

ONE HUNDRED CHARTED WORLDS FOR
GOBLINOID GAMES' STARSHIPS & SPACEMEN 2E™

ASHDOWN



LUMINOUS DESIGN

THE ASHDOWN UNIVERSE

ONE HUNDRED CHARTED WORLDS FOR STARSHIPS & SPACEMEN™ 2E

Presented here are the one hundred charted worlds of the Ashdown Campaign Universe for use in the Goblinoid Games' Starships and Spacemen 2nd Edition role playing game. These factual and fictional inspired star systems can be used as is or randomized to create a new galactic map. To randomly generate an individual planet roll D100 to find a world from the sixteen pre-generated star systems. You can use the surrounding planets listed in the same star system to populate a whole system or mix and match them to create a new one as needed. The two classification tables listed below are an abbreviated version of those found on Page #37 of the Goblinoid Games' Starships and Spacemen 2nd Edition rulebook. These tables briefly describe the characteristics of each kind of world and its surrounding star system.

Class	Planetary Classification Description
A/B/C	Young Worlds: Planets with planetary core stability ranked in ascending order (A-C).
D	Dead Worlds: Lifeless planets that may, or may not, have atmospheres.
E	Early Worlds: Primitive planets in a primal state of development with early lifeforms.
F	Desert Worlds: Rocky, sandy and dusty planets with scarce water or lifeforms.
G	Water Worlds: Planets with water covering most of their surface.
H	Habitable Worlds: Planets with conditions similar to Earth and abundant lifeforms.
I	Super Worlds: High gravity planets that are three to thirty times the size of Earth.
J/K/L/M	Gaseous Worlds: Gas planets categorized in ascending size from Dwarf (J) to Giant (M).
N	Nomad Worlds: Cold rogue planets expelled from orbit or without a solar system.
O	Wild Worlds: Planets with chaotically changing seasons and temperature extremes.
P	Wild Worlds: Planets with chaotically changing geological instability and volcanic activity.
Q	Wild Worlds: Planets with chaotically evolving mutant lifeforms with accelerated life spans.
R	Restricted Worlds: Forbidden planets restricted to travel for classified reasons.
S	Silicon Worlds: Rare high-pressure planets with silicon-based lifeforms.
T	Ice Worlds: Planets covered entirely in ice and glaciers with little or no liquid water.
U	Uninhabitable Worlds: Former H planets that have been ravaged by catastrophe or war.
V	Unusual Worlds: Planets existing outside of time or partially on the psionic plane.
W	Planetoids: Small rock or ice planets with little or no native lifeforms.
X	Hell Worlds: Exotic planets with dangerously inhospitable environments or lifeforms.
Y/Z	Open Classification: Planetary classification that has not yet been identified or assigned.

Class	Star Classification Description
A	Small bright blue colored stars that produce bright light, high heat, and high radiation.
B	Large bright blue colored stars that produce bright light, high heat, and high radiation.
F	Small blue to white colored stars that produce medium light and heat.
G	Small white to yellow colored stars that produce medium light and heat.
K	Small orange to red colored stars that produce medium light and heat.
M	Small red colored stars that produce faint light and low heat.
O	Large bright blue colored stars that produce bright light, high heat, and high radiation.

INTRODUCTION

The Ashdown Campaign Universe is a fictional alternate reality loosely based on factual and fictional places in our own universe. It is an abstraction, like the television programs and motion pictures that inspired it. There are some artistic differences between this game setting and the original one found in the 2nd Edition rulebook. One distinction here is that in Ashdown the Goran have an independent interstellar government and are not a member of the Confederation. If a player has a Goran character serving on a Confederation starship that enters Ashdown this could create some very interesting adventure hooks and plot devices. Star Masters who wish to change this and keep the Goran as written in the 2nd Edition rulebook can simply articulate that the Goran home-world is the Confederation's foothold in the Beta Quadrant. A foothold that serves as a severe irritation for both the Zangids and Videni. This option creates an entirely different set of adventure hooks and plot devices that you can explore. For example, the Confederation must send starships on a routine basis into the Beta Quadrant to discourage Zangid or Videni threats. All while trying to stay clear of Zangid and Videni controlled space to avoid sparking another interstellar war. Somethings in this supplement have been left deliberately vague or ambiguous so that you can fill in details from your own imagination. This campaign universe is composed of the two charted quadrants of the known galaxy (Alpha and Beta) and two uncharted ones (Gamma and Delta). Star Masters can introduce their players to this alternate reality as their home setting, find their way here through a teleporter mishap, or accidentally arrive through an inter-dimensional phenomenon. You can use this product as it is or as a tool to help create your own new game setting and galactic map.

WORLDS OF THE ALPHA QUADRANT

SOL SYSTEM (01)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
01	MERCURY	SOL I	W	SOL	ALPHA	SOL	G
02	VENUS	SOL II	X	SOL	ALPHA	SOL	G
03	EARTH	SOL III	H	SOL	ALPHA	SOL	G
04	LUNA (MOON)	SOL III-A	W	SOL	ALPHA	SOL	G
05	MARS	SOL IV	D	SOL	ALPHA	SOL	G
06	SATURN	SOL V	L	SOL	ALPHA	SOL	G
07	JUPITER	SOL VI	K	SOL	ALPHA	SOL	G
08	NEPTUNE	SOL VII	T/J	SOL	ALPHA	SOL	G
09	URANUS	SOL VIII	T/J	SOL	ALPHA	SOL	G
10	PLUTO	SOL IX	W	SOL	ALPHA	SOL	G
11	NIBIRU	SOL X	V	SOL	ALPHA	SOL	G

01 - SYSTEM BRIEF:

The Sol System is approximately 27,000 light years from the galactic center and has eleven charted worlds orbiting a single Class-G star called the Sun. It is the interstellar seat of government for the Galactic Confederation of Allied Worlds (Commonly referred to as the "Confederation") and a center of interstellar commerce. The only naturally habitable planet is Earth which is the third planet and rests in a pristine habitable zone with ideal conditions for promoting a diverse life bearing ecological system. Earth is the home-world for the Humans who are one of the founding member races of the Confederation. During Earth's 22nd Century, Humanity established off-world colonies on Luna (Earth's moon) and the planet Mars where conditions were favorable for long term low gravity mining and industry. The Galactic Confederation's Headquarters, Starbase Alpha, and the Europa Shipyards are all centrally located in the Sol System. Early in the 23rd Century, the existence of a tenth planet called Nibiru was discovered by a deep space survey team. This recently charted world has an extremely long elliptical orbit that mysteriously transitions between the material and psionic planes through an unknown space-time phenomenon. This makes the planet hard to find as it phases in and out of the material universe.

ALPHA CENTAURI-A SYSTEM (02)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
12	CENTAURUS	ALPHA-C I	H	SOL	ALPHA	ALPHA-C	G
13	MYRA	ALPHA-C II	F	SOL	ALPHA	ALPHA-C	G
14	TOBYN	ALPHA-C III	V	SOL	ALPHA	ALPHA-C	G
15	JERICH0	ALPHA-C IV	W	SOL	ALPHA	ALPHA-C	G



02 - SYSTEM BRIEF:

The Alpha Centauri-A System is approximately 4.35 light years from Earth and has four charted planets orbiting a Class-G star. Centaurus is the only Class-H planet in the system and is remarkably Earth-like with slightly higher gravity. There is a large Confederation colony on the planet with a scientific research facility dedicated to studying an unusual time displacement phenomenon found on the nearby planet Tobyn. Named after the 22nd Century deep space explorer Victor Tobyn, this planet appears to be Earth-like except for the unusual localized time phenomenon that the scientists have named "Time Storms". The neighboring planets of Myra and Jericho have extremely inhospitable environments and little or no indigenous animal life. Both planets have abundant supplies of mineral ores and fuel gases suitable for industrial mining.

PROXIMA CENTAURI SYSTEM (03)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
16	ACHILLES	PROXIMA-C I	W	SOL	ALPHA	PROXMIA-C	M
17	TRINITY	PROXIMA-C II	H	SOL	ALPHA	PROXIMA-C	M



03 - SYSTEM BRIEF:

The Proxima Centauri System is approximately 4.25 light years from Earth and has two charted planets orbiting a Class-M star. The first of the two planets in this system is named Achilles and is a small barren world with a toxic atmosphere. The planet does not have any oceans or large bodies of water but is covered with a tan colored fibrous vegetation. The second planet in the system is named Trinity and is a habitable jungle world with massive rain forests covering all major land masses. Trinity is slightly larger than Earth and has a hot humid climate all year round. Early Confederation expeditionaries unsuccessfully attempted to colonize both planets and abandoned the colony sites within the same year. The colony structures can still be found on both planets and are believed to be a favorite hiding place for smugglers and space pirates.

SIRIUS SYSTEM (04)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
18	ALTAIR	SIRIUS I	W	SOL	ALPHA	SIRIUS	F
19	SIRENE	SIRIUS II	T	SOL	ALPHA	SIRIUS	F
20	DENEK	SIRIUS III	H	SOL	ALPHA	SIRIUS	F

SIRENE



04 - SYSTEM BRIEF:

The Sirius System is approximately 8.6 light years from Earth and has three charted planets orbiting a Class-F binary star. The first planet in the system is Altair, who's mining colony provides a high percentage of the crystalline compounds used in Confederation computer technologies. The neighboring ice planet Sirene is the location of the Confederation transplanted Andromedan colony that was established when their home-world became uninhabitable. This planet has several underground cities where a large percentage of the population lives. The same system is also shared with a Class-H planet named Deneb which is a water saturated swamp world and home of the Hykhot.



EPSILON ERIDANI SYSTEM (05)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
21	ARKONA	EPSILON-E I	P	SOL	ALPHA	EPSILON-E	G
22	TAURA	EPSILON-E II	H	SOL	ALPHA	EPSILON-E	G
23	TELLAS	EPSILON-E III	E	SOL	ALPHA	EPSILON-E	G
24	VESTA	EPSILON-E IV	E	SOL	ALPHA	EPSILON-E	G

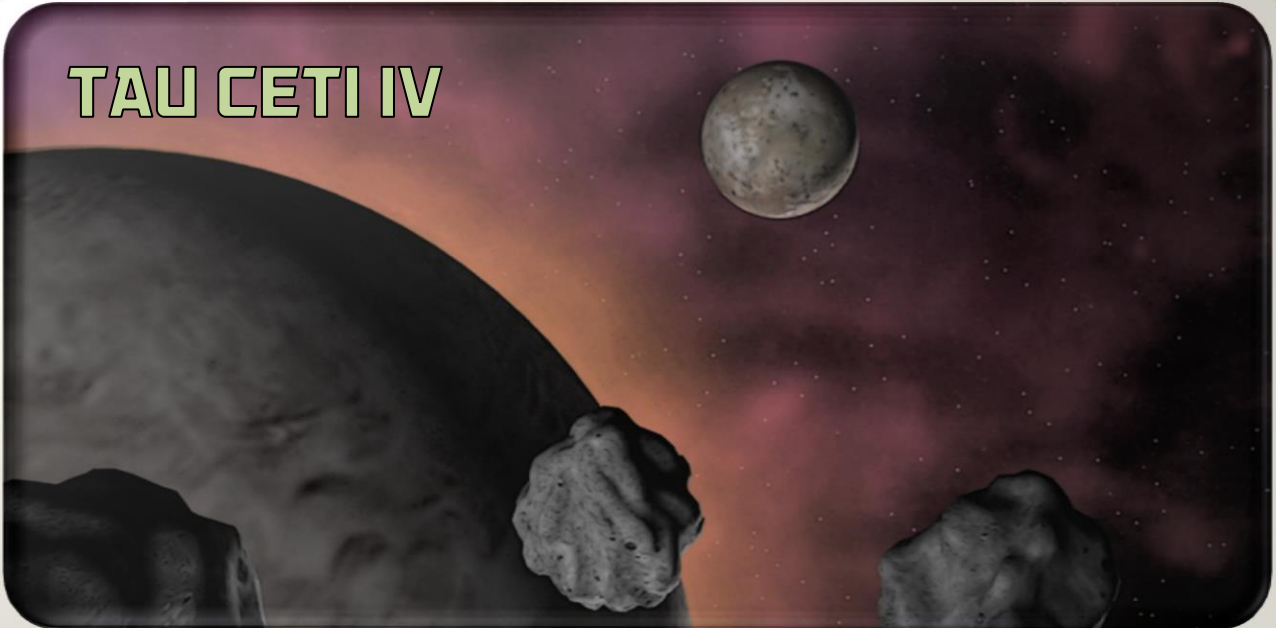
05 - SYSTEM BRIEF:

The Epsilon Eridani, or Ran System, is approximately 10.5 light years from Earth and has four charted planets orbiting a Class-G star. All four planets have a breathable atmosphere but only the Tauran home-world can be considered habitable. Arkona is a volcanically active planet that has too thin of a mantle to sustain an ecosystem. Taura is a mountainous planet with high gravity and large hostile deserts. The two outer worlds in the system, Tellas and Vesta, are in very early stages of evolutionary growth and not suitable for long term settlements or colonization.

TAU CETI SYSTEM (06)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
25	TAU CETI I	TAU CETI I	T	SOL	ALPHA	TAU CETI	G
26	TAU CETI II	TAU CETI II	H	SOL	ALPHA	TAU CETI	G
27	TAU CETI III	TAU CETI III	H	SOL	ALPHA	TAU CETI	G
28	TAU CETI IV	TAU CETI IV	E	SOL	ALPHA	TAU CETI	G
29	TAU CETI V	TAU CETI V	O	SOL	ALPHA	TAU CETI	G

TAU CETI IV



06 - SYSTEM BRIEF:

The Tau Ceti System is approximately 12 light years from Earth and has five charted planets orbiting a Class-G star. This system has three planets with a breathable atmosphere two of which are classified as habitable. Tau Ceti II is home to an indigenous humanoid culture that live in high cliff dwellings. While these people strive to live in harmony with nature, they are no strangers to advanced technology and are suspicious of outsiders. Tau Ceti III has a large industrialized urban sprawl comprised of several massive cities and spaceports. Considered by many to be both a modern urban paradise and a decadent den of corruption. Tau Ceti III is a frequent destination for traders and tourists in search of rare treasures. Tau Ceti I, IV, and V are often visited for scientific exploration but do not host any permanent outposts or settlements.

VEGA SYSTEM (07)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
30	HALON	VEGA I	S	SOL	ALPHA	VEGA	G
31	BLACK ROCK	VEGA II	W	SOL	ALPHA	VEGA	G
32	GIDEON	VEGA III	F	SOL	ALPHA	VEGA	G
33	RIGEL	VEGA IV	H	SOL	ALPHA	VEGA	G
34	ANTARUS	VEGA V	H	SOL	ALPHA	VEGA	G
35	HYDRA	VEGA VI	G	SOL	ALPHA	VEGA	G
36	GEMINORA	VEGA VII	H	SOL	ALPHA	VEGA	G
37	THYOPH	VEGA VIII	E	SOL	ALPHA	VEGA	G
38	ASTERILLS	VEGA IX	V	SOL	ALPHA	VEGA	G
39	REMUAN	VEGA X	T	SOL	ALPHA	VEGA	G
40	ROHINA	VEGA XI	W	SOL	ALPHA	VEGA	G



07- SYSTEM BRIEF:

The Vega System is approximately 25 light years from Earth and has eleven charted planets orbiting a Class-G star. Vega is one of the largest solar systems in the Alpha Quadrant with nine of its eleven planets possessing a breathable life sustaining atmosphere. The first planet in the system, Black Rock, is the home to Starbase Beta which administers the largest Beryllium mining colony in the quadrant. The fourth planet in the system is Rigel which is the home-world of the hybrid half Zangid – half human Rigellians. Several of the other planets in the system have a long established Rigellian presence in the form of colonies, outposts, and settlements of both renown and ill repute.

40 ERIDANI-A SYSTEM (08)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
41	RYADEN	ERIDANI-A I	U/R	SOL	ALPHA	SOLACE	F
42	SKARANIS	ERIDANI-A II	U/R	SOL	ALPHA	SOLACE	F
43	SOLACE	ERIDANI-A III	K	SOL	ALPHA	SOLACE	F
44	VOLTANIS	ERIDANI-A IV	I	SOL	ALPHA	SOLACE	F
45	LAMENT	ERIDANI-A V	F	SOL	ALPHA	SOLACE	F

08 - SYSTEM BRIEF:

The 40 Eridani-A System, abbreviated Eri 40, is approximately 17 light years from Earth and has five charted planets orbiting a triple Class-F star group. Eri 40 was the location of a horrific interplanetary war between the Xin and the Skarranids that left the entire system decimated. Both races either long since abandoned the quadrant or died out leaving behind a scorched wasteland full of dangerous unspent munitions and war machines. The entire system is considered a dangerous quarantine travel zone and avoided by almost everyone except for rogue Rigellian mercenaries seeking to profit from salvaged technologies.

DEMAI SYSTEM (09)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
46	SEAR	DEMAI I	F	SOL	ALPHA	DEMAI	K
47	SOLARIA	DEMAI II	I	SOL	ALPHA	DEMAI	K
48	FARLIGHT	DEMAI III	H	SOL	ALPHA	DEMAI	K
49	DOMINION	DEMAI IV	M	SOL	ALPHA	DEMAI	K
50	HAVEN	ROGUE	N	SOL	ALPHA	(ROGUE)	K



09- SYSTEM BRIEF:

The Demai System is approximately 31 light years from Earth and has five charted planets orbiting a Class-K star. The only habitable planet in the system is Farlight which is the home-world of the Daelan. Farlight has very long periods of darkness due to the solar shadow cast by the neighboring super planet Solaria. The long nights on Farlight have resulted in unique biological adaptations for its lifeforms such as the Daelan's exceptional low light vision. One of the most interesting worlds in this system is Haven which is a rogue planet that was expelled from its original orbit by an ancient cataclysm. Haven is an unusual purple colored world that was captured by the massive gravity of the nearby gas giant Dominion.

ZETA HERCULI SYSTEM (10)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
51	BRAX	ZETA-H I	E	SOL	ALPHA	Z-HERCULI	G
52	T'GANIS	ZETA-H II	W	SOL	ALPHA	Z-HERCULI	G
53	ERABAN	ZETA-H III	J	SOL	ALPHA	Z-HERCULI	G
54	HERCULI	ZETA-H IV	H	SOL	ALPHA	Z-HERCULI	G
55	NENTONGA	ZETA-H V	V	SOL	ALPHA	Z-HERCULI	G
56	SERRADIS	ZETA-H VI	M	SOL	ALPHA	Z-HERCULI	G
57	VENATAVA	ZETA-H VII	L	SOL	ALPHA	Z-HERCULI	G



10 - SYSTEM BRIEF:

The Zeta Herculi System (Alternately spelled Zeta Herculis) is approximately 35 light years from Earth and has seven charted planets orbiting a Class-G star. Zeta Herculi is one of the furthest star systems from Earth in the Alpha Quadrant. The most noteworthy planet in the system is Herculi which is the home-world of a psionically gifted race that call themselves the Mind Masters. Both Herculi and its neighbor Nentonga have a unique surface composition that contains veins of psionic amplifying crystals embedded in the ground. It is not certain if these crystal deposits are natural or a construct created by the Mind Masters.

WORLDS OF THE BETA QUADRANT

XOTH SYSTEM (11)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
58	MARAGA	XOTH I	X	XOTH	BETA	XOTH	M
59	ASH	XOTH II	U	XOTH	BETA	XOTH	M
60	FURY	XOTH III	F	XOTH	BETA	XOTH	M
61	AGOTHA	XOTH IV	G	XOTH	BETA	XOTH	M
62	ZONOS	XOTH V	H	XOTH	BETA	XOTH	M
63	RO'CHIN	XOTH VI	H	XOTH	BETA	XOTH	M
64	CERION	XOTH VII	W	XOTH	BETA	XOTH	M

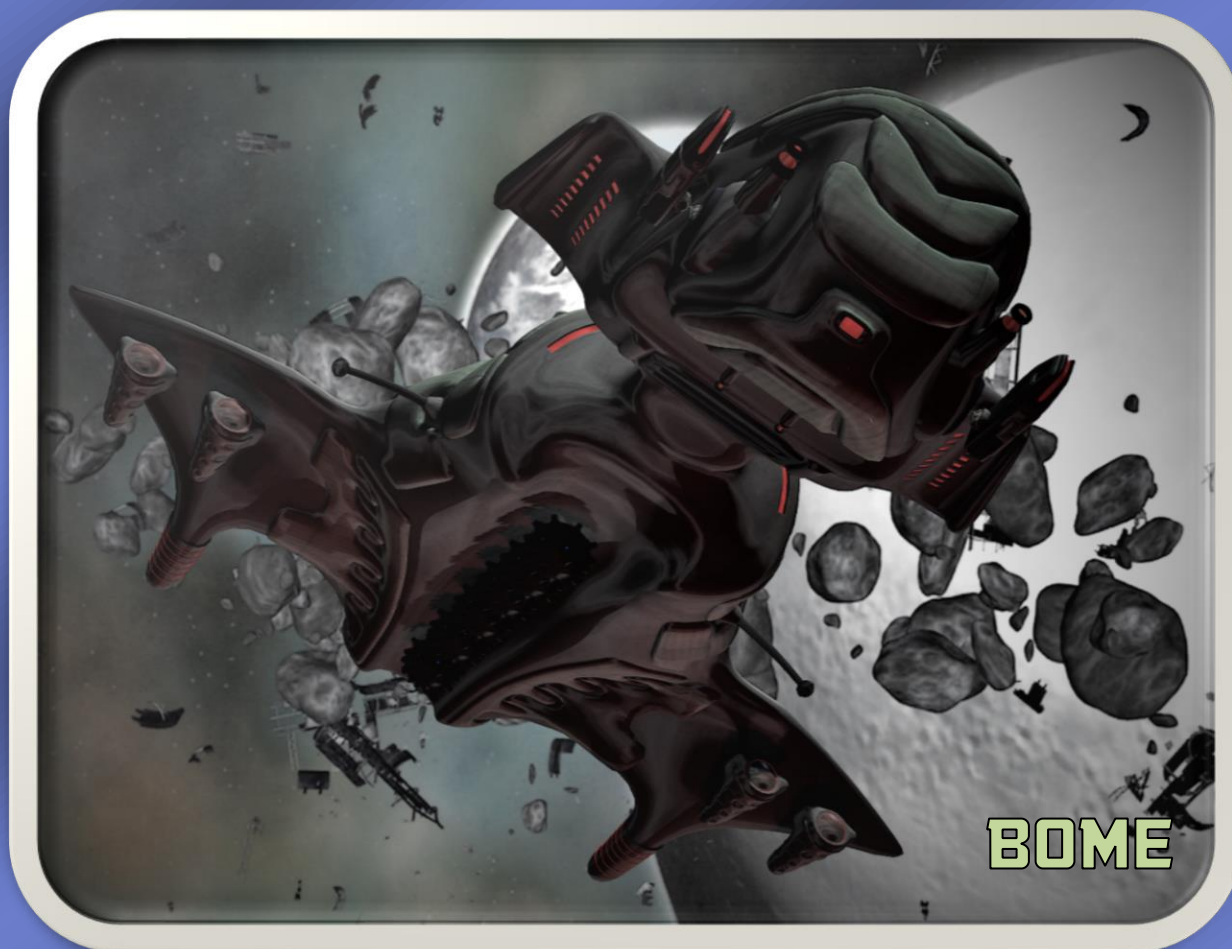
11 - SYSTEM BRIEF:

The Xoth System is approximately 39 light years from Earth and has seven charted planets orbiting a Class-M star. Harsh, gloomy, and austere are words frequently used to describe the inhospitable conditions of the Xoth System. The system's faint red dwarf is distant and dim providing little warmth to the orbiting planets. It is both miraculous and amazing that life could exist here at all. However, despite these harsh conditions the stoic warrior race called the Zangids flourished in these conditions and raised an interstellar empire. The fifth planet Zonos, is the Zangid's home-world and seat of their interstellar imperial government.



MARKAR SYSTEM (12)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
65	ASHOTUN	MARKAR I	S	XOTH	BETA	MARKAR	G
66	NAKARA	MARKAR II	X	XOTH	BETA	MARKAR	G
67	SOG'NA	MARKAR III	E	XOTH	BETA	MARKAR	G
68	AZARGON	MARKAR IV	U	XOTH	BETA	MARKAR	G
69	MIZAR	MARKAR V	G	XOTH	BETA	MARKAR	G
70	AMOTHEP	MARKAR VI	F	XOTH	BETA	MARKAR	G
71	QAARK	MARKAR VII	H	XOTH	BETA	MARKAR	G
72	CHO'RIN	MARKAR VIII	E	XOTH	BETA	MARKAR	G
73	DORADIS	MARKAR IX	J	XOTH	BETA	MARKAR	G
74	BOME	MARKAR X	T	XOTH	BETA	MARKAR	G



12 - SYSTEM BRIEF:

The Markar System is approximately 42 light years from Earth and has ten charted planets orbiting a Class-G star. Markar is the largest solar system in the Beta Quadrant and has a diverse variety of planets. The first planet in the system is named Ashotun and is a rare silicate world that is the home of the elusive Silotrons. Azaragon, the original home-world of the arboreal Driped race, was located in this system before a brutal Zangid occupation decimated the planet. There is still a robust Zangid presence in the system with military installations located on the planets Cho'rin and Doradis. However, after decades of aggressive mining and exploitation there is precious little on these worlds left for them to consume. Only the presence of the Silotron on the inner worlds of the system have kept the Zangids from aggressively expanding further.

ORKUS SYSTEM (13)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
75	KATELK	ORKUS I	C	XOTH	BETA	ORKUS	K
76	ONIS	ORKUS II	E	XOTH	BETA	ORKUS	K
77	SHIGSIN	ORKUS III	G	XOTH	BETA	ORKUS	K
78	NAKOTH	ORCUS IV	J	XOTH	BETA	ORKUS	K
79	MEMNAAN	ORKUS V	T	XOTH	BETA	ORKUS	K
80	AMERATH	ORKUS VI	T	XOTH	BETA	ORKUS	K

13 - SYSTEM BRIEF:

The Orkus System is approximately 47 light years from Earth and has six charted planets orbiting a Class-K star. There are no naturally habitable worlds in the Orkus system and it holds no remarkable strategic value to any of the interstellar governments. There are opportunities for future colonization in Orkus through terraforming but the proximity of the system to two aggressively hostile empires has discouraged any development efforts thus far.



GOR SYSTEM (14)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
81	IZZAR	GOR I	S	XOTH	BETA	GOR	F
82	KORIVRYN	GOR II	E	XOTH	BETA	GOR	F
83	OKULI	GOR III	I	XOTH	BETA	GOR	F
84	GORGANOS	GOR IV	G	XOTH	BETA	GOR	F
85	THESULIA	GOR V	E	XOTH	BETA	GOR	F
86	YXIA	GOR VI	H	XOTH	BETA	GOR	F
87	DAVAX	GOR VII	X	XOTH	BETA	GOR	F
88	VALISSIA	GOR VIII	W	XOTH	BETA	GOR	F

14 - SYSTEM BRIEF:

The Gor System is approximately 53 light years from Earth and has eight charted planets orbiting a Class-F star. Gor, has the unique distinction of being a neutral buffer zone between the Zangid Empire and the Videni Empire. As such, it is constantly under threat of invasion from either side and remains a fiercely contested region of space. Incursions into the system by both Zangids and Videni are a frequent occurrence. The sixth planet in the system is called Yxia and is the home-world of the reptilian Goran race. This planet serves as the seat of the Goran interplanetary government and is the headquarters of their space fleet. The intense political, diplomatic, and military pressure from the neighboring empires has encouraged an isolationist attitude amongst most of the Goran population. Outsiders are often regarded with suspicion, mistrust, or hostility until proven honorable and trustworthy.

VIDEN SYSTEM (15)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
89	LUMA	VIDEN I	F	XOTH	BETA	VIDEN	K
90	VIDEN PRIME	VIDEN II	H	XOTH	BETA	VIDEN	K
91	MINARIA	VIDEN III	H	XOTH	BETA	VIDEN	K

15 - SYSTEM BRIEF:

The Viden System is approximately 52 light years from Earth and has three charted planets orbiting a Class-K star. While Viden is one of the smallest star systems in the Beta Quadrant it is also one of the most powerful and self-sufficient. Viden Prime is the home of the conquest driven Videni who have a strong presence in the Beta Quadrant. The Videni are secretive isolationists so very little is known about their home or colony worlds. Those who have encountered Videni, and lived to tell the tale, describe their home-world as a forested paradise with large beautiful seas and oceans. With their cloaking screen technology and secretive nature, it is difficult to discern just how large the Videni Stellar Empire actually is. A treaty between the Confederation and the Videni maintains a fragile peace and prohibits the Confederation from entering Viden or Alteria without invitation.



ALTERIA SYSTEM (16)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
92	JYGAR	ALTERIA I	X	XOTH	BETA	ATERIA	A
93	OKASYS	ALTERIA II	P	XOTH	BETA	ATERIA	A
94	NARAFON	ALTERIA III	Q	XOTH	BETA	ATERIA	A
95	BYDELVA	ALTERIA IV	V	XOTH	BETA	ATERIA	A
96	TANKOR	ALTERIA V	E	XOTH	BETA	ATERIA	A
97	JONAR	ALTERIA VI	O	XOTH	BETA	ATERIA	A
98	SOLEK	ALTERIA VII	F	XOTH	BETA	ATERIA	A
99	ORMENA	ALTERIA VIII	W	XOTH	BETA	ATERIA	A
00	VELOC	ALTERIA IX	D	XOTH	BETA	ALTERIA	A

16 - SYSTEM BRIEF:

The Alteria System is approximately 70 light years from Earth and has nine charted planets orbiting a Class-A star. Limited information is available about the Alteria System due to the conditions of the Videni treaty that prohibits the Confederation from entering the region. All information that is available about the system came from the Tauran Galactic Archives. It is believed that the Alteria system is now a Videni protectorate that was annexed prior to the Zangid-Videni schism. Spacefleet intelligence speculates that there is likely to be a heavy Videni military presence in the system.

BYDELVA



TAURAN GALACTIC ARCHIVE

Over the centuries, the Taurans have been compiling a massive archival database detailing all recorded information they have learned about the known galaxy. Here you can find the discoveries and observations from all space faring races the Taurans have encountered. Provided below is an abridged version of their compiled data which has been made public to all Confederation worlds.

Roll	Planet	Class	System	Comments / Observations
01	Mercury	W	#01	No atmosphere, rocky cratered surface.
02	Venus	X	#01	Dense toxic sulfur-based clouds, gas mining.
03	Earth	H	#01	Human home-world, Spacefleet headquarters.
04	Luna	W	#01	Human colony, Helium 3 and mineral ore mining.
05	Mars	D	#01	Human colony, domed cities, mineral ore mining.
06	Saturn	L	#01	Ringed gas giant, high wind speeds, gas mining.
07	Jupiter	K	#01	Large gas giant, severe storms, Europa shipyards.
08	Neptune	T/J	#01	Dwarf ice/gas giant, gas extraction mining.
09	Uranus	T/J	#01	Dwarf ice/gas giant, high windspeeds, storms.
10	Pluto	W	#01	Desolate, rocky, Confederation penal colony.
11	Nibiru	V	#01	Unusual orbit, strange dimensional anomalies.
12	Centaurus	H	#02	Confederation colony, scientific research facilities.
13	Myra	F	#02	Unremarkable inhospitable desert planet.
14	Tobyn	V	#02	Earth-like with unusual space-time anomalies.
15	Jericho	W	#02	Desolate and rocky, no indigenous life.
16	Achilles	W	#03	Fibrous vegetation, toxic air, abandoned colony.
17	Trinity	H	#03	Rain forests, abandoned colony, pirate sanctuary.
18	Altair	W	#04	Confederation outpost, crystalline mineral mining.
19	Sirene	T	#04	New Andromedan home-world, underground cities.
20	Deneb	H	#04	Hykhot home-world, water saturated swamp lands.
21	Arkona	P	#05	Unstable core, thin mantle, severe volcanic activity.
22	Taura	H	#05	Tauran home-world, high gravity, large deserts.
23	Tellas	E	#05	Primitive water world with scarce land masses.
24	Vesta	E	#05	Jungles and swamps, unusually large reptile life.
25	Tau Ceti I	T	#06	Deep cold, minerals in water cause green tint in ice.
26	Tau Ceti II	H	#06	Lush forests, great stone monoliths, cliff dwellings.
27	Tau Ceti III	H	#06	Modern urban sprawl, frequent storms, heavy fog.
28	Tau Ceti IV	E	#06	Primordial, loose red soil, primitive humanoids.

Roll	Planet	Class	System	Comments / Observations
29	Tau Ceti V	O	#06	Unusual orbit, short seasons, chaotic weather.
30	Halon	S	#07	Silicate planet, dust storms, hidden Silotron base.
31	Black Rock	W	#07	Beryllium mining colony, Starbase Beta.
32	Gideon	F	#07	Windy, large solar farms, industrial refineries.
33	Rigel	H	#07	Rigel home-world, mountainous, rare minerals.
34	Antarus	H	#07	Rigel colony, lawless mercenaries and smugglers.
35	Hydra	G	#07	Rigel colony, floating cities, "sea monsters".
36	Geminora	H	#07	Unusual purple skies, high winds, deep canyons.
37	Thyoph	E	#07	Unremarkable primitive planet with dense jungles.
38	Asterillis	V	#07	Ruined world, lost alien artifacts and technologies.
39	Remuan	T	#07	Lost Andromedan colony, towering ice spires.
40	Rohina	W	#07	Abundant heavy metal deposits, toxic atmosphere.
41	Ryaden	U/R	#08	War scarred wasteland, disease, unspent munitions.
42	Skaranis	U/R	#08	Scorched earth, high radiation, unusual mutations.
43	Solace	K	#08	Small gas giant surrounded by an asteroid field.
44	Voltanis	I	#08	Large gas giant, high gravity, placid atmosphere.
45	Lament	F	#08	Unique vegetation absorbs sound vibrations, silence.
46	Sear	F	#09	Scarce water and vegetation, jagged rock formations.
47	Solaria	I	#09	Large featureless gas giant with two rings.
48	Farlight	H	#09	Daelan home-world, long nights in Solaria's shadow.
49	Dominion	M	#09	Massive gas giant, high gravity, strong magnetic field.
50	Haven	N	#09	Ancient cataclysm expelled planet from its orbit.
51	Brax	E	#10	Pristine jungle world, dangerous insects and reptiles.
52	T'ganis	W	#10	Unremarkable mass of rock and metals.
53	Eraban	J	#10	Dwarf gas giant, dense orange dust clouds.
54	Herculi	H	#10	Singular land mass, large farms, agrarian society.
55	Nentonga	V	#10	Earth-like, psionic amplifying crystals, Mind Masters.
56	Serradis	M	#10	Massive gas giant, high gravity, chaotic atmosphere.
57	Venatava	L	#10	Large gas giant, high gravity, frozen liquid core.
58	Maraga	X	#11	Violent storms, poisons plants, dangerous animals.
59	Ash	U	#11	Ancient war-ravaged planet, high radiation, artifacts.
60	Fury	F	#11	Heavily cratered desert world, rare mineral deposits.
61	Agotha	G	#11	Domed underwater cities, deep sea mining.
62	Zonos	H	#11	Zangid home-world, walled cities, cold and gloomy.
63	Ro'chin	H	#11	Violent storms, underground prison colony, mining.
64	Cerion	W	#11	Desolate ice world with few plants or animals.
65	Ashotun	S	#12	Silotron home-world, underground crystal cities.

Roll	Planet	Class	System	Comments / Observations
66	Nakara	X	#12	All life on this planet is aggressive and hostile.
67	Sog'na	E	#12	Earth-like, aggressive carnivorous flora and fauna.
68	Azargon	U	#12	Former Drepid home-world, vast decimated jungles.
69	Mizar	G	#12	Featureless water world with no land masses.
70	Amothep	F	#12	High dunes, wind storms, ancient pyramid ruins.
71	Qaark	H	#12	Unique axial tilt, dense atmosphere, high gravity.
72	Cho'rin	R	#12	Hidden Zangid military facilities and shipyards.
73	Doradis	J	#12	Dwarf gas giant, Zangid gas mining station.
74	Bome	T	#12	Frozen wasteland, electrical storms, ancient ruins.
75	Katelk	C	#13	Young planet, settling core, frequent seismic activity.
76	Onis	E/P	#13	Mountainous terrain, volcanic, early humanoids.
77	Shigsin	G	#13	Water planet, temperate islands, sunken ruins.
78	Nakoth	J	#13	Dwarf gas giant, twin rings, violent storms.
78	Mennaan	T	#13	Deep cold, toxic air, abundant beryllium deposits.
80	Amerath	T	#13	Unremarkable ice world with no indigenous life.
81	Izzar	S/P	#14	Unstable volcanoes, molten silicate rivers.
82	Korivryn	E	#14	Goran outpost, forested cities, numerous deep caves.
83	Okuli	I	#14	Massive industrial urban sprawl, Goran shipyards.
84	Gorganos	G	#14	Small polar land masses, clandestine Videni base.
85	Thesulia	E	#14	Wild grasslands, flat terrain, narrow waterways.
86	Yxia	H	#14	Goran home-world, jungles, freshwater oceans.
87	Davax	X	#14	Carnivorous plant life, dangerous terrain, storms.
88	Valissia	W	#14	Unremarkable planetoid, abundant mineral deposits.
89	Luma	F	#15	Videni mining colony, rare minerals and helium 3.
90	Viden-P	H	#15	Videni home-world, large oceans, temperate climate.
91	Minaria	H	#15	Videni colony, towering forests, unusual wild life.
92	Jygar	X	#16	Spaceship grave yard, wreckage, dangerous slime.
93	Okasys	P	#16	High volcanic activity, constant volcanic winter.
94	Narafon	Q	#16	High radiation zones, strange mutated lifeforms.
95	Bydelva	V	#16	Smooth flat terrain, strange dimensional anomalies.
96	Tankor	E	#16	Swampy wetlands, primordial bogs, high humidity.
97	Jonar	O	#16	Chaotic climate, short seasons, electrical storms.
98	Solek	F	#16	Natural rock monoliths, scarce water, Videni outpost.
99	Ormena	W	#16	Deep cold, vast network of underground caverns.
00	Veloc	D	#16	Dead planetary core, toxic air, ancient necropolis.

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