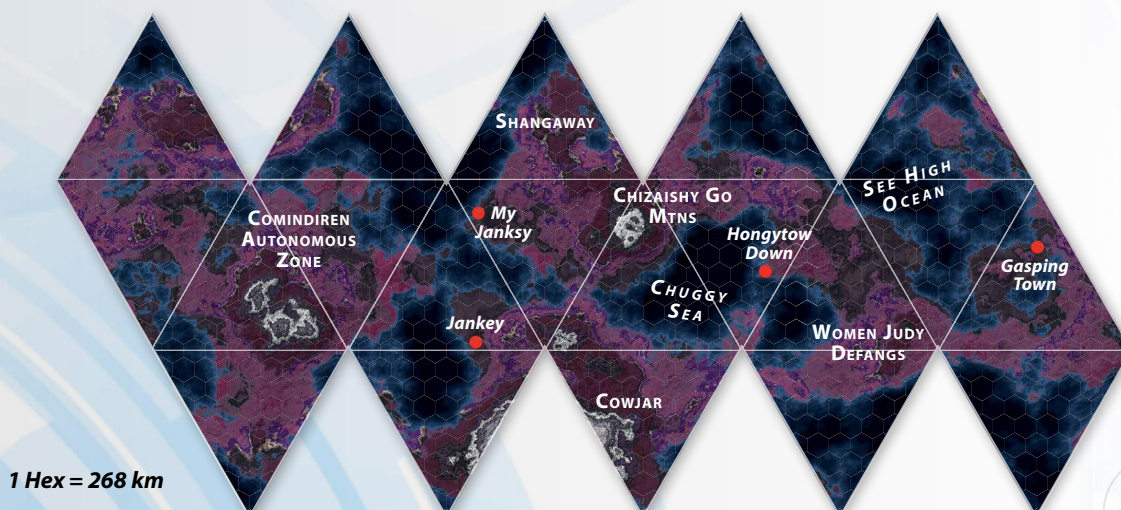
Embargo: None.

Tech Index: T9 (+4): Second Age of Space.

Starport: D-class Starport (+2).

Mindscape: Systemwide (+0).

Culture: Neo-Shinean Subculture in Stage Four Cultural Integrity.



SWORDSTAR I

A Sentient Alliance with sympathies with the Blade Conglomerate, Swordstar is an arid world of martial ursoid xenomorphs. It's also an old, old system; the hot subdwarf primary was once huge, and destroyed or sterilised all the planets in system when it collapsed. The Swordstar biosphere itself is recent, having developed since the star shrunk, and is mostly transplanted from the initial colony expedition.

High Concept: Martial World of Ursoid Knights.

Aspects: Old B-class Hot Subdwarf; Plentiful Helium, Scarce Hydrogen; Traces of Stellar Devastation; Transplant Biosphere Almost Entirely Replacing the Extinct Ecosystem; Sympathies With the Blade Conglomerate.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Old (+2).

Orbit: Habitable Zone (+0): 3AU.

Year Length: 9.8 standard years.

Size: Small Standard (-1): 6,400km.

Density: Dense (+2).

Surface Gravity: High Standard (+1): 1.5G.

Day Length: Reduced (-1): 3d.

Atmospheric Pressure: High (+2): 1.5atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: Low (-1): 35%.

Seasonality: High Standard (+1).

Satellites: None.

Planetary Bodies: 2.

Habitability: Challenging (+1).

CIVILISATION TYPE: REGRESSED WORLD

Civilisation Designation: Independent: Sentient Alliance Embassy (-2).

Population: Standard (+0): Tens of Millions.

Government Type: Monarchy (-3).

Societal Development: Taxation and Representation (-1).

Economic System: Regulated Money Economy.



Openness: Equivocal (-1).

Control Index: Laissez-faire (+0).

Trade Index: Limited (-2).

Embargo: None.

Tech Index: T6 (+1): Age of Genurgy.

Starport: E-class Basic Facility (+1).

Mindscape: None (-4).

Culture: Sentient Alliance Subculture in Stage Two Normalisation.



TAMESLOND III

Tameslond is a Commonality corporacy world originating from Yarp on Old Earth. Its corporacy, Tameslond Derivations (page 17), works closely with SCI Force throughout Outremer, strategically deploying economic systems to further integrate rediscovered cultures.

High Concept: Garden World HQ of Tameslond Derivations.

Aspects: G-class Main Sequence Star; T-Congruent Biosphere; Understated Super-wealth; Mysterious Communications With Old Earth; Behind Closed Doors.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone (+0): 1.2AU.

Year Length: 475d.

Size: Standard (+0): 12,400km.

Density: Standard (+0).

Surface Gravity: Standard (+0): 1.1G.

Day Length: Standard (+0): 29h.

Atmospheric Pressure: Standard (+0): 1.1atm.

Surface Temperature: Standard (+0): 14°C.

Surface Liquid: Average (+0): 60%.

Seasonality: Standard (+0).

Satellites: 2x Planetesimal.

Planetary Bodies: 10.

Habitability: Benign (+4).

CIVILISATION TYPE: CORPORACY WORLD

Civilisation Designation: Commonality Autonomous (+2).

Population: High (+2): Billions.

Government Type: Corporacy-controlled (+3).

Societal Development: Sentience Coordinated Collective (+5).

Economic System: Disinterested Resource Allocation.



Openness: Equivocal (-1).

Control Index: Surveilled (+2).

Trade Index: Ubiquitous (+4).

Embargo: None.

Tech Index: T9 (+4): Second Age of Space.

Starport: B-class Starport (+4).

Mindscape: Mindscape Hub (+2).

Culture: Commonality Culture in Stage Four Cultural Integrity.



VANGUARD II-D

A Space Force depot right on the edge of Commonality Space, Vanguard is a very bright star with a very young planetary system, including a central dust disk which extends to several thousand AU. The world of Vanguard itself is an iceball in orbit around a very large gas giant, which has itself an extensive system of moons. There's also an ice giant and a distant iceball in the star system.

A non-aqueous world, Vanguard II-d is very cold, very clear, and pristine: there's no atmosphere to speak of, no biosphere to damage, and Space Force has pretty much free rein here. The depot has extensive facilities throughout the system, and there's even rumoured to be a 3-Space Instrumentality research station in an off-limits region of the dust disk.

The Vanguard II gas giant is in an eccentric orbit that may take it into the system dust cloud in the next 30,000 years. It's theorised that Vanguard will undergo significant global warming, although the timescales are so large as to make a designation of extreme seasonality meaningless, if literally correct.

High Concept: Space Force Depot on a Brilliant Iceball World.

Aspects: Extremely Young O-class Main Sequence Star; Plentiful Frozen Nitrogen, Ethane, Ammonium Hydrates, and Water Ice; Space Force Playground; Rumours of a Secret Research Station.

PLANETARY TYPE: ICEBALL

Planetary Age: Extremely Young (-4).

Orbit: Extreme Outer (+4): 8000AU.

Year Length: 51,232 standard years.

Size: Large Standard (+1): 19,200km.

Density: Low Standard (-1).

Surface Gravity: Standard (+0): 0.9G.

Day Length: Tidal Lock (-5): 8h.

Atmospheric Pressure: Trace (-10).

Surface Temperature: Frozen (-4): -240°C.

Surface Liquid: None (-4).

Seasonality: No Seasonality (-10).

Satellites: n/a.

Planetary Bodies: 3.

Habitability: Deadly (-20).

CIVILISATION TYPE: DEPOT

Civilisation Designation: Commonality Member (+4).

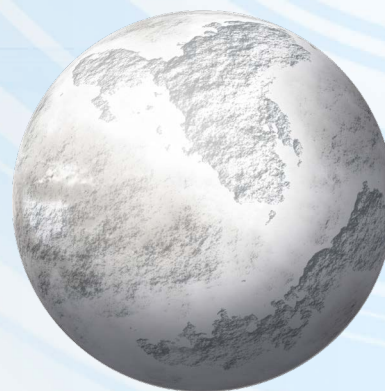
Population: Standard (+0): Tens of Millions.

Government Type: Commonality-controlled (+4).

Societal Development: Sentience Coordinated Collective (+5).

Economic System: Disinterested Resource Allocation.

Openness: Guarded (+0).



Control Index: Repressive (+4).

Trade Index: Inconsequential (-4).

Embargo: None.

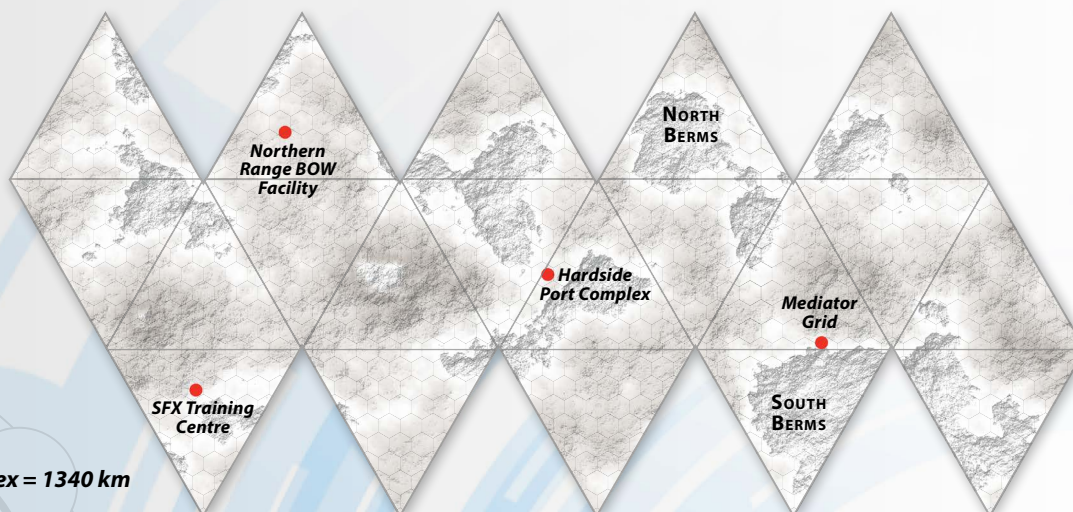
Tech Index: T9 (+4): Second Age of Space.

Starport: A-class Starport (+5).

Mindscape: Systemwide Mindscape (+1).

Culture: Commonality Culture in Stage Four Cultural Integrity.

Iceball / Depot



1 Hex = 1340 km

YAND

Although nominally a Sentient Alliance world, Yand sits on the very edge of Sentient Alliance space, hard up against the border with the Zarus Dominate, and is inhabited by hominids rather than xenomorphs. It has an ancient ring orbital housing its **Tensor Station** starport; the statistics below refer specifically to this **Mandala** orbital. Conditions on the planetary surface are more primitive.

Note that Yand is the setting for the quickstart introductory adventure **Dominion**.

High Concept: Ancient Hominid Orbital Around a High-G Garden Moon.

Aspects: G-class Main Sequence Star; Volcanically-tainted High Pressure Atmosphere; Tidally-locked Gas Giant Moon; Brutally High Gravity; Marginal T-Analogue Biosphere.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone (+0): 0.95AU.

Year Length: 329d.

Size: Large Standard (+1): 25,600km.

Density: High Standard (+1).

Surface Gravity: High (+2): 3.5G.

Day Length: 2.88d: tidal lock.

Atmospheric Pressure: High (+2): 2.5atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: High (+1): 65%.

Seasonality: High (+2).

Satellites: Artificial ring: the Mandala. No other moons.

Planetary Bodies: 3 (1 gas giant).

Habitability: Marginal (+0): Tainted by volcanic sulphur compounds.

CIVILISATION TYPE: UNITED WORLD

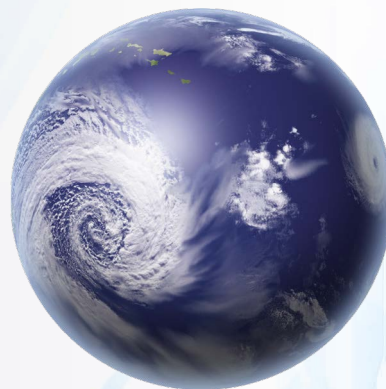
Civilisation Designation: Commonality Aligned (+0).

Population: Standard (+0): Tens of Millions.

Government Type: Oligarchy (+1).

Societal Development: Early Redistributive Model (+0).

Economic System: Regulated Money Economy.



Openness: Equivocal (-1).

Control Index: Influenced (+1) on Mandala (no weapons); Property (-2) on Yand.

Trade Index: High Moderate (+1).

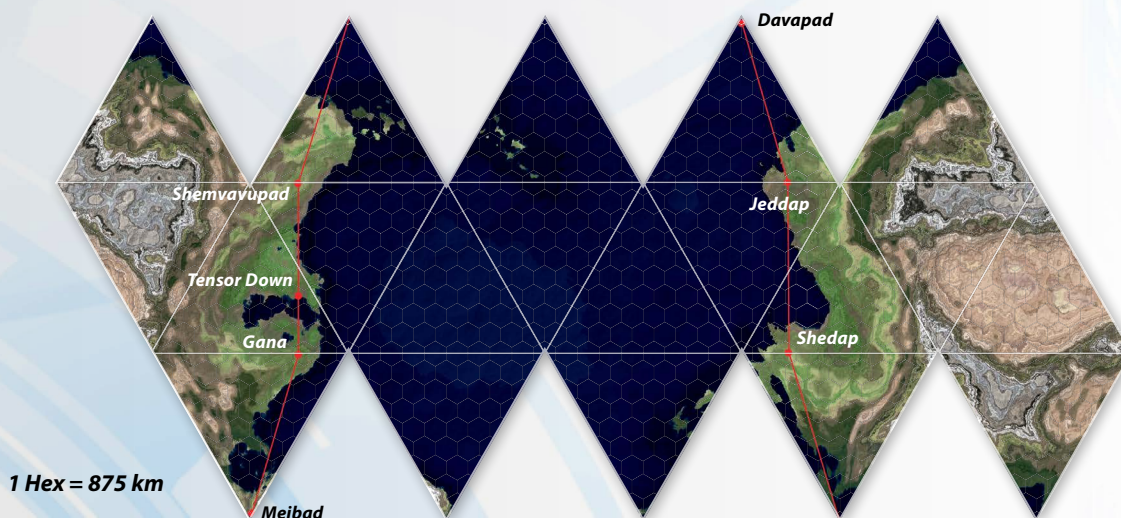
Embargo: +2 (Armaments, Power).

Tech Index: T7 (+2): First Age of Space.

Starport: C-class Starport (+3): Tensor Station.

Mindscape: Global (-1).

Culture: Yandic Hominid Culture in Stage 3 Acculturation.



ZARUS PRIME

Capital of the Zarus Dominate, Zarus Prime has a large Venu presence. The world has a **very** dangerous ecosystem, which has bred a fierce and aggressive culture. From its feudal beginnings the Dominate has evolved into a dictatorship, although its feudal instincts are still very strong.

High Concept: Harsh Mainworld of the Zarus Dominate.

Aspects: K-class Main Sequence Star; Dangerous T-Analogue Biosphere; Oppressive Dictatorship With Feudal Instincts; Large Venu Presence.

PLANETARY TYPE: INFERIOR GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone, Inner (-1): 0.42AU.

Year Length: 120d.

Size: Standard (+0).

Density: Standard (+0).

Surface Gravity: Standard (+0): 1.1G.

Day Length: Reduced (-1): 3d.

Atmospheric Pressure: Standard (+0): 1.2atm.

Surface Temperature: Warm (+1): 20°C.

Surface Liquid: Low (-1): 40%.

Seasonality: Very Low (-4).

Satellites: 1x Ring, 2x Planetesimal.

Planetary Bodies: 12.

Habitability: Agreeable (+3).

CIVILISATION TYPE: INTERSTELLAR HUB

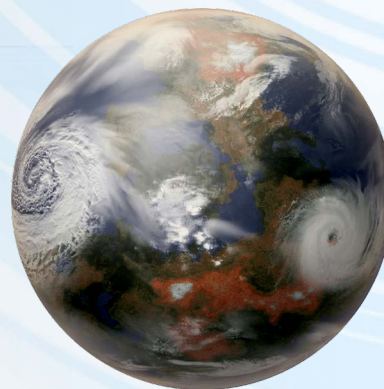
Civilisation Designation: Independent: Venu Embassy (-2).

Population: High (+2): Billions.

Government Type: Dictatorship (+0).

Societal Development: Widespread Intrusive Collective (+3).

Economic System: Interested Resource Allocation.



Openness: Guarded (+0).

Control Index: Total (+5).

Trade Index: Moderate (+0).

Embargo: +5 (No higher TI).

Tech Index: T7 (+2): First Age of Space.

Starport: D-class (+2).

Mindscape: Limited Proto-Mindscape (-3).

Culture: Zarus Dominate Culture beyond Commonality influence.



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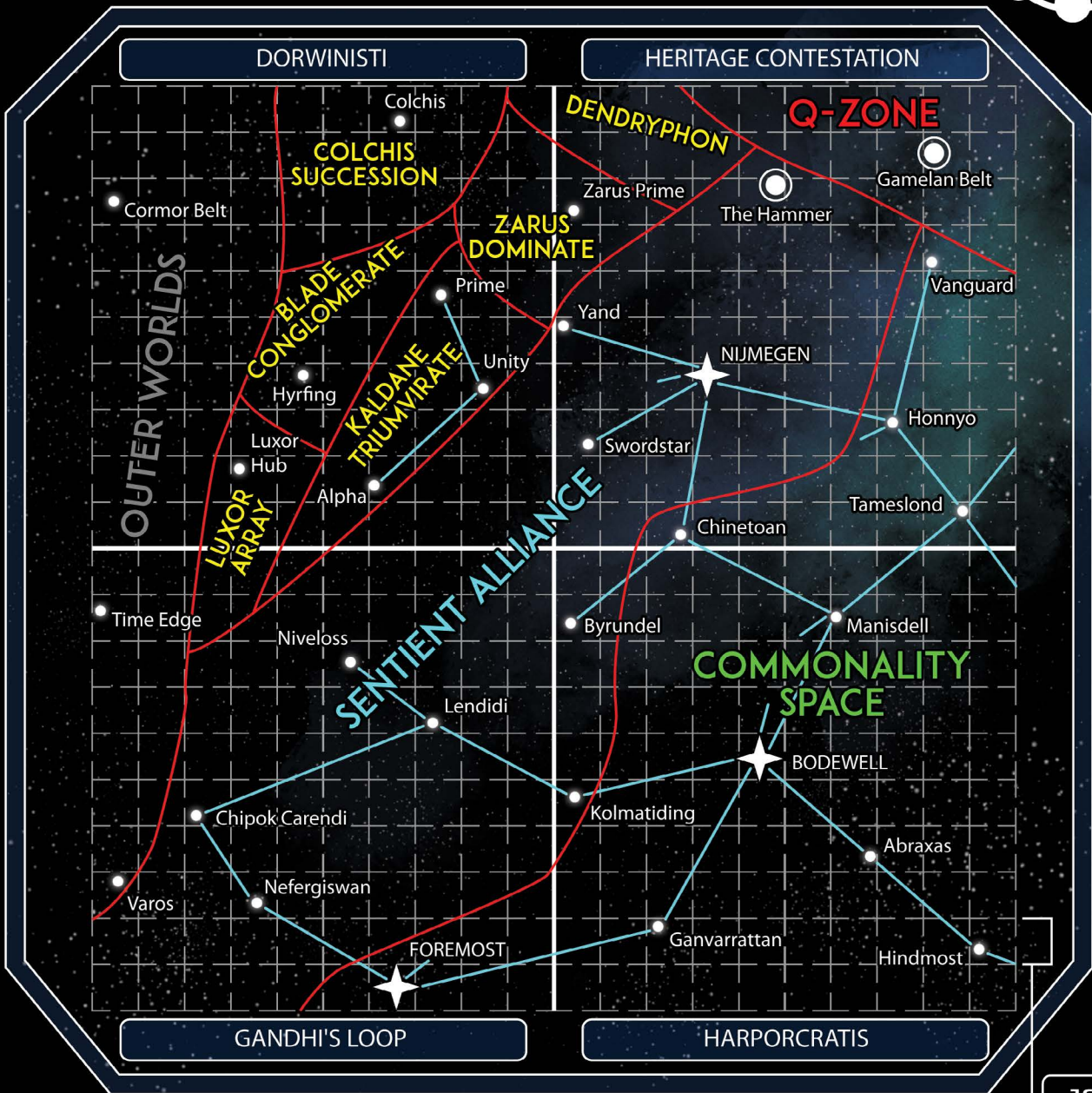
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OUTREMER SUBSECTOR

10 LY

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| ⊙ EMBARGO | ★ SECTOR CAPITAL | ☄ RIFT | — BORDER (POLITICAL) |
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