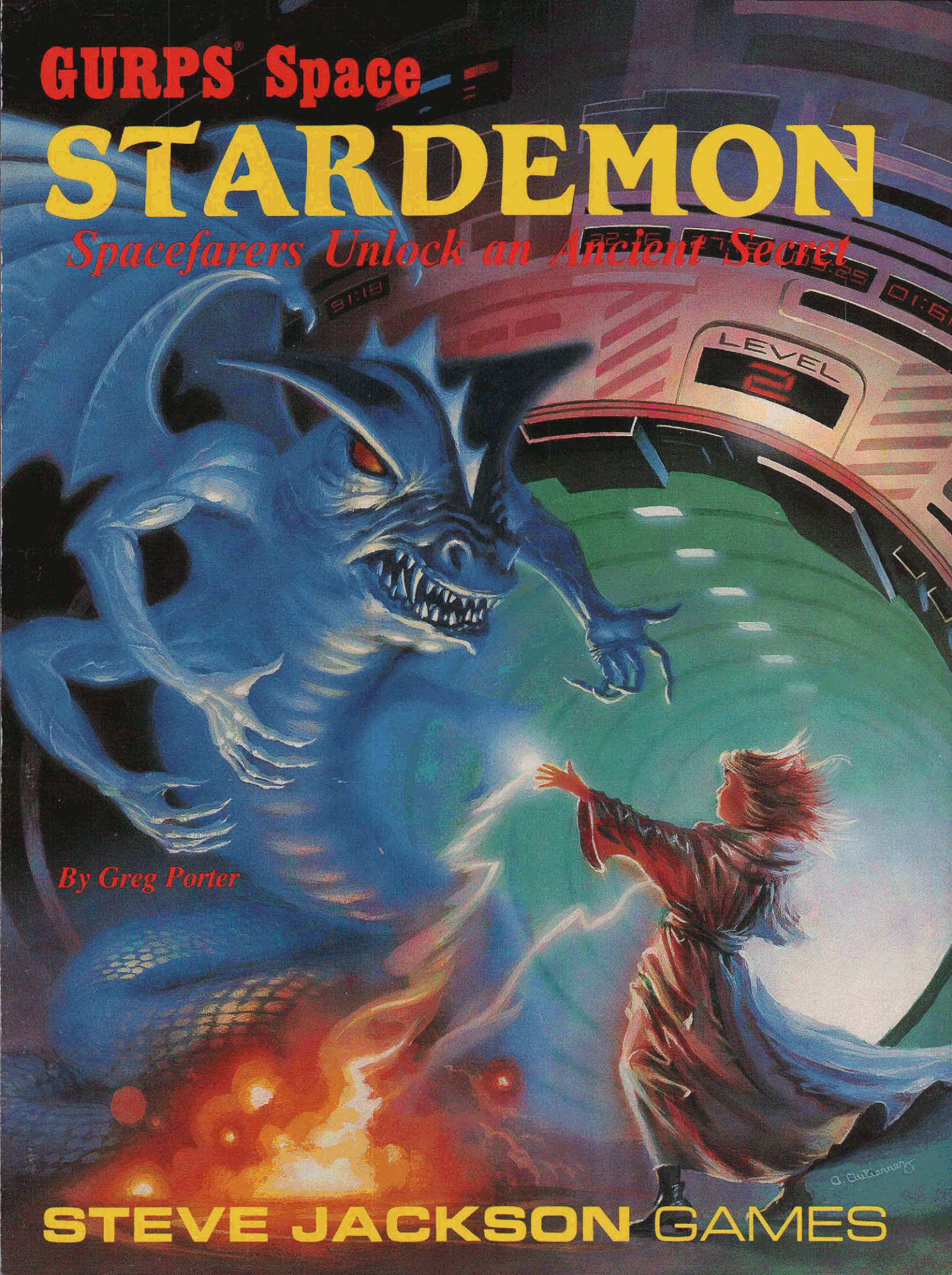


GURPS® Space

STARDEMON

Spacefarers Unlock an Ancient Secret



By Greg Porter

STEVE JACKSON GAMES

Welcome, Star Travelers!

Welcome to quaint, old-fashioned Anson, where life proceeds at the leisurely and graceful pace of the 20th century. Forget the rush and bustle of spacefaring civilization and learn the simple pleasures of:

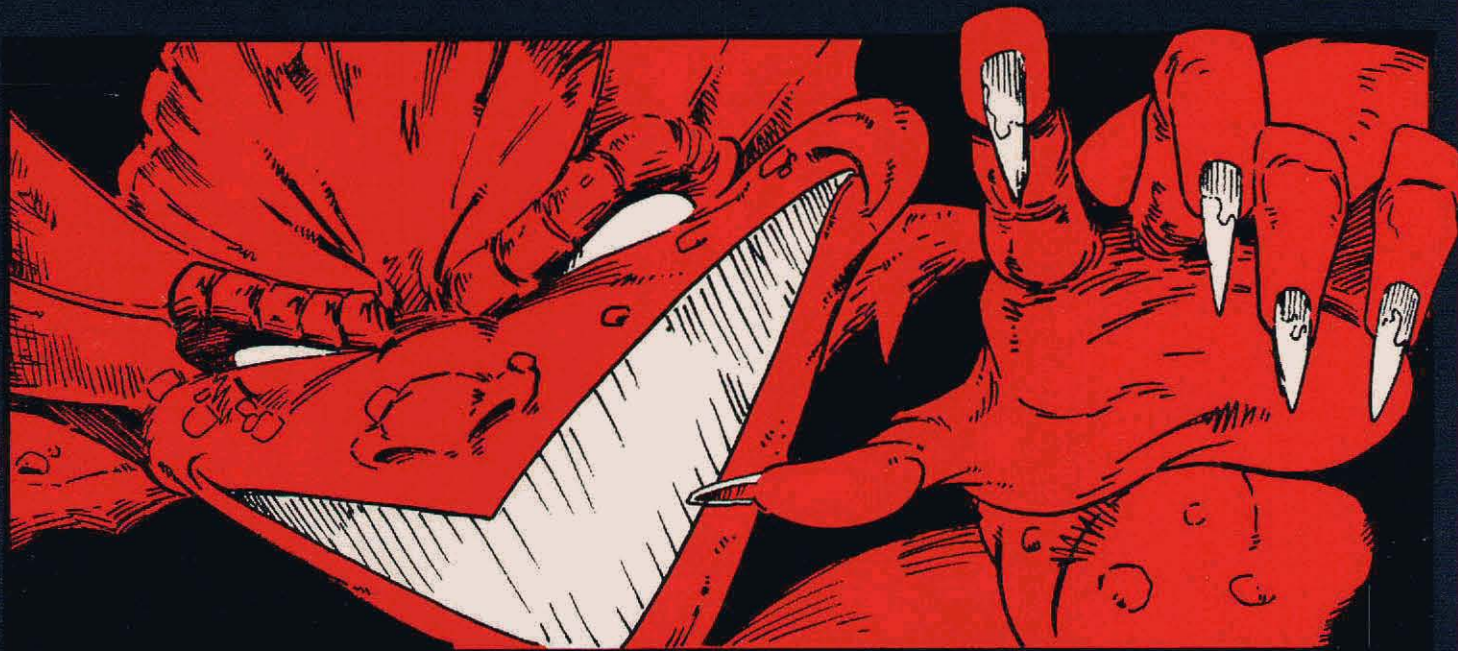
Organized crime and guerrilla warfare in the steaming jungle

Back-breaking labor for starvation wages

Bugs, beasts and slimy critters in their native habitat . . . and your bedding

Delightful, primitive religious rites (with a special place reserved for you!)

And don't worry about your ultra-tech gadgets and luxuries. The polite and efficient customs officers will return them in perfect condition—if you get back.



Stardemon is a *GURPS Space* adventure for 4–8 players

Written by Greg Porter

Edited by Steve Jackson and Lisa A. Smith

Cover by Alan Gutierrez

STEVE JACKSON GAMES



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Spacefarers Unlock an Ancient Secret

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Edited by Steve Jackson and Lisa A. Smith

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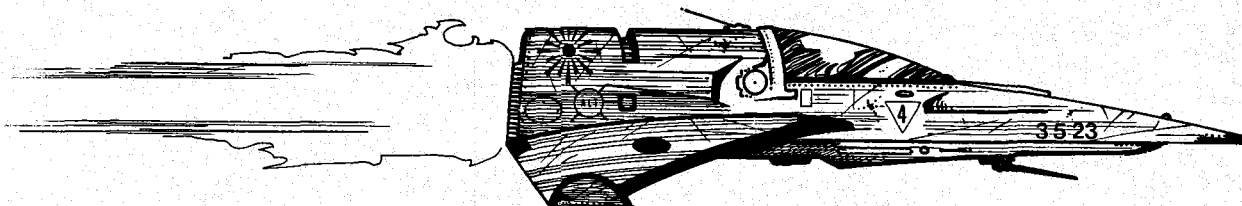
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ANSON (Abstoric II)

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

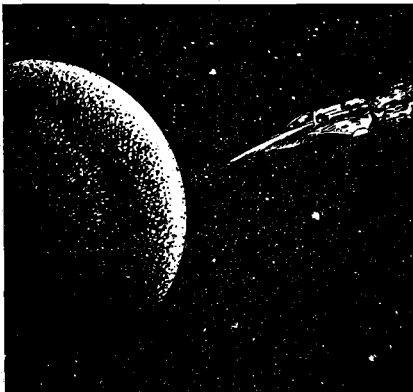
Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have home computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set* (Third Edition). Any page reference that begins with a B refers to a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set* (Third Edition). There are also references to *GURPS Space*; they are preceded by S (e.g., p. S68).



Anson is a fairly busy place, at least for an out-of-the-way, low-tech dirtball. Once a thriving colony, it was abandoned and nearly forgotten. Anson collapsed to barbarism, and fought its way back to civilization with a stubborn pride.

(GM's information: This is what any simple database program will provide when queried on the subject of Anson.)

Anson was colonized long ago. A geologically old world, it had a wide variety of native life, but no intelligence. Development progressed rapidly, with many separate colonies and industries taking advantage of the virgin system.

During this period of rapid expansion, Anson was still heavily dependent on outside technology. When the Long Night fell, Anson suffered more than most. As the ships stopped coming, shortages of high-tech equipment degenerated into nuclear war. The world slumped into a Dark Age of squabbling city-states, with knowledge of the rest of the galaxy reduced to myth. By the time the planet was rediscovered, about a century ago, Anson was just reaching Tech Level 7 in most fields, and was finally under a loose global government.

The planet is ruled by the elected government of Ceebolt, the major southern landmass. The major northern landmass, Thaldar, is divided into three separate countries: Valdaaw, Stjaga and Viga. All owe nominal allegiance to Ceebolt, but squabble among themselves via espionage, guerrilla warfare and terrorism. Ceebolt does not squelch this — after all, if the northern lands could set aside their differences and combine against Ceebolt, they could be a significant threat. Anything that doesn't hurt the *Ceebolt* economy is "overlooked."

There is only one spaceport, a Class III facility some 200 miles outside Ceebolt's capital, Tostum. It is strictly quarantined by the local military. The "Startown" area is rowdier than most, since it is the only place on the planet for high-tech entertainment.

The quarantine is a strict planetary policy. The government wants no chance of another Long Night. Therefore, most imports of advanced technology (TL8+) are prohibited to make sure the world remains self-sufficient.

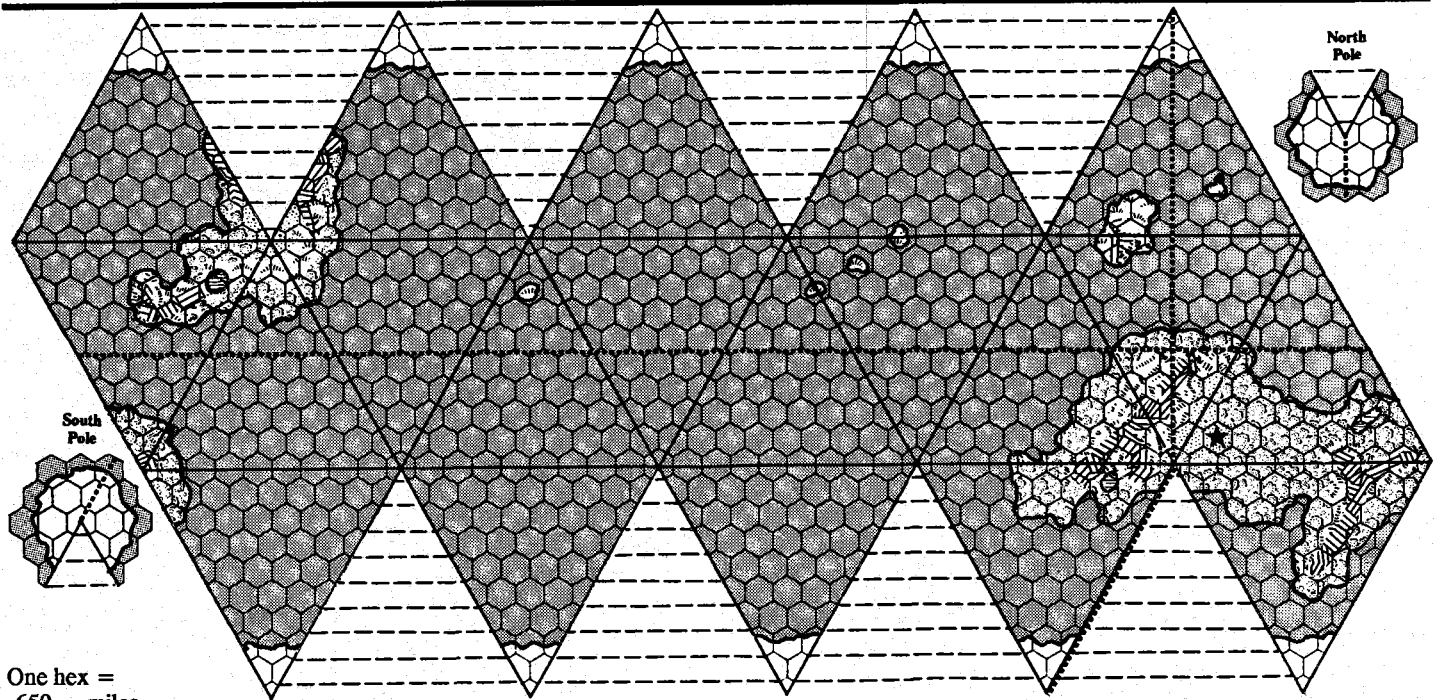
Any TL8+ equipment brought on-planet must be placed in storage within the spaceport grounds. The few items that are imported are strictly for research use, so that they can be copied on-planet. A very few TL8-9 items (mostly medicines) are now produced locally, but at triple the normal cost.

The people of the planet cannot get most of the technology they have seen and heard about, but they crave as much information as they can get about the rest of the galaxy. Entertainment/documentary tapes bring 150% the normal price, provided that they use TL7 equipment, and offworld entertainers are usually in high demand.

The technology quarantine means little trade comes to the planet. Most of Anson's exports are native meat and vegetable products, which they skillfully market as "gourmet foods."

Ceebolt has purchased several retired survey ships and warships, and has six space stations. It also has an aggressive home-built air force, with a "shoot first and ask questions later" policy toward unannounced ships. This makes technology smuggling a lucrative but dangerous business — see Chapter 7.

PLANETARY RECORD: Anson (Abstoric II)



One hex =
650 miles

Planet type Earthlike Diameter 9,288 mi. Gravity 0.94 G Density 4.4 Composition Low-Iron
 Axial Tilt 18° Seasonal Variation Earthlike Length of Day 32 hrs. Length of Year 142 days/ .52 Earth years
 Atmosphere: Pressure 1.03 (Standard) Type and Composition Nitrogen 80%, Oxygen 19%, Argon and Trace 1%
 Climate Earth-normal Temperatures at 30° latitude: Low 63° Average 80° High 97°
 Surface Water 81% Humidity 64% Primary Terrain Forest, Jungle
 Mineral Resources: Gems/Crystals Scarce Rare Minerals Ample Radioactives Scarce
 Heavy Metals Ample Industrial Metals Ample Light Metals Plentiful Organics Plentiful
 Moons None

Biosphere: Dominant life form Higher animals, Humans (imported)
 Other significant life forms Earthlike ecology

Civilization: Population(s) 1.6 billion (PR 9) Tech Level(s) 7 (8) Control Rating 3 (4), 4 (6)*
 Society Factionalized. Southern (Ceebolt): Representative Democracy; Northern: Dictatorships (Valdaaw, Viga); Oligarchy (Stjaga).
 Starports Class III — 200 miles outside Tostum
 Installations None notable
 Economic/Production Self-sufficient. Government buys small quantities of all technology for research use. Imports off-world entertainment.
 Exports local organics, luxury food items. Strict control on high-tech (TL8) imports.

Other notes: * (6) is weapon legality. The nations of the northern continent have CR 4. Six orbital space stations are maintained by the Ceebolt government for defense and customs enforcement. There are four national governments; see political map, p. 4.
 ★ = Tostum, capital of Ceebolt and *de facto* planetary capital. Capitals of other nations are shown on p. 4.

System Information:

Star Name Abstoric Type G3 VI Location _____
 Biozone 0.5-0.8 Inner Limit 0.0 Number of Planets 6

Planet	Orbit	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
Gap	1	.3	Hot rockball	1,200	3.2	.09	None	—
Anson	2	.6	Earthlike	9,288	4.4	.94	Nitrogen-Oxygen	Detailed above
Farnham	3	.9	Hostile terrestrial	5,200	5.3	.63	Carbon Dioxide	Thin atmosphere
—	4	1.5	(Empty orbit)	—	—	—	—	—
Egg	5	2.7	Metallic	800	7.6	.14	None	—
Sicscub	6	5.1	Gas giant	32,000	1.3	.95	Hydrogen-Methane	4 moons
—	7	9.9	Asteroid belt	—	—	—	—	Icy
Oddball	8	19.5	Cold rockball	600	2.8	.04	None	Eccentric orbit

Adventure on Anson

Espionage

It is an ill-kept secret that all the intelligence agencies on Anson flagrantly violate the technology quarantine . . . with the blessings of their respective governments, as long as they don't get caught at it. Clandestine operators from offworld may expect only the crudest of intelligence equipment to be used against them, not TL10 or higher spy gear. Local agencies may hire offworld adventurers to smuggle some high-tech gear in. A competing agency might get wind of it and try to collect some free goodies.

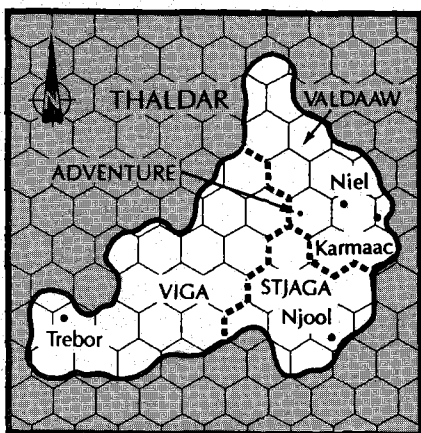
Crash Landing

Any ship which approaches Anson will be challenged by the Ceebolt Space Command. If a ship fails to respond, whatever the reason, the CSC will do its best to shoot it down! Spacemen who have a communications malfunction may crash in the wilderness with a shot-up ship. If they land in the northern jungles, their technology may quickly be in high demand. If they land in the middle of a brushfire war, they may have to choose sides to have their ship repaired.

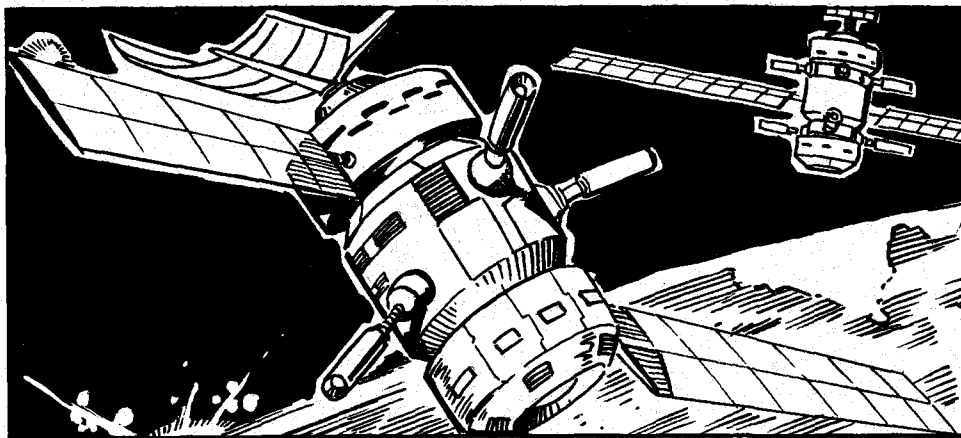
Mountain Climbing

Almost every one of the northern islands is centered around a single, very old but still active volcano. These peaks rise from the ocean floor into the upper atmosphere. Several off-planet documentary crews have been here, filming everything from high-altitude para-sailing to caldera climbing. Journalists may be here on assignment. Or they may be offworld agents on a covert mission.

Political Map of Thaldar



1 hex = 650 miles



Fitting Anson Into The Universe

The world of Anson, as described, can be dropped into any background. Anson is an obscure world, and its government wants to keep it that way, at least until they develop their own version of Galactic technology!

Anarchy

The adventure, as written, fits an anarchic background perfectly well. Ceebolt's paranoid self-sufficiency becomes more reasonable if the whole galaxy is falling apart.

Alliance

Anson manages its own affairs with little or no outside interference. The Patrol tries to intercept smugglers, but most of the work is left to the Ceebolt Space Command.

Federation

Anson is not a Federation member; it holds tight to its policy of independence and self-sufficiency. The Federation does everything it can to encourage trade with Anson, in the hope that trade and offworld goods will lead to public demands to join the Federation. The Federation may or may not be actively supporting the smuggling of high-tech goods onto Anson. If it is, the characters might be Federation hirelings, or even agents, aiding the smugglers!

Corporate State

The party was abandoned by a megacorp after a botched job on Anson. The contract originally included round-trip transport, but now it seems that the tickets were strictly one-way.

Anson hasn't been exploited much, as it is fairly out of the way. Its raw materials would be profitable, but the planet's military is just strong enough to keep the corporations from moving in and taking over. For now, Goliath GmbH is content to use the northern continent as a market for obsolete weapons, and, very occasionally, a testing ground for new ones.

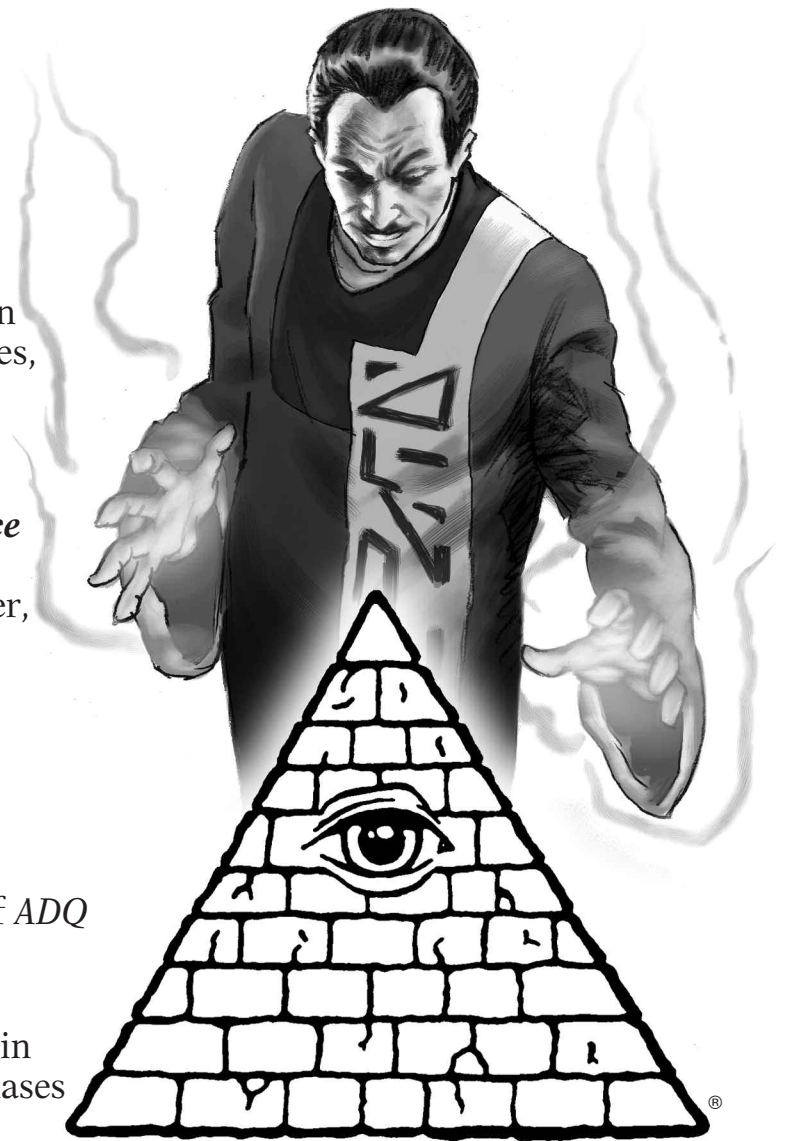
Imperial Galaxy

Anson is on the fringes of Imperial space. As a result, the long arm of the Empire intrudes only rarely. Anson pays its taxes, and otherwise does whatever it wants on-planet; in return, the Ceebolt government cheerfully supports Imperial policy offplanet. The northern governments might support rebels just out of contrariness, if they could. Anson's restrictive policies regarding ship identification are to prevent *Rebel* ships from sneaking onto the planet.

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