

SPACE OPERA®

STAR SECTOR ATLAS 4

THE GALACTIC PEOPLE'S REPUBLIC

STAR SECTOR MAPS

HISTORY OF THE SECTOR

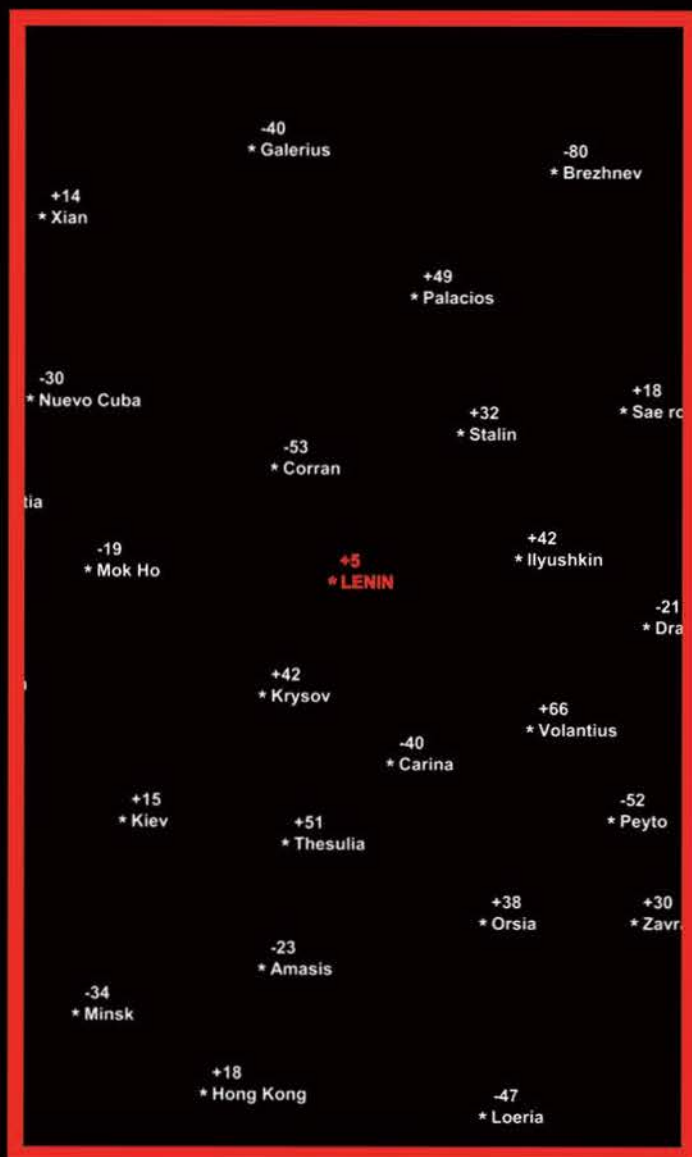
GPR MILITARY & KGB

41 PLANETS IN DETAIL

PLANETARY BACKGROUNDS

STARSHIP ROUTES

Glenn Price
Art by Julia Hagerty



SPACE OPERA®
STAR SECTOR
ATLAS 4
THE GALACTIC PEOPLE'S REPUBLIC

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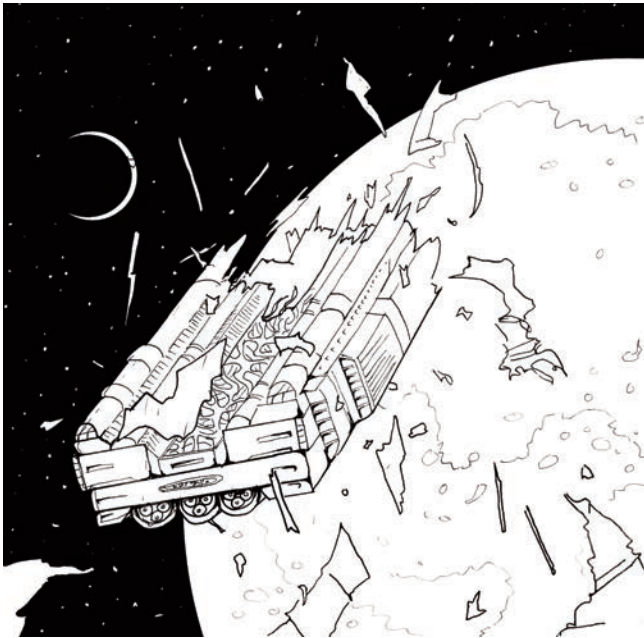
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EDITORIAL INTRODUCTION

It's been years since we've been able to produce a new Star Sector Atlas. The loss of our reliable intelligence source made production of new material impossible due to the difficulty of finding accurate information on Star Nations, cultures, their military and on individual planets in a sector.

Fortunately, we've been contacted by Glenn Price, who has been able to develop a contact in the intelligence community. Glenn has agreed to use his source to help develop new Atlases dealing with additional Star Nations and the planets found in their home sectors. The first of these new atlases deals with the Galactic People's Republic. Others will follow as Glenn is able to gather the necessary information and authenticate it through his source(s) in the intelligence community.

Scott B. Bizar, Editor



Damaged BUG Star Destroyer: 2011

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A Socio-Technic History of the Galactic People's Republic

The following is an excerpt of "The Rise of the GPR and its Influence on Interstellar Relations" written by Ian McNaughton, Professor of Military History, Star Fleet Military Academy, 2551 AD.

Foundation of Communism

The earliest success that Communism had on Earth took place with the overthrow of the Czar in 1917 AD during the First Global War. With the collapse of the old regime, Comrade Lenin took command of the nation and began an effort to industrialize it known as the Five Year Plans. Later, Comrade Stalin continued the Five-Year Programs by brutal but effective methods. These plans are an important reason why the Soviet Union was able to hold off the invasion of their country during the Second Global War of the 20th Century. The other main reason was the huge amount of manpower expended in the defense of the state. An estimated thirty million Russian people lost their lives during the "Great Patriotic War" as it was referred to by the Russian people.

The defeat of fascist invaders left the Russian people in a mixed mood. Yes, they had preserved their motherland, but large parts of it lay in waste and devastation. It was clear that huge efforts would need to be taken to safeguard their independence from the new winners of the war; the Western Alliance. The people realized that one struggle had ended only to be replaced with another one.

The period of time from the end of the Second Global War (1945 AD) till the beginning of the "Wet Firecracker War" (2008 AD) was collectively known as the "Cold War" due to its relative lack of direct fighting between the competing super-powers. The later stages were marked with competition for Space development and Nuclear weapons. While the Soviets held the lead for a short while, the Western Alliance led by the United States of America quickly caught up and even surpassed the Soviets. The Americans became the first to land a man on Luna in 1969 AD.

The buildup of nuclear weapons consumed a huge amount of the GDP of the Soviet Union and nearly caused an economic collapse. Only the tight control over the population enabled them to continue the arms race. The Western Alliance did much better and even grew economically more powerful. It became clear that while the Soviets were a military superpower, they were economic midgits.

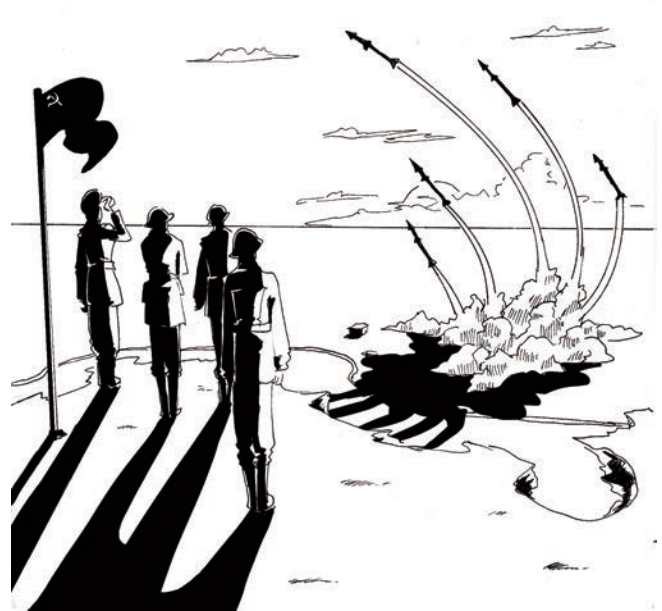
The Collapse of the Soviets

The United States announced the development of the Xenon Damper fields in late 2007 AD and called on the Soviets to join in disarming both of their huge nuclear arsenals. Believing this was a Western trick, the Soviets prepared a surprise strike on the West by the use of sub-launched cruise missiles that wouldn't be detected until too late. On June 28th, 2008, the attack was launched with 4900 missiles and over 14,000 warheads. Only twenty-six exploded over unshielded targets, mainly in South America and some islands in the Pacific. The United States waited out the attack without a nuclear response. Some Soviet submarines were quickly destroyed by Alliance naval forces and a few shots were exchanged in border areas. Nothing else happened.

The leaders of the Western Alliance announced the failure of the Soviets and demanded their immediate surrender. Knowing that they were wide open for a slaughter, the government collapsed in about three hours. Most of the leadership of the Soviet Union was arrested and placed in prison. A few of the KGB leaders escaped to the People's Republic of China, which had stayed neutral during the brief war.

There were some hardliners still in the PRC who thought that the

Revolution had been betrayed after the death of Chairman Mao. The KGB had arranged their escape plans ahead of time with their Chinese counterparts and had a hidden supply of diamonds and gold siphoned off during the nearly ninety years of communism. While it was not enough to get back into power, it was enough to hold out and make plans during the long years to come.



The Waiting Period

Starting in 2009 AD, the United Planet government was founded and the PRC was allowed to join it. The Chinese had developed a powerful economy and a fairly good technical expertise in many advanced fields. The hardliners were able to pull more funds covertly from this growing economy and secretly invested part of it in some advanced technology labs. It was hoped that this might lead to a future revival of the Soviets and help in returning the PRC to the true path of communism.

The 2011 AD discovery of the damaged Bug star destroyer in Mars orbit changed everything. The PRC was allowed to share in the information obtained by the recovery of the ship and helped fund the research into the drive systems. The research labs included those owned by the exiled Soviets. By 2025 AD, the TISA sub-light engines had been researched enough to build a prototype. The first flight to Mars was made in the unheard of time of twenty-three hours, eleven minutes. Even at its most distant orbit, Mars could still be reached in less than five days.

In the next few years, Mars was colonized and the TISA engines became faster and more efficient. The ex-Soviets continued to wait and raised a new generation of purer communists. The leadership sent secret agents to the moon and Mars to gather intelligence on a possible subversion of these new worlds. They also put most of their efforts into the development of Faster-Than-Light (FTL) drives. It was hoped to continue the work of Marx in another star system if their plans in the Terran system failed.

By 2048 AD, the FTL drives were ready for testing. The engines proved to be a big success for the time period. One of the designers, Charenkov, was hand picked by the former KGB to work on the project. While most of the former leadership had passed away to a workers paradise, their children and other disaffected people continued the

program begun years before. 2056 saw the launch of the Pathfinder mission to Alpha Centauri and 2058 saw its return. Plans were made to find a new home among the stars.

Off World Scouting and Colonization

The rise of the Pure-Earther movement caused the remaining communists mixed feelings. The new group could be manipulated to a degree along the Marxist line of “spreading the wealth” to the masses but at the same time, the masses started to contribute less and less to the group. This would not do at all. Communism is a give and take system. Give to the State so the State can provide for you. Pure-Earthers seemed to believe that the State should give and give and expect a few workers to carry the load while the leadership enjoyed the capitalist perks. Over a short period of time, many members of the group dropped out of sight and left with valuable information and investments.

The communists built a secret FTL drive for a ship, to be used for a scouting mission, in a remote area of China (no longer the PRC since 2064 AD). The hull of the ship was built in an L-5 orbital city (Alliance – a bit of a sick joke by a junior member of the group who was admonished by the group Soviet for un-communist thoughts towards the sacrifices of the brave people’s long covert struggle.). While it was slow by today’s standards (8 LY), the 25,000 ton ship was well equipped when it landed and was fitted with its FTL drive. About 200 crew (100 male, 100 female) manned the ship “People’s Struggle” and left Earth on October 20th, 2081 AD.

Going on a previous scouting report of NCG 1039, the “People’s Struggle” took six months to travel to that sector and begin scouting the area. Over a year later, on April 12th, 2083 AD, the “New Motherland” Star System was discovered. The Primary was named Lenin. Containing one type 1 Terran-Class planet (Lenin III) and one type 2 Steppes planet (Lenin IV), it was the best choice for making a successful colony. Both planets orbited 180 degrees from each other and thus shared the same orbit. While this was found to be unusual, no one onboard could argue against it being anything else.

New Moscow was founded after a suitable landing site was settled upon. Set by a wide river and fertile land, the first colony was made up of all the spare crew (eighty) not needed for the return trip to the Terran system. Enough provisions and equipment were left behind to start a successful settlement. It was hoped that enough useful metals could be found here to start an industrial economy quickly.

A colonist who had training as a geologist, Demetri Petrov, used the scout car of the colony to go on survey missions to the nearby mountain range. Within one month of the “People’s Struggle” departure, Petrov found the site of a very old Forerunner core tap in one of the foothills. This yielded a high concentration of (among other metals) gold. Using an ore processing plant left behind that had been used for meteor mining operations during the mission; the colonists were able to process one-hundred fifty tons of ore into an 80% purity of gold. Normally this might lead to greed and outright capitalist thoughts. Not so with these people. Plans were made for its use in the cause.

The return next year of the scoutship brought four-hundred members of the Soviet ruling body and experts in various fields to expand the colony. When shown the gold, the People’s Counsel of Lenin III made plans to begin their first five-year plan after the immediate needs of founding a new world were completed. By 2095, the first of the 5-Year Plans were ready to begin. The gold in the core tap plus other precious metals would be used to fund the costs of more starships, agricultural supplies, and most importantly, factory equipment to make machine tools. This would lead to further factories being built and supplies to make all the tools to equip and defend the people in their new “Workers Paradise.” The ore was shipped back to Terra immediately. Meanwhile, the work at the core tap site was expanded.

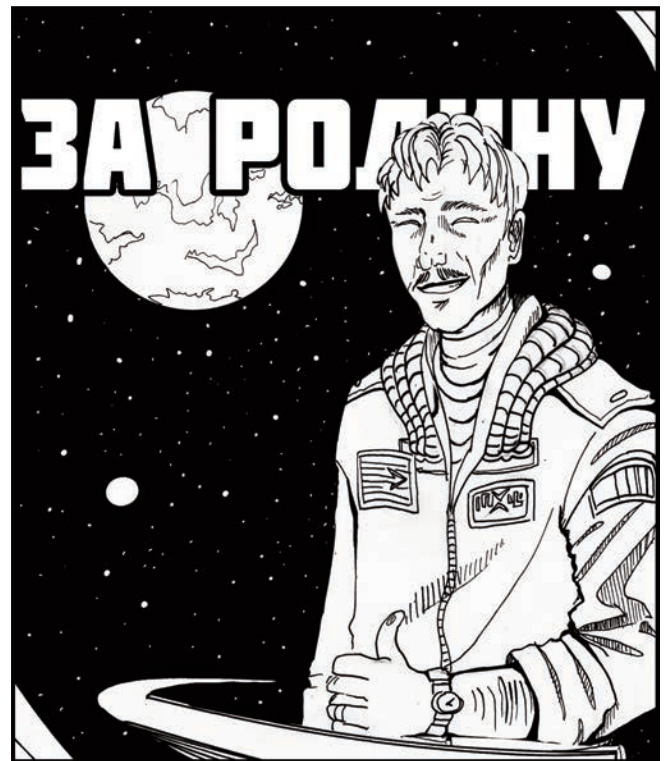
The New First Five Year Plan: (2095-2100)

Plan 2100 called for the construction of a bigger mining operation in the foothills of New Moscow. The precious metals such as gold and silver would be used to buy equipment and bribe Pure-Earther officials to look the other way at certain times and overlook certain mistakes in inventory control at factories.

There was to be a contract made with an L-5 colony to construct a version of the 500,000 ton Conestoga-class colony ship to be outfitted with 100,000 cold-sleep chambers on board. 150,000 tons of cargo space was to be made onboard for equipment and supplies. An FTL drive rated at 10 Light years / day would cut the transit time down to 4.6 months.

Recruitment of young, healthy colonists would be a priority. Advances made in subliminal hypnotic conditioning would enable the new colonist’s mindset to be correct once awakened from cold-sleep. The first groups to emigrate would be Party loyalists from the Russian and the Chinese side of the operation. In a deal made on Terra, the Chinese hardliners would colonize the type 2 Steppes planet (New Beijing aka Lenin IV). Both planets would form a unified soviet and share equally in the resources of both planets.

By 2100 AD, the population of both worlds reached 750,000 total.



С Л А В А
СОВЕТСКОГО НАРОДА И ПИОНЕРОВ КОСМОСА
В КОСМОС — СОВЕТСКИЙ ДОРОГА! ВО ИМЯ МИРА И ПРОГРЕСС!

The Second Five Year Plan: (2100 – 2105)

Work now began on making the colonies independent of all outside influence. Light construction equipment was being assembled from

local resources to augment the heavy equipment brought in by ship. Farm supplies such as pesticides and fertilizers were being made on New Moscow and New Beijing and the surplus crops stored.

Raw metals were now being refined on the planets and gold & silver being shipped back to Terra was cast into ingots bearing the mark of the old Soviet Union to disguise their origin. Two meteor miner ships (minus FTL drives) were brought in to mine the three asteroid belts in the system. Collapsium was found in these belts as well as at the core tap site. This was stored for later use.

With the Conestoga-class ship bringing in new recruits and equipment and taking back the precious metals, the "People's Struggle" was sent on scouting missions into the surrounding sector. New systems were charted and plans made for their future colonization.

The System Soviet also laid out plans for a Defense Force: The People's Militia. Small arms were purchased for training and copying. By 2105 AD, the population reached about 2,000,000 at a solid Tech level 7 rating.

The Third Five Year Plan: (2105 – 2110)

Mining stations on the large moon in orbit around New Moscow (Lenin III) starting producing titanium for starships and Helium 3 fuel for fusion reactors. An orbital smelter (built by plans bought from an L-5 city) refined the metal and basic ship hulls up to 1,000 tons began to be constructed by 2110 AD. While most advanced systems still required imported materials, each year saw more parts being manufactured in the system.

Small arms production began on New Moscow and on New Beijing as well. Laser rifles started being issued in greater numbers to the People's Militia. A small system patrol of three ships marked the beginning of the People's Liberation Navy. A cadre was formed to train new recruits. Mandatory conscription was started for all colonists between 18 and 20.

Machine tool industry finally reached its full limit and began gearing up for supplying heavy manufacturing factories. Power plants on planet generated excess electrical energy for future expansion. A technical university was built to supply the needs of a growing colony.

Total Population reached 5,000,000.

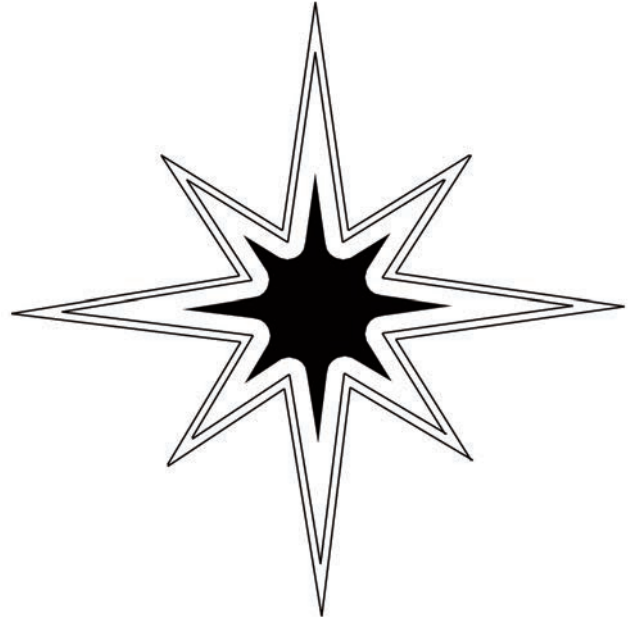
The Fourth Five Year Plan: (2110 – 2115)

It was getting harder and harder to buy needed supplies from Terra as the Pure-Earthers started to control more and more of the means of production and resource allocation. With the growing population, less material was available to buy, but more people were willing to leave crowded Terra for new land. Recruiters continued to load the ships up and "indoctrinate" the fresh additions for communism.

The gold supply on New Moscow finally dried up to a trickle; just enough to meet the needs of industry in fact. No further shipments were made after 2112. Excess food was shipped back for needed capital and was readily accepted for payment of what few goods could be bought. Plans were bought or stolen for whatever was needed to copy the methods of building high technology components.

Additional cold sleep ships were built or bought during this period. The first Boretz Za Svobodu (Freedom Fighter) class star destroyer was completed in 2114. The first MIG-47 "Foxfire" class starfighter squadron deployed later that year. Plans were drawn up for bigger classes of warships. Prototype T-137 "Flame" MBUs and other armored vehicles were built and stored for the day when the People's Soviet Forces would return to reclaim Terra from the corrupt and stupid Pure-Earthers.

By 2115 AD, total populations reached 16,000,000 and nearby planets were set up for colonization.



The Fifth Five Year Plan: (2115 – 2120)

The Lenin System Soviet Government saw its first combat action against an armed foe in 2116 AD. The humanoids of Peyto II (Code named "Cossack"), were in the midst of a global war similar to the First Global War on Terra (early tech 5). One faction of the planet (and the smallest) had a similar social structure to early communism in about 1920 AD. The Lenin Soviet opened relations with the Peyto Group Welfare Government in late 2115 AD.

After exploring what the PGW Government stood for and seeing that the other two alliance groupings were reactionary imperialists, the Lenin Soviet offered to send help to their socialist brothers. The People's Militia (PM) was committed in regimental-sized units carrying the latest in laser weaponry. The Casualties were fairly large for such an overwhelming abundance of technology. At least 25,000 troops were killed with over 60,000 wounded. It was true that they killed many times more enemy than they suffered in losses, but the losses to such an inferior opponent shocked the leaders into action. The Soviet Command needed to study these results to determine where the main problems lay.

Officer training, especially in the mid-field grades of battalion and regimental leaders needed much more work. While squad and platoon level cooperation was in evidence, work between the various platoons and companies was lacking in the extreme. There were even cases of PM troops firing on each other due to a lack of communications with higher HQ. A major weakness that was not brought up was the lack of a professional NCO corps. As a local defense force, the PM was adequate. As an offensive arm of the Soviet, it was lacking in effectiveness.

The equipment was also tested in combat conditions and minor bugs worked out. Of course there was no way a tech 7 main battle tank (MBU) could be taken out by an early tech 5 cannon. The same was true with their ASP fighters and bombers. While only a few were used, the only losses were due to mechanical failures and pilot error (of which there was too much).

The 5th Five Year Plan called for the retraining of the armed forces and correcting the minor mechanical defects found in combat. The PM was to be replaced in offensive missions by the People's Defensive Protective Forces (PDPF). True to their Soviet Russian and Chinese

roots, there was nothing defensive or protective about them except their name.

By the close of the 5th Plan, the Soviet planets now numbered eight and one "Liberated" race on one planet for a total of 60,000,000 humans (Tech 7) and 500,000,000 "allied" associates (Tech Level 5). The keel was laid down for the first battlestarship "Potemkin". The Navy now numbered about forty ships.

Sixth Five Year Plan – Expansion: (2120 – 2125)

The main issue for the 6th plan was to bring the natives of Peyto II into line and be properly educated into Marxist-Leninist theory. Also, the ruling government of Peyto II was to be trained and educated in developing technology and raising their level up to at least tech level 6. While the first attempt at this improvement failed to bring everyone up, it did have a positive effect on the overall level of efficiency.

The armed forces of Peyto II and the rest of the System Soviet were trained together as often as possible with a suitable training ground built on Stalin II, an arid planet. This planet was found to have a fair sized area for growing food and a minor source of common minerals. The whole planet was declared a "Gulag" for the re-education of criminals and those immigrants too dumb for anything else but guard duty and manual labor.

Combat training was done on larger scales on Stalin II with the food for the troops being provided by the population of the Gulag. As the armed might of the Soviet increased, so did the population of the Gulag rise to meet their appetites with Terran and Peyton plants and animals. Advanced combat simulators were used in the training and division-sized exercises were not uncommon.

Some of the brightest humanoids were sent to Lenin III on technical scholarships. They would return home and begin training their workers on these advanced techniques and social correctness of communism. Care was taken to bring members of the former alliance nations onboard with this training and education. Lenin III became a model of what communism could do for its people.

With the continued increases in population on Terra, immigration greatly increased during this time. While the average quality of colonist was not great, there was always a job to be done on a collective farm or factory. Overall population reached over 150,000,000 humans on seventeen planets and a little over 510,000,000 Peyton humanoids.

The Seventh Five Year Plan – Growing Pains: (2125 – 2130)

At the start of the preplanning for the 7th plan, the Supreme Soviet worried that their "worker's paradise" was showing signs of wear and tear on the fabric of society. The latest wave of immigrants had an average IQ of only 85. Most lacked useful skills or a desire to work. While they cheered the virtues of Socialism and Marxist-Leninist governing principles, they were proving too stupid to keep up with their fellow colonists who first came out to their NCS 1039.

While some leaders expected there to be a bit of a rub with new colonists, the main social problems lay with the original colonists. They resented being treated as equals when they had built this colony up from nothing while the others had sat on Terra with their hands stretched out for food, shelter and needed goods. It was not right that this new group should determine the correct course of action for the whole when they had proven themselves to be less than a bunch of uneducated peasants.

The Sector Soviet set up a process whereby a citizen could be tested and recommended for acceptance into the Communist Party. Such a test would include a performance evaluation on their past work, their individual knowledge of communist theory and practice, as well as an educational level requirement equal to at least one year of college. Many young people worked harder to earn this advancement than had been demonstrated in the past. New colonists were kept out

of the decision-making process until they had proven themselves worthy of directing the People's Government. Everyone else either worked in the growing factories and farms, or was sent to Stalin II for prolonged reeducation.

Membership in the Communist Party brought with it perks and better job assignments as well as leadership roles in government or the armed forces. Housing priority was given to members over non-members. A further change involved the separation of the workers pay by planet and job. Prior to this change, everyone was paid the same amount of credits to be used for consumer goods and a smaller amount for under-aged children (to encourage a higher birth rate). Now workers were paid by the collective and had a reason to produce more. Assignments were based on government testing and Party recommendation. Assignments were long term in nature (possibly life). The population reached 200,000,000 humans and 520,000,000 Peyton humanoids by 2130 AD.

The Eighth Five Year Plan – Restructuring: (2130-2135)

The 8th plan called for the massive evacuation of Terra of any person still connected to the leadership of the Communist Party. Any potential colonist was examined for mental/physical defects and, if accepted, assigned to a new colony in-route to the home sector. Upon arrival at Lenin III, the colonist would be transferred to the next ship leaving for the destination planet while still in cold-sleep. It was discovered that there was less fuss and more acceptance if the colonist was awakened at the destination rather than given a choice.

Factories and increased mining production were the major goals for the 8th plan. By 2135, the sector reached 240,000,000 humans and 535,000,000 Peytons.

The Ninth Five Year Plan – A New Vision: (2135 – 2140)

While plans were being formed to launch a takeover of Terra by 2150, certain events occurred back in the Terran system that altered the communist plans. The first was the sudden revolt by the new High Republic over their oppressive Pure-Earther governors in 2136 AD. The next was the failure of the agents left behind on Terra and the various planets and stations to convert it into a Marxist/Socialist uprising. The rebels wanted more than just "change". The High Republic citizens wanted freedom from most government interference, not just a change in governments. By the time news reached NCS 1039, the rebellion was over and the High Republic formed.

An assessment of the new Republic Star Fleet revealed that it outnumbered the People's Fleet by about three to one. They also tended to have better trained crews and better EW/ECM equipment. Their ground forces were somewhat smaller than the PDPF, but their heavy equipment was quite a bit superior to the locally produced gear. To attack from such a position of weakness over a 1400 Light-Year gap would be sheer folly. A new plan was needed.

A last effort was made to pick up the remaining communists still on Terra before it was too late. Using only civilian ships on a mercy mission, the last personnel were picked up in 2137AD. There were a few remaining spies left in various L-5 cities and on both Luna and Mars. These provided much needed intelligence and espionage on the new High Republic while maintaining a watch on Terra itself.

It was decided to expand into the entire NCS 1039 sector and create a larger base of supply and recruitment than the High Republic. This would give them an advantage to fight and conquer the republicans without their knowledge. No outside starships were allowed into the sector and visitors were either turned back or, more likely, seized and put into a Gulag. Any ships taken were carefully hidden or were pillaged and crashed into an asteroid or planet. Any survey of the crash site would reveal no survivors.

Meanwhile, an intense ship-building and training program was

begun for the People's Fleet and PDP units. Militia training was continued for everyone in the sector and efforts were made to provide for reserve divisions to be drawn up in the event of war. While women continued to also receive the training, their roles tended to be in the support roles and some rear area defenses such as anti-aircraft and transportation units.

The planet of Peyto II was given the assignment of providing a large contingent of light infantry units to the PDPF. The heavy combat arms and supporting forces as well as all armored and mechanized units would be recruited among the human population. Greater efforts were made to raise the technology level of Peyto II and rewrite their history to shape it along Marxist-Leninist theory. With the collaboration of the leadership of the planet, these steps led to the full attainment of Tech level 7 by 2160 AD.

The Tenth Plan to the Creation of the GPR: (2140 – 2159)

During the next twenty years, plans 10, 11, 12, and 13 were carried out with ruthless communist inefficiency. Population expansion was encouraged among the selected humans and discouraged among the rest. Peyto II continued to gain population but was contained on their home world for a number of years in order for the human population to exceed them. Of course, this was not the official reason given to them.

A number of other planets were colonized and conquered during this time period. There was no opposition from native populations that exceeded tech level 5, most being 3-4. While there was some combat, the PDPF and the People's Fleet faced no serious test of their skills or equipment. Re-education of the native populations was begun in earnest and Marxist-Leninist theory became the sector's new "religion".

In 2159AD, the System Soviet announced the formation of the Galactic People's Republic. The population was over a billion humans on twenty-seven planets and 750 million Peytons. Added to that total were roughly four-hundred million subjects of races undergoing "Re-education" and development. The PDPF was renamed the Red Army and the People's Fleet renamed the Red Navy. The Red Army was responsible for ground based operations and included any water-borne forces. The Red Navy was responsible for star sector patrols and all operations outside of a planet's atmosphere.

First Trial by Fire

When a GPR scoutship entered the Subra star system in 2161 AD, they were hailed by a strange starship and ordered to heave to. Obeying standard GPR procedures, it turned about and left. The other ship followed it to the system FTL convergence zone and monitored its departure. The scoutship made a jump to Lenin III and reported its findings to the military command headquarters.

There could be no question of allowing an advanced space-faring power in the home sector so the Red Fleet was mobilized and the Red Army assembled a one million man invasion force. It was to be the first of three waves in the initial attack. With over five-hundred warships and transports, the Reds had no fears about the coming campaign.

The FTL convergence zone lay at 50,000 LS as the system star was a red giant. As the fleet assembled into convoy, ECM sensors detected an active scan being done of all their ships. Efforts to pinpoint the location failed as the signal seemed to appear and disappear a moment later. The fleet sent destroyers ahead to screen the formation and search for the enemy's base.

As it neared 30,000 LS from the star (after seventeen hours in-system), the enemy was sighted and the destroyers were sent in to deliver a star-torpedo attack. Of the twenty-four ships sent, less than half survived the heavy novagun fire to launch their missiles. Only two destroyers made it back to the fleet lines and the missiles either failed to lock-on, were shot down, or the enemy moved away and out of range. Enemy ships appeared to be much faster and very maneuverable. They also clearly had a higher electronic warfare capacity than the Red Navy.



The fleet admiral, Ivan Popov, ordered the fleet cruisers forward to support the screening forces and continued on course further into the system. The scouting forces were forced to pull in closer to the fleet as those that didn't were picked off in hit-and-run attacks by the enemy's light forces. No certain information was available about the class of ships they were fighting against but, based on their speed, it was determined that the enemy forces must be composed of an estimated sixteen destroyers and maybe four light cruisers. If the fleet stayed together, the planetary objective could be reached and the invasion started.

What admiral Popov and his staff did not realize was that the forces arrayed against him belonged to the system's Mekpurrr Star Patrol and operated ships based on Tech 9 manufacturing technology. The sizes of the ships were masked by heavy electronic warfare jamming and the four light cruisers detected were in fact Tiger III class Battlecruisers. The rest of the detected force included some light cruisers (Panther III) and destroyers (Cougar III) totaling about thirty ships. By fighting a retrograde battle in front of the advancing ships, enemy missiles took longer to reach their targets while oncoming enemy ships had fewer chances to lock-on and destroy Mekpurrr missiles. The defending cats began to whittle away at the GPR's numerical advantage while warning their home world (Subra V) to get all civilians under cover.

By the time the GPR reached Subra V, less than half of their escorting forces were battle-worthy and the whole fleet was reduced to a speed of 75 LS. Upon entering orbit, the Red Army commander, General Chernikov, ordered the landings to start on an island continent that seemed to be uninhabited. It was hoped that this would allow his army to gain a foothold and dig in to await the second invasion wave. After about a third of the Red Army's units had landed, disaster struck the invaders.

Planetary defense guns and launchers that had been hidden opened up on the flagship Potemkin and in minutes left it an orbital wreck. The guns then concentrated on the next battlestarship in command as determined by electronic eavesdropping collections made over the past three days. Within twelve minutes, there were no functional battlestarships in orbit. The GPR detected a fleet returning from where the enemy had retired earlier (to reload missiles and novagun ammo from a system arms cache. The remaining communist ships abandoned the landing operation and headed out of the system at maximum speed....right into a Mekpurrr carrier group.

Seven days later, a damaged corvette emerged into the Lenin system and started to broadcast the fleet's battle report. Waiting at its emergence point was a Panther III light cruiser which destroyed it in its opening salvo. The next two days saw over half of the system's

meteor miners captured or destroyed with the crews left on Lenin V (Type 14 airless "Mars" type). The Mekpurrr left them with a warning; don't ever come to the Subra star system again.

The landing force left behind found their control of the air gone within one hour and within a day they were completely surrounded by robotic ground forces armed with blasters and aerosol sprayers. As the robotic forces advanced, the area was blanketed with laser dispersing aerosol. Very few Mekpurrr casualties were suffered by the time the GPR ground forces surrendered. It was a complete military rout of the GPR.

An advanced technology level is partly to blame for their defeat. Another reason was the lack of real combat experience on the GPR's part. One other reason was the good intelligence about the GPR given to the Mekpurrr by the High Republic. Armed with this advanced knowledge, the Mekpurrr had a number of battle plans readied and their population protected. They had expected this event for about the previous three years. The cats had played their cards close to their chest and won the first and only hand. The GPR has not been back since.

Consolidation of NCS 1039

By 2180 AD, twenty-seven systems had been colonized and/or captured by the GPR. Further exploration of the sector was declared unnecessary as a main goal of the 17th Five Year Plan and left to a few older scoutships. The meteor miners had been replaced and the prisoners from Subra V returned. The Red Navy was forced to rebuild after losing over a third of its fleet and tactical changes worked on for future battles. Not a lot of information came back from survivors so not a lot of changes could be recommended. What could be done was done. It was time to spread into the neighboring sectors.

Large numbers of scoutships were built and launched into the surrounding sectors and reports began to be filtered back into the Soviet Government operations directives. No serious opposition was found and no further signs of the fearsome Mekpurrr were noted outside of the Subra system. The next ten years brought greater expansion into the nearby sectors and thirty more systems were added for a total of 1.5 billion humans and about two billion non-human allies and subject races "liberated".

The Pleiades War and the Ranan Rebellion

The expansion of the GPR into the different sectors eventually led to contact with the High Republic. This sector (KK12, +200) contained a planetary system, Carina, with Forerunner artifacts and a working core-tap on three different planets. The mineral wealth combined with potential advanced military technology could swing the balance of power in the quadrant for good. Scattered fighting started between the two disputing parties. Tensions began to escalate. Without their knowing it, the event known as the First Interstellar War had begun.

After the GPR made contact with the Blarad Star Kingdom in 2193 AD, the communists were barely able to hide their disdain for an ursinoid, reactionary, and, in their eyes, oppressive régime led by decadent aristocrats. Recent events in the Pleiades sector had started a small conflict between the GPR and the High Republic. The communist forces were looking for potential help in the socialist struggle to liberate the galaxy's peasants from the control of capitalist pigs.

By 2212 AD, the first of the Ranan worlds had declared themselves Autonomous People's Democratic Republic of DzaKoan. (See Star Sector Atlas 5) The GPR had supported the rebellion with "Volunteers" (more like "Voluntolds") and a small fleet to operate in NCG 7292. Further operations to liberate other Ranan worlds, and indeed the continuance of the Pleiades War, were interrupted by the First Bug War of 2215AD.

The First Bug War: 2215 – 2218

Massive assaults by Bug warships occurred all over the quadrant in 2215. As the main fleets of the GPR and the High Republic squared off for yet another battle for control of the Carina star system, a Bug fleet numbering over ten times the combined totals of the human nations warped out of hyperspace into the system. At first both admirals believed it to be a sensor trick by the enemy. When it was seen by the both sides that GPR and Republican ships were reacting to the newcomers, communications were opened between the two fleets. After a few tense moments, the on-scene commanders agreed to set aside their previous battle to deal with this clearly non-humanoid invasion. Whatever differences they had could be overlooked for the time being.



Both human fleets took heavy casualties in the first Bug battle of Carina III. Ground forces of the Red Army and Terran High Guard fought off wave after wave of Bug warriors until they ran out of ammo. The insects kept coming. The survivors were evacuated to any transport they could get to as the combined fleet fought off suicidal Bug attacks. The remaining humans fled out of the system into a nearby uninhabited star system. Survivors were sorted out and emergency repairs made. A cease-fire was declared and both staffs prepared for future cooperative battles. Many encounters with the Bugs were made during the three years of the Great Bug Raid (as it was known then).

By 2218 AD, the First Bug War was over. Carina III had been destroyed by the use of three Planetbusters and multiple Hellburner bombs. The High Republic had come to the conclusion that the Bugs were not going to be removed and the planet had become a prize too valuable for any one nation to own. After the destruction of the covering Bug fleet, the Republic fleet cruiser Pluto fired off its special load of weapons once the Xenon fields were knocked out. While the planet was not blown up, the surface was completely destroyed and the atmosphere blown away into space. Nothing remained of the surface down to the bedrock.

The GPR sent an official protest to the Republic as it had not been notified of the special weapons to be used in the attack. It also frightened them that a display of overwhelming firepower had been used by a one-time enemy (and possible future one too).

Ranan Unity and the Second Interstellar War

By 2223 AD, the first eight worlds of the Ranan Soviet were formed and allied with the GPR. It was good that this area was under more control as a fresh war broke out with the High Republic in 2220. After some initial GPR gains, the High Republic started launching skilled offensive actions that left the Reds hurting badly. The small fleet sent to help the Ranan people was withdrawn in 2221 to the front lines. After holding off repeated attacks, including one bold attack into the Lenin system itself, the GPR decided to sue for peace in 2231.

The Azuriach Imperium War

Seeing the communist forces in defeat, a new enemy launched an attack on the GPR's frontier. The Azuriach Empire launched an attack on the GPR in 2229. In sectors NN14 +1000, NN15 +1000, OO 13 +1000 and +1200, OO 14 +1000 and OO15 +1000, Imperial forces made great progress into communist space. By 2238, the GPR had finally advanced to tech level 8 and started issuing blasters to its frontline units. The Red Army formed units of combat veterans to receive extra training and the best equipment. The new "Red Guards" units held off the attacks by better equipped enemy forces by defending cities in house to house fighting. In point-blank duels, the superior Red numbers began to beat Azuriach forces even though two to three GPR troopers died for every Imperial soldier. The truth was that the Reds had numbers on their side.

Communist agents also fomented rebellion in conquered worlds captured by the Azuriachs. Even planets held before the war were infected with revolts against the followers of human supremacy. Fighting died down by 2251. Low-scale fighting in between all-out wars is a constant in these disputed sectors. No formal peace made is worth the paper it is written on. The GPR continues to make efforts to help resistance cells in these areas using tried and true methods of guerilla warfare. The GPR also is forced to maintain a large part of the Red Navy to protect these sectors and help in the supply of resistance fighters.

Continued Efforts

From 2395 to 2506, relations between the GPR and the Ranan Soviet (later the URW) were strained at best. By 2525, however, the GPR and URW signed a treaty of mutual defense and cooperation. Relations with the Hissss'st Empire had also begun to take on a friendly character. The three "Socialist" nations are not yet fully coordinating their efforts, but future peace in this part of the galaxy is threatened as a result.



Contact with another technically communist star nation, the IRSOL, has not produced much in the way of cooperation between the two powers. It seems that the IRSOL society is more socially communist than doctrinally communist like the GPR. The humans have a hard time grasping the IRSOL concept of life in space and how hard it is if everyone doesn't pull their own weight and look out for their neighbor. This lifestyle isn't the result of government mandate or political rhetoric. It is the simple need to survive in a hostile environment that has led the IRSOL to this form of government.

In fact, the IRSOL maintain close ties with the Federation and have cooperated with them from time to time in the past. When it was discovered that IRSOL interference in the early 21st century on Terra led to the "Wet Firecracker War" and Soviet defeat, the GPR's relationship with the star-bound race cooled off to just about nothing. Only the current difference in technology and difficulty in finding (and attacking) an IRSOL star-city plus the war that would be started with its neighbors keeps the GPR's desire for historic revenge in check.

The Galactic Peoples Republic Today: 2551 AD

The GPR today controls 1324 planets in forty-one star sectors. These range from full-scale worlds that are industrialized to small colonies on the edges of the frontier. These include a population of close to 400 billion (of which humans make up about 60% of the total). With an average productivity of 4000 credits, the GDP is roughly 1,600,000,000 MCR with about 50% available to the state in "taxes".

Of the 800,000,000 MCR collected, roughly 500,000,000 MCR are spent every year during peace and 600,000,000 MCR in time of war. This is compared to the Federation which spends 1,250,000,000 / year on defense and 500,000,000 MCR by the Azuriach Imperium. Because it is a command economy, the GPR is capable of converting to a wartime footing economically in a very short time.

The Military Forces of the GPR

Most of the frontline units of the GPR are between a tech level 9 and 10. All Red Guard units are rated as a tech 10 in regards to their weapons systems and equipment. These make up about 5% of total forces in the GPR.

It should be noted that the GPR rarely throws away any military equipment. Large warehouses in remote areas are stocked with older equipment (as low as tech 6 in some cases) just in case they are needed. As ground and air vehicles become obsolete, they are gathered up and placed in "mothball" reserve.

Reservists operate the weapons and equipment they were trained on when they drill or are called up to active service. Depending on their category of unit, military formations receive a division/wing designation based on the old USSR rating system. Category A units are frontline active duty at 100% manning. Category B units are drilling reserve units at 80-90% manning. Category C units are standby

reserve units maintained at 30-40% manning. Category D units are ad-hoc units drawn together from various militia units and are mainly used in local defense at 15-20% manning. All Red Guard units are category A as are about half of the total Red Army divisions.

All GPR citizens receive military training from age 18-20, male and female alike. Males make up the combat forces and females make up a large part of the support services. All receive small arms training for at least self-defense purposes. After serving two years, citizens are then assigned to a career by the state that suits their talents and skills...depending on the needs of the state, of course. Most appointments are merit based, but some high ranking officials manage to take care of their children and friends.

Current Active Duty Forces are about 2.5 Billion troops and Reserves about 18 Billion.

Rank Structure for the Red Army

Rank/Grade	Red Army Rank	Command	PDF Salary Schedule	
			Monthly	Yearly
0	Private (рядовой)	—	CR 300	CR 3600
1	PFC (ефрейтор)	—	CR 350	CR 4200
2	Jr. Sgt (младший сержант)	Section	CR 400	CR 4800
3	Sergeant (сержант)	Squad	CR 500	CR 6000
4	Sr. Sgt (старший сержант)	Platoon	CR 600	CR 7200
4.5	Sgt Major (starshina)	Senior Enlisted Man	CR 750	CR 9000
5	Warrant Officer (praporshchik)	Platoon	CR 900	CR 10800
5.5	Lieutenant (лейтенант)	Platoon	CR 1000	CR 12000
6	Sr. Lieutenant (старший лейтенант)	Platoon/Company	CR 1200	CR 14400
7	Captain (капитан)	Company	CR 1300	CR 15600
8	Major (майор)	Battalion	CR 1500	CR 18000
9	Colonel (Polkovnik)	Regiment	CR 1800	CR 21600
10	Major General (генерал-майор)	Division	CR 2000	CR 24000
11	Lieutenant General	Corps	CR 2500	CR 30000
12	Colonel General	Army	CR 3000	CR 36000
13	General of the Army	Front HQ	CR 5000	CR 60000
14	Chief Marshal of the Army	Sector Forces	CR 10000	CR 120000
15	Marshal of the GPR	Red Army	CR 15000	CR 180000

Red Navy

Candidates selected for the Red Navy are given a three-year term of service for their first conscription due to the extra time they will spend in training. Marines onboard are part of the Red Navy and use naval ranks. They are listed as Naval Infantry units and rarely use heavy land equipment for planetary assaults. When such equipment is called for, the Red Army will attach units as needed for the duration of the operation. The main use of Naval Infantry is for boarding/counter-boarding operations and conducting raids in enemy territory. The

Naval Infantry units are responsible for the protection of star ports and naval bases throughout the GPR. There is no standing unit above division in their organization. Higher level units are put together on an as needed basis.

System defense is the responsibility of the Red Navy. All star fighters are Red Navy units. Onboard each GPR warship is a political commissar from the KGB's First Directorate (as in all Red Army units battalion and higher) to keep an eye on crew morale and welfare as well as ensuring loyalty to the state and party.

Rank Structure for the Red Navy

Rank/Grade	Red Navy Rank	Command	PDF Salary Schedule	
			Monthly	Yearly
0	Starman 2 (Matrose)	—	CR 300	CR 3600
1	Starman 1 (Sr. Matrose)	—	CR 350	CR 4200
2	Petty Officer 3 (Starshina 2 nd class)	Asst. Section Leader	CR 400	CR 4800
3	Petty Officer 2 (Starshina 1 st class)	Section Leader	CR 500	CR 6000
4	Petty Officer 1 (Chief Starshina)	Shop Supervisor	CR 600	CR 7200
4.5	Chief PO (Chief Ship Starshina)	Senior Enlisted Man	CR 750	CR 9000
5	Midshipman (мичман)	Star Fighter/Ship Dept.	CR 900	CR 10800
5.5	Lieutenant (лейтенант)	Star Fighter Squadron/Corvette	CR 1000	CR 12000
6	Sr. Lieutenant (старший лейтенант)	Corvette Group-Leader/Destroyer/Wing Leader	CR 1200	CR 14400
7	Captain 3 rd Rank (капитан 3-го ранга)	Light Cruiser/Heavy Cruiser	CR 1300	CR 15600
8	Captain 2 nd Rank (капитан 2-го ранга)	Heavy Cruiser/Fleet Cruiser	CR 1500	CR 18000
9	Captain 1 st Rank (капитан 1-го ранга)	Battleship	CR 1800	CR 21600
10	Counter Admiral (контр-адмирал)	Flag Battleship or Multi-Ship Division	CR 2000	CR 24000
11	Vice Admiral	Task Force	CR 2500	CR 30000
12	Admiral	Fleet	CR 3000	CR 36000
13	Fleet Admiral	Numbered Fleet HQ	CR 5000	CR 60000
14	Chief Fleet Admiral	Sector Forces	CR 10000	CR 120000
15	Fleet Admiral of the GPR	Red Navy	CR 15000	CR 180000

Unlike in other most other Star Nations, there is no extra pay for command of a ship. Any extra expenses incurred by the captain during the course of his duties are paid for out of the ship's operating budget which is overseen by the head commissar.

The KGB (Komitjet Gosudarstvjennoj Bjezopasnosti / Committee for State Security)

The KGB for the GPR acts in the combined functions for internal and external intelligence gathering and law enforcement plus foreign operations.

The First Directorate is responsible for matters dealing with internal security. Any foreigners are monitored during their stay within the borders of the GPR, as are all citizens who come into contact with them. Anti-socialist cells are hunted down with a ruthless efficiency without regard for anyone's civil rights. They can take anyone in for questioning and have no limits on the amount of time they can be kept. Unlike the Federation, the charges against you don't have to be presented to the accused. Foreign citizens are generally treated relatively well as there would be repercussions from those foreign governments. If the First Directorate believes that the suspect is from a hostile nation (such as the Azuriachs) or if it is known that their government has no idea they are missing, then all bets are off as to the expected behavior. The First Directorate is also responsible for running prisons and gulags for long-term prisoners.

The Second Directorate is responsible for foreign intelligence operations. Spies and agents are the specialty of the Second Directorate. Intelligence gathered in the field is sent to the Second Directorate for analysis and plans made for future operations. Small teams of special-forces work for the Second Directorate for behind the lines sabotage and support of guerilla forces of anti-government groups. They receive training in demolition, agitation of the local populace, small group combat tactics, indoctrination in communist beliefs, and more. Their skills proved of great value in the Ranan rebellion and in spreading dissent in Azuriach controlled planets in the frontier areas. They also work with the military intelligence sections to get an accurate picture of foreign forces and technology.

The Third Directorate acts as a controlling group for the first two directorates. It passes information and clarification to the two groups so that operations flow smoothly and the groups don't work against each other. Given the size and scope of the operations, it is not unheard of for the first two groups to work against each other and not realize it. The

Third Directorate is responsible to the head of the KGB and the Chairman of the Politburo. While the KGB pay scale lags a bit when compared with the Federation, it is a very good compensation for a citizen of the GPR. The pay also does not take into account the ability of the agent to shop in special state stores that cater to the needs of the KGB and other high government officials. Added to this pay is the occasional bribe money extorted from various contacts the agent may come into contact with.



Rank Structure for the KGB

While it is officially frowned upon, it is a known occurrence and agents are warned not to put the state or other citizens into danger or there will be dire consequences. A number of high ranking officers in the government got their start in the Third Directorate.

Due to competing interests among the heads of these three directorates, it is not uncommon for them to withhold information from another director in order to gain political power. During times of relative peace, a fair amount of resources are spent watching each other. Such rivalry is lessened during wartime, but does not go away altogether.

Rank/Grade	KGB Rank	Command	KGB/Military Rank	KGB Salary	
				Monthly	Yearly
0	Agent/5	—	rank/2	CR 500	CR 6000
1	Agent/4	—	rank/3	CR 600	CR 7200
2	Agent/3	3-man section	rank/4	CR 700	CR 8400
3	Agent/2	3-man section	rank/5	CR 800	CR 9600
4	Agent/1	9-man team	rank/6	CR 900	CR 10800
5	Lieutenant/2	27-man team	rank/7	CR 1100	CR 13200
6	Lieutenant/1	Precinct (1-3sqds)	rank/8	CR 1300	CR 15600
7	Captain	District Security	rank/9	CR 1500	CR 18000
8	Major	Zone Security	rank/10	CR 2400	CR 28800
9	Colonel	Regional Security	rank/11	CR 3500	CR 42000
10	General	Planetary Security	rank/12	CR 4500	CR 54000
11	Asst Director	Multi-System Sec.	rank/13	CR 5500	CR 66000
12	Dep Director	Directorate Section	rank/14	CR 7000	CR 84000
13	Director	Directorate	rank/15	CR 9000	CR 108000
14	Chairman of the KGB	KGB	none	CR 15000	CR 180000

Life in the GPR: Wait Your Turn

The life of a citizen of the GPR is not the easiest. There is a constant pressure to measure up to the standards of loyalty to the party and the state as given by the ever present KGB. Complaints are not very welcome when it comes to criticism of the state or its leadership. Freedom of speech is unheard of in the GPR. The old joke goes that citizens of the Federation can go to the front of the President's office and say what a horrible job he is doing. A GPR citizen can go in front of the Chairman of the

Communist Party office and say what a horrible job the Federation President is doing.

Given the structure of a command economy, it is not surprising to find shortages of consumer goods within the GPR. It has been the habit of communists for many years to make economies of scale to produce goods in large enough quantities. The usual method would be to make a single large factory to manufacture all the needed numbers of a single product such as batteries or electric motors. This does allow easier accounting practices for the state but does put a hardship on the transportation system of a planet or star system. Goods for purchase tend to come for sale in areas in a sporadic way that leads to long lines and lots of waiting. Another joke goes like this; A man waiting in line in New Moscow gets fed up and declares he is going to shoot the Chairman. He storms off towards the capital buildings. Hours later he returns and gets back in line. When asked if he had shot the Chairman, he said "No, the line was too long."

If government officials can be persuaded to overlook some of the red tape involved with imports, there are many customers willing to buy consumer goods of just about any type. With so much of the state's production used for weapons and support equipment, the problem is not a lack of money but a lack of anything to spend it on. Another problem is finding a return cargo to make a trip back with due to the same problem. It all makes trade within the GPR difficult and exciting....but mainly difficult.

With everyone required to give two years of service in the armed

forces and an active militia system, the life of the average citizen is fairly disciplined to say the least. They also tend to be in fairly decent physical shape after the intense training they receive and the requirements of their reserve/militia unit. It could also be that there is not enough extra food to go around for them to get fat. Medical care is socialized and treatment for common problems is good but slow in general. That is unless you are a member of the ruling elite, in which case you get the best treatment and consumer goods from special vendors.

The further you are from Lenin III, the more relaxed life is in the GPR. Of course, even on the frontiers life is more controlled than at the overwhelming vast majority of Federation planets. That includes Federation penal colonies as well. The government workers assigned to the further reaches of the People's Republic are not enthusiastic in the choice made for them by their government. They tend to do their time and try to get noticed for doing a good job so they can be promoted and, hopefully, reassigned to a post closer to the core of GPR space. In practical terms, this means smugglers on the edges of GPR space are better off dealing with older public workers as they have more than likely accepted their fate and are trying to make their life a bit more comfortable.

Education is entirely state-run with competition high among students for good grades in order to be chosen for a higher level school. That can lead to a better career and better lifestyle. Lower scores could result in a lower placement and a dead-end career. It could even result in an assignment to the Red Army for life in the infantry. It would be unlikely they would ever rise above private if they really put out no effort. Assignments after the military are generally for life unless unusual circumstances arose and a high level party member pulled some strings.

New colonies that the GPR sets up are manned with new graduates of various academies and military veterans. A few older officials also go in the first few waves to set up administration and government



РЕБЯТА , ЗАЩИТИТЬ РОДИНУ!

agencies. Most of the selected colonists are young and capable of having a lot of children. It is with this eye that most are selected and a high degree of loyalty to the state. Given that all property is owned by the state, there are few reasons to want to emigrate away from home. Therefore, most of the "Volunteers" are sent off on orders from the government.

Membership in the Communist Party: Better Red than Dead

About 20% of the population are active members of the Communist party. It is a big deal in a citizen's life to be selected for membership. They have to be recommended by two party members and pass rigorous written and oral exams on Marxist-Leninist theory and show great devotion for the state over themselves.

Membership means that members are eligible for higher ranking government positions (rank level 5 for the military or any position in

the KGB). Very rarely is a citizen permitted to join before completing their mandatory military service. Sometimes very bright members can substitute service in the KGB in place of military service. This has a negative impact sometimes in the GPR's R&D areas, but other bigger problems (such as lack of free communication to peers outside of the GPR) retard their efforts.

While basic pay does not go up with membership, certain luxury goods can be obtained from party sources not available to the general public. These perks and the chance of upward mobility give membership in the party its benefit. There is generally no distinction along gender lines, but membership is usually reserved for humans and a few trusted alien humanoid populations. The fact that no non-human has ever risen above rank level 11 in the KGB and rank level 12 in the military is one sign that the GPR believes that all beings are equal but humans are more equal than others (a fact that the GPR emphatically denies).

Travel: The People's Starline

There is only one official starline for travel within the home sector of the GPR: Cosmoflot. They operate a number of 50,000t starships that are also used for the military in times of war as troop transports. They are capable of making planetary landings with or without any particular facilities on the ground. Most planets have a regular scheduled run between them within the sector. Planets with at least 1 billion GPR citizens are also rated to receive outside sector flights from outside the GPR as well as sending outgoing flights out.

Travel into and out of the sector is required to go through customs which can be a time consuming process taking from two days to two weeks, depending on the travel location and the citizenship of the traveler.

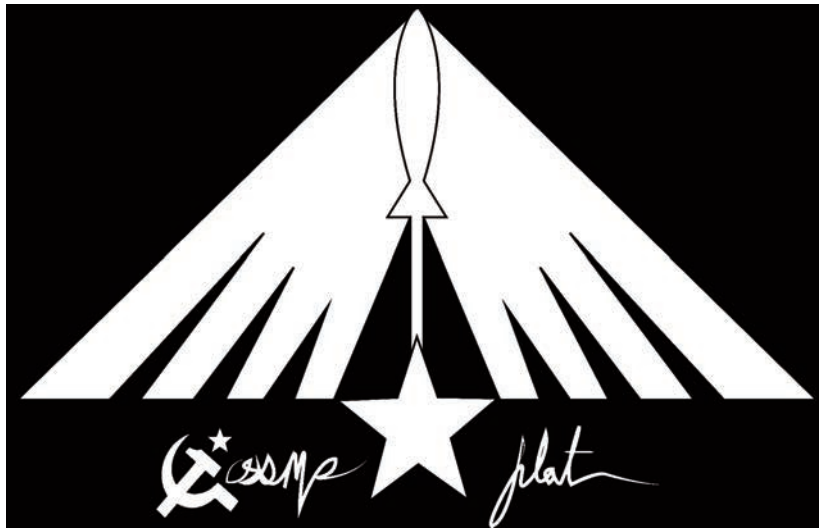
No flights go into or out of the Azuriach Imperium. Anyone detected having been in Azuriach space or territory is going to have a long discussion with the KGB: about one to two years minimum. They have no diplomatic relations with Azuriachs and don't desire any.

Typical travel costs are as follows:

High Passage – CR 200 / LY
 Middle Passage – CR 120 / LY
 Low passage – CR 70 / LY
 Cold Sleep – CR 30 / LY
 Cargo – CR 25 / ton / LY
 Bulk cargo (100t min) – CR 15 / ton / LY
 GPR officials on business - Free
 GPR Vets get 25% discount if retired.

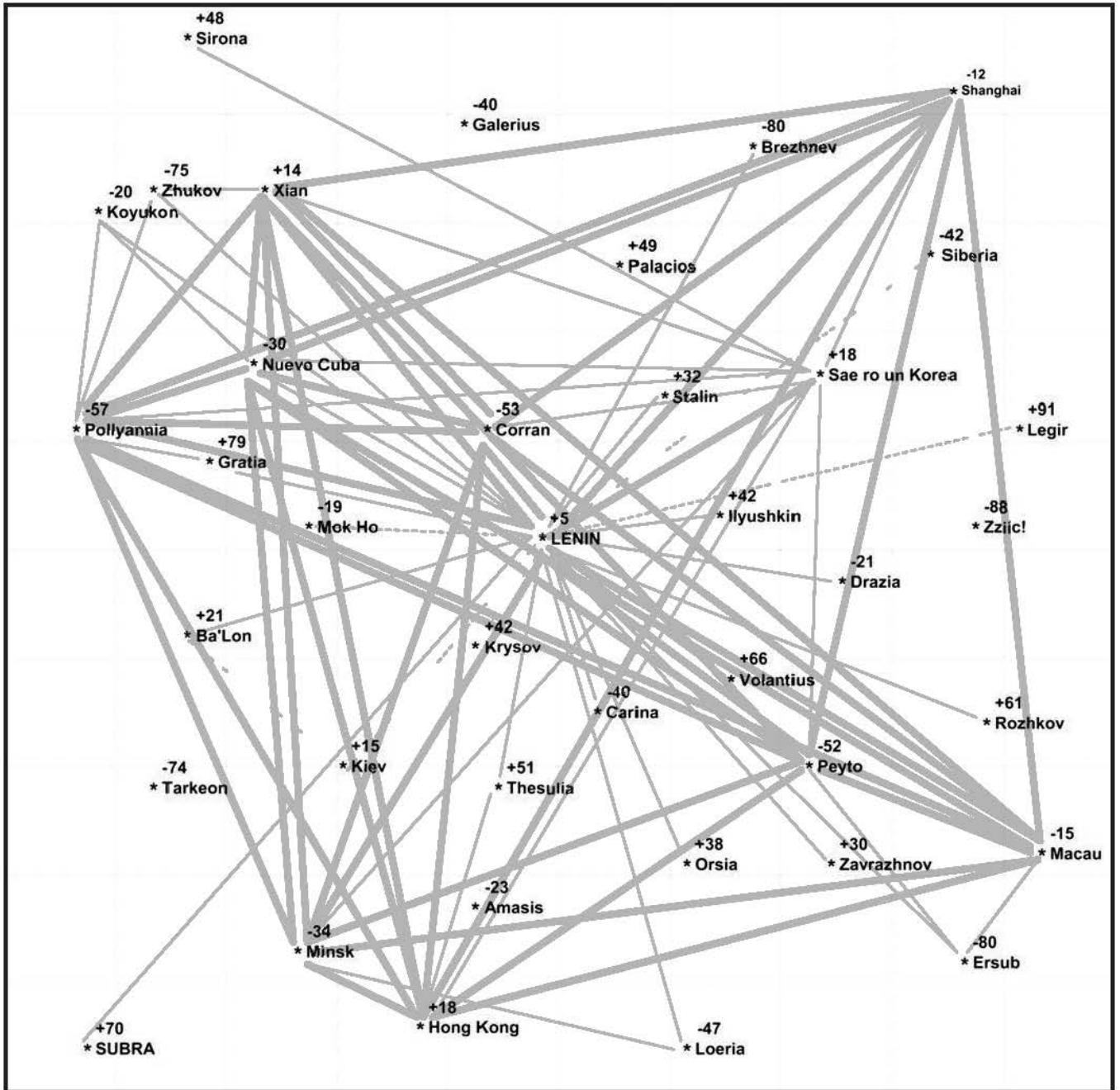
Star Master can calculate individual flight's costs between planets and their frequency (standard is at least one per week for regular service). Use the "Skate" class vessel found in Seldon's Compendium 1 for an example.

Regular Service requires no special permission for travel. Other planets will require special permits for travel to them.

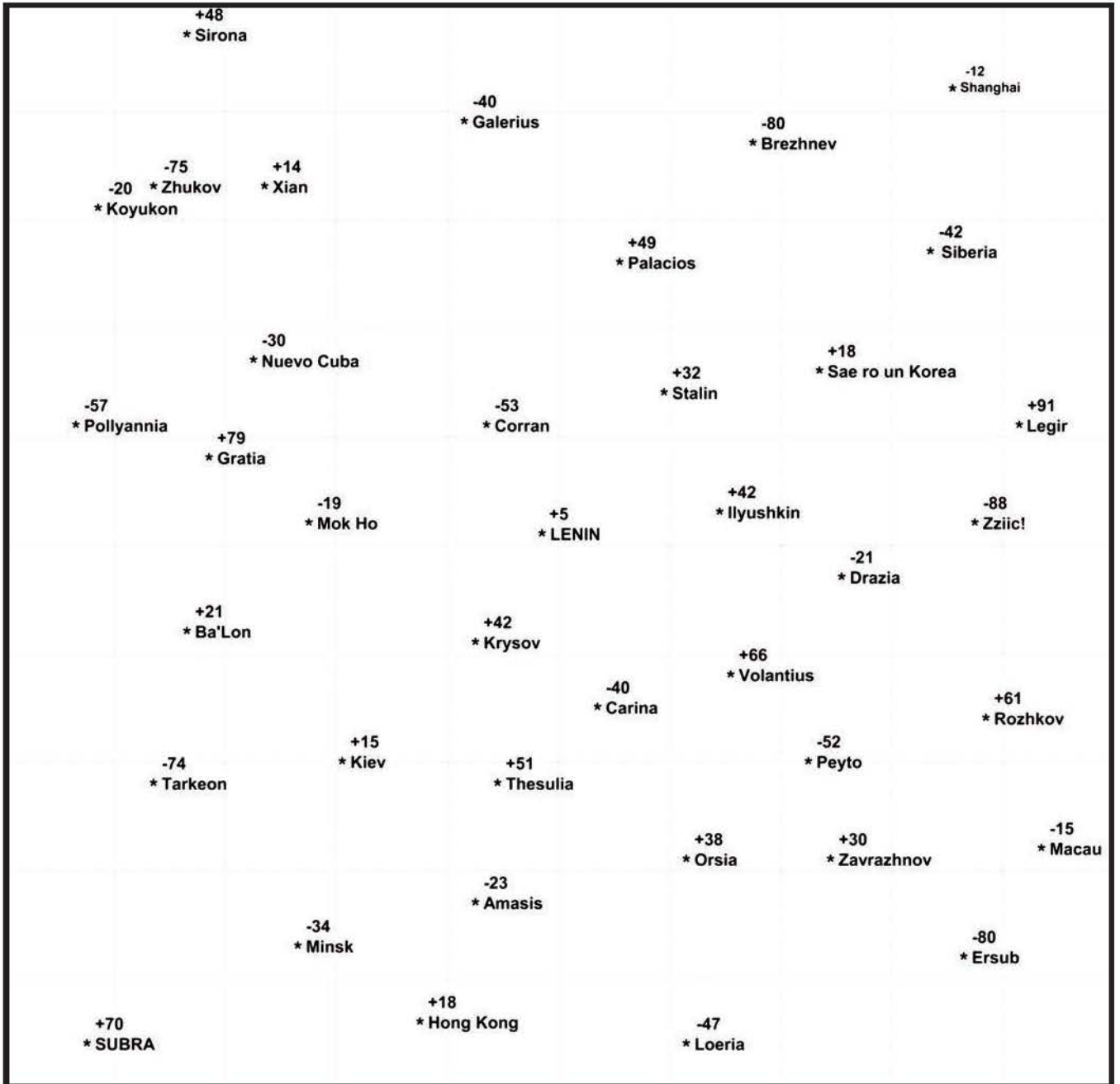


Distance Chart in Light Years for Cosmoflot Cosmoflot Starlines Regular Service

	Corran	Novo Lenin	Novo Minsk	Nuevo Cuba	Peyto	Pollyannia	Sae-ro-un Korea	Xin HongKong	Xin Macau	Xin Shanghai	Xin Xian
Corran	x	59	54	31	42	37	77	90	74	66	73
Novo Lenin	59	x	59	46	65	76	32	48	57	58	42
Novo Minsk	54	59	x	54	52	57	88	54	70	101	85
Nuevo Cuba	31	46	54	x	65	32	69	79	85	69	47
Peyto	42	65	52	65	X	73	79	82	43	79	98
Pollyannia	37	76	57	32	73	x	101	98	104	96	76
Sae-ro-un Korea	77	32	88	69	79	101	x	70	59	41	53
Xin Hong-Kong	90	48	54	79	82	98	70	X	67	103	78
Xin Macau	74	57	70	85	43	104	59	67	x	71	97
Xin Shanghai	66	58	101	69	79	96	41	103	71	x	68
Xin Xian	73	42	85	47	98	76	53	78	97	68	x



Planets of the Sector



Amasis III

Star System Coordinate	9.2 EE.2 -23 GCS
	11.NN/+1000
Stellar Primary	B2v sub-giant red star
FTL Conversion	15,000 LS
Planets in System	5
Amasis III	Type 14 planet-2 moons
Orbital distance	830 LS
Length of Year	603 Days
Length of Day	32 Hours 4 minutes
Planetary Diameter	16,000 km
Surface Gravity	1.3 G
Temperature Range	-60°C to +35°C
Atmosphere Type	Half Terran Standard
Hydrosphere	18%
Star Nationality	Galactic Peoples Republic
Sentient Race	Amasis Natives / GPR
Population	200,000 / 400,000
Tech Level	9
Star Port Rating	Class AAA
Social Organization	Occupied
Societal Strength	10
Xeno Acceptance	20%
Government Type	Racial Commune
Government Support	100%?
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	None
Corruption Level	0%
Law Level	18+ (GPR)
Economic Rating	Average Mining Planet
Gross Productivity	MCR 1800 (GPR)
Per Capita Income	CR 4500 (GPR)
Tax %/Levy	50% / 900 MCR
Military Spending	20% / 360 MCR
Major Imports	Food, mining equipment
Major Exports	Raw Core Metals
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	85%

Amasis III is a very old world in a very old system. The star used to be a normal sized star before it grew to sub-giant and absorbed the two closest planets long ago. The natives of Amasis III are very insular and thoughtful. No one is sure how old they are, but it is clear that they are a dying race. They evidently obtained spaceflight many millennia ago but no evidence has been found to suggest they colonized anything outside their home system.

Talking with them is a unique experience that requires a lot of patience and out of the box thinking. They have seemed to have accepted their fate and have taken no steps to alter its course. The very long lifespan that they have might have something to do with their outlook. A young member of the group would be about four-hundred Terran years old, while the oldest have lost count. The ancient systems still provide for their basic needs and they don't make any effort to produce anything. Even pressure from the GPR to contribute to the sector soviet after occupation yielded no results.

The aliens are three-limbed figured creatures (three arms, three legs), one subdued head with no neck on a stout torso. The food they eat is not compatible with humans and basic physiology is completely

different. They are not xenophobic per-se, but have little interest in talking with the “younger children” of the galaxy.

Psionic telepaths have picked up on activity within the group that seems to spend a lot of time contemplating the return of the “Others.” These thoughts are mixed with feelings of joy and dread. Who these “Others” are and when they will return is anybody's guess. The Amasisians are old enough to have been around during the period of the Forerunners, but they never speak of it and no record on their planet mentions them. It remains a big mystery.

Ba'Lon IV

Star System Coordinate	6.7 BB.6 +21 GCS
	GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	10
Amasis III	Type 1 Terran Planet-2 moons
Orbital distance	470 LS
Length of Year	330 Days
Length of Day	22 Hours 31 minutes
Planetary Diameter	13,000 km
Surface Gravity	.9 G
Temperature Range	-70°C to +60°C
Atmosphere Type	Terran Standard
Hydrosphere	74%
Star Nationality	Galactic Peoples Republic
Sentient Race	Ba'Lon Humanoids
Population	280,000,000
Tech Level	4
Star Port Rating	Class AAA (Military)
Social Organization	Class AAAA (Civil)
Societal Strength	Communist
Xeno Acceptance	4
Government Type	60%
Government Support	Communist Dictatorship
Loyalty Index	25%
Repression Index	30%
Bureaucracy Level	75%
Corruption Level	Very High
Law Level	18%
Economic Rating	18+
Gross Productivity	Poor Agro / Mining Planet
Per Capita Income	140,000 MCR
Tax %/Levy	CR 500
Military Spending	50% / 70,000 MCR
Major Imports	30% / 42,000 MCR
Major Exports	Trade Goods
Trade Restrictions	Raw Foods, Raw Metals
Trade Acceptance	50% duty on non-GPR products

Ba'Lon IV was a thriving multi-government planet at about tech level 3 (Dark Ages) when first discovered by the GPR. About 250 years ago, the GPR sent an expedition to the planet and quickly conquered every kingdom. Occupation forces aren't exactly thrilled about serving a tour of duty here as there is very little going on here for a high tech human to enjoy. The truth is that this is a very dull world.

The speed and ease with which the GPR took over the planet thoroughly crushed any spirit of resistance that might have formed during or after the invasion. To put it bluntly, the Ba'Lon humanoids are whooped. They have accepted their fate and try to make the best

of it. In the meantime, they have begun to climb the technology ladder to tech level 4 (American Revolution era)

Of course with new technology come new ideas. In spite of heavy GPR education programs on the rightness of Communism, there are competing points of view. A government should be responsible to its people's safety and security. Every member of this population knows what happens when that security is lost and are reminded of it by the constant occupation. In the meantime, life goes on day to day.

SM Notes: Not all is as it seems with this planet. The ideas of new types of government have been spread by agents of the Federation. There is a growing resistance movement to the GPR. Of course, the difference in tech level and overall resources means that a successful rebellion is out of the question barring outside intervention.

Brezhnev II

Star System Coordinate	2.2 GG.7 -80 GCS
	GCS 11.NN/+1000
Stellar Primary	G5v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Brezhnev II	Type 7 Jungle Planet-1 moon
Orbital distance	290 LS
Length of Year	261 Days
Length of Day	23 Hours 11 minutes
Planetary Diameter	17,000 km
Surface Gravity	2.1 G
Temperature Range	+10°C to +65°C
Atmosphere Type	Terran: 1200mm O2 200mm, N2 950mm, Entire planet is tropical conditions.
Hydrosphere	81%
Star Nationality	Galactic Peoples Republic
Colony Race	Human
Population	15,000,000
Tech Level	9
Star Port Rating	Class AAA
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	90%
Government Type	Communist Dictatorship
Government Support	75%
Loyalty Index	85%
Repression Index	15%
Bureaucracy Level	Very High
Corruption Level	15%
Law Level	18+
Economic Rating	Average Agro Planet
Gross Productivity	60,000 MCR
Per Capita Income	CR 4000
Tax %/Levy	50% / 30,000 MCR
Military Spending	30% / 18,000 MCR
Major Imports	Arms, Industrial Products
Major Exports	Food, raw resources
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	80%

The GPR discovered this system 2284 and found the native race of saurians at a general Tech 2 level. They quickly started a program to co-opt the local leaders into taking orders from the GPR troops and officials sent in to administer the new conquest. Since first contact,

the locals have progressed to a general tech 3 level of technology. Efforts to start a native soviet style planetary government have thus far been unsuccessful as the needed level of industrialization is too primitive for the theories of Marx to make any sense to them.

It is clear that the human colonists are not completely safe from rogue bands of saurian hunters and the wildlife is very tough and unforgiving of stupidity. The human colonists are based in mountainous areas near the Polar Regions behind massive walled collectives. Only heavily armed parties should even attempt to venture into the jungle regions outside the compounds.

Various city-states have formed up with a GPR official in each one with a detachment of Red Army troops and of course, the KGB. Sometimes tribal warfare breaks out among the cities but most of the time is brought under control by the high-tech forces of the GPR with about a platoon in every major city-state. Most ground vehicles of a military nature don't last too long on the planet and are of little use in the jungle areas. Light infantry are the most used forces to subdue unruly lizards, but even Peyton humanoids are impaired by the 2.1G surface gravity. Quite often locals are used with slightly better equipment than their foes to maintain order. Muskets are useless in the tropical regions due to high humidity spoiling the powder. Rust is a major foe as well.

Sentient Race	Saurian
Population	100,000,000
Tech Level	3
Social Organization	Tribal
Societal Strength	4
Xeno Acceptance	95%
Government Type	City-State Dictators
Government Support	30% (Revolt = 40%)
Loyalty Index	65%
Repression Index	35%
Bureaucracy Level	Medium
Corruption Level	10%
Law Level	6
Economic Rating	Poor Agro Planet
Gross Productivity	40,000 MCR
Per Capita Income	CR 400
Tax %/Levy	50% / 20,000 MCR
Military Spending	30% / 12,000 MCR
Major Imports	Tech 3-4 Trade Goods
Major Exports	Food, raw resources
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	80%

Carina III (Chuprakov's World)

Capitan Karl Konstantinovich Chuprakov scouted this system in 2204 before the first Bug Raid began. After sending off the supply ship of the mission to let the sector soviet know about a new planet that looked good for colonizing, Chuprakov landed his ship and sent a survey team out. It was quickly noticed within fifteen minutes that the power systems of everything that uses an electrical charge stopped working. Older chemical powered tools and weapons worked but nothing else did.

Their ship was spotted by a follow-up ship that landed to investigate

Star System Coordinate	7.4 FF.3 -40 GSC 11.NN/+1000
Stellar Primary	A1b supergiant Star
FTL Conversion	50,000 LS
Planets in System	18
Carina III	Type 1 Terran Planet
Orbital distance	17,100 LS
Length of Year	41 years
Length of Day	26 Hours 2 minutes
Planetary Diameter	14,500 km
Surface Gravity	.93 G
Temperature Range	-40°C to +55°C
Atmosphere Type	Terran Standard
Hydrosphere	80%
Star Nationality	GPR Protectorate
Sentient Race	Human
Population	500,000
Tech Level	4-5 (Pre-electricity only)
Star Port Rating	Class E Landing ground
Social Organization	Communist
Societal Strength	4
Xeno Acceptance	15%
Government Type	Semi-Communist
Government Support	40%
Loyalty Index	70%
Repression Index	60%
Bureaucracy Level	Moderate
Corruption Level	10%
Law Level	9
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 1,000
Per Capita Income	CR 2,000
Tax %/Levy	30% / MCR 300
Military Spending	10% / MCR 100
Major Imports	Non-powered tools / weapons
Major Exports	Exotic Foods and Furs
Trade Restrictions	Ships need to leave quickly
Trade Acceptance	90%

the lack of communication two months later. The second ship didn't understand the hands waving them off until it was too late. The second crew joined the first in being stranded. The two crews worked to make a visual warning to explain the problem.

The rescue mission sent a few months later did see the message and returned to Lenin III for orders. A older style chemical rocket was built to launch a man back into orbit after landing it from an older cargo shuttle that would make a one-way trip to the surface from its carrier. This man would report the situation while detailed scans were made of the planet from orbit and the use of probes.

Where the energy absorbing nanites came from is anyone's guess. The likely suspects are of course Forerunners who must have had some special purpose in their design. It was noticed that they ceased to work outside the upper stratosphere and have no effect on objects in orbit (thank goodness). No successful attempt to replicate the effect has worked up to this point.

It was decided to use the planet as a dumping ground for lesser prisoners who had technical skills that might make them dangerous if left in a high-tech environment (such as hackers). Draft animals were sent in cargo pods that were landed along with lower tech tools and

equipment that were landed with the transports leaving before the effect could sap the energy. They set up an exchange system to load cargo pods on a landing zone in a Pod Shuttle (See Seldon's Compendium of Starcraft 1, Page 27) piloted by a locally based operator also usually serving a sentence.

There was an event during a war with the Azuriachs in which a damaged GPR corvette lured a pair of Imperial destroyers into landing nearby to capture it. With the energy weapons and powered armor favored by their enemies useless, the crews were killed or captured by the locals. The ships have all been used for scrap metal to make a railroad system used by the colonists for local transport.

The Loyalty index is different here in that 70% of the population would support any government that keeps the support of the population's few technology level 5 pieces working. The 60% repression index represents the colonists sent here against their will and who would like to leave if possible.

Star System Coordinate	4.8 EE.3 -53 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	6
Corran II	Type 1 Terran Planet-5 moons
Orbital distance	470 LS
Length of Year	325 Days
Length of Day	12 Hours 48 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.1 G
Temperature Range	-70°C to +70°C
Atmosphere Type	Terran Standard /Few Pollutants
Hydrosphere	76%
Star Nationality	Corran SSR
Sentient Race	Transhuman
Population	1,500,000,000
Tech Level	10
Star Port Rating	Class AAAAAA x3
Social Organization	Pure Communist
Societal Strength	10
Xeno Acceptance	5%
Government Type	Post-Communist
Government Support	99%
Loyalty Index	99%
Repression Index	1%
Bureaucracy Level	Very Low
Corruption Level	0%
Law Level	10
Economic Rating	Rich Industrial Planet
Gross Productivity	MCR 21,000,000
Per Capita Income	CR 14,000
Tax %/Levy	50% / MCR 10,500,000
Military Spending	30% / MCR 6,300,000
Major Imports	Food, raw resources
Major Exports	Hi-Tech Goods
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	90%

Corran II

Corran II is a planet inhabited by a race of transhumans that are clearly not a native race. When they arrived and who put them there remains a mystery of the distant past. When discovered in 2179 by the GPR, the Corranians were trying to recover from an asteroid impact that killed much of the population two years before the Red Navy scout ship warped into the system. What had been a tech 6 society was being reduced to a lower tech 5 in most places.

This put the GPR into the strange place of being the helpful liberator to the natives who welcomed them with open arms. When the GPR Politburo was informed that there was already a communist style government on a planetary scale, help poured in to assist the struggling population. In just one year, tech 6 levels were restored as the planet's atmosphere settled down from the mass of dust and debris created by the impact.

The GPR was hesitant at the time to admit the Corranians into a full status as an equal soviet of the GPR. The main reason given was that their tech level was too low to be considered equals. Human pride was more than likely the real reason, but the Corranians accepted the excuse and began a full scale effort to raise their technology level for admittance.

When they reached tech level 7 within ten years, admission to the Galactic Soviet was reluctantly given. A planetary representative was sent to Lenin III and admitted into the governing Politburo as a junior member. The Peyton membership had just been approved as well so 2190 saw the first non-humans admitted to the GPR as equal soviets. It was also the beginning of political problems the GPR didn't see coming.

The Corran people had been a communist style government for as long as the planet had a history. It was a freely accepted form of government that no one rejected. The whole was always logically seen as more important than the parts. After reviewing Marxist-Leninist theory on the subject, the planetary government on Corran II dissolved within fifteen years of joining the GPR. The technology was there to permit the production and distribution of goods without the need of a central authority to run a command economy. Needs were cataloged and the logical members of the race were chosen to carry out the needs based on group discussion on the planet's communication web. The military was likewise administered.

The bureaucracies of the other GPR planets were appalled by the lack of government and that has spawned a number of debates in the general assembly of the Communist Party. The representative was called upon to answer charges of un-communist behavior and endangering the collective soviet with anarchy.

The Corranian stated that everyone of age (7+) on his world had read the theories of Marx and Lenin and a lengthy planet-wide discussion had been held over the course of a month and a half. A plan was devised by their elders and leading thinkers to achieve the end desired of a government-less worker's paradise. Everyone approved of the final plan and a working copy was posted for all members of Corran II to view and update as needed. Given that within ten years a worker's paradise had been reached and the needs of all the members were met with everyone contributing according to their abilities and taking only what their needs required, the Corran Communist Party on the planet was dissolved three days later after the offices were cleared out and repurposed for the needs of the population.

To say the Russian and Chinese (plus Peytonian) Communist parties were outraged is putting it mildly. When the offer by the Corranian delegates to assist in setting up a similar system on the rest of the GPR's planets was voiced, a chill ran down the backs of these career politicians. The thought that the people would run the planet without a government was ludicrous at best and frightening beyond speech at worst.

The Corranian delegate excused himself from the Communist Party meeting, citing that he was technically no longer a member but restated that Corran II would stand by the GPR in its defense and assist it achieving a worker's paradise.

When some human delegates pointed out that nearly 30% of the Corranian population had Psionic skills and that their newly raised military units met and often exceeded Red Guard standards, a day long

discussion ensued about the next course of action. With reports coming in about the rise of the Azuriach Imperium, the communist revolt in the Ranan home sector and possible conflict with the High Republic, the GPR could not afford to fight the Corranians in what would prove to be a costly war over a differing view of communism that was technically correct. With the offer given to help defend the sector soviet, it would be wasteful to exclude them from the alliance. Reluctantly, the Politburo agreed to an alliance and defense pact with Corran II.

Sometimes psionically adept Corranians are recruited for mission specific duty for the GPR where their talents prove useful for research and exploration. Attempts by the KGB to use them for security purposes generally fail unless the intended targets are Azuriachs who they collectively detest. The UFP has not had to engage them in conflicts outside of GPR space and some trade of useful goods takes place between the two and the Mercantile League. The GPR turns a blind eye to this and uses them heavily on the Azuriach frontier.

Drazia II

Star System Coordinate	6.2 HH.5 -21 GCS
	11.NN/+1000
Stellar Primary	G5v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Drazia II	Type 2 Steppe - Ringed
Orbital distance	510 LS
Length of Year	400 Days
Length of Day	42 hours 0 min
Planetary Diameter	16,500 km
Surface Gravity	1.3 G (Dense)
Temperature Range	-52°C to +44°C
Atmosphere Type	Almost Terran Standard – 20% Argon, 14% O2, 55% N, other trace gases
Hydrosphere	53%
Star Nationality	GPR Occupied
Sentient Race	Drazia Humanoids
Population	1,600,000,000
Tech Level	6-7
Star Port Rating	Class AAAA x 3
Social Organization	Communist (Forced)
Societal Strength	8
Xeno Acceptance	30%
Government Type	Communist Dictatorship
Government Support	15%
Loyalty Index	15%
Repression Index	85%
Bureaucracy Level	Very High
Corruption Level	18%
Law Level	18+
Economic Rating	Average Agricultural
Gross Productivity	MCR 4,000,000
Per Capita Income	CR 2500
Tax %/Levy	50% / MCR 2,000,000
Military Spending	30% / MCR 1,200,000
Major Imports	Industrial and Agro tools
Major Exports	Food, Industrial Metals
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	65%

Drazia II is the home world of the Drazian humanoids. They are typical humanoids in most ways, with similar physical features to humans, though interbreeding is not possible. A unique feature of these people is that their emotions are worn on their face by the color change they exhibit when an emotion is expressed. This has led to there being few wars in their past, but makes them lousy “poker players” in negotiations. The lack of warfare in their past and an inability to conceal what they think has made the occupation of the planet and setting up a GPR sponsored government easy. In the three-hundred ten years that the GPR has occupied them, there has been no major attempt to expel the invaders as troublemakers are easy to spot and the KGB has an easy time rounding them up.

They have learned much from the GPR and have progressed up to tech level 6-7 from the tech 4 culture they had when they were found. Given a free hand, they might have progressed faster, but communist inefficiency and a crackdown on free thinkers has retarded their growth.

Ersub III

Star System Coordinate	9.7 II.6 -80 GCS GCS 11.NN/+1000
Stellar Primary	G4v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Ersub III	Type 1 Terran Arid Planet
Orbital distance	510 LS
Length of Year	402 Days
Length of Day	20 Hours 0 minutes
Planetary Diameter	17,000 km
Surface Gravity	1.2 G
Temperature Range	-50°C to +70°C
Atmosphere Type	Terran Standard /Some Dust particles in the desert regions require filters to operate.
Hydrosphere	19% - 2 landlocked seas
Star Nationality	Galactic Peoples Republic
Sentient Race	Ersub Humanoids
Population	500,000,000
Tech Level	8-9
Star Port Rating	Class AAAAAA x1
Social Organization	Communist
Societal Strength	8
Xeno Acceptance	50%
Government Type	Communist Dictatorship
Government Support	70%
Loyalty Index	70%
Repression Index	30%
Bureaucracy Level	Very High
Corruption Level	18%
Law Level	18+
Economic Rating	Average Industrial Planet
Gross Productivity	MCR 3,250,000
Per Capita Income	CR 6500
Tax %/Levy	50% / MCR 1,625,000
Military Spending	30% / MCR 975,000
Major Imports	Food, Mining equipment
Major Exports	Power metals, industrial minerals
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	70%

Ersub III was found during the First Bug War in 2216 (one year after the attack began). While following up a pursuit of a Bug scoutship, a GPR corvette warped into the system and detected a small detachment of Bug ships in the system. Noting a planet capable of humanoid life was in orbit, the scout left to return to its fleet flagship to report. A fleet was detached to deal with a minor Bug problem with a veteran marine unit onboard.

The Bug ships were dispatched after a brutal but short fight. Marines were landed to disinfect the planet of Bugs. They encountered the Ersub humanoid race. Roughly human in appearance, excepting a very pale white skin (it reflects the sun's rays better thus keeping them cooler) and hair, they conformed to humans raised in a 1.2g gravity field. They had just reached early tech level 5 and were trying desperately to defend themselves from the Bug landing party of a few hundred thousand warriors.

The dust in the desert areas coupled with the large caliber hand weapons used by the locals had delayed their extermination until help arrived. Any pretense of organized government beyond local resistance groups had collapsed before the communists set foot on the planet. The GPR moved in and set up operations to get the locals organized in a communist system and begin to form a planet soviet. One hundred years later, they were admitted into the full sector soviet as a member planet.

Today they are operating at a general tech 8-9 level of military and civilian technology. This is supported by the sector soviet in general and the Ersub humanoids provide needed power metals and industrial materials for the factories of the sector. They have no colonies outside the star system.

Galerius I

One of the most unusual systems in NCS 1039 (or indeed anywhere) is the Galerius system. It consists of a standard G4 yellow star and a massive black hole in orbit around each other. In close orbit to the Black hole (named Kachusov after the captain of the vessel who discovered it) is a type 1 Terran planet that not much is known about. This is due to the time distortion caused by close proximity of the planet (Named Galerius I) to the black hole and its fast speed around it. Attempts to land on it or send probes have been unsuccessful so far. Being so close to a massive black hole is difficult in the extreme for even the best trained pilots to manage. Since nothing of note was found in the system, it has been declared worthless property of the GPR and has been generally ignored for centuries.

*****Top Secret: Psi-Corps: Eyes Only*****

There was one successful landing made by a scoutship pilot by the High Republic during the 1st Interstellar War in 2202. Lt. Gordon MacEalar was forced to make an emergency landing when his engine started to fail. He did indeed make a safe landing and found natives willing to help repair his ship. MacEalar spent about a year on the planet by his own account and left to report his discovery. When he arrived at his home base, he found that the High Republic was no longer in business and the UFP had taken over after the Terran Union was converted into the present organization thirty-two years earlier. The year was 2532, three-hundred thirty years later.

The story he told was seriously questionable and staggering to the few restricted personnel allowed to talk with him. Psionic experts were brought in to help determine if any tampering had taken place with Lt. MacEalar's mind. All attempts to probe him failed utterly as he seemed to have developed automatic mind shielding of a most formidable nature, even to the highest trained adepts in the Psi-Corps.

The story that he told was of a planet run by a ForeRunner race somewhat similar to the IRSOL, but stockier due to higher gravity on the planet. The atmosphere had a gravity shield to protect it from the effects of the black hole. The entire population had various Psionic talents and some of it seemed to have rubbed off on the pilot. The level of technology was like nothing Gordon had ever dreamed of and most of the time spent on the planet was in exploration of these wonders. He was not able to bring any back as proof due to restrictions

Star System Coordinate	2.0 EE.1 -40 GCS 11.NN/+1000
Stellar Primary	Binary G4 / Black Hole
FTL Conversion	20,000 LS
Planets in System	1
Galerius I	Type 1 Terran – no moon
Orbital distance from Black Hole (Kachusov)	210 LS
Length of Year	4 hours
Length of Day	26 hours
Planetary Diameter	16,000 km
Surface Gravity	1.2G dense
Temperature Range	-30°C to 50°C
Atmosphere Type	Terran Standard
Hydrosphere	67%
Star Nationality	Unknown (Forerunner?)
Sentient Race	Unknown
Population	Unknown
Tech Level	Unknown (Very High)
Star Port Rating	Unknown
Social Organization	Unknown
Societal Strength	Unknown
Xeno Acceptance	Unknown
Government Type	Unknown
Economic Rating	Unknown
Gross Productivity	Unknown
Per Capita Income	Unknown
Tax %/Levy	Unknown
Military Spending	Unknown
Major Imports	None
Major Exports	None
Trade Restrictions	Unknown
Trade Acceptance	Unknown

placed on him by the natives (Galerons in their tongue).

When further questioning turned up nothing that could be proved and an inspection of his flight data recorders proved useless, a turf war started over who should be responsible for the out-of-time traveler. Star Fleet, Psi-Corps, and various other agencies waged a bureaucratic war to get him. Lt. MacEalar decided on his own and left in his ship on a course believed to be to the Galerius system. No one recalls how he was able to walk past everyone and leave without notice, but Psi-Corps believes he was able to with Psionic abilities previously unknown by anyone. No attempt has been made in the past eighteen years since he left to verify the story as the conditions are too dangerous to try. No word has been given to ANYONE outside the UFP high command about this incident. End report.

*** Top Secret: Psi-Corps: Eyes Only ***

Gratian II

Gratian II is currently a mining planet under the control of the GPR. The planet holds a fair amount of rich minerals that can be accessed by boring in. The planet's core is cooled off enough that extremely deep mining poses little risk, except to unpopular guards and fellow miners who make decisions that go against the group, like snitching to the KGB.

It was once the homeworld of the Gratian humanoids, but has been dead for over eight thousand years when the atmosphere was blown away by solar winds as the magnetic field collapsed when the planet's core cooled off enough to stop spinning. It was an unfortunate event

Star System Coordinate	5.1 BB.8 +79 GCS 11.NN/+1000
Stellar Primary	F1 Dwarf Star
FTL Conversion	10,000 LS
Planets in System	5
Gratian II	Type 14 Low Pressure (5% Terran) Planet-3 moons
Orbital distance	500 LS
Length of Year	462 Days
Length of Day	27 Hours 38 minutes
Planetary Diameter	7,000 km
Surface Gravity	.6 G
Temperature Range	-125°C to +150°C
Atmosphere Type	None
Hydrosphere	Some subsurface ice deposits
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	4,000,000 Humans in domed colonies
Tech Level	9-10
Star Port Rating	Class AAA x1
Social Organization	Communist
Societal Strength	5
Xeno Acceptance	80%
Government Type	Communist Dictatorship
Government Support	50%
Loyalty Index	50%
Repression Index	50%
Bureaucracy Level	Very High
Corruption Level	20%
Law Level	18+
Economic Rating	Rich Mining Planet
Gross Productivity	MCR 52,000
Per Capita Income	CR 13,000
Tax %/Levy	70% / MCR 36,400
Military Spending	40% / MCR 20,800
Major Imports	Spare parts, food, mining equipment, archeological gear
Major Exports	Industrial metals, precious metals, power metals, some artifacts
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	85%

for the Gradians to say the least and it was one they saw coming.

There had been three different races of Gradians that had fought wars, conducted trade and in general acted like most species do. What they didn't know about until it was too late was that their planet was just too small to keep going. The iron core was already in the process of cooling off when life became sentient. As time went on, they became organized and grew in technology. The Gradians had just reached tech level 5 when it became apparent that something was vastly wrong with their world. Instead of banding together to work out a solution, they started a global war over resources that were growing scarcer. By the time scientists from all sides managed to convince their leaders that the planet was doomed now no matter what they did, it, was too late. Perhaps an effort to explore new technology in space travel or underground cities might have brought about enough survivors to continue the species. Sadly for them, the wars had destroyed much of the infrastructure and base needed to conduct such activity.

Other than the remains of their cities and fossils found at many sites, the only thing that has survived is a statue built on the northern pole of the planet under a large building of rock. Scientists have speculated that they believed the temperature changes at the poles would be less and thus reduce erosion. The statue bears images of all three races standing around a symbol of their planet with broken weapons at their feet; a stark reminder of the need to cooperate to live.

Ilyushkin VI

Star System Coordinate	5.6 GG.4 +42 GCS 11.NN/+1000
Stellar Primary	MO Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Ilyushkin VI	Type 16 Airless Planet- 2 moonlets
Orbital distance	2100 LS
Length of Year	9.3 Terran years
Length of Day	6 days
Planetary Diameter	8,000 km
Surface Gravity	.6 G dense
Temperature Range	-170°C to -60°C
Atmosphere Type	None
Hydrosphere	Limited amounts of ice found. Water is imported
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	400,000 Humans in underground colonies
Tech Level	9-10
Star Port Rating	Class AAA x1
Social Organization	Communist
Societal Strength	5
Xeno Acceptance	40%
Government Type	Communist Mining Collective
Government Support	60%
Loyalty Index	50%
Repression Index	50%
Bureaucracy Level	Medium High
Corruption Level	23%
Law Level	18+ official (6 practically)
Economic Rating	Very Rich Mining Planet
Gross Productivity	MCR 11,200
Per Capita Income	CR 28,000
Tax %/Levy	70% / MCR 7,840
Military Spending	40% / MCR 4,480
Major Imports	Spare parts, food, mining equipment, liquor
Major Exports	Industrial metals, precious metals, power metals, collapsium
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	70%

Ilyushkin VI is the main planet of the Ilyushkin system. There are mining settlements on three other planets in the system as well (III, V, & VII) with around two dozen meteor miners in the system at any one time. The population and production figures are for the whole system. This is a valuable source of collapsium for starship building for the Red Navy. The costs of setting up underground mining on an airless planet is offset by the amount of rare metals found in the system.

There is a criminal element in the system that is a constant thorn in the side of the bureaucratic-minded communists that they just can't

seem to get rid of. These criminals commit horrible crimes such as black market liquor smuggling, luxury goods not found in the GPR, and entertainment frowned upon by the stogey Politburo. Not a lot of effort has been put out lately to stop them as worker morale might drop and output of the rare metals might drop as well. Every once in a while a suspect is taken in for questioning but is usually released in time to complete his deliveries. Heavy-handed agents in the past have had a high degree of industrial accidents while investigating in the mining operations areas. As long as productivity is not affected, the Party officers stay near-sighted to these activities.

***** Top Secret: BRINT Operation Vegas *****

UFP agents have infiltrated this criminal organization by supplying it with black market items hard to find in GPR space. In exchange, a network of agents has penetrated the whole mining system and has been able to recruit operatives that can travel in GPR areas with official license. The information brought out of here is invaluable to the UFP and its allies. The fact that they also make a profit smuggling in these items is a small bonus directed at covering costs of operations.

Krysov IV

Star System Coordinate	6.8 EE.2 +32 GCS 11.NN/+1000
Stellar Primary	G3v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	13
Krysov IV	Type 1 Terran Arid Planet
Orbital distance	475 LS
Length of Year	338 Days
Length of Day	12 Hours 35 minutes
Planetary Diameter	8,000 km
Surface Gravity	.7 G
Temperature Range	-40°C to +75°C
Atmosphere Type	Terran Standard /Some Dust particles in the desert regions require filters.
Hydrosphere	22% - 3 small landlocked seas
Star Nationality	Galactic Peoples Republic
Sentient Race	Mainly Human GPR
Population	10,000,000
Tech Level	9-10
Star Port Rating	Class AAAA x1
Social Organization	Communist
Societal Strength	9
Xeno Acceptance	80%
Government Type	Communist Dictatorship
Government Support	95%
Loyalty Index	80%
Repression Index	5%
Bureaucracy Level	Exceedingly High
Corruption Level	3%
Law Level	19+
Economic Rating	Weapons Research Planet
Gross Productivity	MCR 6,000
Per Capita Income	CR 6000
Tax %/Levy	0% / MCR 0
Military Spending	0% / MCR 0
Major Imports	Food, Weapons parts, Research materials
Major Exports	Weapons Technology
Trade Restrictions	No non-GPR ships allowed in system, Only GPR Gov't workers allowed
Trade Acceptance	NA

Krysov IV is the main planet in the system for weapons research. The other planets include three type 16 airless and a type 14 low pressure planet similar to Mars. All are used for weapons testing under the most realistic conditions possible, including deep space. Asteroids are marked for targeting after they have been surveyed for usable materials by meteor miners and target beacons planted on the surface.

The main planet does grow some of the food needed in the system but in the event of a blockade, the staff will need to go on short rations until relief. The 5% Repression Index are the permanent prisoner population used in farming and waste disposal in addition to various manual labor projects.

***Top Secret – Project Trash Man ***

The custodial staff has been infiltrated by the UFP and regular reports are collected about many things going on in the system. There is talk about a Red Army CSU (Continental Siege Unit) under development for the Red Guards armor units. More information is needed in order to determine if the project is viable or just a pet project sponsored by a high Party official.

Koyukon III

Star System Coordinate	2.8 AA.8 -20 GCS 11.NN/+1000
Stellar Primary	MO Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	4
Koyukon III	Type 1 Arid Planet- 2 moonlets
Orbital distance	400 LS
Length of Year	212 days
Length of Day	12 hours 45 minutes
Planetary Diameter	7,000 km
Surface Gravity	.56 G dense
Temperature Range	-170°C to -60°C
Atmosphere Type	70% Terran pressure and reducing gradually – O2 12%
Hydrosphere	39%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	350,000 Humans in domed colonies
Tech Level	9
Star Port Rating	Class AAA x1
Social Organization	Communist
Societal Strength	6
Xeno Acceptance	20%
Government Type	Communist Mining Collective
Government Support	40%
Loyalty Index	40%
Repression Index	60%
Bureaucracy Level	High
Corruption Level	20%
Law Level	18+
Economic Rating	Very Rich Mining Planet
Gross Productivity	MCR 8,050
Per Capita Income	CR 23,000
Tax %/Levy	70% / MCR 5,635
Military Spending	40% / MCR 3,220
Major Imports	Spare parts, hi-protein food, mining equipment, liquor
Major Exports	Industrial, precious & power metals
Trade Restrictions	30% duty on non-GPR products
Trade Acceptance	75%

Koyukon III would be a typical mining planet at first glance. The atmosphere is leaking away due to the weak electromagnetic field surrounding the planet. Little by little, the solar wind is carrying it away. Spare O2 cylinders are a wise precaution to carry, especially in moderate to high altitudes. The weak gravity field makes work for moderate gravity field natives easier, but the extra tanked oxygen is needed from time to time.

The planet is rich in industrial metals and precious metals such as silver, gold, platinum, and other rare metals. Radioactive metals are in abundance too and are worked by prisoners for the most part.

What makes Koyukon III so interesting is the presence of the Sky City of Koyukon. As the first scoutship approached the planet, the whole crew received a telepathic message of one word: Koyukon. Nothing else was communicated since. It was decided to name the planet that word as it seemed to have no other meaning.

The sky city is in a remote area of the planet in the middle highlands. Its estimated mass is about sixty million metric tons and is in a general circular shape with projections pointing skyward that could be buildings. It floats silently about 1200 meters off the ground and its movement is seemingly random. No power output has been detected. Sensor scans fail to detect any emissions.

No communications have been heard from it since the scoutship entered orbit. No attempt to signal it has gotten a response. Any attempt to land on it by any means tried has failed due to a protective field that repels any object getting within three kilometers of it. No weapons fire has been directed at it as of the writing of this report and none is planned. Given the inability to gather any information on these strange aliens, it would be a good idea not to provoke them. It is one of the few times the GPR has adopted a policy of Live and Let Live.

Legir I

Star System Coordinate	4.8 JJ.1 +91 GCS 11.NN/+1000
Stellar Primary	B7 / K3 Binary Star system
FTL Conversion	15,000 LS
Planets in System	5
Legir I	Type 12 Eccentric Orbit Planet-no moon
Orbital distance	400 - 850 LS
Length of Year	14 years
Length of Day	42 Hours 45 minutes
Planetary Diameter	12,000 km
Surface Gravity	1.3 G
Temperature Range	-105°C to +90°C
Atmosphere Type	250mm (thin) O2 at 60mm Respirators required
Hydrosphere	42%
Star Nationality	Galactic Peoples Republic
Sentient Race	GPR Researchers
Population	100,000
Tech Level	9-10
Star Port Rating	Class AA
Social Organization	Red Army Base
Societal Strength	10
Xeno Acceptance	100%
Government Type	Communist Military
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Very High
Corruption Level	1%

Law Level	18+
Economic Rating	Research Planet
Gross Productivity	NA
Per Capita Income	NA
Tax %/Levy	NA
Military Spending	NA
Major Imports	Food, parts, vehicles
Major Exports	Research
Trade Restrictions	non-GPR are shot on sight
Trade Acceptance	0%

Legir I is a research planet under the direction of the Red Army. It is rumored to contain ForeRunner artifacts, but this hasn't been proven yet by UFP intelligence. There are some rumors, mostly confirmed, about a hunting animal that is invisible to humans and humanoids alike. Native lifeforms are predicted to be extremely tough given the changing climate of the planet.

Corran scientists with telepathic skills have been noted traveling to the planet, but not all of them return. The best guess the UFP Intel community has is that the GPR is trying to determine how these animals avoid detection and the possibility it can be replicated for the GPR. Nothing for certain is known at this time.

Loeria / Rugira

Star System Coordinate	10.5 GG.1 -47 GCS 11.NN/+1000
Stellar Primary	G4v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Lenin III	Binary Type 1 Terran Planets - 1 moon
Orbital distance	510 LS
Length of Year	389 Days
Length of Day	20 Hours 5 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.1 G
Temperature Range	-70°C to +70°C
Atmosphere Type	Terran Standard
Hydrosphere	68%
Star Nationality	Galactic Peoples Republic Occupied system

The twin planets of Loeria and Rugira are obvious relics of the ForeRunners. They orbit around a moon about two-thirds the size of Luna (Terra's moon) that is studded with strange metal towers spaced evenly over the surface. No ship has been able to get closer than four-hundred meters before being pushed back from the moon. Scans of the surface don't reveal the power source, but the purpose of the satellite is clearly to keep the planets in orbit of it on opposite sides, 1.3 LS away from it.

Both planets are identical in size, hydrosphere and continental layout (four sizable continents). They orbit the moon every six-hundred hours (thirty days) and it hides most of each planet from its neighbor, but enough of the other planet is seen to know there is another one there by using just the naked eye.

When discovered by the GPR, both planets had obtained tech level 5-6. Direct radio waves were unable to get past the moon between them but the first contacts had been made with primitive chemical powered, manned rockets that had achieved orbit around their sister worlds.

Just a few missions from each world had happened when a scoutship from the GPR showed up and took scans of the system. A year passed by the time the Red Army made landings on both worlds

Sentient Race	Canine
Population	2,500,000,000
Tech Level	7
Star Port Rating	Class AAAAA x1
Social Organization	Communist
Societal Strength	5
Xeno Acceptance	30%
Government Type	GPR Sponsored Communist Dictatorship Occupied
Government Support	15%
Loyalty Index	15%
Repression Index	85%
Bureaucracy Level	Very High
Corruption Level	20%
Law Level	18+
Economic Rating	Poor Industrial Planet
Gross Productivity	MCR 7,500,000
Per Capita Income	CR 3000
Tax %/Levy	50% / MCR 3,750,000
Military Spending	30% / MCR 2,250,000
Major Imports	Hi-Tech equipment, factory equipment, vehicles
Major Exports	Tech 7 trade goods and small arms (Gov contract only)
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	80%

to set up a beachhead. Resistance was short-lived as the tech 8 forces demonstrated the futility of fighting a force equipped with nuclear weapons and FTL flight.

Both worlds are considered to be occupied even though the Sector Soviet has admitted both planets in to the General Assembly and both planets have their own Communist Party with between 10% and 15% of the population as members. Both planets, majorities resent the human occupation and the support they give the Communist Party.

Sentient Race	Felinoid
Population	1,800,000,000
Tech Level	7
Star Port Rating	Class AAAAA x1
Social Organization	Communist
Societal Strength	4
Xeno Acceptance	50%
Government Type	GPR Sponsored Communist Dictatorship Occupied
Government Support	10%
Loyalty Index	10%
Repression Index	90%
Bureaucracy Level	Very High
Corruption Level	18%
Law Level	18+
Economic Rating	Poor Industrial Planet
Gross Productivity	MCR 5,940,000
Per Capita Income	CR 3300
Tax %/Levy	50% / MCR 2,970,000
Military Spending	30% / MCR 1,782,000
Major Imports	Hunting gear, factory parts
Major Exports	Furs, Tech 7 Trade Goods
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	80%

The felines make better combat troops but the canines hold a slim lead with group combat skills.

Given a chance, these planets would cooperate with a friendly invader (not Azuriach of course). Agents of the UFP, Rauwoof Republics and the Mekpurr Confederacy have been working on building a covert resistance to the GPR and they only await the coming of outside help. Agents able to make contact with the resistance and avoid the KGB can count on the friendship of these occupied peoples.

Mok Ho I

Star System Coordinate	5.7 CC.7 -19 GCS 11.NN/+1000
Stellar Primary	MO Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	5
Mok Ho I	Type 15 Airless
Orbital distance	200 LS
Length of Year	94 Days
Length of Day	94 Days
Planetary Diameter	5,400 km
Surface Gravity	0.33 G
Temperature Range	-370°C to +375°C
Atmosphere Type	None
Hydrosphere	0%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	300,000
Tech Level	8-9
Star Port Rating	Class AAA
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	40%
Government Type	Communist Dictatorship
Government Support	80% GPR
Loyalty Index	80% GPR
Repression Index	20%
Bureaucracy Level	Very High
Corruption Level	14%
Law Level	18+
Economic Rating	Rich Mining Planet
Gross Productivity	12,000 MCR
Per Capita Income	CR 40,000
Tax %/Levy	80% / 9,600 MCR
Military Spending	40% / 4,800 MCR
Major Imports	Food, Protective gear, mining equipment
Major Exports	Industrial Power metals, radioactive metals, collapsium
Trade Restrictions	No non-GPR military ships allowed in the system
Trade Acceptance	100% *

The Mok Ho system is a lot like a frontier mining system typically seen across the quadrant. Discovered by Captain Mok near the end of the exploration phase of the home sector, it was named after him. Resource survey teams noted a high concentration of collapsium and other valuable minerals on the closest planet, and enough materials such as ice and oxide rich rocks on the other planets in the system to enable a mining colony.

Lenin IV sent colonists there and made a permanent settlement on the first planet with minor support bases on the other four to supply water and oxygen as well as He3 for power. They also sent a few

political prisoners to do most of the dirty and dangerous work that needed to be done. Today, about 20% of the total population is made up of political dissidents of Chinese origin (male only; female dissidents are sent elsewhere).

Though the total production is not huge by the standards of the other soviet, this star system provides quite a bit of material for the investment of work capital and is thus considered worth the effort. The dumping ground for a few thousand prisoners is a bonus.

Novo Lenin Star System Lenin III

Star System Coordinate	5.8 EE.8 +5 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Lenin III	Type 1 Terran Planet-1 moon
Orbital distance	480 LS
Length of Year	361 Days
Length of Day	24 Hours 12 minutes
Planetary Diameter	14,000 km
Surface Gravity	.98 G
Temperature Range	-75°C to +65°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	72%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	5,000,000,000
Tech Level	10-Sep
Star Port Rating	Class AAAAA x4
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	90%
Government Type	Communist Dictatorship
Government Support	75%
Loyalty Index	85%
Repression Index	15%
Bureaucracy Level	Very High
Corruption Level	15%
Law Level	18+
Economic Rating	Average Industrial Planet
Gross Productivity	MCR 37,500,000
Per Capita Income	CR 7500
Tax %/Levy	50% / MCR 18,750,000
Military Spending	30% / MCR 11,250,000
Major Imports	Food, raw resources
Major Exports	Starships, Military equipment
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	85%

Founded in 2093 AD, Lenin III is the longest settled planet by humans in the GPR. It is the home of the capital city of the GPR, New Moscow. Due to its high level of industrialization, the atmosphere contains a fair amount of contaminants. Efforts by the government to clean up the air have been half-hearted at best and mainly used for public relations to show that the government cares for the health of the workers in this socialist paradise. While the original ForeRunner core tap has been exhausted, there are a number of metal mines both on-planet and in the three asteroid belts in system (this is reflected in the total GDP of Lenin III).

Conditions on Lenin III are somewhat crowded but are not too bad

for a GPR lifestyle. Being the capital planet, care is taken to make the world a show piece of communist power. It is the home of the Red Starfleet officer training.

While citizens might be born on Lenin III, that is no guarantee they will stay there. When they reach eighteen years old, they are given a series of tests, both mental and physical, to determine where they are best suited for the GPR. Assignments on Lenin III are very competitive and only the top 50% can stay. The rest are posted to various positions in the soviet based on the needs of the GPR. Military units based on Lenin III are all Red Guard and are considered the best trained and equipped in the GPR.

Lenin IV

Star System Coordinate	5.8 EE.8 +5 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Lenin IV (New China)	Type 2 Steppe (no moon)
Orbital distance	480 LS
Length of Year	361 Days
Length of Day	23 hours 17 min
Planetary Diameter	16,000 km
Surface Gravity	1.1 G
Temperature Range	-75°C to +65°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	48%
Star Nationality	GPR
Sentient Race	Human
Population	6,000,000,000
Tech Level	10-Sep
Star Port Rating	Class AAAAAA x4
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	90%
Government Type	Communist Dictatorship
Government Support	75%
Loyalty Index	92%
Repression Index	8%
Bureaucracy Level	Very High
Corruption Level	13%
Law Level	18+
Economic Rating	Average Industrial
Gross Productivity	MCR 42,000,000
Per Capita Income	CR 7000
Tax %/Levy	50% / MCR 21,000,000
Military Spending	30% / MCR 12,600,000
Major Imports	Industrial and Agro tools
Major Exports	Food, Raw Mat, Computer systems
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	85%

Founded just after Lenin III, this planet was chosen for settlement by the Red Chinese of mainland China. By selective processes, the best that the Chinese people could send (and were loyal party members of course) were settled within five years of the founding of Lenin III (2098). Once all selected personnel were resettled, colonization was opened up in general in China, but the destination was kept a strict secret (in fact, they were told it was another place altogether). The same methods of subliminal hypnosis used for later colonists of Lenin III were also used here and had mostly positive



results. The few holdouts were given assignments with the lowest chance of survival and guarded closely. Hypnotic checks were conducted on a regular basis (hidden in the form of bi-yearly health checkups) and “re-education” boosters were applied as needed. While the system was not flawless by any standard, the method did keep the general population under control and working toward the ideals of communism. Outbreaks of non-Marxist behavior were quickly dealt with in the most “humane” fashion as demonstrated by the late Chairman Mao.

The presence of a planet on an opposite orbit of a stellar sequence star is rare; this is the case in the Lenin system. It is possible that whatever ForeRunner race set up the core-tap on Lenin III also set up the whole planet of Lenin IV. Mining and sampling of the planet indicate that it did not originate in the system when it was formed billions of years ago. However it got here, the GPR has made full use of it.

About one third of the planet's population is engaged in industrialized farming. The shallow seas have the salt removed when used for irrigation and used for the population's needs. Heavy fishing centers provide for the needs of the population and some is also exported to Lenin III. There are enough extra foodstuffs to keep the system fed in the event of a distant blockade. Care is taken to reduce pollution so as not to effect food production. Bulk shipments leave everyday bound for Lenin III in TISA driven freighters. (Various sizes from 100,000 to 600,000 tons: about 10 LS speed: they have no FTL drives, no weapons, travel time about nine hours.)

The remaining population is involved with the manufacturing of computer components for the GPR; mainly military hardware and software. The entire Red Starfleet is outfitted with ECM and sensor systems built here. There are also regular shipments to Lenin III. A fair amount of military forces are based and trained here as well. Whole areas of the planet that are not useful for farming, and have been depleted of mineral wealth, are used for large scale exercises and training in any weather conditions. As a concession to the Chinese in having the Starfleet officer training on Lenin III, Lenin IV is home to the Red Army officer training command. All military units permanently based planet side are rated as Red Guard. Between both planets, a sizable “fire brigade” of ships and troops are available.

The native population of the planet is 99% Chinese. Buildings and signs have both Chinese and Russian markings and areas of the main commercial starports are also listed in Terra Lingua. As a result of this nearly homogenous grouping, social integrity is tighter than in other

areas of the GPR. This is reflected in New China having the largest population of any planet in the GPR and no one else contributes more to the defense of it.

Lenin IV also has sent colonists to form new settlements throughout the space around the GPR. Since large families are the norm, excess population is exported out after yearly examinations are completed, much as is done on Lenin III.

Novo Kiev III

Star System Coordinate	7.9 DD0 +15 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Novo Kiev III	Type 1 Steppe Planet
Orbital distance	4750 LS
Length of Year	375 Days
Length of Day	25 Hours 14 minutes
Planetary Diameter	14,000 km
Surface Gravity	1.0 G
Temperature Range	-45°C to +70°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	47%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	Unknown (Small in number)
Tech Level	Scattered Tech 8-9
Star Port Rating	None Active
Social Organization	None
Societal Strength	0
Xeno Acceptance	0%
Government Type	None
Government Support	N/A
Loyalty Index	0%
Repression Index	0%
Bureaucracy Level	None
Corruption Level	N/A
Law Level	None
Economic Rating	Poor Agro Planet
Gross Productivity	MCR 0
Per Capita Income	CR 0
Tax %/Levy	0%
Military Spending	0%
Major Imports	None
Major Exports	None
Trade Restrictions	GPR Military Ships only
Trade Acceptance	0%

When founded in 2151, New Kiev was a typical agricultural planet dedicated to exporting food products and increasing the population for the use of the sector Soviet. To this end, several labs were set up to help with infertility issues and hopefully to help solve some of the manpower issues facing the early settlers both on the planet and in the sector in general. This is the official story given by the Party.

What actually happened was far worse than any member of the committee could ever imagine. Some rumors say that it was really a biological warfare experiment that went wrong or an unintended mutation occurred and got loose about two years ago.

The planet's population at the time was about 3.5 billion humans but quickly people started dying off in an accelerated manner. It began in several points on the planet and no one could tell where it first developed. Within two weeks, contact was lost with the surface and



automated transmissions ceased shortly after that.

It is not exactly known how the virus spread to the general population so containing it became a big problem. Within a few weeks of exposure, there are no noticeable signs of infection and all standard medical scans reveal nothing wrong. During this period of time, victims are contagious. At a certain point, however, the infected person develops a high fever and is usually dead within thirty minutes. This by itself is quite bad.

The nightmare part of this problem happens within a few minutes after death (between ten minutes and two hours), the corpse begins to move and attacks the nearest non-infected life form in sight. So far only humans have been the only carriers of the disease, but other races are not necessarily immune. Victims killed by the diseased corpse also reanimate as they are killed by biting and clawing attacks only. Treat these attacks with a hand-to-hand modifier of +20% due to the nature of an all-out attack by a mindless creature (more or less). They retain no former knowledge of their life and have to be killed by head shots or complete destruction of their torso. Infected blood splatter is very dangerous and full CBR gear should be worn to avoid being exposed to the virus.

Any ground contact is strictly forbidden. This was a lesson learned by the Red Navy after a marine detachment returned from a search and rescue mission for a high ranking party member's family. Some members were rescued and treated on board the Red Navy Reserve Light Cruiser Probeda (the first of the Class of light cruisers for Tech 9). Three weeks later, permission was given to transport the rescued party back to Lenin III. Just before it made the transition to FTL, an automated data dump to the star system's computer network indicated that two of the rescued family members and one of the marines had just died of an uncontrollable fever. The Probeda never made it to Lenin III. New Kiev has been under blockade or quarantine ever since.

S.M. Notes: As of the writing of this Atlas, a very popular TV show (The Walking Dead) is starting its sixth season. This would be a good setting to let characters adventure in if this is something you would find interesting. Feel free to send in any type of mission you would like. Just note that unauthorized missions run a big risk of being stopped by the Red Navy patrols in the system.

Novo Minsk III

Star System Coordinate	9.6 CC.6 -34 GCS 11.NN/+1000
Stellar Primary	G3v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Novo Minsk III	Type 1 Terran Planet 6 moonlets
Orbital distance	480 LS
Length of Year	360 Days
Length of Day	23 Hours 40 minutes
Planetary Diameter	13,000 km
Surface Gravity	.9 G
Temperature Range	-75°C to +65°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	67%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	3,000,000,000
Tech Level	9-10
Star Port Rating	Class AAAAAA x3
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	80%
Government Type	Communist Dictatorship
Government Support	75%
Loyalty Index	75%
Repression Index	20%
Bureaucracy Level	Very High
Corruption Level	18%
Law Level	18+
Economic Rating	Average Agricultural
Gross Productivity	MCR 12,000,000
Per Capita Income	CR 4000
Tax %/Levy	50% / MCR 6,000,000
Military Spending	30% / MCR 3,600,000
Major Imports	Hv. Farming Equipment, Factory spare parts
Major Exports	Food, Liquors
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	80%

Novo Minsk III is a typical industrial scale farming planet whose main purpose is to supply food products and hard liquor to the Home sector. It also is a good recruiting area for the Red Army and Navy as well as new colonists for recently colonized planets. Families tend to be large with excess population sent off for various reasons or needs of the State.

With the exception of the nightly parade of moonlets that younger couples enjoy watching, it is a boring planet with no action to speak of here. No battles were fought here and the wildlife tamed to the point that even small children are not endangered from any fauna. The cities are mostly devoid of unique entertainment and that mainly consists of the old Russian pastime: drinking vodka.

*****Streng Geheim (Top Secret)*****

*****Imperium Intel Service Intercept Project*****

Not all is as it seems in this system. There is an eighth planet in the system orbiting at 36,000 LS from the stellar primary. It is only 1300km in diameter with a low density gravity field of only .08G. It was discovered by the Imperium's Naval Scouting Service during the first conflict with the GPR. When it was determined that the communists

were unaware of the planetoid, it was decided to use it as a covert listening station to gather data on the GPR. Active operations have been avoided in this area with Fleet HQ permission needed to enter into any home sector system (not just Novo Minsk, in order to preserve the secret). Starship data-dumps are collected as ships enter and leave the system by a passive sensor net unknown to the GPR. The intelligence collected by this mission is priceless and the secret will be preserved at all costs.

SM Information Eyes Only

*****Ultra Secret – UFP Rank 13 Only*****

The UFP discovered the Azuriach base about fifteen years ago and has tapped into the sensor net to know what information has been collected about the GPR and the abilities of the Azuriach Imperium to collect intel. A Fed sneakship is in constant contact with the net and they track what ships come and go from the base. The sneakship is relieved every six weeks and the data is passed over to it by hand only (No transmissions of ANY type are allowed even if lives are endangered.). This data is taken straight to the closest Fleet HQ and placed into the hand of the Admiral after the courier has personally verified the DNA and retinal pattern of the officer with the option of going to the next fleet HQ at the discretion of the courier who is always a Force adept.

Novo Siberia II

Star System Coordinate	3.2 II.3 -42 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	4
Novo Siberia II	Type 10 Eccentric orbit
Orbital distance	400 - 650 LS
Length of Year	452 Days
Length of Day	34 Hours 5 minutes
Planetary Diameter	14,000 km
Surface Gravity	1.0 G
Temperature Range	-70°C to +75°C
Atmosphere Type	Terran Standard / Moderate silica concentrates
Hydrosphere	12 - 35% (orbit dependent)
Star Nationality	Galactic Peoples Republic
Sentient Race	Human (plus other)
Population	500,000 GPR 5,000,000 + prisoners
Tech Level	9
Star Port Rating	Class AA
Social Organization	Communist
Societal Strength	6 (GPR) / 2 (Prisoners)
Xeno Acceptance	90%
Government Type	Communist Dictatorship / Prison Camp
Government Support	60% GPR / 0% Prisoners
Loyalty Index	70% GPR / 0% Prisoners
Repression Index	90%
Bureaucracy Level	Very High
Corruption Level	20%
Law Level	19+
Economic Rating	Poor Mining Planet
Gross Productivity	15,000 MCR
Per Capita Income	CR 3000
Tax %/Levy	80% / 12,000 MCR

Tax %/Levy	80% / 12,000 MCR
Military Spending	40% / 6,000 MCR
Major Imports	Food, Protective gear
Major Exports	Industrial Power metals, radioactive metals, gems
Trade Restrictions	No non-GPR military ships allowed in the system
Trade Acceptance	100% *

New Siberia is the very definition of Hell. No one in their right mind wants to be there. If it were not for the mineral wealth of the planet, no one would stay there. Chaotic weather patterns and seismic activity, plus wide ranging temperature changes make life here almost impossible. Thus it was chosen as a prisoner of war camp.

The prisoner population tends to go up during times of conflict and tends to drop during times of peace as the inmates die off due to brutal conditions. When the population drops to a level that can't meet production quotas, slightly better care is given the inmates to keep the death rate lower (not low, just lower) until fresh replacements can be found.

Being posted here as a guard is also considered punishment duty and their resentment is taken out on the prisoners. Sometimes a guard dies of a mishap. The upper levels of officials don't spend a lot of time investigating. Since guards can only carry non-lethal weapons (neurotic whips, stun rods, clubs, etc), there are no fears of an uprising having any success.

Food is issued once per day based on the production of the inmates. Give the GPR the quota of metals, they feed you and provide enough equipment to survive. Fail to meet it and you go hungry (er).

Depending on who you are when you are captured also often determines where you will be placed. Azuriach prisoners are always placed in the radioactive mines where life expectancy is not long. Sometimes black market convicts are placed there along with GPR domestic political prisoners. The Imperium does little to rescue these inmates as surrender to the commies is considered a disgrace and beneath the expectations of the Leader class.

UFP inmates fare only a little better, but have a longer survival rate. They also tend to cooperate better to meet the needs of the group when injury and sickness affect the group.

Guards can be bribed by the inmates for extra food and drink, but prices are very high. They, in turn, pay supply ship crews high bribes to get their own creature comforts in the form of vodka and other spirits.

If any enemy can land (except, of course, BUGS), they will find the prisoners will turn on their guards without hesitation or fear of death. Very daring smugglers can make a huge profit in gems by bringing in food, survival gear and weapons. Escape from the planet also pays handsomely but strong patrols in the system makes this difficult at best, and the crew inmates at the worst.

Nuevo Cuba II

New Cuba was settled in 2115 during the Fifth Five-Year Plan. Terran Cuba had managed to retain some of the vestiges of Communism even after the "Wet-Firecracker War", as most of the governments on Earth could care less what was happening on an island without much power. The Castro family that had held power for so long went quiet and, at least publicly, toned down the Communist propaganda. Two years after the war, contact was made with the remaining hard-liners based in China and secret plans drawn up for retaining control in this new world order.

Communism limped along on the island for the next century and the population was encouraged with some hope when tourism started up again after a treaty was opened with the United States (North American Federation). Much needed income was gained and a part of it siphoned off into secret accounts.

Four members of the Cuban Soviet were on the starship "People's Struggle" when it left on its maiden voyage in 2091 and stayed with the

Star System Coordinate	4.2 CC3 -30 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	6
Nuevo Cuba II	Type 1 Ocean-1 moon
Orbital distance	440 LS
Length of Year	310 Days
Length of Day	23 Hours 5 minutes
Planetary Diameter	13,000 km
Surface Gravity	.9 G
Temperature Range	-35°C to +80°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	89%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	200,000,000
Tech Level	9
Star Port Rating	Class AAAAA x1
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	65%
Government Type	Communist Dictatorship
Government Support	80%
Loyalty Index	80%
Repression Index	20%
Bureaucracy Level	Very High
Corruption Level	20%
Law Level	18+
Economic Rating	Avg. Agro Planet
Gross Productivity	MCR 1,400,000
Per Capita Income	CR 7000
Tax %/Levy	50% / MCR 700,000
Military Spending	30% / MCR 420,000
Major Imports	Tourists, Med Industrial Supplies
Major Exports	Fish products, Rum
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	85%

ship as it explored the 1039 sector. New Cuba was discovered in 2109 and plans were made to colonize it. The first wave of 10,000 colonists set up a farming colony and started determining if Terran fish could be sustained in the sea of their new ocean planet.

The native marine-life proved no match for the species brought from Terra and those soon took over. The right types were introduced to produce the maximum harvest and income. Within eight years, a small but growing fish-oil industry was set up and exports were made to the Lenin system for its growing population. As time went on, various products (fish paste, dried kelp, etc...) were added for export and a growing sugar industry was started with its by-product, rum, bringing in needed revenue to keep the colony growing.

Today, a major income bringer is the tourism industry. A more laid-back attitude (at least by GPR standards) prevails over most of the planet making it an ideal vacation destination for those who can afford the trip to New Cuba. Nightlife is pleasant with plenty of rum, easy music and lots of helpful native staff willing to meet the needs of the Party members trying to enjoy themselves there for a few weeks.

Orsia II

Orsia II is a planet undergoing terraforming by the GPR government based on Lenin III. The scientists on the planet are Communist Party members, but are not rabidly so. The policies on the base are more

Star System Coordinate	8.8 GG.1 +38 GCS 11.NN/+1000
Stellar Primary	G3v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Orsia II	Type 1 Ocean-ringed
Orbital distance	520 LS
Length of Year	310 Days
Length of Day	23 Hours 5 minutes
Planetary Diameter	15,800 km
Surface Gravity	1.18 G
Temperature Range	-50°C to +35°C
Atmosphere Type	1.5 times Terran Standard / High CO2 content
Hydrosphere	92%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	3,000,000
Tech Level	9-10
Star Port Rating	Class A x1
Social Organization	Communist
Societal Strength	9
Xeno Acceptance	5%
Government Type	Communist Dictatorship
Government Support	90%
Loyalty Index	90%
Repression Index	10%
Bureaucracy Level	Moderate
Corruption Level	6%
Law Level	18+
Economic Rating	Terraforming Planet
Gross Productivity	MCR - NA
Per Capita Income	CR – Varies
Tax %/Levy	NA
Military Spending	NA
Major Imports	Base / Terraforming supplies
Major Exports	None Yet
Trade Restrictions	None
Trade Acceptance	90%

streamlined than is normal for a bureaucracy-minded communist, but it is to be expected with job-focused engineers. The high need for terraforming supplies has caused the GPR to allow such materials brought in to be exempt from import taxes and duties.

The higher pressure atmosphere than is normal for a Terran type world is high in CO2 and it will smother a normal human being in a few minutes unless a respirator is used. The other gases in the air are not excessively toxic, but won't help support life. The wide use of oxygen producing seaweed and algae are helpful, but need to be managed by the introduction of animal life to control the plant life. It is expected to bring about results in about fifty years.

Palacios System

Very little is known about this system. Ships going into the system are either turned around within a day or two (at the most), sent back without any new data in the ship's sensor log, or they are never heard from again. Live crew members have no knowledge of entering the system and only regain consciousness when they cross the FTL conversion zone on their way out. GPR sensors and others have had no luck penetrating the area to even get a visual on any planets within

Star System Coordinate	3.3 FF.5 +49 GCS 11.NN/+1000
Stellar Primary	M7iii sub-giant Star
FTL Conversion	25,000 LS
Planets in System	Unknown

the system. There is evidence of airless planets beyond the 25,000 LS zone in the past, but each has been utterly destroyed with no piece bigger than a large house. Other star nations have had no luck with this mystery. A Bug fleet was spotted heading in-system during the last Bug raid, but no ship was ever spotted again.

Peyto II

Star System Coordinate	7.9 HH2 -52 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	8
Peyto II	Type 1 Terran-1 moon
Orbital distance	500 LS
Length of Year	351 Days
Length of Day	22 Hours 45 minutes
Planetary Diameter	17,000 km
Surface Gravity	1.4 G
Temperature Range	-40°C to +65°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	68%
Star Nationality	Galactic Peoples Republic
Sentient Race	Peyton Humanoid
Population	4,000,000,000
Tech Level	9
Star Port Rating	Class AAAAA x5
Social Organization	Communist
Societal Strength	9
Xeno Acceptance	50%
Government Type	Communist Dictatorship
Government Support	70%
Loyalty Index	85%
Repression Index	15%
Bureaucracy Level	Very High
Corruption Level	20%
Law Level	18+
Economic Rating	Avg. Industrial Planet
Gross Productivity	MCR 32,000,000
Per Capita Income	CR 8000
Tax %/Levy	50% / MCR 16,000,000
Military Spending	30% / MCR 9,200,000
Major Imports	Industrial Power metals, electronics, food
Major Exports	Light to Medium Industrial products, spare parts
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	80%

The Peyto system was discovered by the GPR in 2216 (before the GPR was formally announced, in fact). It was a multi-national grouping of three major political types. One Royalist, one Democratic, and one close to Communist in leanings. They were in the midst of fighting their first global war. With only tech 5 levels (about WWI), it was boiling down to a bloody war of attrition. There was limited air power available to the natives (1.4 G is tougher to overcome than just 1 G) and no

armoured vehicles had been planned yet. When the GPR scoutship warped into the system, it gathered intelligence on all the major sides and their best linguists were put to work translating the language of the natives.

After looking into what each side's politics were like (a starting point for all GPR activities), it was quickly decided to back the semi-communists and use them as puppet rulers for the spreading Soviet. Advisers, both military and technical, were sent in and plans set to quickly end the war with the GPR as the ultimate winner.

Most GPR combat losses were due to trying to function in a higher gravity field. Easy jumps in one G turn into major obstacles while carrying a full set of gear in combat conditions. Landing aircraft were sometimes destroyed when improperly trained pilots tried to use normal procedures to set down. Vehicles were sometimes damaged by overloading the cargo capacity to "normal" limits. It took a while to learn how to adapt to the conditions.

Ultimately, the GPR and their puppets were able to win the war (non-nuclear to avoid major damage to the environment and resources) in a year and a half. Rebuilding the conquered sections of the planet took some time while the allied sections started getting slowly upgraded to tech 5-6. A goal of full tech 6 was set for 2130 and tech 7 by 2160. It took a lot of hard work and sacrifice to meet these goals but they were met in a brutal communist fashion.

The Peyton humanoids make up the finest light infantry units in the Red Army. In fact, while the average percentage of Red Army units that are Red Guards are about 10%, 20% of the Peyton units are Red Guards. With their high gravity and complete devotion to Communism, they make highly dedicated troops focused on completing the mission at any cost.

There was no set religion on the planet before the arrival of the GPR so Communism fills in for this need on the planet. As a result, they tend to hold to the teachings of Marx and Lenin as if it was written on high. They also tend to know these ideas better than most subjects of the GPR, even the majority of Party members. Among non-humans in the Soviet, they have a higher party membership than any other race and an overall higher rate than the majority of human inhabited worlds. There have even been a few Politburo members that were Peytons. It sometimes gets on the nerves of a few human party members that they could be out-manuevered by the teachings of one of their own.

There are some domed colonies in the system that provide some raw materials and outposts for system defense. No more than one million residents are on any of them. GDP is included with Peyto II.

Average height of a Peyton humanoid is about the same as a human, but each is built much tougher due to higher native gravity. They have about 15% more damage points than humans, but have no psionic skills and are not able to be adepts in any psionic field. Skin colors are bronze and reddish hues. Five fingers and toes are very similar in size and shape as a human. They have no facial hair and only a limited amount of head hair covering. All hair and eye color is black. Mouths are a bit bigger than humans and voices deeper in pitch. Teeth are thicker as well. Interbreeding is not possible with humans.

Pollyannia IV

Pollyannia IV is an interesting world, not because of the planet but because of the inhabitants. They are the descendants of scientists from Earth who fled when they realized their home world was doomed. Shortly after the ship entered FTL, a navigation malfunction caused the craft to veer off course and end up in the NCG 1039 sector three years before the first Communists showed up.

The ship was damaged and the crew injured to the point that there were only five females left that could have children and only four males with viable sperm. The new colonists didn't give up hope of a viable colony as long as they had science to work with. Salvaging the ship's cargo and the ship itself (too damaged to lift off), they started a program to make as many different combinations of offspring and complete previous work on cloning.

Star System Coordinate	4.8 AA.6 -57 GCS 11.NN/+1000
Stellar Primary	K3v Dwarf Star
FTL Conversion	10,000 LS
Planets in System	6
Pollyannia IV	Type 2 Steppe – 1 Large moon
Orbital distance	550 LS
Length of Year	390 Days
Length of Day	13 hours 50 min
Planetary Diameter	14,000 km
Surface Gravity	1.18 G
Temperature Range	-41°C to +20°C
Atmosphere Type	Terran Standard – Clean
Hydrosphere	51%
Star Nationality	GPR
Sentient Race	Humanoid Clones
Population	1,300,000,000
Tech Level	9
Star Port Rating	Class AAAAA x3
Social Organization	Communist
Societal Strength	10
Xeno Acceptance	5%
Government Type	Communist Collective
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Very Low
Corruption Level	1%
Law Level	19+
Economic Rating	Rich Industrial
Gross Productivity	MCR 11,700,000
Per Capita Income	CR 9000
Tax %/Levy	50% / MCR 5,850,000
Military Spending	30% / MCR 3,510,000
Major Imports	Bulk Food Proteins
Major Exports	Manufactured Goods
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	90%

By using maturation chambers and fertilized eggs, fifteen different offspring were born before the remaining donors were no longer fertile from low level radiation contamination from the ship's journey. These offspring were cloned as fast as possible in order to learn from the survivors any job experience first-hand and exhaustive interviews were recorded for future use.

Much like the first cloning of a mammal on Earth, the clones were sterile. The fifteen offspring were cloned again and again over the years with the original cells used in cloning carefully preserved for use when cloning replication caused imperfect copies to be non-viable. The incidence of replicant failure is increasing over the last five years and is a cause of worry among the clones.

When found by the newly created GPR 124 years later, the clones had obtained tech level 6 production capacity and technology level 7 understanding from their "parents" records left to them. The Communist theory was known to them and the nature of living with copies of each other on an isolated planet made group cooperation second nature to the inhabitants. They also realized that to resist the newly found fellow humans would be suicide. It was decided to join the GPR and begin interaction with them.

At the current time, the planet still uses copies of the original fifteen

to replace numbers and increase their population. Like their ancestors, they tend to lean towards the sciences and are a leader in GPR technical development and R&D. Like other scientists, they tend to also resist measures that limit freedom of information sharing and avoid unnecessary “Red Tape” (pardon the author’s pun).

Given a chance, it is widely believed that they would join the UFP if the opportunity presented itself. If the problem of replicant failure is not fixed, the only other solution would be the infusion of fresh DNA into the system and a reordering of population’s job roles. It should be noted that the clones are not very xenophobic but won’t really open up to non-clones. The combat units they form are mostly average with a lot of technical troops being provided for support formations and ship ratings.

Rozhkov Pulsars

Star System Coordinate	7.5 II.8 +61 GCS 11.NN/+1000
Stellar Primary	Binary Pulsar System
FTL Conversion	10,000 LS
Planets in System	Fragments of planets and star cores

Captain Porfiriy Dmitrievich Rozhkov discovered this binary pulsar system about one-hundred twenty years ago during a routine scouting of systems left over from the initial survey of the sector. Due to intense pulses of radiation and severe gravity waves, the system was considered uninhabitable and worthless. They were only half right.

The core fragments of the planets in the system yield high concentrations of precious metals as well as industrial metals and minerals useful for industry. Taking careful precautions, a meteor miner could make a very good haul in a fairly short time and live to tell about it.

The fragments of two dwarf stars are also in this system. The amount of rare and exotic materials are huge on the surface of these pieces of burnt out stars. The parts are rarely bigger than 30 km across with most of them about the size of a two-story house. This makes mining much easier. Of course the causes of these smaller fragments don’t make anything easier.

The first problem in the system are the pair of pulsars in a binary orbit of each other (1200 LS apart) that emit intense bursts of radiation on a regular basis. Normal pulsars would emit them away from the planetary plane, but these two are in a constant wobble. They are named Alina and Vera (the captain’s two ex-wives) and should be considered dangerous in the extreme. (So should his ex-wives, we are told, but that was another story...) They emit intense radiation bursts that swing about every two to three seconds. They can reach Rad 12 levels out to 4000 LS from the pulsar with it dropping off 1 Rad level every 1500 LS away from either one. Heavy duty shielding is called for if any work is to be done in system.

The other major problem is the gravity waves that sometimes are emitted from either pulsar. These are omnidirectional and range from a mild push to a major event capable of pushing planets out of orbit or even splitting them apart, including star cores if they are close enough to the pulsars.

SM note: The events are somewhat unpredictable and travel at the speed of light. By taking proper precautions, a crew could detect incoming radiation and gravity waves and take action. Of course, most hull shielding on a starship can handle the radiation, but upgrades should be taken for prolonged work. Energy shielding should also be reinforced. The gravity waves are capable of disrupting the TISA field of a ship and since they travel at 300LS speed, they will be very difficult to escape from. Taking cover behind a sizable fragment might help, but keep in mind that these waves can sometimes split star cores.

Materials found in the system are huge. Stelt can be found at 1500cr / kg. See Vault of the Ni’er Queyon by Stefan Jones for more details starting on page 18. A fortune can be made, but at what cost?

Sae-ro-un Korea II (New Korea II)

Star System Coordinate	4.3 HH.3 +18 GCS 11.NN/+1000
Stellar Primary	M9iii Giant Star
FTL Conversion	35,000 LS
Planets in System	9
Sae-ro-un Korea II	Type 2 Terran – Ringed
Orbital distance	1700 LS
Length of Year	532 Days
Length of Day	28 Hours 30 minutes
Planetary Diameter	12,000 km
Surface Gravity	.98 G Dense
Temperature Range	-70°C to +60°C
Atmosphere Type	Terran: 2400mm with O2 at 425mm
Hydrosphere	63%
Star Nationality	Galactic Peoples Republic*
Sentient Race	Human
Population	2,000,000,000 Humans
Tech Level	8-9
Star Port Rating	Class AAAAA x3 (Military x3 AAAAA)
Social Organization	Communist**
Societal Strength	8
Xeno Acceptance	85%
Government Type	Communist Dictatorship
Government Support	50%
Loyalty Index	50%
Repression Index	50%
Bureaucracy Level	Extremely High
Corruption Level	10%
Law Level	18+
Economic Rating	Poor Industrial Planet
Gross Productivity	MCR 6,000,000
Per Capita Income	CR 3,000
Tax %/Levy	60% / MCR 3,600,000
Military Spending	40% / MCR 2,400,000
Major Imports	Very little (Government contracts only)
Major Exports	Small Arms (Government Contracts only)
Trade Restrictions	non-GPR products restricted
Trade Acceptance	NA

Sae-ro-un Korea (New Korea) was founded as one of the original planets that made up the GPR. Its inclusion in the group of the original ship (The People’s Struggle) and the pick of a planet for Korean use only was the price the Kim family insisted upon when the first deal was forged to have uranium fuel rods delivered for the powerplant of the ship. Since no government on the planet could be approached (even the PRC hard-liners couldn’t conceal this type of product from the regular government), the only choice left was to work with the North Koreans.

Set up during the Fourth Five-Year Plan in 2111, New Korea was settled by colonists from Lenin III. Every North Korean was moved from their community on Lenin III and no Koreans are currently in the Lenin system, except personnel on military service or government business.

Fuel rods from North Korea on Earth continued to be used by the early ships, even as the conditions in the country began to strain under the burdensome power outages. A cold-sleep transport was made available for the Kim’s family use and “volunteer” colonization began in earnest. For fifty-four years, the ship plied back and forth between Earth and New Korea, bringing back seventeen million colonists until

the collapse of the Pure Earth movement. Oddly enough, the Pure Earther movement had only a little effect on North Korea as the traditions of the Hermit Kingdom isolated them from the worst of the movement's policies (plus the strong influence of the Kim family blocked efforts at opening the borders).

The official economic policy of New Korea is like the old Korea: Juche – Independence from the outside. Like all Communist governments, New Korea is a Command Economy with the government owning all means of production. The ruling party is still officially Communists, but the hereditary leadership of the Kim family is something pure communists have a major problem with. The influence of the Sector Soviet has had no impact on getting the practice removed. The lack of native Koreans outside of New Korea to cooperate in a change is a great hindrance to “fixing” this problem.

Military action has privately been ruled out as the system is heavily fortified and, thus far, the system's government has provided military help with various wars fought on the behalf of the GPR. In fact, while some of their equipment is less than modern (tech 8 to tech 9 at best), the fanatic energy displayed by the troops has often been enough to overcome the disparity in technology. Even during the Bug Raids, Sae-ro-un Koreans matched the insects in morale in close combat and space warfare as well with several Hive ships destroyed by suicide attack by StarDestroyers. Bugs sometimes found themselves outnumbered by attacking Koreans when an attempt was made to land on the home planet. No Bug survived more than three days on Sae-ro-un Korea, but the losses were heavy in both military and civilian lives.

The Kim family has retained tight control of the planet and puts only trusted members of the family in positions of power. The citizens of the planet are able to elect representatives to the People's Assembly where they vote on government policies and decide how the new policies should be carried out most effectively. It should be noted that no member of the Assembly has ever run opposed and no “request” by the ruling family has been denied.

Families are encouraged to be large with bonuses given for high numbers of healthy children. All attend state run schools and receive basic military training starting at age 5. By the time they reach 18, they are able to assume their duty in the military (strictly Korean units) and afterwards, go back to their assigned districts, where they assume the civil duty that is chosen for them.

The export in small arms is only for contract work for the GPR and only government ships are allowed to transport them. The only other export of note is the occasional colony planet set up when the population reaches the limit dictated by the ruler. It has been as high as three billion, but loses in the Bug wars and various other conflicts have cut into the numbers somewhat. Imports are also restricted to items not possible to make on New Korea. These are rumored to include anti-aging drugs for the Kim family to ensure the dynasty's future.

Defense Notes: Every planet in the system is occupied by the Korean military and the patrols in the system are numerous. While the equipment might be old, there is a lot of it. Federation sneakships could make a landing without detection, and have in the past. Of course, the locals are not necessarily going to welcome off-worlders with open arms. Extreme care should be taken when entering and leaving this system.

Sirona I

The planet of Sirona I was a multinational government at about tech level 4-5 when discovered by the GPR in 2283 during the 3rd Bug Raid. The Kim family of Sae-ro-un Korea sent forces to seize the system during the conflict in order to secure another source of food for their system. The Bugs had not bothered attacking or invading the system, possibly due to the habitable planet being mainly jungle, which is unsuitable to Bug lifeforms.

The inhabitants were generally peaceful with combat limited to a few ruling families engaging in limited conflicts of a minor nature, with local aims in mind. The Koreans took over the entire planet in a matter of weeks. They have been occupied ever since.

Star System Coordinate	1.2 BB.6 +48 GCS 11.NN/+1000
Stellar Primary	G4v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	10
Sirona I	Type 1 Jungle Planet
Orbital distance	475 LS
Length of Year	281 Days
Length of Day	26 Hours 0 minutes
Planetary Diameter	14,000 km
Surface Gravity	1.3 G
Temperature Range	-10°C to +75°C
Atmosphere Type	Terran Standard but Dense
Hydrosphere	72%
Star Nationality	Galactic Peoples Republic (Occupied by Sae-ro-un Korea)
Sentient Race	Human / Sironan Pithecines
Population	3,000,000 Human
Tech Level	8
Star Port Rating	Class AAAA x 3
Social Organization	Communist*
Societal Strength	7
Xeno Acceptance	70%
Government Type	Communist Dictatorship
Government Support	80%
Loyalty Index	80%
Repression Index	20%
Bureaucracy Level	Extremely High
Corruption Level	12%
Law Level	18+
Economic Rating	Poor Industrial
Gross Productivity	MCR 10,500
Per Capita Income	CR 3500
Tax %/Levy	50% / MCR 875,000
Military Spending	30% / MCR 525,000
Major Imports	Military equipment, tools (From New Korea only)
Major Exports	Agro products (To New Korea only)
Trade Restrictions	Korean government ships only
Trade Acceptance	NA

The occupiers imposed a massive 75% tax rate on the subjugated “aliens” and have been holding it there ever since. They have managed to advance to tech level 5 mainly by asking for equipment to increase the harvest. With better tools came better technology and a better understanding of the nature of science. The current gap though is too great to overcome the lead the humans have over them.

Products exported are mainly fruit and vegetables of a local nature and rice imported for production from New Korea. The locals resent the “Hairless Ones” and long for a unifying force to free them. The occupiers could care less what the ‘Monkeymen’ want.

Top Secret – Operation Freeman

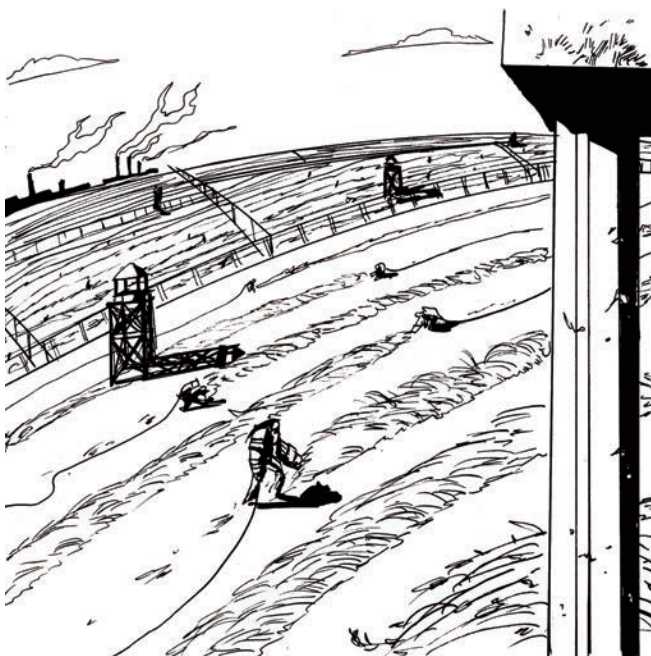
There is an ongoing UFP operation to liberate these natives from the Sae-ro-un Koreans. Native Terran Koreans have been trained to work alongside Pithecines recruited from other Federation planets in order to infiltrate the workforce. Efforts have been somewhat successful in creating a possible resistance force. A newly discovered prince of a ruling family thought to be dead has surfaced recently. He could serve as a rallying point for the occupied people of Sirona if given a fighting chance. It is possible the GPR might not lend much support to the Kim family if they saw this as a chance to change the regime. Much work is needed if this is going to happen.

Occupied Population

Population	800,000,000 Pithecines
Tech Level	5
Social Organization	Occupied Kingdom
Societal Strength	8
Xeno Acceptance	20%
Government Type	None – Occupied
Government Support	3%
Loyalty Index	3%
Repression Index	97%
Bureaucracy Level	None – Occupied
Corruption Level	8%
Law Level	19+ No weapons allowed
Economic Rating	Poor Agricultural
Gross Productivity	MCR 1,600,000
Per Capita Income	CR 2000
Tax %/Levy	75% / MCR 1,200,000
Military Spending	40% / MCR 640,000
Major Imports	Agro tools, fertilizer
Major Exports	Food
Trade Restrictions	Korean government ships only on contract
Trade Acceptance	NA

Stalin II

Stalin II is, for intents and purposes, a massive gulag planet filled with the undesirables of either a criminal nature (inmates) or sub-standard intelligence (guards). When the Pure-Earther immigrants started showing up with less than stellar genes in intelligence, it was decided to move them to a planet that had been discovered but was seen as not worthy of immediate exploitation for general colonization. The inferior DNA could not be allowed to contaminate the general population when they were in the midst of growing a new star nation. They also couldn't afford to dispose of them quietly when there was so much work to be done. The answer came from Karl Marx himself:



Star System Coordinate	4.5 FF.9 +32 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Stalin II	Type 1 Arid Planet-1 moon
Orbital distance	460 LS
Length of Year	360 Days
Length of Day	23 Hours 54 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.1. G
Temperature Range	-55°C to +75°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	36%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	500,000,000 Permanent
Tech Level	9-10
Star Port Rating	Class AAAAAA x1
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	70%
Government Type	Communist Dictatorship
Government Support	65%
Loyalty Index	70%
Repression Index	35%
Bureaucracy Level	Very High
Corruption Level	18%
Law Level	18+
Economic Rating	Poor Agro Planet
Gross Productivity	MCR 2,250,000
Per Capita Income	CR 4500
Tax %/Levy	50% / MCR 1,250,000
Military Spending	30% / MCR 750,000
Major Imports	Training Supplies
Major Exports	Training Base
Trade Restrictions	Government Ships only
Trade Acceptance	0% Government Ships Only

“From each according to his ability, to each according to his needs.”

The first colonists were put down to found a self-sustaining agricultural colony. If they lived, fine. If not, also fine. While the numbers of colonists that died was fairly high, enough survived to continue the colony at a poor agricultural level. A group of specialists were brought in to make a rudimentary fertilizer industry and production increased enough to meet the extra expense plus a bit more. It was also an excellent place to dump criminals who didn't rate death but couldn't be released for useful productive work. If they worked, they ate. If not...

When it became apparent that the Red Army needed better training in large scale unit operations in the field, the choice of sites was obvious. Stalin II produced a modest amount of excess food but not enough to merit transportation off-world. This excess could feed a few million extra people if they were on the planet. This surplus, plus the large areas of Stalin II that have no useful purpose, made Stalin II the best choice for a large scale training area. Costs could be kept down with local supplies and a few small scale industries were set up for maintenance and replacement parts for common items. This is a vital area for national defense and more than offsets the lack of qualified recruits for the Red Army/Navy supplied by Stalin II.

New colonists are shipped here for life. There is very little need for prisons as there is nowhere to go. Guards are selected from the most

loyal descendants of the original colonists or are serving time for minor offenses for a few years. Needless to say, if you are under guard here, your choice of guards ranges from criminal to stupid.

Star System Coordinate	10.5 AA.7 +70 GCS 11.NN/+1000
Stellar Primary	FO ib-ii Super Giant Star
FTL Conversion	50,000 LS
Planets in System	21
Subra V	Type 1 Terran Planet-1 moon
Orbital distance	21,000 LS
Length of Year	51.3 Terran Years
Length of Day	25 Hours 4 minutes
Planetary Diameter	14,000 km
Surface Gravity	1.0 G
Temperature Range	-80°C to +70°C
Atmosphere Type	Terran Standard
Hydrosphere	71%
Star Nationality	Mekpurr Confederation
Sentient Race	Mekpurr (Plus a few
Population	50,000,000 / 1 Billion Meks
Tech Level	10
Star Port Rating	Class AAAAA x4
Social Organization	Open Society
Societal Strength	10
Xeno Acceptance	3%
Government Type	Mekpurr Feudal Aristocracy
Government Support	70% (Vote = 78%)
Loyalty Index	94% (Revolt = 01%)
Repression Index	1%
Bureaucracy Level	Moderate, Very Efficient
Corruption Level	1%
Law Level	5-Jan
Economic Rating	Incredibly Rich Industrial
Gross Productivity	MCR 20,000,000
Per Capita Income	CR 20,000 / Mek = 400,000 / Mekpurr
Tax %/Levy	50% / MCR 10,000,000
Military Spending	40% / MCR 8,000,000
Major Imports	Power Metals, Industrial Supplies, Wines, Luxuries
Major Exports	Starships, Robotic Equipment, Military Hardware/Software
Trade Restrictions	Free Trade Policy
Trade Acceptance	65%

Subra V

The Mekpurs of Subra V are in a difficult situation to say the least. It is a very capitalist society in the middle of the center of communism for the quadrant: An open-door trader surrounded by government-controlled industries: Extremely wealthy in the midst of below average earners. In short, they are very pleased. It is only through the use of a very well trained Star Fleet and layered system of planetary defenses that only one serious attempt has been made to take the system. The total defeat of the GPR invasion sent a message that the Mekpurr in this sector were a force to be reckoned with.

One interesting note about that aborted invasion was a unique situation that occurred post-invasion with some of the GPR prisoners. Several thousand ethnic Chinese prisoners were captured, both male



combat and female support troops, and interned awaiting shipment back to Lenin IV after hostilities were concluded. While under guard, the prisoners were allowed to cook their own food from captured stores under the watchful eyes of android meks and the occasional Mekpurr officer. One of these officers noted an unusual smell that tempted him to investigate closer. A traditional Chinese dish was being prepared that used foods unknown to the Mekpurs. After inspecting it more closely, he was invited to sample some of it and found the taste to be exceptional, even to a well pampered Mekpurr. Other officers were brought in to taste the dishes and more were readily bought from the prisoners at a modest profit. When the time came to repatriate these Chinese, quite a few of them were offered a chance to stay and get jobs as high-end chefs making Chinese food for their former captors. The chance to make five to six times more money than they would back home was a powerful inducement to stay (even a hard-core communist has a price).

The Mekpurr of Subra V have a sub-culture that started with these first former prisoners. There are a number of entertainment programs that feature Chinese cooking (lately Japanese has been getting popular too). It is indeed a status symbol to have a real Chinese chef and many own luxury restaurants in major cities. The grand prize every year for the top chef on the planet is one million credits (tax free). More would-be chefs are moving in and the supplies for Chinese food are being grown on the planet to meet the high-end needs for these hungry felines. Exotic seafood seems to be the main desire on-planet, with some of the culture slowly spreading to other Mekpurr planets in the quadrant.

Some Mekpurr believe that the 10% higher birthrate on Subra V might have something to do with the inclusion of Chinese cooking to the diet of the Mekpurr in the system. It is interesting to note that birth records pre- and post- Chinese influence do reflect a steady gain in live births and a reduction in infertility rates. Further research is ongoing at this time.

Notes on System Defense: The Subra System is very heavily defended by any standards. The Mekpurs are no fools when it comes to protecting their people and property. They maintain two heavy carrier groups and two heavy battlecruiser groups. In addition, strong patrols are spread throughout the system with destroyers traveling in pairs at a minimum. Small cruiser groups are standing by and can usually reach an area of the system quickly to support anything found

by these patrols.

Also there are a number of minefields in the area armed with ST*775 startorps and megabolt cannons based on asteroids up to 500 caliber with remote-controlled firing available, in addition to being on automatic fire if a ship wanders into range. The beauty of this minefield is that it can be turned off and/or directed against non-Mekpur targets. As a result, patrols can lure enemy ships across a minefield and turn it on when the enemy are in the middle of it. Most targets rarely survive such an onslaught of weaponry. It would take a major effort to take this system and it would be very costly as well. With a 50,000 LS FTL convergence zone, it would take a would-be attacker quite a while to reach Subra V.

Also, the other planets in the system all have bases on them and are well stocked with reloads and extra parts to keep the defense forces well maintained and armed. There are even Mekpur fleet units from other systems that take a tour of duty in-system from time to time to practice sustained patrol techniques and to bring back information on defending systems in depth. They also serve here to make a statement to the GPR in general; Mekpurs defend their own kind. An attack on one is an attack on all. So far it has worked.

Tarkeon II

Star System Coordinate	8.1 BB.3 -74 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Tarkeon II	Type 2 Arid Planet
Orbital distance	510 LS
Length of Year	288 Days
Length of Day	31 Hours 13 minutes
Planetary Diameter	11,000 km
Surface Gravity	0.7 G
Temperature Range	-55°C to +50°C
Atmosphere Type	Terran Standard 800mm with O2 at 170mm / Chemical warfare residue, RAD level 1-7 over most of the surface.
Hydrosphere	21%
Star Nationality	Bug Hive World
Sentient Race	BUG
Population	300,000,000 workers / 60,000,000 warriors
Tech Level	8
Star Port Rating	Class AAAA
Social Organization	Larvan Hive
Societal Strength	10
Xeno Acceptance	100% - Instant attack
Government Type	Hive Mind
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	None
Corruption Level	0%
Economic Rating	Poor Industrial
Gross Productivity	MCR 1,050,000
Per Capita Income	CR 3500 / worker
Military Spending	50% / MCR 525,000

Tarkeon II was a planet taken by the Bugs during the Second Bug Raid (commonly called the 4th Interstellar War) in 2255. There had been a small colony established to scout the potential future development of the system, but it was quickly overwhelmed by the first

Bug landing ships. It took the Red Navy about two weeks and three transport ships to determine why contact was lost.

Within two years, after the main Bug ships of the first wave were dealt with, the Red Navy, with Red Army units attached, launched a counter-attack into the system hoping to take the planet back. The GPR military showed great fortitude in dealing with the Bug garrison by landing six different times over a nine month period, with numerous fleet battles fought in system with follow up waves of Bug ships. No quarter could be asked and none was given as an estimated 700,000 troops and starmen died, with about another 400,000 wounded that could be picked up.

After nine months with no end in sight, Admiral Gibazov was given permission from the Politburo to take out the Xenon Damper fields on the poles and nuke the surface. Two units managed to destroy both and the fleet rained nuclear bombs down on the Bug stronghold. Three weeks of sustained bombardment was thought to be enough to wipe out the insectoids. They were, like most who underestimate the Bugs, wrong.

Within thirty years, there was some Bug activity noted on the surface (2286), but not a lot was done as the 3rd Bug Raid had begun and everyone had their hands full. A squadron of ships was sent in to scout the system and was confronted by a fair number of Bug ships built on Tarkeon II. About a third of the squadron was destroyed with most of the rest damaged, but the Bugs were defeated.

Further GPR attacks into the system have been made to keep the numbers of Bugs in check, but no new plans to exterminate them are known to be planned.

Thesulia Prime

Star System Coordinate	8.1 EE.4 +51 GCS 11.NN/+1000
Stellar Primary	M5iii sub-giant star
FTL Conversion	20,000 LS
Planets in System	12
Thesulia I	Type 1 Steppe Terran (2 moons)
Orbital distance	1450 LS
Length of Year	3.9 years
Length of Day	12 hours 50 min
Planetary Diameter	9,000 km
Surface Gravity	.85 G
Temperature Range	-55°C to +65°C
Atmosphere Type	Terran Standard but thinner (90%)
Hydrosphere	50%
Star Nationality	GPR
Sentient Race	Thelsulian Humanoids
Population	500,000,000
Tech Level	4-5
Star Port Rating	Class AAAA x2
Social Organization	Communist
Societal Strength	5
Xeno Acceptance	10%
Government Type	Communist Dictatorship (Occupied)
Government Support	40%
Loyalty Index	20%
Repression Index	80%
Bureaucracy Level	Very High
Corruption Level	23%
Law Level	18+
Economic Rating	Rich Agricultural
Gross Productivity	MCR 1,500,000

Gross Productivity	MCR 1,500,000
Per Capita Income	CR 3000
Tax %/Levy	50% / MCR 750,000
Military Spending	20% / MCR 300,000
Major Imports	Hi-Tech Trade Goods
Major Exports	Food Products and Liquor
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	70%

In the year 2181, the GPR invaded Thesulia Prime when the natives were a multi-government people of about tech level 3. They didn't put up much of a fight and quickly submitted to the invaders. Given a lack of industry, the whole theory of Communism has little impact in the minds of the locals. This is reflected by the government support index (any government) and the Loyalty index (towards Communism) being different.

Over the years the Thesulians have developed a strong agricultural base and export quite a bit of meat for the GPR. The tech level has also risen to 4-5 (roughly the time of the American Old West) and with the main occupation being the raising of domestic herds for meat, the flavor of the planet is a lot like the Old West. Add in a communist bureaucracy and an alien cowboy mentality and the result is Thesulia Prime. They would welcome a change of government type.

Volantius II

Star System Coordinate	7.1 GG.5 +66 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	3
Volantius II	Type 1 Ocean-1 moon
Orbital distance	470 LS
Length of Year	370 Days
Length of Day	27 Hours 16 minutes
Planetary Diameter	9,000 km
Surface Gravity	.8 G
Temperature Range	-5°C to +60°C
Atmosphere Type	1.25 Terran pressure, high CO2 (50%), O2 13%
Hydrosphere	94%
Star Nationality	Galactic Peoples Republic
Sentient Race	Aquatic Humanoid
Population	400,000,000
Tech Level	3 Native (9 Human)
Star Port Rating	Class A x1
Social Organization	Tribal
Societal Strength	5
Xeno Acceptance	85%
Government Type	Communist controlled
Government Support	30%
Loyalty Index	30%
Repression Index	70%
Bureaucracy Level	Medium
Corruption Level	25%
Law Level	6+
Economic Rating	Rich Fishing Planet
Gross Productivity	MCR 144,000
Per Capita Income	CR 1,200
Tax %/Levy	20% / MCR 28,800

Military Spending	10% / MCR 14,400
Major Imports	Tech 3 weapons, seafood processing equipment
Major Exports	Fish products, native pearls
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	70%

Volantius II is a divided planet at this time. The GPR has endorsed one of the underwater kingdoms and have given it support against the others. The idea that a communist government could lend support to what is seen as a reactionary government could come as a surprise to most. When looked at with a professional eye and knowledge of the dialectic, it can be reasoned that until the workers obtain an industrial base, there can be no factory workers to carry the Revolution forward. The use of a proxy to carry out the world unification is merely a step in the long road to a workers paradise.

On the surface humans will require CO2 filters to breath properly. This also makes open flames extremely difficult to maintain in the open and would make surface living under current conditions difficult at best. Terraforming will be needed if human habitation is planned.

The GPR supported kingdom exports a lot of fish products and native pearls (mainly orange in color) and, in return, receives tools and weapons made of rust proof alloys that can't be made underwater. Official trade with the natives can only be conducted through licensed traders. Smugglers do make runs into other areas of the planet to trade weapons for the pearls harvested here and make a healthy profit in the process.

The UFP is rumored to have infiltrated their own aquatic agents to act as advisors and trainers. Meanwhile the war under the waves continues.

Xin Hong-Kong III

New Hong Kong was settled later in the effort to colonize the NGC1039 system after the GPR had been declared. Settled by colonists from Lenin IV, Xian, as well as some emigrants from the original Hong Kong on Earth (Terra), it slowly developed as an agricultural planet with very little to distinguish it from most other GPR soviet.

During the first Interstellar War, when the Mercantile League was drawn into the fighting between the Sol-system centered forces of the High Republic and the GPR, an outlet was needed to import foreign products to assist in the war effort.

For various reasons, both good and bad, New Hong Kong was selected to receive foreign trade for use by the government. Throughout the war, supplies flowed into the system for use in the whole sector. When the war ended, trade was supposed to go back to pre-war levels.

At least that was the plan. The aftermath of the First I.S. War and the 1st BUG Raid left a lot of damaged planets and millions of citizens suffering from a lack of civil goods for basic needs. These goods were contracted by the government with foreign companies to meet these needs on an emergency level. From the government's point of view, the emergency should not have lasted this long.

While capitalism is still considered a vulgar word and non-communist ideas are frowned upon and punished officially, business has continued at a brisk pace for the past few hundred years. The hi-tech products brought in are of a quantity and quality that the GPR command economy can't hope to match. As a result, trade barriers for outside products are lower here and the planet collects more taxes from imports than any other planet.

Products of just about every nature can be found here in the warehouses near the five major starports. Illegal trafficking and the black market are normal and in great numbers. Drug trafficking has been frowned upon and ruthlessly pursued and punished. Of course, that hasn't stopped some from attempting it anyway.

The loyalty index should be noted. That is for the planet's

Star System Coordinate	10.3 DD.7 +18 GCS 11.NN/+1000
Stellar Primary	G3v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	12
Xin Hong Kong III	Type 1 Terran (3 moons)
Orbital distance	490 LS
Length of Year	373 Days
Length of Day	22 hours 50 min
Planetary Diameter	15,000 km
Surface Gravity	1.0 G
Temperature Range	-50°C to +60°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	71%
Star Nationality	GPR
Sentient Race	Human
Population	2,500,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x5
Social Organization	Communist
Societal Strength	8
Xeno Acceptance	20%
Government Type	Communist Dictatorship
Government Support	70%
Loyalty Index	75%
Repression Index	5%
Bureaucracy Level	High
Corruption Level	18%
Law Level	16+
Economic Rating	Rich Industrial
Gross Productivity	MCR 22,500,000
Per Capita Income	CR 9000
Tax %/Levy	55% / MCR 12,375,000
Military Spending	30% / MCR 6,750,000
Major Imports	Hi-Tech Trade Goods
Major Exports	Hi-Tech Trade Goods
Trade Restrictions	30% duty on non-GPR products
Trade Acceptance	99%

government, not necessarily for the GPR. If occupied by a pro-capitalist power and free trade was declared, it would increase to nearly 100% by the native Chinese and European descendants. They are, at heart, merchants. The GPR tends to turn a blind eye to the goose laying the golden eggs.

Xin Macau III

Xin Macau is a very busy place in the GPR home sector for a number of reasons. First, it is the premiere medical technology research center for the GPR (much as the CDC in Atlanta is for the USA today). Many medical breakthroughs in the GPR started here and the products are mainly made here as well. Secondly, it is the main planet in the production of vehicle parts for non-military use. A large percentage of commercial vehicles (a term hated by the GPR: They prefer People's Support of the Workers Transport) use parts made on Xin Macau. As a result of these two industries, there is a large volume of shipping going in and out of its busy starports.

Under the surface of a busy GPR planet lies an organization that even the KGB has a difficult time handling. The Chinese Triads have managed to infiltrate this planet more than any other in the sector. The dominant one is called K14 and traces its roots back to 20th Century

Star System Coordinate	8.7 JJ.3 -15 GCS 11.NN/+1000
Stellar Primary	G5v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	8
Xin Macau III	Type 1 Terran (Ringed)
Orbital distance	470 LS
Length of Year	346 Days
Length of Day	21 hours 5 min
Planetary Diameter	13,000 km
Surface Gravity	.85 G
Temperature Range	-30°C to +70°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	78%
Star Nationality	GPR
Sentient Race	Human
Population	2,000,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x4
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	30%
Government Type	Communist Dictatorship
Government Support	60%
Loyalty Index	55%
Repression Index	40%
Bureaucracy Level	Very High
Corruption Level	19%
Law Level	18+
Economic Rating	Average Industrial
Gross Productivity	MCR 12,000,000
Per Capita Income	CR 6000
Tax %/Levy	50% / MCR 6,000,000
Military Spending	30% / MCR 4,000,000
Major Imports	Industrial Parts, Hi-Tech Industrial Machines
Major Exports	Medical Products, Vehicle Parts
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	85%

Earth. After the collapse of the Communist governments on Earth, the Triads gained great wealth and power, despite law enforcement efforts to fight them.

When the GPR was set up, there were no Triads to be found on any of the planets and so the problem was never considered an issue. What the Triads did manage to do was to infiltrate the lowest levels of the early Party members and set up safe areas for their brothers to operate without attracting the attention of the authorities. Over the years, Triad strength grew as more members were recruited or brought in covertly from other worlds.

They are the center of organized crime in the GPR and have numerous connections with the newly reconstituted Russian mafia. Drug dealing, prostitution, gambling, and other vices are the main businesses of this organization. As a result, the KGB spends about as much time chasing these criminals as it does tracing political opposition groups and foreign espionage.

As far as the UFP goes, the Triads have been a useful source of intelligence for a number of years when other sources have failed to obtain difficult information or assignments. Some imprisoned members in the UFP have been traded for certain favors from these groups, but the details are always shrouded in secret. While the Federation doesn't

approve of the business the Triads do, they realize the distraction caused by the members does much to keep Fed operatives safer by a distracted KGB.

The head of a Triad group is called a “Mountain Master” or sometimes a “Dragon Head”. They have a strict conduct code and will protect each other to the death. Couple that with Psionic conditioning by a few telepaths and you get a very tightlipped organization.

Xin Shanghai II

Star System Coordinate	1.7 II.5 -12 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Xin Shanghai II	Type 7 Jungle Planet
Orbital distance	425 LS
Length of Year	281 Days
Length of Day	12 Hours 34 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.2 G
Temperature Range	10°C to +70°C
Atmosphere Type	Terran Standard but Dense /Some Pol- lutants
Hydrosphere	67%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	500,000,000
Tech Level	8-9
Star Port Rating	Class AAAA
Social Organization	Communist
Societal Strength	6
Xeno Acceptance	60%
Government Type	Communist Dictatorship
Government Support	50%
Loyalty Index	50%
Repression Index	50%
Bureaucracy Level	Very High
Corruption Level	19%
Law Level	16+
Economic Rating	Average Agro
Gross Productivity	MCR 1,750,000
Per Capita Income	CR 3500
Tax %/Levy	50% / MCR 875,000
Military Spending	30% / MCR 525,000
Major Imports	Industrial and Agro tools
Major Exports	Food, medical materials
Trade Restrictions	50% Duty on non-GPR ships (0% Smugglers)
Trade Acceptance	95%

New Shanghai is about as close to the Wild West as it gets in the home sector of the GPR. The planet is covered in jungle with no ice caps. The equatorial region is, for all intents, uninhabitable to humans for any long duration due to temperature, dense atmosphere and hostile native lifeforms. This tends to breed a type of human hard to manage.

The early settlers were brought in without much say in the process and started dying off on the first day. So many died the first few years that even minor criminals were transferred out of the sector's jails and sent to help colonize. Rare medicinal materials had been found, including anti-aging elements highly desired by the Politburo. The losses were considered acceptable given the products that could be found.

The seas are not very well explored except by remote sensors. Going into the water higher than your kneecaps is to invite an almost certain attack by ravenous schools of piranha-like fish. The deeper you go, the bigger and stronger they get. A Klackon effort to colonize before the GPR showed up ended in 100% losses within a week. In short, to go into the water is to invite certain death.

The land creatures are just as tough and ferocious with some getting to the size of a T-Rex with hide strong enough to repel most blaster pistols. Going into the jungles without a heavy escort is also inviting certain death, followed by the native life eating you.

Medicines gathered from various plants and some of the animals can be used to make anti-aging treatments, “quicktime” regeneration drugs, xeno anti-biotics and other highly sought after products. Smugglers can expect to pay half price for these products and, in return, the locals will pay handsomely for off-world goods that are hard to come by. With the government officials confined to heavily protected compounds out of fear for their lives, the locals have free run of the surface for as long as they can stay one step away from the native lifeforms.

Xin Xian II (New Shi-an)

Star System Coordinate	2.6 CC.3 +14 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Xin Xian II	Type 2 Steppe Planet
Orbital distance	550 LS
Length of Year	332 Days
Length of Day	26 Hours 3 minutes
Planetary Diameter	13,000 km
Surface Gravity	0.9 G
Temperature Range	-40°C to +60°C
Atmosphere Type	Terran Standard /Some Pollutants
Hydrosphere	48%
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	2,000,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x2
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	70%
Government Type	Communist Dictatorship
Government Support	70%
Loyalty Index	90%
Repression Index	10%
Bureaucracy Level	Very High
Corruption Level	13%
Law Level	18+
Economic Rating	Average Agro
Gross Productivity	MCR 18,000,000
Per Capita Income	CR 4500
Tax %/Levy	50% / MCR 9,000,000
Military Spending	30% / MCR 5,400,000
Major Imports	Industrial and Agro tools
Major Exports	Food, Raw Mat, Communications equipment
Trade Restrictions	50% Duty on non-GPR ships
Trade Acceptance	95%

Founded as a colony of Lenin IV, Xin Xian (Shin SHE-ON), II is close to a twin of it in culture. The families still tend to be large and, instead of being sent off world to colonize other systems, the natives tend to spread out to areas of the planet that have sparse populations. Considered a rather dull world, the native population is almost exclusively Chinese, with few non-Chinese interested in settling there.

Industry is mainly there to support the export of communication equipment, both military and civil. Some food is exported as well, but not a huge amount. The level of extra-sector trade is a bit above normal for the GPR, but the government of the system sponsors capable tradesmen that are used to dealing with foreign merchants. Strictly speaking, they are communists who don't let that get in the way of making profitable deals that strengthen the Galactic Soviet (and themselves, modestly in the process).

The population is loyal to the GPR, but not excessively. Military units from here tend to be of average quality with service being performed adequately.

Zavrazhnov I

Star System Coordinate	8.8 HH.4 +30 GCS 11.NN/+1000
Stellar Primary	F1v Dwarf Star
FTL Conversion	10,000 LS
Planets in System	2
Zavrazhnov I	Type 1 Ocean (Toxic)
Orbital distance	390 LS
Length of Year	232 Days
Length of Day	28 Hours 30 minutes
Planetary Diameter	7,000 km
Surface Gravity	.6 G
Temperature Range	24°C to +80°C
Atmosphere Type	46psi, Methane 52%, CO2 19%, O2 5%, other trace gases
Hydrosphere	96%
Star Nationality	None
Sentient Race	None
Population	None

Captain Zavrazhnov discovered this system over 250 years ago. No other planet had been found during his one and only cruise in the Home Sector. The main planet was considered too difficult to colonize and no valuable resources were found. The other planet was just a rock of silica and other light elements. This planet has been cataloged as near worthless and suited only for an extreme emergency landing if all else fails. There were no lifeforms found on either planet.

Top Secret – Operation Red Poseidon

During a routine search of GPR files collected in a ship's data dump, this system was found and passed up the chain of command at UFP HQ. Two years later, a junior operative in the UFP Intel section proposed a base be set up there for covert operations in the GPR Home Sector. After a discussion in the upper levels of the Intel community, a team was sent to the system and a suitable site found on a small island that was stable enough to support an underground base.

It houses about five-hundred personnel that can provide maintenance and repair for craft up 1000t. They are all experts in their fields and know how to maintain Federation sneakships (eight are based there) and other, more mundane, craft. A platoon of Special Forces operators are also based there to provide specialists as needed in the sector and base security.

All operations are underground with no surface activity permitted. A Methane-fueled powerplant provides more than enough electrical power for the base with the fuel being extracted from the atmosphere and Oxygen and Hydrogen from the water supplying the base needs for air, food and water. They are mostly self-sufficient except for yearly runs of technical supplies.

Zziic! III

Star System Coordinate	5.7 II.7 -88 GCS 11.NN/+1000
Stellar Primary	G2v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Zziic! III	Type 7 Jungle Planet
Orbital distance	440 LS
Length of Year	299 Days
Length of Day	33 Hours 14 minutes
Planetary Diameter	34,000 km Dense
Surface Gravity	4.0 G
Temperature Range	15°C to +75°C
Atmosphere Type	2.5 times Terran Standard pressure with O2 levels double that of Terra /Some Pollutants
Hydrosphere	70%
Star Nationality	Zziic! Collective
Sentient Race	Insect Humanoids
Population	8,000,000,000
Tech Level	8
Star Port Rating	Class AAAAA x 9
Social Organization	Hive Communist Collective
Societal Strength	9
Xeno Acceptance	100%
Government Type	Hive Communist
Government Support	100%
Loyalty Index	100%
Repression Index	90%
Bureaucracy Level	Unknown
Corruption Level	Unknown
Law Level	None noted
Economic Rating	Poor Industrial
Gross Productivity	MCR 32,000,000
Per Capita Income	CR 4000
Tax %/Levy	80% / MCR 25,600,000
Military Spending	50% / MCR 16,000,000
Major Imports	None
Major Exports	None
Trade Restrictions	Most non-Zziic! Ships entering this system are fired upon immediately by Zziic! Ships
Trade Acceptance	0%

The Zziic! (The exclamation point is a clicking sound with your tongue at the end of the name: Zz-ick "click") are a one-of-a-kind race not encountered anywhere else in known space. This is a good thing as they are highly xenophobic and have enough technology and military might to make most races think twice before engaging them. They appear to have evolved on this planet and are completely adapted to it.

The Zziic! have two arms and two legs and one head, but the humanoid appearance stops there. The eyes are big with multi-faceted eyes very evident. The jaws are insect-like with vertical mandibles on both top and bottom of their mouths. The limbs and torso are encased in a tough exoskeleton (armor rated E/F/F) with tremendous muscles protected beneath, brought on by being raised in a 4G environment. Damage points are triple what one would normally expect in a humanoid.

Not much is known about them other than their unpleasant disposition makes conversation difficult. The language seems to be a

combination of consonants, clicks and telepathy, or something undetectable, as of the writing of this assessment.

The GPR first discovered this system just after achieving tech level 8 in 2191. The scoutship was scanning the system and had just achieved orbit of the massive third planet. A sensor detected a launch of a missile from the surface just in time to have its shields deploy to limit the damage. Right behind the first one came scores of missiles and enough damage was done to cause the crew to crash land on a remote section of the planet. They wasted little time in getting in the launch carried aboard and set demolition charges to destroy the scoutship. More missiles were coming down in their area as they left the surface.

It has been thought that the scoutship's charges didn't detonate, or, if they did, not enough damage was done to do a good job of it. By the time the launch reached a friendly ship years later (with the small crew in coldsleep), the Zziic!s had developed TISA drive ships. These have the same output and signature as GPR older model engines. The weapons systems are the same too. Zziic! starships are in the shape of GPR scoutships, but the size of the craft varies. It would appear that they copied this first ship and made copies of it on different scales.

The Red Navy was brought in to the system to get revenge for the attack on the scoutship and to assess the need to conquer the planet and bring it under the sector soviet. The flotilla sent in was thought to be enough to handle a pre-spaceflight civilization.

Upon emergence from FTL, the communists were met by swarms of smaller ships that fired weapons and even launched kamikaze type attacks on the GPR ships. The flagship was destroyed by multiple hits of weapons and suicide attacks within ten minutes of entering the system. The rest of the ships were either destroyed or barely managed to limp off into hyperspace. Further missions into this space were met with similar damaging results.

Live captives taken by GPR Naval Infantry forces in bloody boarding actions finally revealed the nature of their opponent and their weaknesses. While they are stronger than even Blarads, their hearing is very sensitive to sonic stunners (+4 effect). They are strong and their average size is around 2 meters (6'6") and weigh in at around 180kg (350 lbs.) They have extremely high radiation tolerance (RAD 12+), but need an oxygen rich environment to survive. Standard Terran pressure atmospheres leave them fatigued quickly. They seem not to notice non-life threatening injuries and no signs of pain have been noted other than from sonic stunners. Zziic! hierarchy appears to be run by females, but 90% of the population is male.

Ships entering the system are warned to be on Red Alert and expect attack from any ship in range. Thus far, no Zziic! ship has been spotted outside their home system so it is uncertain if the FTL drives of the scoutship survived or not. If they did, a general attack could come from this system at any time.

Zhukov III

Zhukov III is a typical type 13 airless planet that happens to be quite rich with mineral resources. In fact, the colonists there are more productive in terms of planetary per capita GDP than those on 99% of the GPR worlds. Of course they also have to pay a higher tax rate in order to preserve the socialist ideals of Marx's beliefs regarding means and needs.

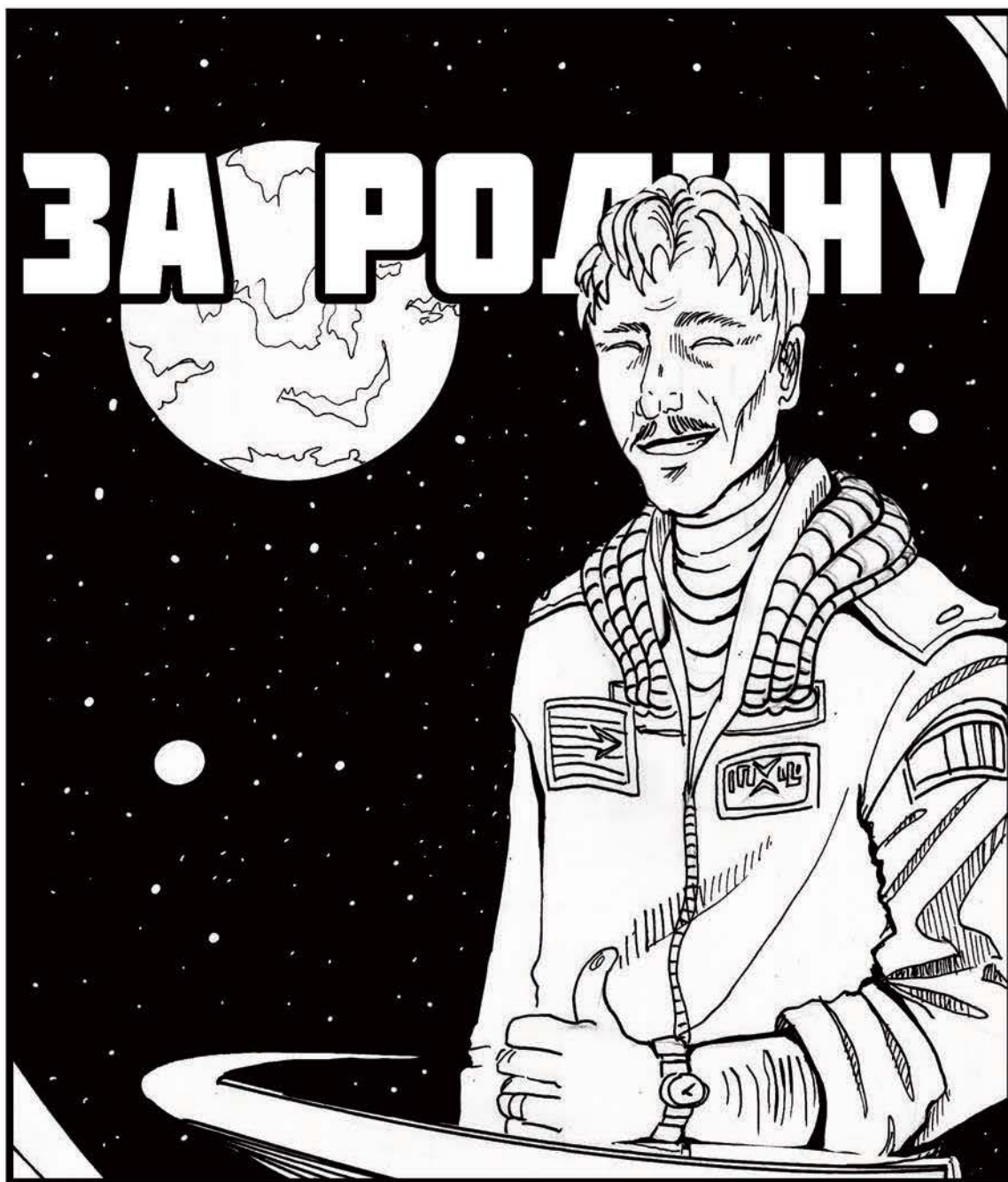
Surface temperatures reach very high levels during the long daylight hours and plummet dramatically when the planet rotates into night. Heavy duty vac-suits are needed just to survive the surface and to work in these harsh conditions. Mining operations have to stop on the daylight side of the planet due to massive solar flares that erupt from time to time. Overall Rad*4 levels are typical during daylight hours, but these can rise to Rad*10 or higher during flares. Shielded vacuum suits are mandatory.

Star System Coordinate	2.6 BB.3 -75 GCS 11.NN/+1000
Stellar Primary	M4 Main Sequence Star
FTL Conversion	20,000 LS
Planets in System	13
Zhukov III	Type 13 Airless Planet-no moon
Orbital distance	1200 LS
Length of Year	702 Days
Length of Day	53 Hours 30 minutes
Planetary Diameter	9,000 km
Surface Gravity	.45 G
Temperature Range	-125°C to +150°C
Atmosphere Type	None
Hydrosphere	Some subsurface ice deposits
Star Nationality	Galactic Peoples Republic
Sentient Race	Human
Population	3,000,000 Humans in domed colonies
Tech Level	9-10
Star Port Rating	Class AA x1
Social Organization	Communist
Societal Strength	7
Xeno Acceptance	60%
Government Type	Communist Dictatorship
Government Support	40%
Loyalty Index	40%
Repression Index	60%
Bureaucracy Level	Very High
Corruption Level	19%
Law Level	18+
Economic Rating	Rich Mining Planet
Gross Productivity	MCR 36,000
Per Capita Income	CR 12,000
Tax %/Levy	70% / MCR 25,200
Military Spending	40% / MCR 14,400
Major Imports	Spare parts, food, mining equipment
Major Exports	Industrial metals, precious metals, power metals, some gemstones
Trade Restrictions	50% duty on non-GPR products
Trade Acceptance	90%

Life in the mining camps is as would be expected with a lot of drinking done during off-duty hours. Most miners pay only lip service to GPR social policy and, as a result, a decidedly capitalist mindset has begun to set in to a lot of the colonists' heads. Sometimes gems are pocketed and rare metals are short-changed from the production lines. These are often used to buy luxuries such as liquors and other "non-socialist" items for the miners and their intimate partners.

Despite this, there is not much of a drug trade or drug use as no miner would dare work with such an individual on the surface where life-and-death conditions are an everyday occurrence.

Given a chance, it is estimated that production would increase up to five times current levels if proper incentives were provided to the workers. As long as the tax rate remains as high as the bureaucracy level, things are unlikely to change. Of all the Home Sector systems of the GPR, this one could very well be the most likely to rebel (if ever given the chance).



С Л А В А

**СОВЕТСКОГО НАРОДА И ПИОНЕРОВ КОСМОСА
В КОСМОС — СОВЕТСКИЙ ДОРОГА! ВО ИМЯ МИРА И ПРОГРЕСС!**

Amasis	X	57	94	27	53	45	72	74	113	60	73	132	33	38	44	42	20	75	54	64	93	44	61	97	71	110	74	100	60	75	94	43	52	87	89						
Ba'Lon	X	122	72	81	73	126	81	60	54	28	57	104	90	43	37	19	63	98	57	52	51	93	81	83	62	61	50	63	96	43	67	42	87	91	42	82	104				
Brezhnev	X	67	45	45	72	77	48	169	127	124	84	175	90	81	94	117	96	42	70	135	132	64	70	152	100	138	115	182	80	146	154	131	96	71	104	128	41	54			
Carina	X	31	31	57	55	126	85	87	63	139	33	37	48	60	35	52	45	40	99	23	56	107	69	114	78	123	53	49	107	107	67	49	71	78	74	61	72				
Corran	X	45	31	X	47	71	31	134	98	87	52	152	60	39	59	76	54	44	31	101	103	42	37	125	77	111	87	140	99	109	123	90	74	66	73	97	57	43			
Drazia	X	73	72	31	47	X	69	57	116	64	63	75	114	52	48	38	60	61	37	56	66	83	35	79	84	43	104	58	121	84	81	88	68	31	47	72	57	68	90		
Ersud	X	126	77	57	71	69	X	98	179	131	124	120	178	42	94	101	112	76	75	97	121	151	36	97	143	113	169	126	170	75	138	150	110	66	105	134	111	41	102		
Galerius	X	81	48	55	31	57	98	X	125	92	87	39	143	88	45	59	81	78	44	30	105	90	68	48	124	70	92	78	143	75	110	120	101	88	52	57	103	76	45		
Gratian	X	60	169	126	134	116	179	125	X	59	55	102	74	144	99	80	71	40	49	94	89	32	33	97	115	36	29	65	16	80	129	33	28	59	71	70	58	36	132	131	
Ilyushkin	X	54	127	85	98	64	131	92	59	X	27	88	57	102	71	40	49	94	89	84	32	33	97	115	36	29	65	16	80	129	33	28	59	71	70	58	36	132	131		
Krysov	X	28	124	73	87	63	124	87	55	27	X	74	79	89	54	29	24	73	92	70	28	39	90	98	55	42	64	29	64	111	23	41	38	72	80	49	38	129	119		
Koyukon	X	57	84	67	52	75	120	39	102	88	74	X	140	97	35	56	66	72	78	23	99	77	88	42	123	77	70	75	118	76	96	112	89	104	78	37	102	108	55		
Legir	X	132	104	175	139	152	114	178	143	74	57	79	140	X	152	128	97	102	149	134	139	73	67	148	171	40	75	94	67	104	185	70	43	106	113	108	105	75	179	185	
Loeria	X	33	90	30	33	60	52	43	88	144	102	89	97	152	X	65	71	74	38	76	76	87	122	29	80	115	91	140	99	129	60	102	118	69	49	98	107	80	68	97	185
Mok Ho	X	38	43	81	37	39	48	94	45	99	71	54	35	128	65	X	32	41	42	65	19	73	73	60	44	102	61	81	61	103	62	76	94	60	73	71	45	75	91	66	
Novo Lenin	X	37	94	48	59	38	101	59	80	40	29	56	97	71	32	X	29	59	64	46	46	51	65	76	71	32	71	32	90	89	52	65	48	57	58	42	47	101	93		
Novo Kiev	X	19	117	60	76	60	112	81	71	49	24	66	102	74	41	29	X	52	91	59	40	58	79	82	74	56	78	48	65	91	39	62	25	70	87	53	47	120	106		
Novo Minsk	X	63	96	35	54	61	76	122	94	73	72	149	38	42	59	52	X	86	54	80	105	52	57	115	88	118	90	106	45	88	110	54	70	101	85	80	90	82			
Novo Siberia	X	98	42	52	44	37	75	44	139	89	92	78	134	76	65	64	91	86	X	62	100	100	49	80	112	62	114	79	154	91	112	116	104	82	34	82	92	53	78		
Nuevo Cuba	X	57	70	45	31	56	97	30	109	84	70	23	139	76	19	46	59	54	62	X	90	82	65	32	117	69	84	72	119	60	92	109	79	85	69	47	91	88	49		
Orsia	X	52	135	80	101	66	121	105	70	32	28	99	73	87	73	46	40	80	100	90	X	60	91	117	38	51	89	43	65	122	23	33	35	62	90	77	15	132	138		
Palacios	X	51	132	99	103	83	151	90	42	33	39	77	67	112	73	51	58	105	110	82	60	X	115	113	64	46	33	28	82	135	48	48	77	99	77	40	67	146	127		
Peyto	X	83	64	23	42	35	36	68	144	97	90	88	148	29	60	65	79	52	49	65	91	115	X	73	114	79	133	92	141	63	107	118	82	43	75	98	83	45	83		
Pollyannia	X	81	70	56	37	79	97	48	137	115	98	42	171	80	44	76	82	57	80	32	117	113	73	X	146	101	111	104	139	38	119	138	98	104	96	76	117	87	29		
Rozhkov	X	132	107	125	84	143	124	76	36	55	123	40	115	102	71	74	115	112	117	38	64	114	146	X	56	97	51	87	155	46	24	72	77	93	94	36	150	163			
Sae-ro-un Korea	X	62	100	69	77	43	113	70	83	29	42	77	75	91	61	32	56	88	62	69	51	46	79	101	56	X	71	20	104	116	58	56	70	59	41	53	47	108	112		
Sirona	X	138	114	111	104	169	92	50	65	64	70	94	140	81	71	76	118	79	74	84	89	33	133	111	97	71	X	57	96	140	75	93	98	125	92	37	97	160	124		
Stalin	X	50	115	78	87	58	126	78	63	16	29	75	67	99	61	32	48	90	79	72	43	28	92	104	51	20	57	X	88	121	43	64	72	58	45	46	124	118			
Subra	X	63	182	123	140	121	170	143	56	80	64	118	104	129	103	90	65	106	154	119	65	82	141	139	87	104	96	88	X	146	48	67	60	122	143	98	80	183	165		
Tarkeon	X	96	80	53	49	84	75	75	156	129	111	76	185	60	62	89	91	45	91	60	112	135	63	38	155	116	140	121	146	X	129	150	98	100	115	104	121	79	55		
Thesulia	X	43	146	92	109	81	138	110	49	33	23	96	70	102	76	52	39	88	112	92	23	48	107	119	46	58	75	43	48	129	X	28	40	82	99	70	37	147	141		
Volantius	X	75	67	154	107	123	88	150	120	53	28	41	112	43	108	94	65	62	110	116	109	33	48	118	138	24	56	79	43	67	150	28	X	64	87	97	81	41	156	157	
Xin Hong-Kong	X	42	131	67	90	68	110	101	82	59	38	89	106	69	60	48	25	54	104	79	35	77	82	99	43	104	77	59	125	72	122	100	82	87	X	71	97	49	79	117	
Xin Macau	X	87	96	49	74	31	66	88	126	71	72	104	113	49	73	57	70	70	62	86	62	99	43	104	77	59	125	72	122	100	82	87	X	71	97	49	79	117			
Xin Shanghai	X	91	71	66	47	105	52	118	70	80	78	108	98	71	58	87	101	34	69	90	77	75	96	93	41	92	58	143	115	99	97	103	71	X	68	83	86	96			
Xin Xian	X	42	104	78	73	72	134	57	70	58	49	37	105	107	45	42	47	85	82	97	77	40	98	76	94	53	37	45	98	104	70	81	78	77	X	82	124	90			
Zavrazhnov	X	62	128	74	97	57	111	103	83	36	38	102	75	80	75	47	43	80	75	47	80	75	47	80	75	47	80	75	47	80	75	47	80	75	47	80	75	47	80	75	47
Zziic!	X	130	41	61	57	68	41	76	181	132	129	108	179	68	91	101	120	90	53	88	132	146	45	87	150	108	160	124	183	79	147	156	126	79	86	124	123	X	81		
Zhukov	X	104	54	72	43	90	102	45	156	131	119	55	185	97	66	93	106	82	78	49	138	127	83	29	163	112	124	118	165	55	141	157	123	117	96	90	136	81	X		

NON-CITIZEN TRAVEL TO THE GPR CORE SECTOR

The Galactic People's Republic does not encourage travel by visitors from other StarNations. Travel to the core sector of the GPR is permitted under understood rules and regulations. Visitors are restricted to business, scholarly, government or cultural exchange groups.

Advance arrangements for foreign visas are required and not always easy to obtain. Any potential visitor must find a citizen sponsor such as a university, scientific research facility, established business contact (GPR businesses are government owned), or cultural organization to file a travel request. All housing arrangements must be made in advance with addresses and contact information being provided to the GPR at the time of application for such an entry visa.

Travel is limited to the major worlds of the sector (Lenin III, Corran, Novo Minsk, Nuevo Cuba, Peyto, Pollyannia, Sae-ro-un Korea, Xin Hong Kong, Xin Macau, Xin Shanghai, Xin Xian), with all non-citizens first arriving at Lenin III (the capital world) and then moving on to other destination planets. No travel is permitted to other worlds in the sector without special arrangements and under guidance from the GPR and under KGB supervision.

Travel to Sae-ro-un Korea is further restricted and requires an additional visa from the planetary authorities. Visitors there are even more closely monitored and controlled than visitors to other planets in the sector.

All visitors will be assigned government "guides" or "monitors" who report to the KGB. Sites and locations open to outside visitors are limited and carefully controlled to limit contact between such visitors and average GPR citizens.

Special hotels have been constructed to serve such non-citizen visitors. These buildings offer more in the way of "luxuries" expected outside the GPR and all areas are monitored with listening devices and visual monitoring equipment in most areas. All communications are monitored and hotel staff all report to the KGB.

Scientific and scholarly visiting groups are escorted to the appropriate locations for their work and have transportation and drivers assigned to them – to limit freedom of movement and monitor their activities. Cultural exchange groups will stay with carefully selected GPR families and will be assigned tour guides (KGB personnel) to take them on group tours of cultural and historical sites of interest.

Note: It is well known that the KGB regularly scans for Psionic abilities of guests entering GPR space and are VERY leery of adepts entering GPR space. As such, adepts are encouraged not to go there or take extreme cautions to protect themselves. The KGB recruits Psionic talent within its borders and has first choice of any detectable powers in its citizen population. One would think that this would be a singular honor to be in the KGB, but that is not the case. Anyone recruited into the KGB Psi Corps is never allowed to leave or retire. They stay on duty until they can no longer work. What happens after that is pure speculation on our part. They have been conditioned to suicide out if they attempt to defect or are taken prisoner, so it is very difficult to ascertain their true power and skill.

EMBASSIES AND CONSULATES

Foreign StarNations maintain embassies on Lenin III and consulates on the other worlds open to visitors. The Mekpurr of Subra maintain a consulate on Lenin III, along with consulates on the other key worlds of the sector. The Azuriachs don't maintain an embassy anywhere in GPR space and the reverse is true as well. Any official contact needed between these two parties is handled through private couriers employed by the Mercantile League with complete vetting done by both parties on each courier. Such contacts are rare but happen from time to time. (UFP efforts to infiltrate this system have so far been met with failure.

Embassies and consulates are virtual compounds where all non-citizen staff are expected to live within the embassy or consulate compound. Staff includes normal diplomatic and office personnel, plus

marine or military guards. Of course, embassies and consulates are legally property of the foreign nation maintaining the diplomatic compound.

As would be expected, all such structures were built by local labor and using local building materials. Since all such resources are controlled by the state in a command economy, any embassy or consulate should be assumed to be monitored by the GPR authorities with listening (and probably visual) devices installed during construction.

Travel by embassy or consular personnel is closely monitored by the KGB, as are their communications.

In the interest of interstellar relations, any traveler encountering problems while visiting the GPR should definitely contact their nearest embassy or consulate as intervention by the diplomats will likely help to resolve difficulties encountered.

WARNINGS FOR VISITORS

It is most important to remember that the GPR operates as a command economy and, as such, suffers frequent shortages of even the most basic consumer goods. Travelers are advised to carry adequate supplies of medications they might require for the length of their visit as such prescription medicines might prove to be unavailable when needed, even on the capital world of Lenin III.

Similarly, any items of specific brands or characteristics, such as special shampoos, soaps, tobacco products, beauty products or other toiletries, should be brought with the visitor as they will probably be unavailable in GPR shops. A small "emergency" travel bag of such "necessities" is highly recommended.

Photographs and other visual recording is discouraged. What might appear to be an innocent topic for visual recording to the visitor is often viewed as inappropriate or even spying by the KGB. Visitors are encouraged to purchase such visual recordings of well-known sites at local tourist shops instead.

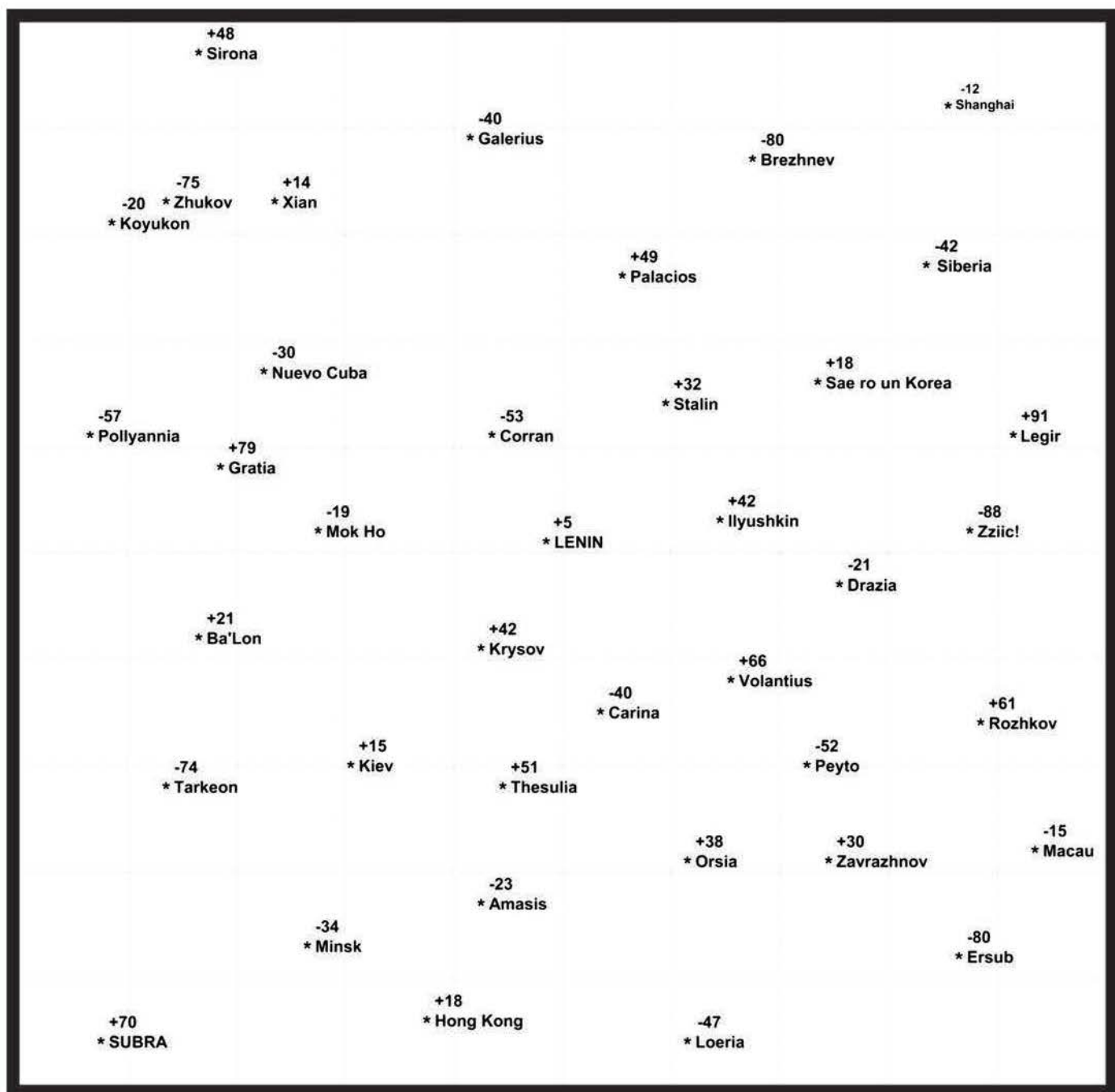
Finally, private ownership of weapons does not exist in the GPR. Visitors will have any weapons confiscated as they go through the lengthy customs process entering the sector. A visitor found to possess personal weaponry after entry will be arrested by the KGB. Such an arrest will lead to lengthy "questioning" and is viewed as a serious crime. In such a case, even intervention by the visitor's home diplomatic corps is unlikely to do much good. Be warned!

ECONOMICS

Trading within the GPR can be frustrating at times. They use their own monetary system of the GPR Ruble with the exchange rate being anywhere from 2 to 5 rubles per credit depending on the edicts of the Central Committee. To say the least, this tends to reduce trade in currency and also reduces outside influence on the population.

The Mercantile League started a barter system with the GPR for approved goods. Rather than sell their wares to the GPR and then buy products to ship back, they set up a contract to swap a certain amount of products of a specified quality. Rare metals and power metals are used in a lot of these transactions as they are easier to determine value. While it is not the easiest way to trade, the League and others have managed to turn a profit and the GPR gets products in return (mainly for the elite).

It is forbidden to remove hard currency from the GPR and any unused rubles are collected upon boarding the transport out of GPR space. Of course there are a number of over-priced shops at most starports to separate a guest from their spare rubles rather than just turn them over. Sensor scans are very effective at detecting GPR money in your possession. It is not recommended a guest attempt such removal of GPR currency.



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