

**GURPS<sup>®</sup> Space**

# **SPACE ATLAS 4**

*Adventure on the Fringes of the Galaxy*

*By David Pulver  
and Stephen Dedman*

**STEVE JACKSON GAMES**

A. D. D. D.

# CHAOS AT THE GALAXY'S EDGE!

This double-sized *Space Atlas* is your guide to two of the worst neighborhoods in the galaxy — the divided Phoenix Sector and the chaotic Saga Sector. Forty-nine systems are presented with detailed descriptions of planets, a populated asteroid belt and the mysterious Phoenix Nebula.

This is the most flexible *Space Atlas* so far. You can combine the sectors, use them separately or choose individual worlds and fit them into your campaign. Each sector's introduction includes historical and background information to fit them into any campaign type — Anarchy, Federation, Corporate State or Empire. Also included are suggestions for combining the two sectors and using them as allies . . . or enemies!



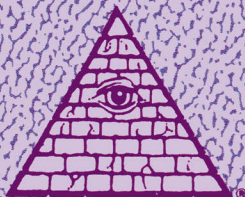
Each world description includes a complete Planetary Record Sheet with an overview of the whole star system and a detailed description of the planet itself, following the format of *GURPS Space*. Each description includes a two-color planetary map, atmospheric and ecological data, population, government and much more.

Many world descriptions contain new animals, aliens and vehicles — all with complete game statistics.

Also included are character point costs for playing four different alien races and three types of genetically modified humans.

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

Written by David L. Pulver and  
Stephen Dedman  
Edited by Jeff Koke  
Cover by Alan Gutierrez  
Illustrated by Darrell Midgett



**STEVE JACKSON GAMES**



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# INTRODUCTION

This book describes the war-torn Phoenix Sector and the chaotic Saga Sector, both of which lie on the fringes of the Orion arm. Forty-seven worlds are described in 49 star systems, including a populated asteroid belt and the mysterious Phoenix Nebula. Beyond these sectors lies the Gunningagap, a 2,000-parsec void that separates the galaxy's Orion and Perseus arms.

This material is designed to fit into any interstellar campaign. The sectors can be used together, worlds and systems added or removed, or the sectors used as separate units. If the GM wishes, whole societies and races can be lifted from these sectors and used to populate an existing campaign. Anything is possible.

## Format

Each planetary listing provides detailed information on the world, along with general information about its star and the other planets in the system. The GM may further develop the individual systems, generating details of the other planets — their physical details, native life if any, and so on.

Within each sector, 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).

The planetary record pages contain the information that would be available to spacefarers — for example, in a standard database. Secrets (hidden bases, etc.) may be mentioned in the GM's text description — but *not* on the record sheet. Thus, the record sheets may be photocopied and given to the players.

In some cases, information about a world should be "semi-secret." In this case, both the official and the true versions are given, with the true version in italics. Unless the PCs have access to classified databases, the GM should white out the true versions of the data before giving copies to the players.

## Combining Phoenix and Saga Sectors

If both sectors are used, the GM may want a political background that combines Saga's chaos with Phoenix's struggling powers. Here are two ideas:

### *Expansion*

In this scenario, the Saga Sector is the frontier of both the Federation and the Domain's exploration and colonization. Neither group has actual control of more than two or three planets in the sector, but their influence is growing. The Ilshani Domination is aware of the expansion, but is treating it with indifference, perhaps hoping that the effort of the conversion or colonization of Saga worlds will weaken one of the governments enough so that it can be overpowered.

### *Deserted Worlds*

The Saga Sector is a group of worlds that, through guerrilla action, canny economic dealings and devious subterfuge, successfully won their freedom from the Federation and the Domain. But with their freedom, the sector worlds got chaos. Both governments pulled their forces and institutions completely out of the sector and left it to the individual planets to develop a viable system. The Welbefallen Theocracy and Goliath Weaponry are both vying for enough power to gain control of the sector.

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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:

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## *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. If a world has a low general TL but imported higher-tech equipment can still be bought there, though not built or repaired, the higher TL will be listed in parenthesis. TL9 (10) means that a TL9 world has some TL10 equipment available — usually at higher prices.

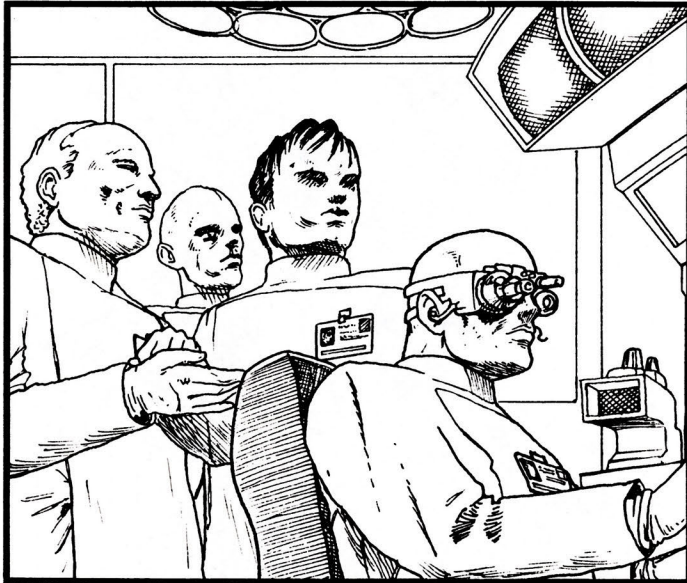
# PHOENIX SECTOR

This section describes the worlds of the Federation and its enemies, the feudal Phoenix Domain and the alien Ilshani Domination. Twenty-five systems linked by a common theme and setting are described — 23 worlds, a populated asteroid belt, and the mysterious Phoenix Nebula. This material is designed to work in conjunction with the Saga Sector. Maps are provided on pp. 15-17 so that the sectors can be combined or used as individual units. Other worlds of the GM's design may be added as well. The GM can also choose single worlds — or whole societies — and fit them into his campaign.



# Estremerine (Sphinx I)

A small, cold world in a binary star system, Estremerine has a low-pressure atmosphere that is only breathable for short periods without a respirator. Hence, most of the populace lives in crowded, domed cities. An ongoing terraforming project has had some success in warming the chilly climate and liberating oxygen by melting the frozen poles and diverting comets and ice asteroids, and specially tailored bacteria and simple plants have been developed to begin photosynthesis.



Theoretically ruled by its hereditary Count, Estremerine is one of the few planets actually settled by the Domain rather than conquered, and so its populace is freer and better educated than most, and a disproportionately large number of the Domain's technicians and scientists come from Estremerine. Although feudal trappings exist, society is more along the lines of a corporate cartel than anything else. But while the planet's executives put on a united front against off-world competitors, on Estremerine, cutthroat competition and industrial espionage are the norm.

The planet is highly advanced in the biological sciences, perhaps more so than Biotech Orion on the Federation's world of Chelsea (see p. 30). This is partly due to a total lack of scruples — whereas Federation companies must deal with strict safety regulations and the harassment of groups like the Human League, Estremerine scientists have no compunctions about experimenting on unwilling subjects or human DNA, and they have nothing against purchasing experimental subjects from Dark Lightning slavers. The products of the planet's genetics labs are notorious: clone slaves, genetically-enhanced spies and assassins, and killer viruses for the Domain military.

Estremerine is also the headquarters of Rising Phoenix, the Domain's shadowy foreign intelligence and covert operations arm (see p. 12). A measure of its success is that the Federation has little idea of what it is doing; see Medusa (p. 44) and Videga (p. 64) for Rising Phoenix covert operations. Totally lacking in conscience or morality, Rising Phoenix is a power unto itself in the Domain and beyond. There are rumors that Rising Phoenix is the real power behind Estremerine, and the nobles and corporations are merely its puppets. Federal Intelligence has been

investigating rumors that the organization's directors have secret agendas, that their activities are not totally under the control of Duke Osric, and that Rising Phoenix and INSEC are bitter rivals.

## Adventures on Estremerine

*Phoenix Unmasked.* Biotech Orion has heard rumors that one of the black labs of Estremerine is close to making a breakthrough in one of Biotech's major fields, perhaps Sensaskin or advanced Braintaping. The PCs are hired to go to Estremerine and break into the heavily guarded corporate lab. But unknown to them, the corporation they have targeted is actually a front for Rising Phoenix and the project that Biotech Orion wants them to steal is the keystone in a sinister plot against the Federation.

*Medea.* The back streets of the domed cities — especially the capitol, Medea — are havens for high-tech criminals pandering to nearly every vice imaginable; only on Estremerine, they are legal — for a price. Twisted medics grow new faces for wanted Federation criminals and create designer clones for jaded nobles. Small biotech outfits steal secrets from each other or war among themselves over the lucrative market in selling synthetic narcotics to off-world smugglers, fighting with methods indistinguishable from those of the criminals they supply. PCs may come to Estremerine looking for a specific (and illegal) product, or for well-paid work in the underworld. Industrial espionage is common, and most firms need enforcers and bodyguards — and people are always needed to catch *experiments* that escape from the labs.

*Terraforming Blues.* Visitors with skills in null-G operations may find work on the ongoing terraforming project — either for the excellent pay, or as Federation Intelligence agents. Job rolls are as per starship crew (see *GURPS Space*, p. 39) but the requirements are any two at skill at 11+ of Free Fall, Vacc Suit, Engineer (terraforming), Pilot (spaceship), Planetology (rock/ice worlds), and Demolition. The pay is a generous \$120 × highest skill level.

Signing on for a three-month contract, the PCs first job goes smoothly enough, zero-G assembly of fragile orbiting solar mirrors to melt the polar ice caps. But just before they complete their last mirror and return to their shuttle, they receive an urgent message — a massdriver-powered ice asteroid is off-course and not responding to transmissions; instead of maneuvering itself into polar orbit, the asteroid is going to crash into Estremerine's inhabited regions — no other ships are in a position to intercept it, so with only minutes left before it strikes the planet, the characters are ordered to board the asteroid with their shuttle craft, enter the station, rescue the crew (if they are still alive), and set the massdriver's fusion power plant to self-destruct, diverting the asteroid's course. Not only must the heroes race against time to perform their tasks before the asteroid enters atmosphere — but they must also deal with whatever happened to the *original* crew . . .

*Lab Rats.* Characters who are caught violating the law on Estremerine may find themselves sold to one of the black labs as experimental subjects, "volunteered" to test new drugs, brain implants, or bionic augmentations. If a PC is experimented on, this is a good excuse for him to acquire new abilities (such as activation of latent psi powers) — especially if the experiment worked *too* well, and the prisoner has the power to attempt an escape!

# PLANETARY RECORD: Estremerine (Sphinx I)

Planet type: Terrestrial  
 Diameter: 5,400 miles  
 Gravity: .53 G  
 Density: 4.3  
 Composition: Low-Iron  
 Axial Tilt: 5°  
 Seasonal Variation: Minimal  
 Length of Day: 45 hours  
 Length of Year: 30 days/.16 Earth years

One hex = 378 miles

## Atmosphere

Pressure: .2 (very thin)  
 Type and Composition: CO<sub>2</sub> 90%, Nitrogen 8%, others 2%  
 Climate: Cold  
 Temperatures at 30° latitude: Low -5°, Average 17°, High 33°  
 Surface Water: 6%  
 Humidity: 22%  
 Primary Terrain: Barren, arctic

## Mineral Resources

Gems/Crystals: Scarce  
 Radioactives: Scarce  
 Industrial Metals: Ample  
 Organics: None

Rare Minerals: Scarce  
 Heavy Metals: Scarce  
 Light Metals: Ample

## Moons

Three small moons (Gold, Silver, Jilliken)

## Biosphere

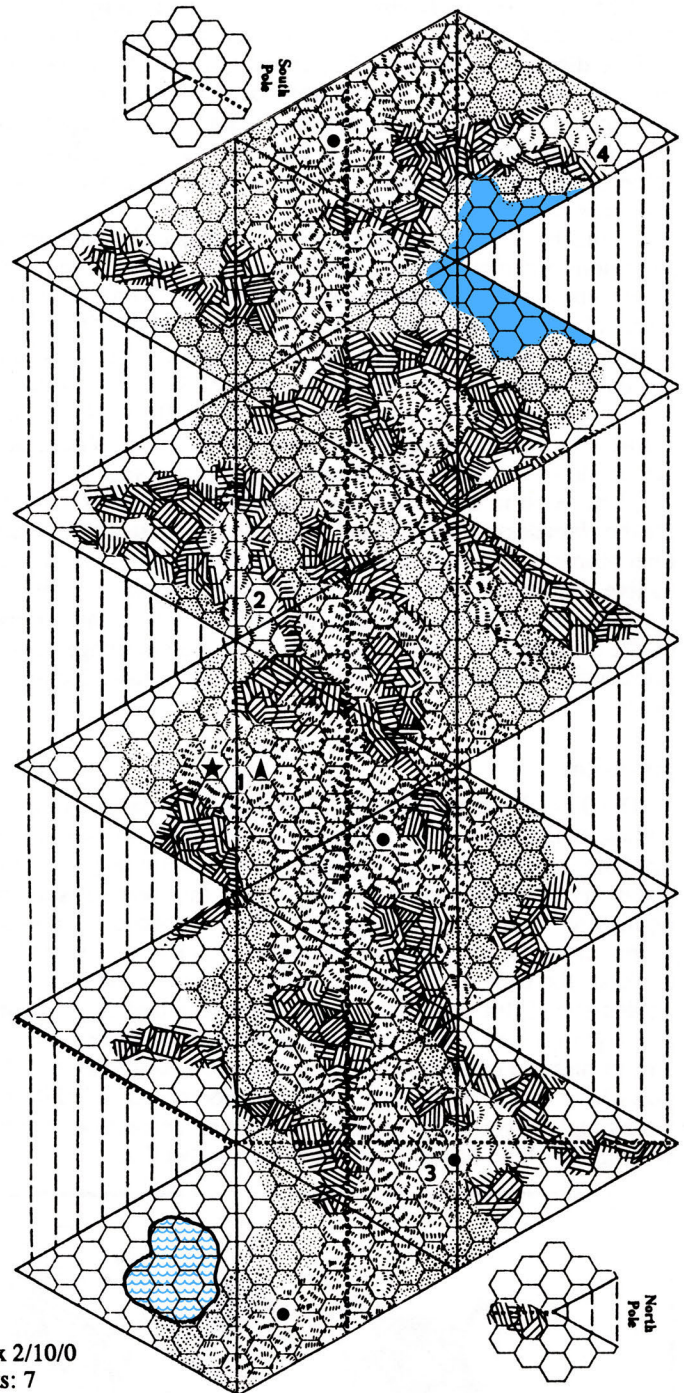
Dominant life form: Bioengineered moss and lichen  
 Other significant life forms: None

## Civilization

Population(s): 230 million (PR 8)  
 Tech Level(s): 10  
 Control Rating: 2  
 Society: Feudal/corporate cartel — populace lives in crowded domed cities  
 Starports: Class V at Medea, Class II and III at other cities  
 Installations: Rising Phoenix HQ at Medea, numerous small corporate HQs  
 Economic/Production: Exports — biotechnology, computer software, electronics; Imports — food, minerals, manufactured goods

## Other Notes

Map Key: 1. Medea (capital) 2, 3, 4. Terraforming projects



## System Information

Star Name: Sphinx  
 Biozone: .1 to .2  
 Type: M4 V  
 Inner Limit: 0.0  
 Location: Phoenix 2/10/0  
 Number of Planets: 7

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Estremerine	.2	Terrestrial	5,400	4.3	.53	Very thin CO <sub>2</sub>	Detailed above
2. —	.4	(empty orbit)	—	—	—	—	—
3. Carousel	.6	Rockball	6,800	4.8	.74	Thin high Oxygen	—
4. Maewen	1.0	Gas Giant	26,000	1.3	.77	Hydrogen-Methane	Big red spot
5. Avery	1.8	Rockball	2,000	5.1	.23	Trace CO <sub>2</sub>	No recorded landings
6. Tylestra	3.4	Gas Giant	81,000	1.8	3.3	Hydrogen	Faint ring
7. —	6.6	Asteroid belt	—	—	—	—	Terraforming base
8. Jillican	13.0	Gas Giant	35,000	2.5	2.0	Hydrogen	17 moons
9. Whisper	25.8	Iceball	4,500	3.7	.38	None	Naval base



# PLANETARY RECORD: Breuse (Xi Caliburnus I)

Planet type: Earthlike  
 Diameter: 11,090 miles  
 Gravity: 1.49 G  
 Density: 5.9  
 Composition: Medium-Iron  
 Axial Tilt: 9°  
 Seasonal Variation: Minor  
 Length of Day: 22.8 hours  
 Length of Year: 143 days/136 Earth days

One hex = 776 miles

## Atmosphere

Pressure: .93 (standard)  
 Type and Composition: Nitrogen 79%, Oxygen 17%, Sulfur gases 3%  
 Climate: Warm  
 Temperatures at 30° latitude: Low 70°, Average 91°, High 112°  
 Surface Water: 31%  
 Humidity: 23%  
 Primary Terrain: Rough

## Mineral Resources

Gems/Crystals: Scarce  
 Radioactives: Ext. Plentiful  
 Industrial Metals: Plentiful  
 Organics: Ample  
 Rare Minerals: Ample  
 Heavy Metals: Ample  
 Light Metals: Ext. Plentiful

## Moons

1 medium moon (Beldame)

## Biosphere

Dominant life form: Verdigriz, a lichen-like plant  
 Other significant life forms: Lower plants

## Civilization

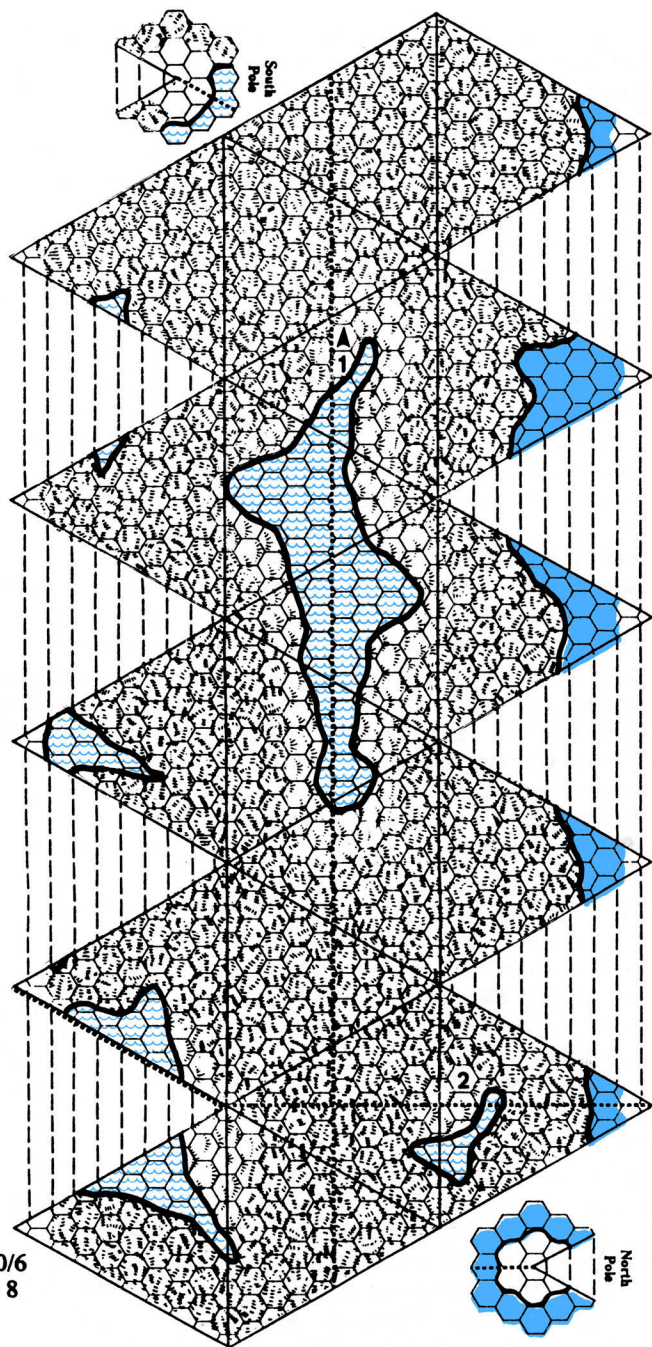
Population(s): 7,180 permanent residents (PR 3)  
 Tech Level(s): 8 (10)  
 Control Rating: 0  
 Society: Anarchic (independent prospectors, mercenaries)  
 Starports: Class II at Pablo's Place  
 Installations: 3 mercenary bases, black market in weapons  
 Economic/Production: Radioactives, black market weapons

## Other Notes

Map Key: 1. Pablo's Place. 2. Lake Flagon

## System Information

Star Name: Xi Caliburnus Type: K7 V Location: Saga 1/10/6  
 Biozone: 0.5 to 0.6 Inner Limit: 0.0 Number of Planets: 8



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Breuse	.5	Earthlike	11,090	5.9	1.5	Oxygen-Nitrogen	Detailed above
2. Albine	.85	Gas giant	184,000	1.1	4.63	Hydrogen-Methane	Giant moon, Churchill
2a. Churchill	.85	Earthlike	7,670	7.1	1.25	Methane-CO <sub>2</sub>	some mining
3. Sarsen	1.2	Icy rockball	12,520	6.9	1.98	Oxygen-Ammonia	—
4. —	1.9	(empty orbit)	—	—	—	—	—
5. Menhir	3.3	Icy rockball	8,390	6.8	1.30	—	—
6. Gog	6.1	Gas giant	78,600	2.3	4.14	Hydrogen	Faint ring
7. —	11.7	Asteroids	—	—	—	—	—
8. —	22.9	(empty orbit)	—	—	—	—	—
9. Corineus	45.3	Gas giant	47,400	1.3	1.41	Hydrogen	Partial ring
10. Magog	90.1	Gas giant	74,900	2.5	4.29	Hydrogen-Helium	—
11. —	179.7	Asteroids	—	—	—	—	—

# Nygel (Tau Sangrealis I)

## Nimuë — Prohibited

The precise location of Nimuë is the Survey Service's best-kept secret. In most databases it is listed as Nygel, but intensive searching in sensitive systems will reveal the planet to be the world known — in rumors and tales — as Nimuë. The first scout to see it noted its cold climate, corrosive atmosphere and ocean, and near-total lack of usable land. She dismissed the entire system as worthless. A planetologist on Wisshard read her report, wondered what could be producing the free fluorine in the atmosphere, and Survey sent a second scout to look for life. He saw large, serpentine creatures swimming near the surface, and dropped a probe equipped with hydrophones. That disc of Lorelei songs was later destroyed, but not until one xenobiologist murdered his wife, and another drowned herself. Deprived of the music, two members of the investigating team committed suicide, one deliberately deafened himself, one stole a starship and disappeared, and four slowly withdrew from reality. The Survey Service recalled all copies of the disk and any information about Nimuë and the Lorelei with almost complete success. Stopping the rumors was more difficult. Anyone making a roll against Xenobiology, Xenology, or Psychology skill will know that somewhere there is a world known as Nimuë, whose creatures' song can cause insanity; journalists, musicians and smugglers will know of the demand for the recordings.

On Nimuë, the Lorelei continue to sing to each other, unaware of the existence of humans. Lorelei are warm-blooded, limbless and eyeless, eating seaweed and small animals, and depending on their sonar sense for navigation. Lorelei have three sexes — right-male, left-male and female — and only the females "sing," hoping to attract mates. Lorelei are semi-intelligent, extremely long-lived, and have no sense of time. Most females know of the well-preserved Precursor ship buried beneath Nimuë's southern icecap, and sing of the crash as though it happened yesterday/tomorrow/whenever.

### Lorelei (female)

ST: 25-30	Move/Dodge: 4/1	Size: 12-20
DX: 9	PD/DR: 1/3	Weight: 2,000-3,000
IQ: 6	Damage: 1+2 Crush	Origin: SF
HT: 13/40+	Reach: C	Habitat: SW

### Lorelei (right-male or left-male)

ST: 20-25	Move/Dodge: 5/1	Size: 4-6
DX: 12	PD/DR: 0/1	Weight: 500-1,000
IQ: 5	Damage: 1-1 Crush	Origin: SF
HT: 11/25+	Reach: C	Habitat: SW

### Adventure on Nimuë

*Hear No Evil* . . . Chris Naran, the eccentric son of a billionaire Covenant priest, hires the PCs to carry him and a one-man armored (i.e. corrosion-proof) submarine-shuttle to Nygel, saying that he wants to spend a year studying fluorine-metabolizing marine life. A few days after dropping Naran, someone finds a disk under Naran's bed — a back-up copy of his notes. They reveal that Tau Sangrealis I is Nimuë, and that Naran plans to record and broadcast Lorelei songs to the entire sector via FTL radio. It will take Naran two weeks to record the songs and get set up for broadcast.

Locating Naran will be difficult; he has a lot of icecap to hide under. Communicating with him is risky — he can transmit Lorelei songs. Descending into the atmosphere is hazardous if the ship isn't adequately armored . . . but something has to be done. Once Naran begins broadcasting, there is no way of stopping the songs from being heard . . .

Anyone hearing Lorelei song must make a Will roll to stop listening. Subsequent Will rolls are made at -1 per minute of song (songs can last for seven hours). A critical failure means that the listener is instantly addicted. Treat Lorelei song as a totally addictive hallucinogen (1d+1 hours daily "dose", no cost if you own a recording, IQ roll to avoid side effects such as technophobia, psychosomatic blindness, major delusions, and musical ability). Withdrawal takes 60 hours (Will rolls at -2 every three hours, with an additional -1 for every point of musical ability).

See also *Adventures on Rowen*, p. 116.



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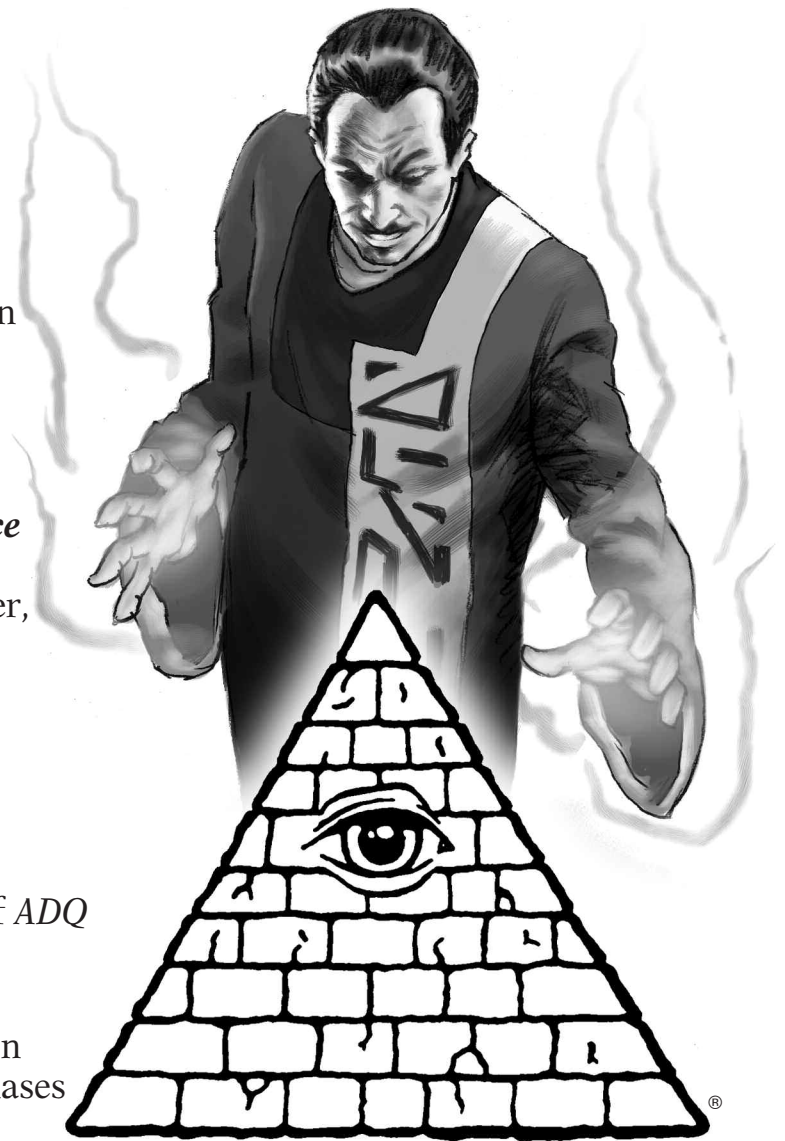
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