

**GURPS<sup>®</sup> Space**

# **SPACE ATLAS 3**

*The Worlds of the Confederacy*



*By Dale Kemper  
and Creede Lambard*

*C. O'Rourke*

**STEVE JACKSON GAMES**



# WORLDS OF THE GREAT SPIRAL

This is your guide to the confederated worlds of the Great Spiral Sector. 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.

The *Space Atlas* is designed to fit into any campaign. You can use the worlds together (maps of the whole Great Spiral 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 Great Spiral into four different universes:



Also covered are population, government, resources, economy, biosphere and special features. Some worlds include descriptions and game statistics for people, animals, plants or vehicles found on that planet. Adventure suggestions are included for every world.

a galaxy-wide Anarchy, a Federation, a Corporate State or an Interstellar Empire.

The *Space Atlas* series is designed specifically for *GURPS Space*, but can be used in any interstellar roleplaying game.

Written by Dale Kemper and Creede Lambard  
Cover by Alan Gutierrez

**STEVE JACKSON GAMES**



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# GURPS<sup>®</sup> SPACE ATLAS 3

## *The Confederacy*

*A Compendium of Worlds for Interstellar Roleplaying*

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# STEVE JACKSON GAMES

# INTRODUCTION

## Using This Book

*Space Atlas 3 — The Confederacy* contains information on 26 worlds of the Great Spiral Cluster. The GM may photocopy and pass out to his players the pertinent planetary record sheets as needed. This is the standard data located in any average computer.

The GM *should not show* the pages of text to the players, but give them whatever background or information that he feels is necessary or properly asked for. In general, the players can be told general Confederate history or be allowed to read the introductory information on the organizations of the Confederacy. Adventure possibilities and other GM information should remain confidential, however.

## Using the World Maps

The world maps of all Confederate planets use the system given in *GURPS Space*. Each map hex represents the same amount of space but the size of a hex depends on a planet's diameter. Multiply that by .07 to determine the distance across one hex.

Unless otherwise specified, the north pole is at the top of the map and the south pole is at the bottom. A circular area centered on each pole is provided to give a more accurate picture of the polar terrain.

The zero meridian line and the equator are shown as dashed lines. Other lighter dashed lines are also shown to connect divided map hexes.

Specific points of interest are shown with a number corresponding to text.



The following material covers 26 worlds of the Great Spiral Sector and their respective star systems. The worlds and their backgrounds are presented as individual roleplaying settings and are designed to be used in any interstellar campaign game. Any or all of the material in this book may also be used with other backgrounds or interstellar communities of the GM's design.

## Format

Each planetary listing contains detailed information on the world, along with basic information about the stellar system it belongs to. The GM may take this information and expand upon it as much as desired.

The systems are listed in alphabetical order. Terminology is as defined in the *Stars and Worlds* sections of *GURPS Space*. All stars are main sequence unless otherwise indicated. Star class and subtype are given. For example, a star listed as B4 V is a blue-white star, subtype 4, of class V (main sequence).

## Background

The Great Spiral Sector was colonized by a fleet of generation ships. The colonists hit the jackpot when they reached the Great Spiral Cluster. It had enough worlds to allow for population expansion, and they were close enough together to allow for easy interplanetary and interstellar travel. All eleven ships established colonies; nine of the colonies survived (the fate of the other two is a mystery). Once they landed, they cannibalized the generation ships for materials to start the first colonies. They soon discovered, however, that certain technologies were lost to them. They knew about blacksmithing, simple refining and radio, for instance, but did not have the technology for interstellar, or even simple atmospheric, flight — and if they had, they would not have had the tools or materials to implement such technologies.

Over the centuries, the colonies kept in touch with one another, after a fashion. Radio messages were beamed between the various star systems, but the messages were all sent one-way at the speed of light and could take over 200 years to cross the Spiral. The planets of the Great Spiral quickly drifted culturally and linguistically apart.

Eventually, several planets independently redeveloped space travel, then FTL travel, and began exploring their planetary systems. A secondary priority was the re-establishment of communication among the far-flung settlements.

Eventually the colonies began forming alliances, exploring their neighborhoods and trading with each other. But with the increased trade and communication came a new threat.

## Piracy

It was inevitable that, as more and more ships began to travel among the stars, that some of their crews would resort to piracy. Within a 30-year span, piracy went from a few isolated cases to a major threat to shipping. The pirates were smart; at no time was the threat to shipping so severe that it threatened to cut commerce altogether. The pirates didn't want to cut off their supply of golden eggs.

Still, dozens of trading ships and hundreds of lives were lost every year to the pirates, along with untold amounts of food, medicine, raw materials and

supplies. To combat this menace, trading-ship captains began traveling in convoys, usually of 12 to 18 ships. They would meet to exchange information on when convoys were leaving, which star systems had reported pirate activity, what commodities were bringing the best prices, etc. These informal associations did not achieve their stated purpose of outwitting the pirates — for one thing, the pirates quickly infiltrated them and used the information for their own ends. However, they were the beginning of the Traders' Guild, which consequently boasts of being an older organization than the Confederacy.

In frustration, the governments of Bossilwick, Caractacalla, Tallamatrix, Mairsus, Bindar and the Trevor system met to organize for their mutual defense. They quickly drew up a plan for a united navy to meet the pirate threat and to provide for mutual defense.

This meeting marked the beginning of the Confederation of the United Worlds of the Great Spiral. From the beginning the organization was called the Confederacy, and it grew as new planets were colonized and developed to the point where they could function on their own and join as equal partners.

### Fighting the Battle

At first, the Confederate Navy was a joke. The pirate fleets were better equipped, and more than once they simply bought off the undisciplined and unseasoned Confederate troops without combat. But as the Navy grew and developed and gained more disciplined sailors, the pirate menace began to be beaten back. Convoys of merchantmen were accompanied by flotillas of warships, which surprised and ambushed the pirates. And while the pirate menace has never been completely eradicated (piracy always looks like an easy way to make a buck for some people), it has been beaten back and is no longer the crippling menace it once was.

The navy once turned out to be important for protecting the Confederacy in a different way when Tallamatrix attempted to leave the Union in Y.C. 131.

### Map Key

Below are the standard terrain symbols on the maps. For those making up their own, suggested colors are included for specific terrain.

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	







### **Tech Levels**

The tech level of most Confederate planets is 10. Areas that require further development to reach TL10 include power plant technology and gravitics. Confederate interstellar drives are usually fusion powered.

In addition, computer science has fallen behind. There is little sentient computer research, and no robotics in any form. Artificial intelligences are still in the research stage, with some experimentation in practical use (particularly on Faro-Trevor). Artificial gravity has been developed for ships and orbiting bases, but gravitic drive for surface vehicles and atmospheric craft is not widespread.

If your campaign has a different tech level, the above information may be changed to fit your needs.

Leaving the Confederacy would not have been a crime — after all, it is a voluntary organization, with no real power to force its members to remain. Soon after, however, Tallatrix recalled several Navy ships whose crews were primarily from that planet and used them to attack other Confederate ships. The commandeered ships were defeated, but not without heavy losses on both sides.

## **Confederate Government**

The Confederacy is a loose alliance of planetary governments. To be a full member, a planet must have at least a million people and not be a colony or dependency of any other government. This means that solid, stable colonies like Padderborn are not eligible for Confederate membership, but a despotic planet like Biggs' World is — not a perfect state of affairs, but all in all, it works.

The Confederacy's governing and lawmaking body, the Confederate Assembly, houses representatives of the Confederacy's governments in proportion to their populations. All laws passed are subject to review by the High Council, composed of five representatives from each Confederate member world. Confederate law leaves the method of choosing both High Councilors and Assemblymen up to the individual governments involved. Enforcement of the law is left to each planet; the judicial system is decentralized, and is tailored to the customs of each world.

As a voluntary organization, the Confederacy has no power other than expulsion to keep its member states in line. Confederate laws are few, however, and mostly concerned with crimes of person and property. All planetary governments are required to enforce laws passed by the Assembly, but may add their own as well.

### **Funding**

Each of the planets of the Confederacy is assessed an annual fee to fund the Confederate Navy and the Assembly. Most governments simply divide the amount of the fee among the populace and add it to whatever other taxes it levies, but the practice varies widely. Purgatory pays its entire fee out of the collective profits from its mining operation, for instance.

## **Alternate Backgrounds**

### **Anarchy**

The planets of the Great Spiral are so distant from the main area of human expansion, and so isolationistic, that they are ideal for use in an anarchic campaign.

All of the major planets are highly independent and mainly concerned with their own interests. Each sees the other planets primarily as trading partners; the worlds occasionally band together for defense, but are normally competitors.

In this type of campaign, the pirates are just another faction and are as likely to make deals and alliances with the other groups in the sector as any other.

### **Federation**

The Federation is very much like the Confederacy, except that it has a stronger central government. While each planet has a great deal of autonomy, the Assembly passes many laws related to conduct among the planets. The civil service and its related bureaucracy are of necessity much larger than the Confederate versions.

The other primary difference is that the Federation is not voluntary. Secession from the Federation is a very serious matter, leading directly to civil war.

## Empire

The Great Spiral is an outlying province of the Empire. The pirates are still a threat, but now instead of having to contend with a loose coalition of planets the pirates must deal with the Imperial Navy. Therefore, they are much more cautious and tend to go after highly lucrative targets (shipments of Purgatory Steel, for instance) — which influences where the Imperial Navy posts its ships.

Crown Prince Mikhail rules the Great Spiral from his palace in a 400-square-mile park in the center of Union. His father, the Emperor, considers this province ideal training before Mikhail takes over the entire Empire. It's sedate enough that the Crown Prince's life is not in danger, but has enough problems for him to solve to be good training.

In this background, Baron Rolf von Toerbach (see *Tallamatrix*, p. 52) is a member of the Royal Family. He will never be powerful enough to take on the Imperial Navy, so his goal is to discredit Mikhail in his father's eyes. By doing so, he hopes to have the Great Spiral placed under his control.

## Civil War

Baron von Toerbach's plans have finally come to fruition. Bindar, Goggic, Mairsus and Trebberhorn are all under his control, and he has decided to make his move.

A war fleet under the Baron's command has entered the Calamain system, destroying much of the Confederate fleet there and capturing several of the mothballed ships. A force roughly equal in strength to the Baron's was out on maneuvers in the Sketola system, however.

Yâkut, Bossilwick, Wa-Lu, the Trevors and Keplo-Quitlan are definitely on Caractacalla's side. Part of the fun of a Civil War campaign will be to watch the other planets either line up behind one of the major players or attempt to keep itself neutral.

In a Civil War scenario, some of the adventure seeds in this book will be either impossible or much more dangerous than they would have been otherwise.

## Confederate Organizations

Each government within the Confederation is left to handle its own internal affairs. This includes forming the organizations and appendages necessary to carry out its policies. Relations *between* planets, however, are handled by the Confederacy and by organizations set up by the Assembly.

Some of these organizations, such as the Navy and the ISF, consider themselves as important as the planetary governments and work to increase their influence within the Confederacy. Most stay in the background, however, quietly doing their jobs.

### The Confederate Naval Administration (CNA)

The Navy is the largest organization in the Confederacy. In fact, it is so large, it is the only non-planetary body with representatives in the Assembly (though *not* in the High Council).

The Naval Administration is the highest supervisory body in the Navy. Subject to budget and political restrictions, it has the authority to build ships, recruit and train sailors and marines, and to conduct any action necessary to maintain the peace and security of the Navy. In an emergency it may undertake any action it feels necessary, but no Navy ship is ever allowed to fire the first shot in an action without the direct authorization of the High Council.

The Navy is also responsible for secure communications throughout the Great Spiral, for limited intelligence gathering and for certain ancillary functions

## Animals

Where detailed descriptions of animals occur, they follow the format of the *GURPS Bestiary*. Most of the headings are self-explanatory. Habitats are abbreviated as follows:

- A = Arctic
- D = Desert
- F = Forest
- FW = Fresh-Water Aquatic
- J = Jungle
- M = Mountain
- O = Ocean
- P = Plains or Steppes
- S = Swamp
- SW = Salt-Water Aquatic
- U = Urban Areas

## Pronunciation Guide

Achenaar	AK-en-ar
Aimar	EYE-marr
Anarus	ah-NARR-us
Belicose	BAY-lee-kose
Beptopetoin	bep-to-peh-TOYN
Bindar	BINN-darr
Calamain	KALL-a-main
Chok-Tah	TSHOK-tah
Colloth	kol-LOTH
Dinhe	DIN-yah
Duquessa	doo-KWAY-sah
F'rnow	FURR-now
Goggic	GAWDDZH-ik
Hidarin	high-DAH-rin
Iacus	eye-AK-kus
Kalathos-Ta-Quitlan	KALL-a-thos- TAH-kwi-TA-la
Kerrone	ker-ROAN
Loedsteijn	LOAD-stine
Lygenus	ly-DZHAYN-us
Mairsus	MARE-sus
Malthus	MAHL-thus
Placæum	plah-KAY-um
Quitlan	kwi-TAH-los
Regalia	reh-GAH-lee-ah
Reggic	REDZH-ik
Rollaron	RAW-la-ronn
Seliech	SAY-li-ekh*
Silestra	syi-LESS-trah
Sinustra	syi-NOOS-trah
Sketola	SHKAY-to-lah
Tallamatrix	TAHLL-ah-may-trix
Tintanabulus	tin-tah-NAH-byoo-lus
Tupec	TOO-pekh*
Valorus	vahl-OH-rus
Via-Chan	vyah-TSHAN
Toerbach	TORE-bokh*
Wa-Lu	wah loo**
Wellum	VEHL-lum
Yâkut	YAAH-koots
Ye-Lu	yeh loo**
Yovellin	yoh-VAY-lin

\* a guttural kh, as in Scots *loch*.

\*\* Place equal stress on both syllables

## ***Keeping Time in an Interstellar Community***

"Time," as the wag observed, "is nature's way of keeping everything from happening at once." But in an interstellar community, how is time measured? Obviously, each planet rotates at a different speed, so the length of each planet's day will be different. In addition, each planet's year will have a different length, and no two will be the same.

Obviously a standard is necessary. Even on Earth, a plethora of time zones is confusing, and in order to facilitate communication the various nations of the world have agreed on Coordinated Universal Time (also known as Greenwich Mean Time (GMT)) as a worldwide standard. Whether it is 5:00 p.m. in New York City or 1:30 a.m. the next day in Teheran, the Coordinated Universal Time is 2200 hours.

Similarly, since the Confederate capital is at Union on Caractacalla, the time there is referred to as Confederate Mean Time and is used throughout the Great Spiral. But even this standard raises problems. Consider four clocks, all set at the same instant. One is instantaneously teleported from Caractacalla to Regalia, the second is placed aboard a ship which takes three weeks to reach Regalia by traveling the jumplines, the third is delivered on a ship which makes a single jump, and the fourth is placed on a slower-than-light ship which will not reach Regalia for many years. Which of these clocks, if any, shows the correct Confederate Mean Time?

The Confederates have solved this problem by establishing a time beacon, using FTL radio. The beacon reaches all of the planets of the Confederacy simultaneously, allowing (for instance) regular freight and passenger schedules to be established.

### ***The Calendar***

The Confederate Standard Year alternates between 239 and 240 days long, divided into 10 months. These months each have 24 days, except that every other year, the 10th month only has 23.

Years are numbered from the founding of the Confederacy, which occurred in Y.C. 1 (Y.C. standing for Year of Confederation). B.C. refers to Before Confederation.

Each planet also has its own calendar (some more than one), based on its day and its orbit around the sun. Conversion charts comparing local and Confederate time are available at any information terminal.

such as the standard time beacon (see sidebar). By law the communication and intelligence functions are strictly limited to military applications. In spite of this, there is a rivalry between the Navy and the ISF and Communications Commission, especially since the Navy occasionally considers certain matters "military" which the ISF and the CC feel fall under their jurisdiction.

Some planets have their own navies as well. In theory they are subject to the CNA and can be mobilized as part of the Confederate Navy in an emergency; in fact these navies are usually merely showpieces for the planets' governments and would be of little use in battle. A notable exception is the navy of Tallamatrix, which is stronger than it needs to be for planetary defense. Some of these ships rival the best of the Confederate Navy — a fact which has the CNA worried.

## **The Free Trade League**

At the height of the pirate menace, before the formation of the Confederacy, traders would gather together for mutual protection. At first the main focus of these groups was survival — getting to their destinations with their cargoes intact. The groups soon began aiding each other in their business by exchanging information, not only about pirate activity but about cargoes and prices — and each other.

The informal groups eventually coalesced into the Free Trade League. Anyone can join by paying the required dues, which allows access to League services such as clubs at all spaceports of Class IV or V in the Great Spiral. "Primary" membership is restricted to pilots of interstellar trading craft; a primary member is allowed access to restricted services such as a cargo-and-ship matching service and a "pirate watch."

Membership in the League can be quite an asset to a party with its own ship, since it allows them to find both cargoes (allowing them to pick up some money) and convoys to help them get their cargoes where they're going.

## **The Agricultural Cartel**

Several of the worlds of the Confederacy have outstripped their capacity to feed their people. This has opened up an opportunity for planets like those of the Trevor system, which produce much more food than they consume. Several of these worlds have banded together to form the Agricultural Cartel. Their aim is to assure a constant supply of food to the worlds of the Confederacy rather than to fix prices — although gaining a high price for their crops is a major secondary goal.

The Cartel owns many of its own ships and is often looking for crew — and it pays well, with bonuses for danger and for exceptional service. Some of these ships are not meant to be used for transportation; they are storage ships, keeping produce in reserve until it's needed. These ships may not be moved for very long periods of time, but they still need to be manned. This could be just what a character who wants to "get away from it all" for a while might want.

## **News and Entertainment**

In general, news and entertainment are handled by the private sector. There are over a dozen Sector-wide news-gathering organizations and over a hundred entertainment production and distribution companies, not counting live and local (restricted to one planet) operations. Each government may restrict any of these organizations as it sees fit. Occasionally this is for propaganda purposes, as on Biggs' World, but it is also sometimes because of cultural preferences. Zyran tend to dismiss anything that happens off-planet as irrelevant, for instance.



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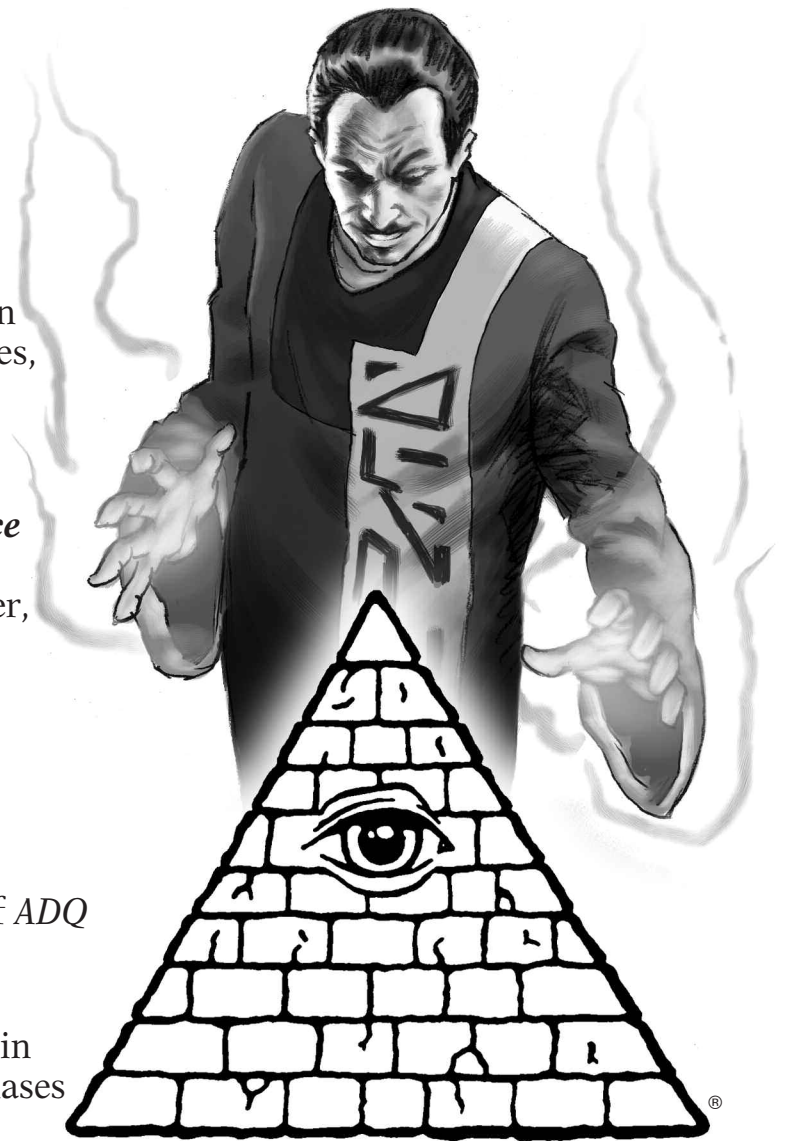
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