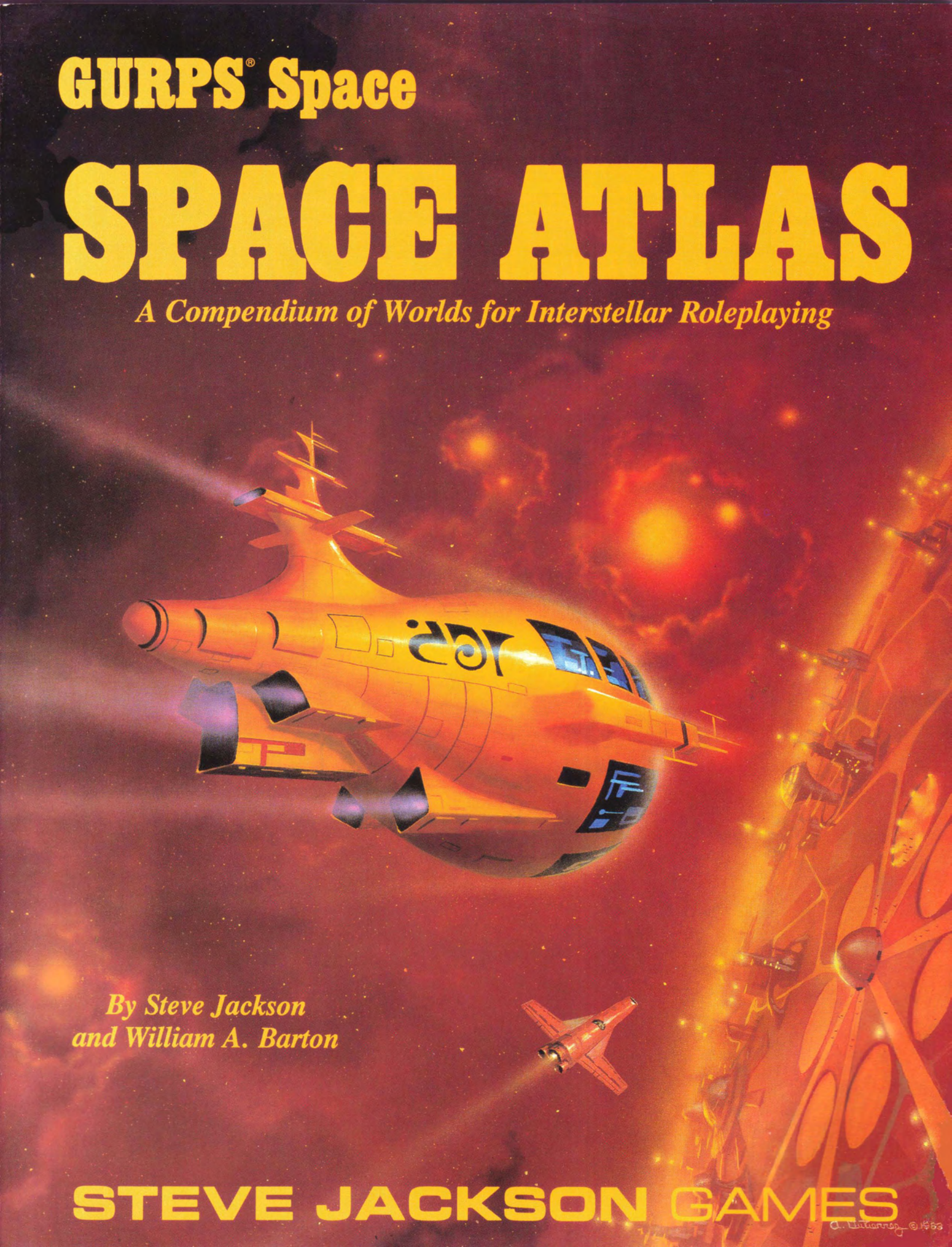
GURPS® Space

SPACE ATLAS

A Compendium of Worlds for Interstellar Roleplaying



By Steve Jackson and William A. Barton

STEVE JACKSON GAMES

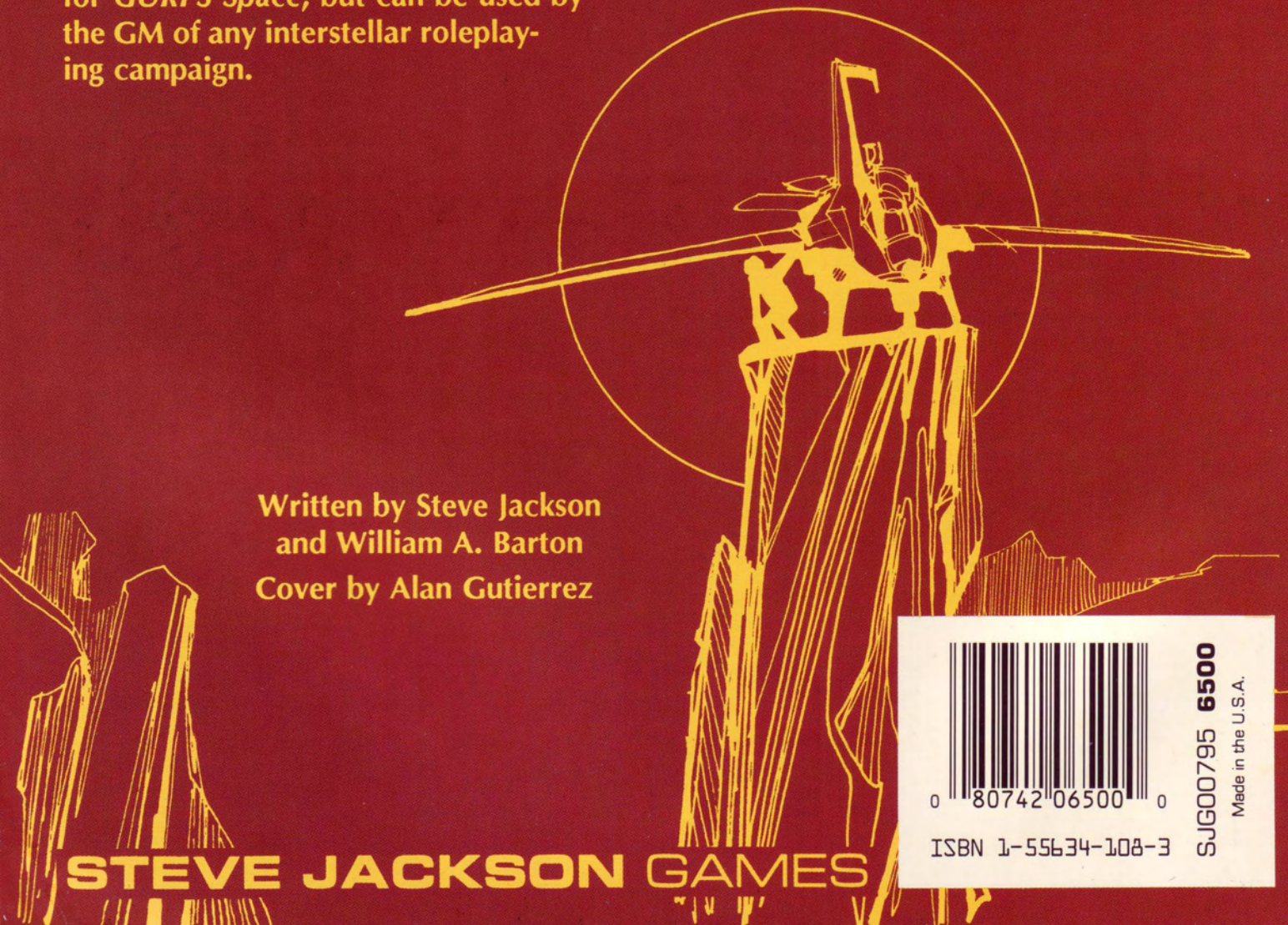
STRANGE NEW WORLDS

The *Space Atlas* is your guide to the 28 star systems of the Old Frontiers Sector. On the edge of explored space, you'll find the bazaars of Bollux, the rival religious fanatics of Bannar and Drayhoah, the carnivorous plants of Talisman . . . adventures galore.

Each world description includes a complete Planetary Record Sheet, with an overview of the whole star system and a detailed description of the planet itself, using the *GURPS Space* format . . . planetary map, atmosphere and gravity, day and year length, population, government, resources, economy, biosphere and special features. Some worlds include specific descriptions and game statistics for people, animals, plants or vehicles found on that planet. Adventure suggestions are included for every world.

The *Space Atlas* is designed to fit into any campaign. You can use the worlds together (maps of the whole Old Frontiers sector are included), or choose individual worlds and fit them into an existing campaign. The book's introduction includes historical and background information to fit the Old Frontiers into five different interstellar campaign backgrounds: Anarchy, Alliance, Federation, Corporate State or Interstellar Empire.

The *Space Atlas* is designed specifically for *GURPS Space*, but can be used by the GM of any interstellar roleplaying campaign.



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GURPS® SPACE ATLAS

The Old Frontiers Sector

A Compendium of Worlds for Interstellar Roleplaying Adventure

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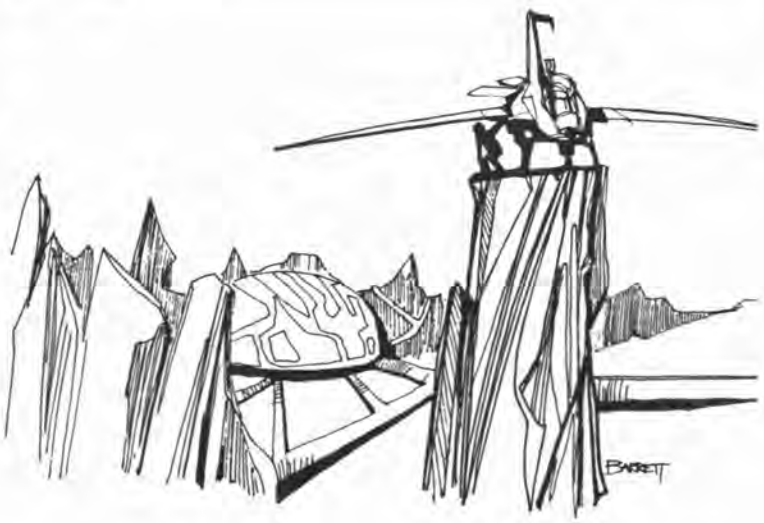
Using This Book

The *Space Atlas* contains 29 Planetary Records, which the GM may photocopy and hand to his players when they are seeking information about a planet. This is the "publicly available information" that would be contained in any standard database.

The GM should *not* show the pages of text to the players. Instead, he should give them only as much of this information as he thinks their backgrounds — or later investigations and experience — entitle them to. In general, the players can be told the general history of each world, but not all the details of its present situation. Material marked "GM's Information," and the material given as adventure ideas for each planet, should definitely remain confidential.



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INTRODUCTION

This book includes descriptions of 29 worlds — 26 inhabited, and three that are uninhabited but significant — in 27 star systems. All this material is designed to fit any interstellar campaign. The worlds are presented as individual entities; you can link them as you choose. If you want to use the entire "Old Frontiers Sector" as a unit, we've provided maps (see pp. 4-7) so you can do so. Other worlds of your own design may be added as well.

Format

Each listing provides detailed information on the world, along with general information about its star and the other planets in the system. These are the facts that should prove most important to starfarers initially. The GM may further develop the individual systems, generating details of the other planets — their physical details, native life if any, and so on.

The systems are listed in alphabetical order by the names of the *worlds*. Terminology is as defined in the *Stars and Worlds* section of ***GURPS Space***. All stars are main sequence unless otherwise indicated. Star class *and* subtype are given; a star listed, for instance, as "G3 V" is a type G star, subtype 3, of class V (main sequence).

Alternate Backgrounds

To keep this atlas as generic as possible, the listings for the individual worlds contain very little about "external" politics and events. Therefore, for those using the Old Frontiers Sector as a unit, we present a few short "general briefings," outlining *sector* histories suitable for different campaign backgrounds. Pick the one suitable for your campaign, and you'll find that it links with the various planet descriptions. However, the following alternate histories have nothing to do with each other — use only *one* of them!

Anarchy

The Old Frontiers Sector is the general name for an area at the border of explored space. It is far enough away from the centers of galactic civilization that there is no true interstellar government; indeed, some of the planets have always been independent.

There have been a number of small wars over the past hundred years, but — except for the civil war on Lorn and the internecine conflict that destroyed Roentgen — none have been too destructive. However, interplanetary politics are heating up. Drayhoah and Bannar are lining up allies for a religious jihad. Mad Ryoc of Survias is eying her neighbors greedily. And if the sector breaks down into squabbling, the mercenary leaders of Summer may be tempted to conquer on their own behalf. Redugun — close by, rich, and disorganized — seems a likely target.

Alliance

Most of the worlds of the Old Frontiers Sector were settled within the same 200-year period. However, they have radically different political structures. Most are now members of the Alliance, but some (notably Sheba and Bannar) chafe under even this much control. Al-Jebel and Carstairs remain nonaligned. And Drayhoah, once a member, dropped out forty years ago and has since then been quite open in its desire to see the Alliance break up. Bannar remains a member largely to get political leverage against Drayhoah.

Though there is no separate "sector government," several Alliance agencies are organized into sector divisions. The Navy and Patrol, and most other agencies, are headquartered on Bollux, because of its central location.

Federation

The Old Frontiers Sector of the Federation is, economically and politically, one of its more backward regions. The Sector Governor, Jumal Narawal, from his office on Bollux, governs loosely, because he can't get away with anything more.

Three inhabited worlds within the sector (Cretaceous, Carstairs and Redugun) are not Federation members. One of Governor Narawal's chief objectives has been to win them over — Cretaceous and Redugun in particular, because of their valuable resources.

World Maps

The world maps use the system given in ***GURPS Space*** — an "equal-area icosahedral" projection. Each hex represents the same amount of space. Size of a hex depends on the size of the planet. Multiply the world's diameter by .07 to determine the distance across one hex.

Unless specified otherwise, the north pole is at the top of the map, in the hex formed by the joining of the five points. Because this tends to splinter the polar areas, a circular area centered on the North Pole is also shown at the top of the map, and an area centered on the South Pole is shown at the bottom.

The zero meridian line and the equator are shown as dashed lines. Lighter dashed lines connect hexes that are divided on the map. If this map were cut out and folded up, it would form a 20-sided "globe."

Specific points of interest are shown by a letter, keyed to text. Note that if (for instance) a town and starport symbol appear in adjacent hexes, the starport is actually in the town hex unless the description says otherwise.

Map Key

This key shows suggested colors, for those making their own maps, and standard black-and-white symbols.

Ocean:
Dark blue

Freshwater Sea:
Light blue

Marsh/Swamp:
Yellow-green

Plain/Steppe:
Light green

Icy/Barren:
White

Mountain/Volcanic:
Dark brown

Hilly/Rough:
Light brown

Forest/Jungle:
Dark green

Desert/Barren:
Rust-red

Urban/Populated:
Crosshatched lines

Major city

Capital

Restricted area

Important starport

But Cretaceous and Carstairs enjoy their independence. And, while the Grand Dukes of Redugun would like to join, they refuse to give up their slaveholding — which is a violation of Federation law.

However, the governor has more important problems right now, because internal politics are reaching the boiling point. Bannar and Drayhoah, both Federation members, are fighting a proxy war on Dunsel; thanks to Patrol operatives, the Federation knows that this is more serious than it appears.

And two member planets that are economic giants — Acropolis and Survias — have internal policies that are against Federation policy, though not quite in violation of actual sector law. Acropolis' treatment of clones would be considered slavery if not for a loophole in Federation law. And the dictator of Survias is not only terrorizing her own people, but may be a danger to other planets. If only one of these worlds were a problem, Narawal could send in the Federation fleet and force changes. But Narawal knows that the two powerful worlds have agreed to aid each other against any Federation interference . . .

Corporate State

The Old Frontiers Sector is almost wholly controlled by BYTE, Inc., which is itself a subsidiary of Cosmopolis, Ltd, which is owned jointly by Freres Delacorte Pty. and the Arttronics Corporation . . . which are both fronts for Goliath Weaponry, GmbH. Though the sector is fully tied into the corporate web, it is also a hotbed of intrigue, as the interests of various corporate divisions and sub-operations cross and conflict here, far from the home office.

Corporate headquarters for the sector are on Byte, but every world has various local offices for one subdivision or another. Bollux, in particular, is vitally important because of its central position.

Intercorporate politics are fierce. Sheba, through its soon-to-be new prince, is the target of a takeover attempt, as is Cretaceous. The religious worlds of Bannar and Drayhoah are among the few non-corporate worlds in the sector, and as a result are disliked and distrusted.

And Goliath Weaponry is increasing its influence in the whole sector in a very heavy-handed way. The ASF, on Nautilus, is a Goliath project. When the people of Lorn rebelled against a Goliath subsidiary, the company released an untested bioweapon — the creebs — rather than negotiate a settlement. Goliath is also using the planet Roentgen as a test site for weapons and survival equipment. And there is a rumor that the anomalies of Gith were the result of a weapons experiment gone wrong.

Increase Control Factor of all worlds by 1 if the sector is ruled by a corporate state. If a local government description is inconsistent with corporate rule, the GM may ignore it, decide that it is one of the few non-corporate worlds, or assume that it's a charade of

Animal Descriptions

Where detailed descriptions of animals are given, they follow the format of the ***GURPS Bestiary.*** Most of the headings are self-explanatory. Size refers to size in hexes. Habitats are abbreviated as follows:

A = Arctic
D = Desert, including all dry areas and scrub woodlands
F = Forest, including all temperate forests
FW = Fresh-Water Aquatic
J = Jungle, including any tropical forest
M = Mountain
P = Plains, including all grassland, steppes, and so on
S = Swamp
Sub = Subterranean
SW = Salt-Water Aquatic

* means a special ability or attack — see text.

# indicates exceptions to the given entry — see text.

Tech Levels

We have assumed that the base Tech Level of the campaign is 10. If your campaign has a different TL, you can scale the TLs given accordingly. Or, for a campaign with a base TL of 11 or 12, you may keep all the worlds exactly as described, since the Old Frontiers sector is intended to be a "backwater" area anyway. It would be appropriate for these planets to have the TLs described, even if the central areas of interstellar civilization were more advanced.

Outposts, mining camps, and so on generally have equipment with the base TL of the campaign, but very limited manufacturing or repair facilities. If a world has a low general TL but higher-TL items can be bought there but not built or repaired, the higher TL will be shown in parentheses: TL9(10) would mean a TL9 world that had some TL10 equipment.

Maps

On the following pages are star maps of the whole Old Frontier, for use in different types of campaigns. All maps are drawn to standard scale — 1 parsec per square — but if worlds are more distant in your campaign, just change the scale.

If you've got an ongoing campaign, you can use the entire Old Frontiers Sector as a unit. It can serve as the backdrop of an entire campaign, or simply as a jumping-off place for a campaign set in the adjacent frontier areas. Alternatively, you can drop the individual worlds in whereever they'll do your adventures the most good.

Normal-Space Map

Page 5 is a map of the Old Frontiers Sector for normal space. This will be most useful for campaigns where ships use warp drive. No worlds are shown except for those named in the atlas. The GM may add navigational hazards appropriate to his own campaign.

Jumpline Map

Page 6 is a map of the Old Frontiers Sector showing jumplines. We have assumed that jumplines more than 10 parsecs long are very rare.

This map is for campaigns where ships use a jump drive that only works along jumplines. If jump *points* are used, the GM should use the map on p. 5 and add appropriate points.

Because many inhabited worlds have no jumplines leading directly to other useful worlds, a number of extra "waystation" systems are shown on this map. These are shown by the star names, since none of their worlds are important, and are differentiated by parentheses. If a waystation star has no planets, it is shown by a *. Waystation systems without a * have at least one gas giant, and at least one rockball where an emergency landing is possible.

Distance Table

Page 7 is a table of the distances, in parsecs, between all 27 systems described in this book. It is generally the only "map" you need for hyperspace travel, and can be used in conjunction with either of the other two maps when figuring travel times.

the corporation. For instance, the bosses of Redugun like to call themselves Grand Dukes and play at being nobles, but they're more concerned with stock options than swashbuckling.

Imperial Galaxy

The Old Frontiers Sector lies at the periphery of the Empire. There is no significant expansion going on past or through the sector. It is something of a backwater in Imperial politics, and most of its inhabitants like it that way. The Empire has been content to leave local governments alone, letting them deal with their planets as they choose, as long as they pay their taxes.

The Imperial satrap for the Old Frontiers is Prince Athos O'Campbell. In his late forties, the Prince is personally likeable. He is decadent and not especially bright, but his pleasures are all of the harmless variety. Costly, and often shocking, but harmless.

The satrap's residence is on Pleroo. A large area surrounding it is off-limits to unauthorized personnel. An elite unit of Imperial Marines is entrusted with the safety of the satrap when he is on Pleroo, and guards the residence area even when he is not. He spends a lot of time hunting on Cretaceous, wenching on Acropolis, and generally misbehaving, along with his retinue of sycophants, on the pleasure-world of Alhambra.

All Imperial agencies in the sector are unusually corrupt, even by Imperial standards. The dreaded Imperial Secret Police is, in a manner of speaking, an exception. ISP officers and agents are venal, profligate, and often sadistic. But they remain loyal to the Sector Head of ISP, Duke Spiros Kristopoulos — known, though not to his face, as Duke Spook. Oddly, in the backstabbing arena of Imperial politics, Duke Spook appears to be personally honest, clean-living, and devoted to the Satrap. He is also intelligent, devious and ruthless . . . a deadly enemy. The Duke is probably the only reason the Satrap has survived this long.

As a rule, he and his ISP do not concern themselves with *any* sort of law enforcement; they deal only with conspiracies and threats to the Satrap's position. But if (for instance) the Satrap happens to complain to the Duke that there's too much smuggling around Redugun, the ISP will be on the job, infiltrating the local criminal organizations *and* the Patrol. The ISP is everywhere; the data banks of Byte are one of their most important resources.

Here, as everywhere, the Empire is heavy-handed with rebels. Lorn was devastated by the creebs when it tried to revolt. It is rumored that the natives of Roentgen were destroyed, not by civil war, but by the Imperial Navy. Al-Jebel is full of political prisoners.

Increase Control Factor of all worlds by 1 if the sector is part of an empire. Should the Satrap be replaced by a more competent leader, Control Factors will soon increase by another 1. But if anything happens to Duke Spook, Control Factors will *drop* one, at least for a while.

Organizations

The major organizations in the sector will depend on the overall government in your campaign. (Of course, if the sector is anarchistic, no government organizations exist on any scale larger than planetary police.)

The Patrol will be present, in one form or another, unless there is no political organization at all. If the sector is anarchistic, any mention of a Patrol base refers to an powerful *planetary* police force.

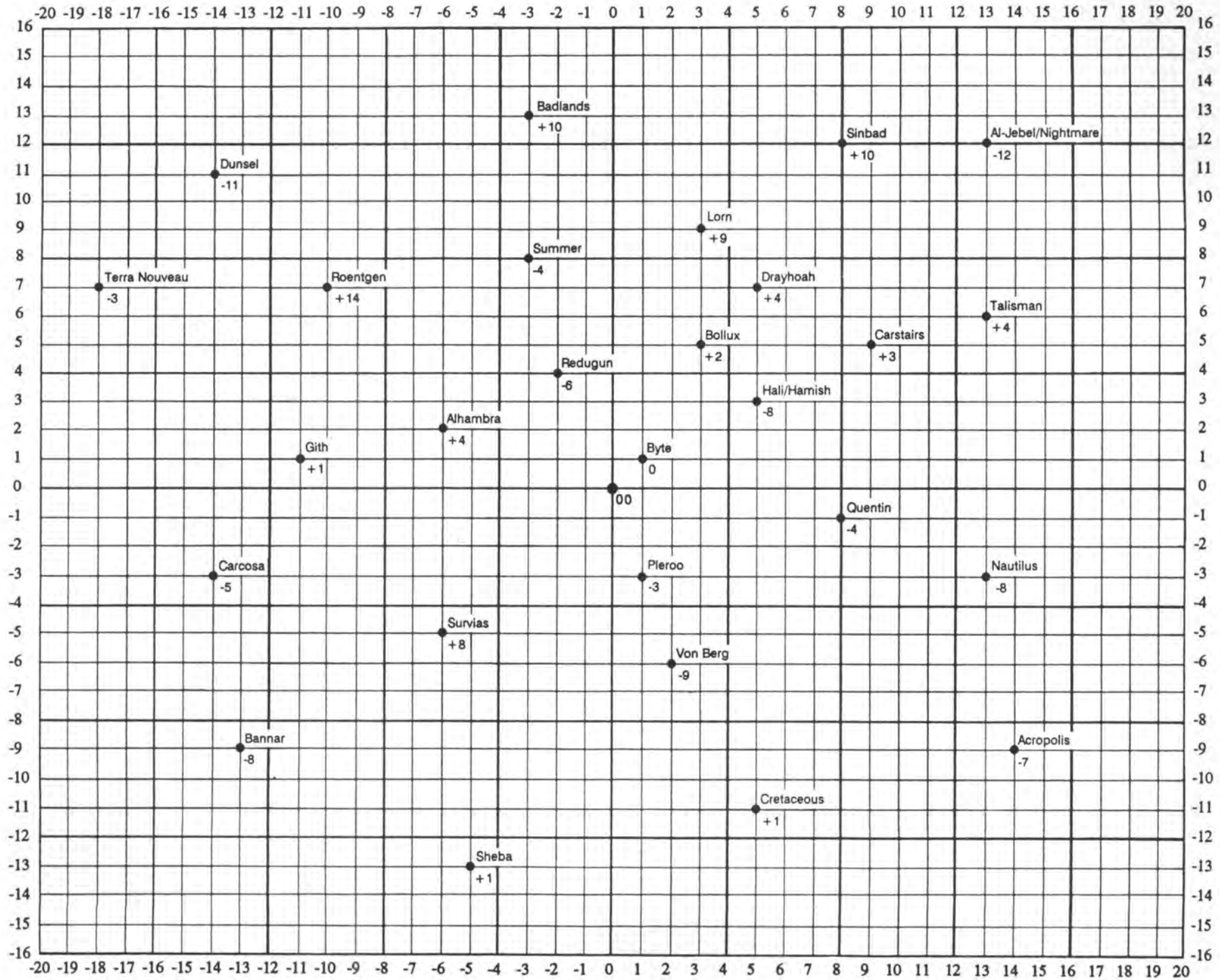
Survey maintains an office in the region, on Bollux. Even though there is no active exploration going on, the Old Frontiers area does border on unknown territory, and Survey keeps a few ships in the area and does its best to collate information from returning travelers.

The Navy and other military services may or may not be present. In an anarchistic situation, references to naval or military bases refer to planetary navies, or can be ignored entirely.

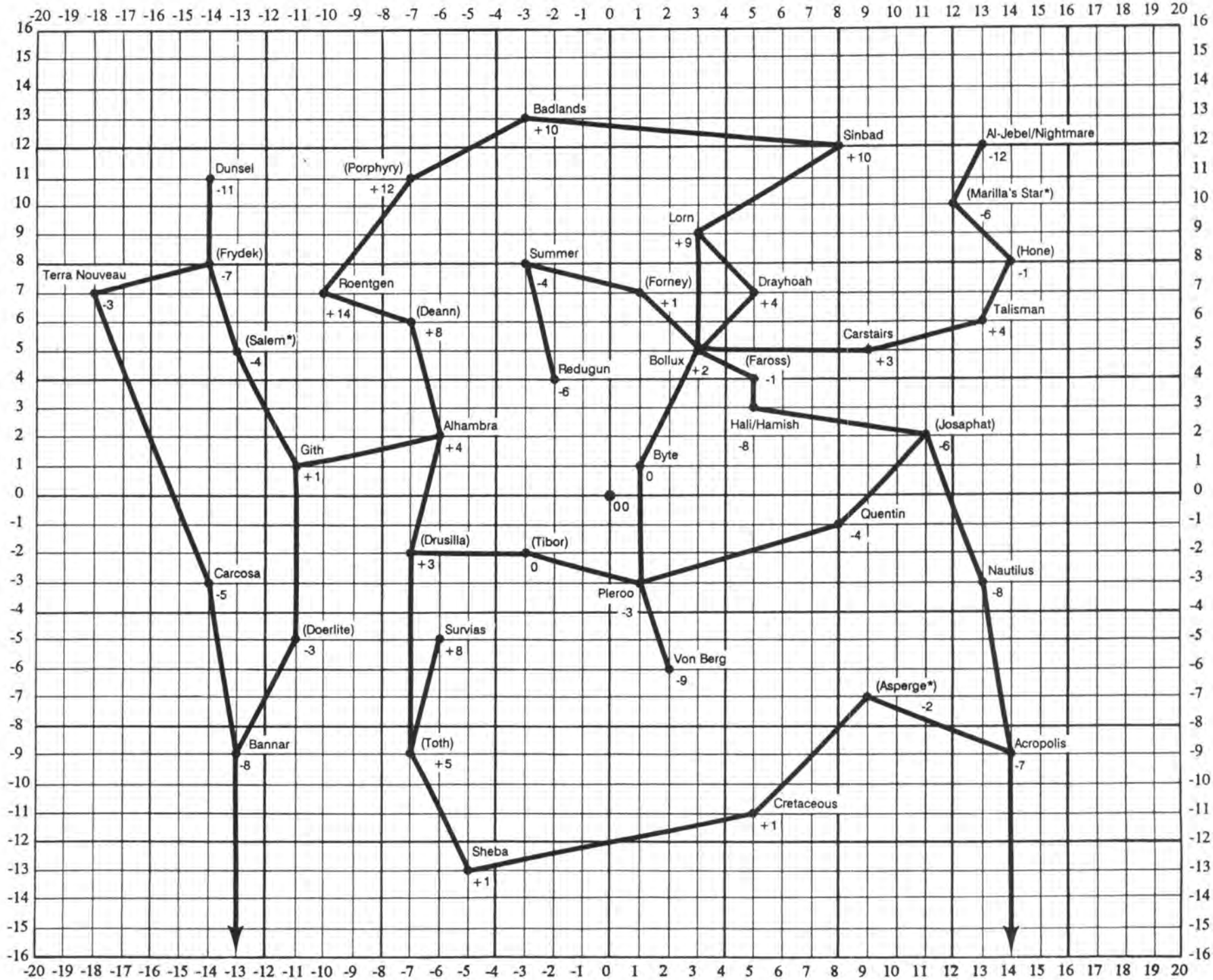
Mercenary companies flourish in the Old Frontiers area. Even if the sector is tightly governed, mercenaries are tolerated because they find work in the areas beyond the sector . . . though the Mercenary Regulatory Agency keeps a *very* close eye on them. By far the dominant merc force in the sector is the Summersun Mercenary Co-op (see p. 54).

Civilian organizations of all types exist in the area. Notable is the Escott Institute, on Pleroo (p. 42).

Criminal organizations, of course, are everywhere. The Organization is strongest on Badlands, which it controls entirely, and on Bollux. It is very weak on Dunsel, where the religious wars are interfering with business-as-usual.



Old Frontiers Normal-Space Map



Old Frontiers Jumpline Map

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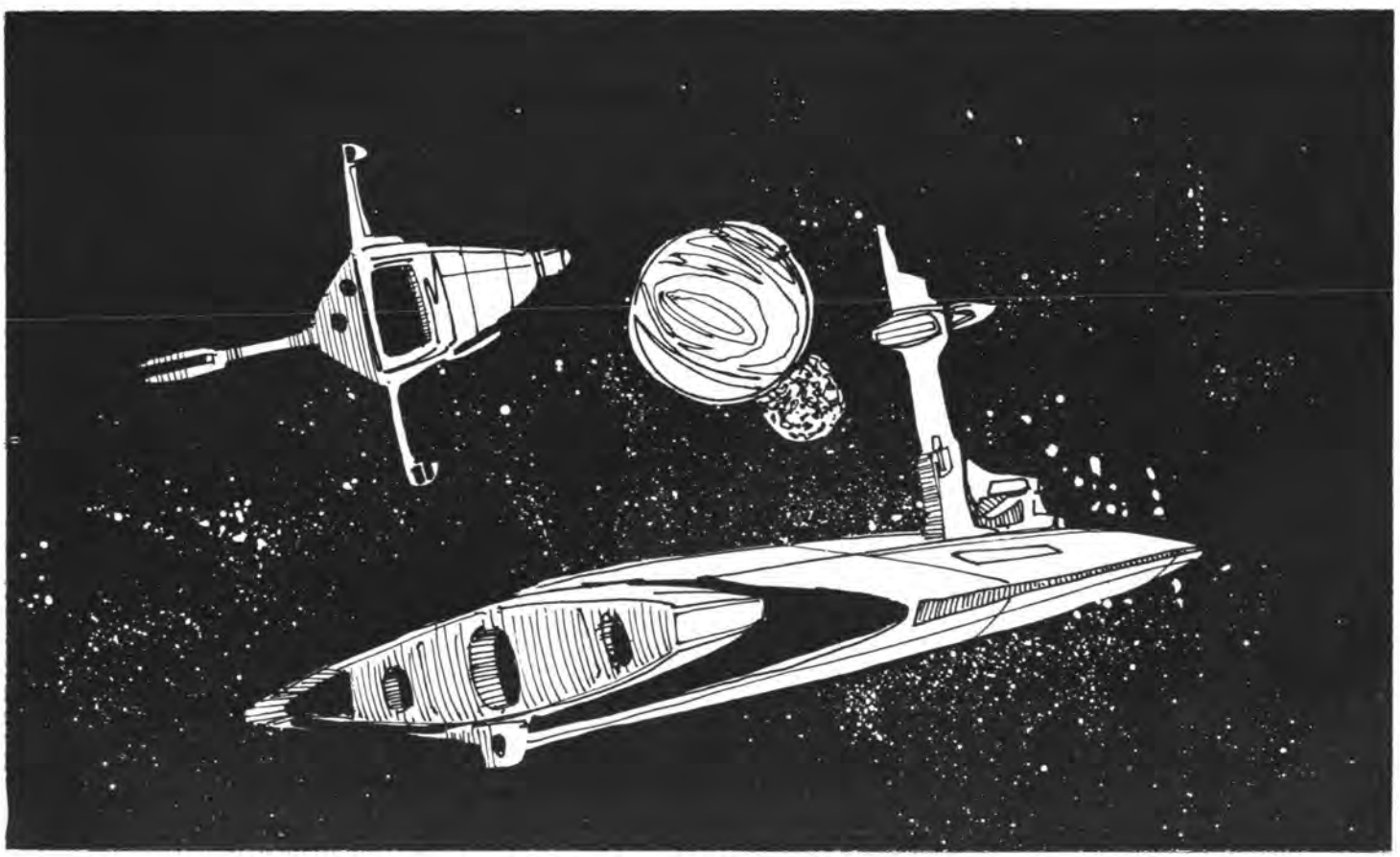

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