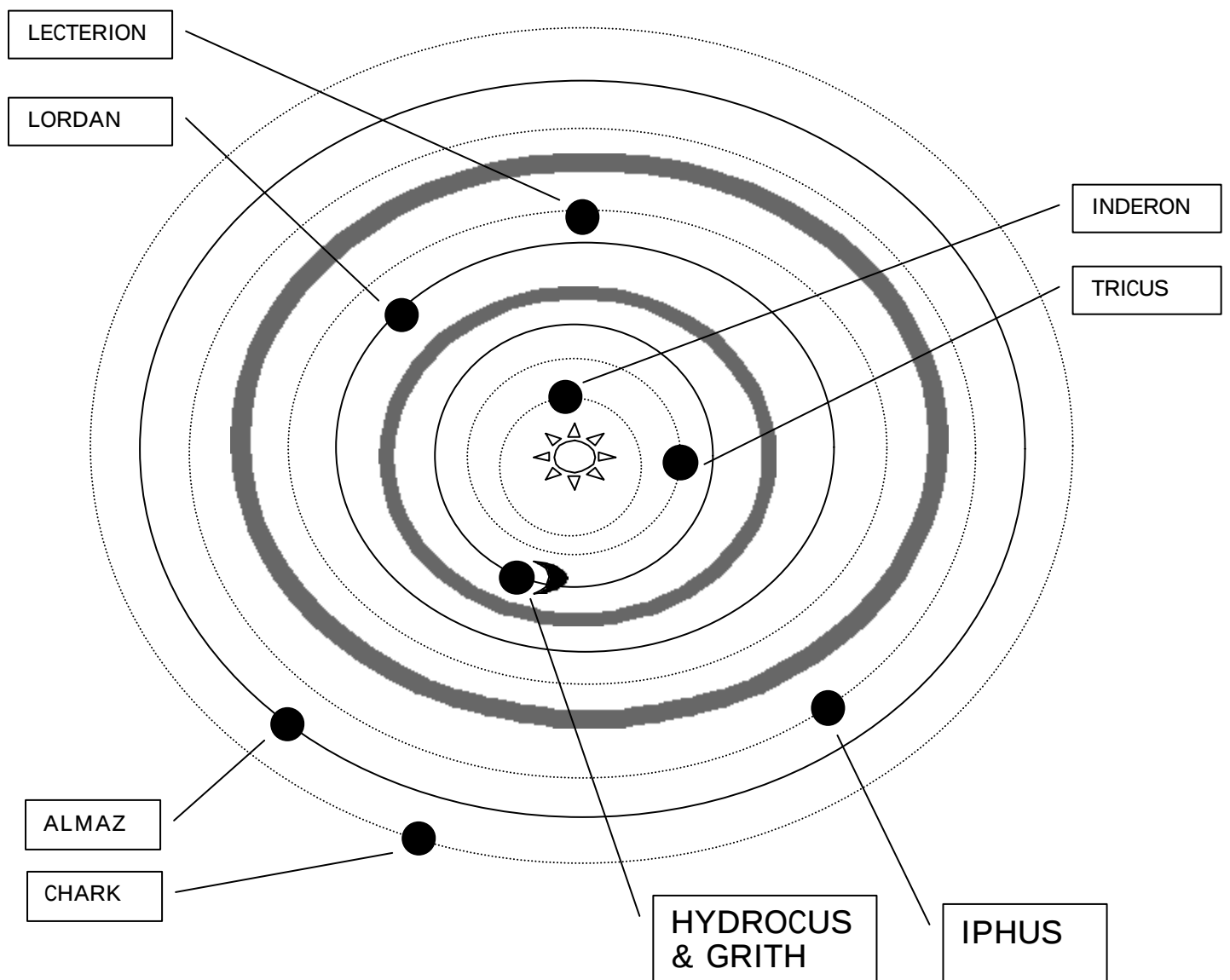


LONELY GALAXY™ GUIDE TO CORRIVALE

Thank you for downloading the free condensed version of the Lonely Galaxy traveller's guide to the Corrivale system! The full version can be obtained for a small fee from our Gridsites in Aegis, Tendril, Corrivale, and Lucullus.

Owing to Corrivale's two asteroid belts, many ship captains will aim to star-rise safely beyond the outer limits of the system. So our review of Corrivale begin from the furthest planet inwards.

THE CORRIVALE SYSTEM



PLANETS OF THE CORRIVALE SYSTEM

CHARK

- A frozen, lifeless and hostile planet. The surface is a slushy plain of frozen ammonia, water and liquid hydrogen.
- WARNING! Any ships attempting to land on Chark may be trapped in the semi-frozen surface. Four exploratory crews from various Stellar Nations have been lost this way in recent years.

ALMAZ

- A small, frozen, uninhabited planet. Of no interest.

IPHUS

- Iphus is an inhospitable planet, with only a trace atmosphere and an average temperature of -170oC.
- Iphus has immense mineral resources, **estimated to be worth trillions of Concord dollars.**
- There are currently 51 mining facilities on Iphus. 44 of these are owned and run by the VOIDCORP Iphus Mining Division.
- The key facility is Iphus 1 - the primary VOIDCORP refinery and management centre. It has a population of about 20,000 Employees, contractors and independents.
- VOIDCORP maintains a very high level of security in Iphus 1. Extended travel to Iphus I may be unadvisable to persons not affiliated with VOIDCORP.
- Nonetheless, Subsector 17 of Iphus 1 is renowned as the gambling capital of the outer system.
- Ship repairs can be difficult to obtain on Iphus, and docking fees can be prohibitively expensive.

THE OUTER ASTEROID BELT

- Few and far between, there are perhaps two dozen inhabited asteroids, being mined for their valuable minerals and metals. Information is sketchy, but it is known that some are VOIDCORP-owned and some are independent.

LECTERION

- A very large gas giant planet.
- WARNING! NAVIGATION HAZARD - Lectorion has a very strong magnetic field. Any unshielded electronics may fail within close orbit around Lectorion.
- Orbiting Lectorion's 7th moon, Nike, the Galactic Concord have a partially completed facility called Omega Base Station. Patrol Squadron 131 of the Concord Star Force are currently based here. [See recent TransVerge News stories about CSF activity in Corrivale.]

LORDAN

- Mostly unexplored, and uninhabited but for a few small research stations.
- There is a legal dispute over who owns Lordan. This may become a serious political issue in Corrivale in the years ahead, owing to the planet's good potential for terraforming.

THE INNER ASTEROID BELT

- No settlements, but is mined by a large fleet of system ships. Ore pirates preying on these miners are not uncommon.

HYDROCUS

- Hydrocus has an atmosphere of corrosive fumes. Its surface consists of mud flats and oceans of sulfuric acid. Not a nice place to visit.
- Rumours abound of alien ruins and large native lifeforms on Hydrocus, but no known evidence has surfaced to date...

GRITH

- Grith, the moon of Hydrocus, is the Corrivale system's only Class 1 (habitable) world. Its dominant climatic features are the vast jungles that span the world, the land-locked seas with 100m+ tides and abundant tidal regions, and the cooler, more temperate polar regions.
- Grith is a HATIRE COMMUNITY colony of about 40,000 citizens. Most of this population is found in Diamond Point, Grith's major settlement near the north pole.
- A large number of sesheyans also call Grith home. How they arrived on Grith is unclear, but in 2499 Concord Administrator Ari Mahdra ruled that they were an independent, indigenous race (and not Employees of VOIDCORP).
- The most powerful autonomous sesheyan organisation is Aanghel Enterprises – known also 'the Aanghel Empire' for its alleged involvement in piracy and unauthorised commerce in Corrivale and nearby systems. Another prominent sesheyan group is the traditionalist "Devli'yan", who are critical of the influence and effect of human [Hatire] civilisation on Grith's sesheyans.
- The Hatire Colonial Diocese has no legal authority over self-governing sesheyans who live outside Hatire boundaries. The independent sesheyans are governed by a Council of Tribes, but much of Grith, even within Diamond Point, is lawless and violence is common. WARNING - Visitors to Diamond Point are advised to avoid entering the sesheyan parts of town without sanction of the local sesheyan leader.
- Despite this warning there are many fascinating places to visit on Grith for the tourist or traveller. These include the 5,000 year old alien ruins of equatorial Quenaalt, the traditional sesheyan township of Redknife, and the great hunting to be found in the deep jungles that surround Uyellin.
- The south pole trading post and shipyard of Downunder supports much of the Inner Asteroid Belt miners, and is perhaps the best place to seek supplies or repairs (at a cost).

INDERON & TRICUS

- Highly irradiated and without atmosphere, these are both uninhabitable planets of little interest. Some Grith-based companies have established mining operations on Tricus.