

SPACE OPERA:

STAR SECTOR ATLAS II

THE CONFEDERATE SYSTEMS ALLIANCE

STAR SECTOR MAPS
HISTORY OF THE SECTOR
40 PLANETS IN DETAIL
**COMMERCIAL STARSHIP
ROUTES**
MILITARY ORGANIZATIONS
GROUND & AIR EQUIPMENT

Phil McGregor



Fantasy Games Unlimited, Inc.



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STAR SECTOR ATLAS II



Fantasy Games Unlimited, Inc.

P.O. BOX 182
ROSLYN, N.Y. 11576

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For information contact Fantasy Games Unlimited Inc., P.O. Box 182,
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EDITORIAL INTRODUCTION

Readers will recall that the numbered series of StarSector Atlases for use with **Space Opera** are from the campaigns of the original designers. It should be noted that Atlas 11 is from the Australian based campaign of Phil McGregor which saw the Rebel Humans in a fight for freedom against their Korellian oppressors. The Atlases numbered 2-10 will continue the series dealing with the major races and nationalities from the basic **Space Opera** rules. Atlas 12 will deal with the Korellian Empire in greater detail as this atlas (11) is designed to spell out the situation among the Terran colonists in the North American Nebula as they begin their great rebellion and the hard fight for freedom.

Space Opera is designed to be a versatile game and the tone of this atlas differs from that of Atlas 1. This is due to the different nature of the Australian campaign. Enough information is provided so that readers can use this atlas as the setting for a similar fight against oppression or simply use this atlas to provide a new area for adventuring. The original Australian campaign assumed that the first renewed contact with the mainstream of galactic civilization would be made by trade expeditions from the Mercantile League.

The CSA Sector has obviously been out of touch with the rest of the human race and it has been placed in the North American Nebula, which is clearly marked on the Quadrant Map that comes with StarSector Atlas 1 (The Terran Sector). The next atlas planned covers the Mercantile League, which will prove useful in connection with Atlas 1 and with Atlas 11.

THE CONFEDERATE SYSTEMS WAR - NORTH AMERICAN NEBULA

The War between the Confederate Systems Alliance (CSA) and the Korellian Empire is the result of a series of events that go back in time much further than the immediate events leading up to the conflict itself. In fact, the causes of the war (on the CSA side) go back to the early historical period of the 'High Republic' in the Sol system. Therefore, a brief history of the period in question, from the 'Exodus' period of the High Republic to the present day, with special emphasis on the development of the CSA worlds and their encounter with the Korellian Empire is necessary.

As has been related elsewhere (in the 'Tara Alari Feodoras Korsaiun Tov-arls' of Acadamarian Tal Maleena, as reprinted in the TeFed 'Star-Atlas No. 1: The Terran Starsector') the 'High Republic' period of the current Terran Federation (commonly abbreviated as 'TeFed'), the period of the foundation of the Republic (c. 2136-37 or 191-2 AE - 'Atomic Era') was closely followed by the collapse of the 'Pure Earth' regime - and, indeed, of most of Terran 'civilization,' along with 95% of the planetary population in c. 215 AE (2160 AD). The Colony ships which eventually formed the basis of the CSA planets were part of a great number of similar ships which had set out in earlier as well as in later periods. In fact, the ships that settled this region of the Galaxy were part of a secret L-5/Lunar Colonies project aimed at fleeing the tyrannical rule of 'Pure Earthist' Terra. This project, code named 'Operation Exodus,' was based entirely on the discovery of a single Forerunner Artifact, commonly referred to by the Project documents as the 'Freedom Jump.' This was evidently a construct discovered entirely by accident c. 172 AE (2117 AD) by the off-course Asteroid Miner 'Quark's Revenge' trailing Mars by about 20 degrees. From the few descriptions found in the remaining documents on the project (Uni of Mephistopheles Library), it seems that the 'Freedom Jump' was a heavily detection cloaked asteroid with evidence of much battle damage (all 'cold' - which is in line with the generally accepted 'Ancient/Forerunner' Final War period) - but with a massive non-energy reflective 'StarGate' in the form of an eight-pointed star. It was found that this 'StarGate' was congruent in hyperspace with a similar 'gate' in the Mephistopheles system. Any ship entering the field of effect of the 'StarGate' was immediately transported to the other gate without having to utilize the vessel's own FTL drives! This made such 'jumps' completely undetectable to 'Pure Earthist' detectors, as no 'rending' of the fabric of space-time such as occurs with a normal FTL transition was necessary.

Realizing the value of such a discovery, the discoverers reported it to rebel cells on Luna when they returned. A plan was quickly formed to use the 'StarGate' to enable as many colonists as possible to escape from their stifled lives under 'Pure Earthist' rule. They immediately began to canvass, secretly, for potential colonists - and they hit a bigger jackpot than they could ever have imagined. Not only were many minority groups on Earth ready to die to be in on such a project, but they found themselves being approached by several large Terran based Multinational companies who wanted nothing more than to rid themselves of the 'Pure Earthist' 'Leeches' who batted onto practically every millicredit of their profits in the 'name of the people.' With the resources of manpower provided by the various minority groups, the economic help and participation of the multinationals, and the space expertise of the L5/Lunar Colonials, 'Project Exodus' worked smoothly for over ten years (c. 175-85 AE; 2120-2130 AD), during which time over 20 million people (mostly in Coldsleep) and hundreds of billions of credits worth of equipment were shipped to the new worlds of the CSA region. But, as everybody involved realized, it couldn't last forever. As it was, the almost totally incompetent 'Pure Earthist' Police only stumbled across the scheme by accident in late 185 AE. Even then, the investigation that followed was soon 'blown' to the Rebels running the program, who managed to convince the investigators that the whole thing was a rebel plot to build StarShips secretly, and then to escape their 'rightful duties' and flee to the stars. Again, however, the Secret Police stumbled across the location of the 'Freedom Jump' in early 186 AE (2131 AD) and sent a small squadron of warships to destroy the 'rebel base.' This move caught the Rebels more or less by surprise - used to total incompetency on the part of the 'Pure Earthers' as they were; so they were only just able to warn the colonies on the CSA side of the impending confrontation with the fast approaching Terran War Fleet. Approximately 72 hours later, a badly damaged rebel armed Merchantman appeared on the CSA side of the StarGate - followed closely by an equally badly damaged Terran Warship, only minutes later the gate erupted into a multicolored burst of high intensity light. When this settled down, the StarGate was gone, and has never returned.

The few CSA vessels in the vicinity came to the assistance of the remaining Rebel ship - and after a few more minutes of Missile fire, the 'Free Terra' (the Terran Warship) struck its colors and surrendered. Interrogation of the survivors revealed that the flagship of the Squadron had landed a party on the asteroid with a high yield Nuclear bomb, intending to destroy the rebel base. It was assumed that this had, indeed, been exploded successfully, and had destroyed whatever mechanism had maintained the StarGates. Since that day, the CSA planets have had no contact with Terra - and have no desire to - especially as they are unaware of the sweeping changes the passing centuries have wrought on the Terran political system (see the article by Acadamarian Tal Maleena mentioned earlier for details).

Despite having been cut off completely from Terra (or, perhaps, because of it!), the colonies have prospered, both in terms of population and in economic strength. For the period 186-630 AE (2131-2575 AD), the Colonies were left entirely to themselves and, due to the inherent individuality of the original Colonists as well as to the fact that there have been no external enemies to threaten them, the Colonials have never formed themselves into a single Political unit - though they have maintained close economic and trading ties with each other. Similarly, the separate colonies did not possess 'Armed Forces' in the usual sense of the word - they only needed Police. Police and lightly armed militia units were all they had in 630 AE (2575 AD) when the Korellian Cruiser 'N'te'ka' (rough translation - 'World Killer') hypered into the Orlando System, and demanded the surrender of her Government. The Abigoreans politely refused, and, when the N'te'ka began to bombard portions of the planet, they mobilized their Merchant fleet which drove the Korellians off (actually, the N'te'ka was only on a routine exploratory patrol in the area and had gone back for help).



The Abigorean government sent fast couriers to all the other CSA worlds, informing them of what had happened, and warning them to take appropriate defensive action. The various colonies took the hint and began to arm themselves as fast and as best they could. However, they still did not join together to form a united front to oppose any Korellian threat. Thus, in 631 AE (2576 AD), when the Korellian invasion fleet under Sub-Prefect Re'tak'nshe (rough translation - 'Bear Killer') arrived in the Abigorean system again, the Abigoreans fought bravely but alone. In only 27 days the entire planet was subjugated and annexed into the Korellian Empire. Sub-Prefect Re'tak'nshe was de-

lighted to find that other inhabited worlds existed in the area - seeing in this chance to conquer them the needed success to give him the rank of full Prefect of the conquered Province. Accordingly, he attacked each of the colonies, in turn, utilizing their independence against them so that they could be defeated in detail. The last of the CSA worlds to be assaulted was Mephistopheles, the most populous world in the sector. However, the Korellian Assault troops totally destroyed all opposing Mephistophelean forces within 90 days of their initial Assault landings! The Conquest of the entire sector had taken only 18 months!

The Korellian occupation that has continued from that point on has not been an easy time for the sector. Korellian policy towards 'subject races' is that they are to be systematically exploited for the greater benefit of the Empire. As long as the required goods and materials are provided by their subjects on time and in the prescribed amounts, the Korellians deign to let them continue to exist relatively unmolested by the Imperial government. Those colonies which are regarded as being sufficiently 'pacified' (read - 'cowed') are even allowed a form of puppet Self-Government. Woe betide, however, any colony which fails to provide everything required from it - or, horror of horrors, actively rebels against the 'just and enlightened' rule of the Korellians. Standard Korellian practice to complete the subjugation of conquered planets is the settlement on such worlds of Colonies of veteran Korellian soldiers who have completed their 25 years service. Such colonies provide a nucleus for the colonial civil and military organization and ensure that each world is firmly under the thumb of a large number of experienced Korellian troops.

Thus, after the initial conquest, the Korellians imported many Veterans - retiring them on the various planets of the sector - and administered the Planets to maximize Korellian profits in their economies. Though the inhabitants seethed at this occupation, there was little in the way of effective guerilla resistance. After about 37 years of Military rule, they were judged peaceful enough to allow Korellian Civil Governors to move in (and Korellian Civil servants are even more rapacious than the Military!) and some elections of Advisory Councils from amongst the subjugated population. To the shock of the Korellians, the Humans proved to be more than they bargained for - the mere suggestion that they were anything but a conquered nation was the last straw. The elections were marked by widespread rioting and an increase in guerilla activity. The 'Advisors' elected were quick to declare that they were the rightful government of their respective planets, and they overthrew the Korellian Governors and the small Army contingents stationed in their support. By the end of the year 668, the Korellian tyrants had been overthrown everywhere - but this was merely the calm before the storm. The Emperor Ne'Tana'Hir'Cle III (rough translation - 'Bringer of Just Retribution') took a personal interest in the matter - not liking the example the Colonials were setting the other 'subject races' within his Empire. He, therefore, gathered the Imperial Guard and Household troops and, with contingents from the provinces adjacent to the rebelling region, he conducted a lightning campaign - reconquering all the rebelling planets in 6 months - though the colonies had enjoyed their independence for over 5 years (668-674 AE; 2613-2619 AD) due to the great distances involved in the Korellians gathering their forces. Again, though the Rebels made some attempts to unify their resistance, they failed to do so effectively and were again defeated piecemeal. The Emperor executed all rebel leaders and all officers and NCOs out of hand, often by torturing them to death. The property of all those who had actively supported the rebellion, as well as that of all their relatives, was confiscated. On top of this, taxes were increased by 100% for 10 years as a measure to pay for the cost of the war to the Korellian Empire. Military rule this time lasted till 687 AE (2632 AD) - and the Civil administration was left substantial (though mostly second or third rate) Military forces to support their rule.

Despite these quite reasonable precautions, the Korellian Military had not taken into account the tenacity of the Human underground guerillas. After only twenty years of Civil rule, they were ready for a second attempt at acquiring their independence. Thus, on New Year's Eve 708 AE (2653 AD), the Rebels staged a relatively well-coordinated uprising throughout the Sector - catching the Korellian troops by surprise, celebrating their "Kne'shin'wa" festival (equivalent to the Terran Christmas, but with heavily militaristic overtones of obedience and faithfulness to one's officers, NCOs and comrades in arms) in Garrison. Taken by surprise, and not the best of troops in any case, the Korellians were 'taken out' fairly easily - the last surrendering 12 days after the initial attack. Yet again, however, the Colonials failed to coordinate their defense - and this time Imperial Korellian Armed Forces units

were more prepared to respond quickly due to the contingency planning of Emperor Ne'Tana'Hir'Cle III and his successor Are'ona'kla'Cle (rough translation - 'Avenger of Honour'). This time Imperial reaction was swift - and the Rebellion is commonly referred to as the 'Three Hundred Days' - the length of time from the initial uprising to the final crushing of the last resistance (it actually took 307 days, but Historians always lose out to 'popular tradition'). The aftermath of this rebellion was more severe than the first one, 95 million people throughout the sector were immediately executed, including all rebel soldiers and administrators, all their relatives ('unto the 7th Generation,' as the Emperor's orders went!) and all those even suspected of pro-rebel sympathies. These executions were followed by the arrest and deportation to a specially prepared penal settlement on Uller of a further 274 million humans who were thought worthy of 're-education' in the error of supporting the Rebel cause.

Thus, after two easily, and extremely bloodily, suppressed rebellions, the few remaining Rebel 'Cells' still active realized that a complete re-appraisal of their situation was necessary, so that the 'next time' would be the 'Final Victory' they had wanted for so long. There followed over a decade of analyzing what had gone wrong in each rebellion. The final answer that they came up with was that the colonies could not go it alone - but that they might succeed if they fought together, as a united group. There followed a period of several years while the various surviving Rebel organizations lobbied each other on this conclusion. Finally, in 725 AE (2670 AD), they met and agreed to form a combined Rebel organization to be called the 'Underground Alliance.' This Alliance was to be run by an 'Alliance Council' of 23 members (one for each of the major worlds, and one for the secret rebel base world to be set up as Alliance HQ, the latter was to also act as Chairman/President of the Alliance Council). The whole purpose of the Alliance is to ensure that the conditions for the success of the next rebellion are created - both in the way of Military preparations as well as in the form of creating a unified High Command for the Rebel Armed forces, as well as creating a Civil Administration to act as a unified Interstellar government for the rebelling Colonies. This Civil and Military structure was to be called the 'Confederate Systems Alliance' - 'CSA' for short.

The Alliance Council has decided that the best way to ensure the success of the rebellion - given that a unified High Command and Civil Government has already been prepared - is to take their time with the purely military preparations, so that the CSA Armed Forces will be fully equipped and prepared when 'der Tag' finally arrives. To make certain that everything is ready, the Rebellion has been set for a date between fifty and a hundred years into the future. The priority being to set up the secret base at 'Anacreon' where equipment could be manufactured and stockpiled, and where Rebel troops can secretly train. The time was also needed to allow Underground Alliance personnel to hire out as Auxiliaries/Mercenaries in the Korellian Armed Forces, in this way gaining vital military experience. The Korellians are normally more than happy to provide such an outlet for the passions of their more troublesome subjects - and make damn sure that none of them are posted anywhere near their homeworlds during their service! Despite the 25 year 'term' required by the Korellians, a large number of UA personnel (as well as some of the colonials' more adventurous youth who have no connection with the UA, but are merely in it for the 'thrill') join up.

To ensure that Korellian suspicions are allayed, the UA has refrained from any acts of terrorism or guerilla warfare during the period since the adoption of the 'plan' - and has actually 'informed' on those rebel groups which have been involved in such efforts. Thus, since 725 AE (2670 AD), no active operations have been undertaken. The Korellian Security forces are, at the current time, completely unaware of any rebel activity beyond the 'normal' general dissatisfaction of certain areas of the 'subject race.' The present Korellian Emperor - 'Nole't'-ran'Cle' (rough translation - 'the Divine Warrior') - has extended 'Associate Citizen' status to the CSA sector, which really means that the inhabitants are given a few minor rights - but in return become liable to compulsory military service in the Korellian Armed forces. This move has caused a great deal of obvious dissatisfaction and the Underground Alliance has decided that the 'time' has almost arrived. - All preparations at Anacreon are in the final stages of readiness, large numbers of loyal UA troops have been trained and are ready to strike. Most importantly of all, the Korellian Security and Military forces have been lulled by 114 years of peace and cooperation by the sector in general.

The current date is 1/1/839 AE (New Year's Day 2784 AD). The Alliance Council has determined to set the date for the general uprising as New Year's Day 842 AE (2787 AD) - the date of the official conferral of 'Associate Citizenship' on the sector. In the time remaining, the Underground Alliance Forces have to finalize their infiltration of the Korellian Civil Administration, infiltrate or sabotage Korellian Military installations so that they will be 'out of action' on the day of the rising (care is needed here to ensure that such sabotage is done in such a way as to seem to be normal 'breakdowns' or such that pre-emptive strikes on 'Der Tag' can easily knock out such installations), continue

the counter-intelligence operations against Korellian Security forces, etc. All in all, there is much work to do!

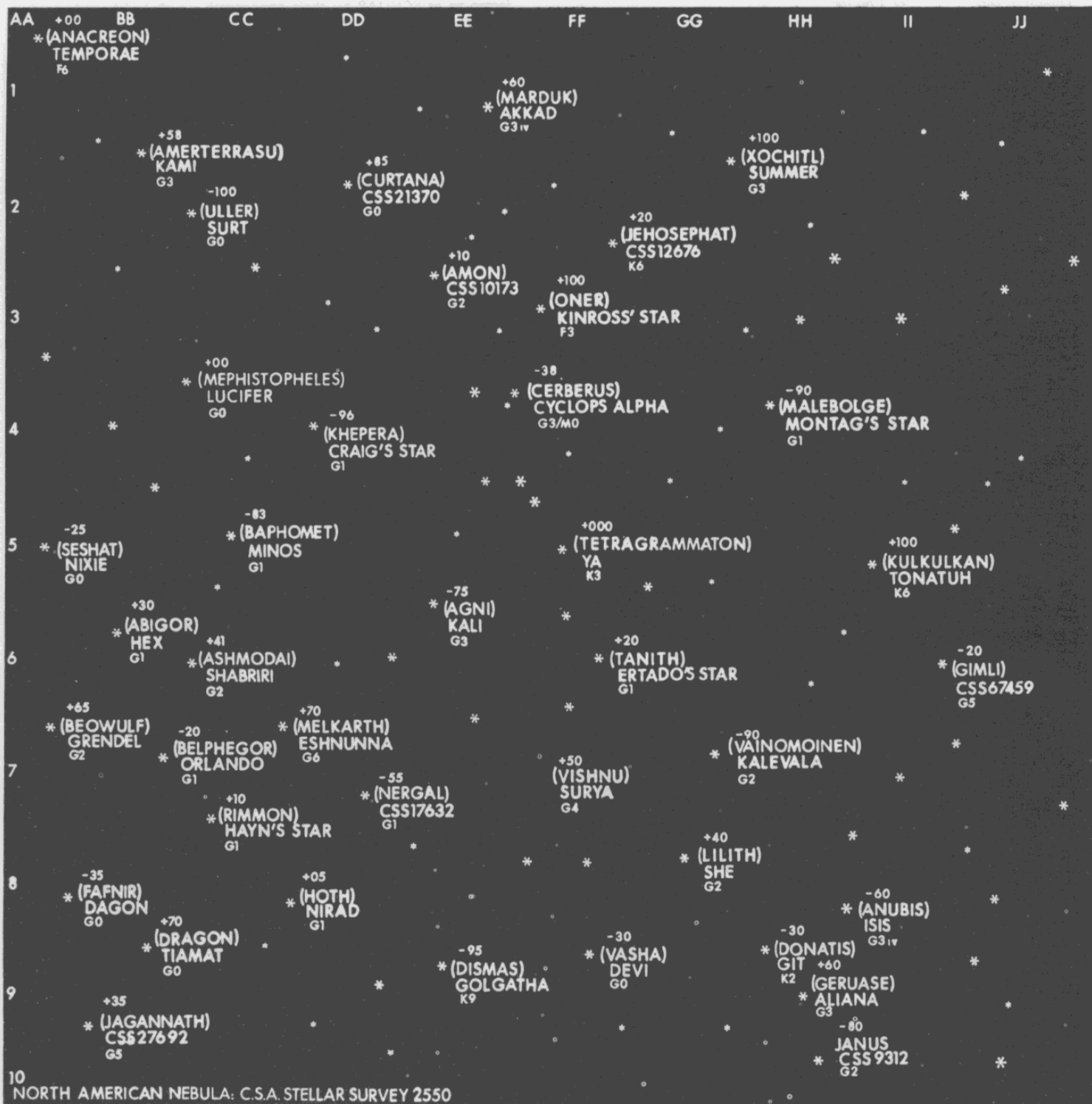
This booklet is intended to furnish the fullest information possible on the StarSectors involved in this conflict - both the CSA and the few bordering Korellian worlds. It also covers Korellian and CSA deployment in the area, CSA Armed forces makeup and organization, a brief description of the Korellian Armed forces (these will be dealt with in a later StarAtlas in more detail), a comprehensive description of all CSA worlds, many scenario guides, and more!

PLANETARY DESCRIPTIONS

The following planets are described in the Confederate Systems Alliance Atlas. They are listed in alphabetical order. Note that some secondary colonies (colonies of the originally colonized planets of the sector) have their descriptions in the form of stats in the alphabetical section and a short summary of their history in the section which immediately follows the descriptions of the planets.

Abigor (Hex III)
 Agni (Kali III)
 Amerterasu (Kami III)
 Amon (CSS 1017 III)
 Anacreon (Temporac I)
 Anubis (Isis IV)
 Ashmodai (Shabiri IV)
 Baphomet (Minos V)
 Belphegor (Orlando III)
 Beowulf (Grendel IV)
 Cerberus (Cyclops Alpha II)
 Curtana (CSS 21370 III)
 Dismas (Golgotha III)
 Donatis (Git III)
 Dragon (Tiamat IV)
 Fafnir (Dagon IV)
 Gervase (Aliaana III)
 Gimli (CSS6749 III)
 Hoth (Nirad II)
 Jagannath (CSS 27692 III)
 Janus (CSS 9312 IV)
 Jehosephat (CSS 1276 II)
 Khepera (Craig's Star IV)
 Kulkulkan (Tonatuh IV)
 Lilith (She IV)
 Malebolge (Montag's Star III)
 Marduk (Akkad III)
 Melkarth (Eshunna III)
 Mephistopheles (Lucifer IV)
 Nergal (CSS 17632 IV)
 Oner (Kinross's Star II)
 Rimmon (Hayn's Star III)
 Seshat (Nixie IV)
 Tanith (Ertado's Star III)
 Tetragrammaton (Ya III)
 Uller (Surt IV)
 Vainamoinen (Kalevala III)
 Vasha (Davi III)
 Vishnu (Surya IV)
 Xochitl (Summer III)

These obviously do not represent all star systems in this sector. Additional systems may be plotted by the StarMaster and should be assumed to be newly discovered habitable planets, etc., as the full exploration of the sector by the human colonials was interrupted by the invasion by the Korellians.



SCALE: 1mm = 1LY

ABIGOR (HEX III)

Stellar Primary	G1 Main Sequence Star
Planets in System	8
ABIGOR	Terran Ocean Planet
Orbital Distance	500 LS (1 AU)
Length of Year	368 days
Length of Day	22.1 hours
Planetary Diameter	15,000 km
Surface Gravity	.96 G
Temperature	Temperate climate
Atmosphere Type	Terran Standard
Hydrosphere Type	96%, 6 large islands
StarNationality	CSA
Sentient Race	Human
Population	2.5 billion
Tech Level	7, due to Korellian repressive policies
StarPort Rating	Kingsford-Smith Interstellar (AA), Commonwealth Astronautics (AA), Victorial Commercial (A)
Social Organization	Open Society
Societal Strength	10
Xeno Acceptance	5%
Government Type	Commonwealth
Government Support	1% (local), 95% (CSA)
Loyalty Index	20% (local), 95% (CSA)
Repression Index	40% (local), 5% (CSA)
Corruption Index	35% (local), 5% (CSA)
Bureaucracy Level	9 (local), 4 (CSA)
Law Level	20 (local), 5 (CSA)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	30%
Military Spending	Rebel Budget: MCR 3,500,000
Major Exports	StarShips, Biochemicals (anti-agathics), Petrochemicals, Foodstuffs
Major Imports	Luxury goods, Cybernetic parts, Heavy metals
Trade Restrictions	30% duty on all imports except military goods
Trade Acceptance	95%



Discovered by the LFS Free Rover in 1734 AE, and turned over to the Lunar/L5 Colonial Underground by the owners - Danske Waffenfabrik, AG in return for permission to use the Freedom Jump. The Primary is Hex and the planets, in order outwards from the Primary are - Capricornia (moon = Mackay), Victoria (Jervis Bay, Yarra = moons), Abigor (moon = Victoria), Nullarbor (Boomerang), Tasmania,

Wellington (Maori), Adelaide (moons = Light, Torrens), and Nawsion. Only Abigor has proved to be habitable. Tasmania and Adelaide are Gas Giants.

Abigor was allocated by the Terran Underground to colonists from the Australian & New Zealand Federation where opponents to the Martial Law rule of the United Australia Party (less than fondly referred to as SCRUPAP by their opponents), which had been in power for over 60 years. Since even the mildest form of political protest brought either instant exile or execution (depending on the whim of the hereditary leaders) many of the more freedom loving citizens jumped at the chance the Terran Underground offered them, as did many small (and some not so small) Australian businesses, to escape SCRUPAP and her vicious Secret Service (ASO-I, Australian Security Organization - Internal).

The colony could not have been as successful as it was except that it was soon discovered that Abigorean Fish contained significant amounts of an Antiagathic Biochemical! By using quantities of this to bribe UAP and ASO-I officials, the Underground was able to remove extremely large amounts of Capital and large amounts of personnel with no questions asked!

Due to the shortage of land, the Colonists have become involved in intensive Sea-Farming - and large undersea cities and towns have been set up by the colonials as well. Because of their production of Anti-agathics, the Colonial economy has not been too badly mauled by the Korellian occupation. After all, the UA has the perfect material for bribing Korellian officials readily available! In general, because of this, Abigoreans receive preferred treatment by the Korellians - which is to say that they are only marginally less oppressed than the other planets in the sector. Of course, the fact that a significant proportion of the planetary population lives in undersea domes of varying sizes (Abigorean seas are relatively shallow) has meant that effective enforcement of rule beyond the low-water mark of the coast line is effectively impossible (since the Korellians are the worst sort of landlubbers imaginable).

Of course, they usually enforce most of their wishes by taking out their frustrations on the land-bound populace. This tends to keep the Ocean dwellers more or less in line, though Korellian Naval patrols seem to disappear with distressing regularity, unless in some force. Similarly, it is common for many wanted Rebel sympathizers to disappear in boating accidents while attempting to escape! Due to their complete lack of nautical skills, the Korellian occupation forces do not usually investigate too closely, as long as things are generally quiet - which they have been for the past several decades.

Potential Guerilla Strength is 30% of Planetary Population - of which 15% (4.5% of Planetary Population) are Active - of these, 10% - 22.5 Million - are Effective.

AGNI (KALI III)

Stellar Primary	G3 Main Sequence Star
Planets in System	8
AGNI	Terran Desert Planet
Orbital Distance	500 LS (1 AU)
Length of Year	378.74 days
Length of Day	22.7 hours
Planetary Diameter	10,000 km
Surface Gravity	1.0 G
Temperature	Temperate
Atmosphere Type	Terran Standard, low moisture content
Hydrosphere Type	60%, 1 large continent and 4 small continents
StarNationality	CSA
Sentient Race	Human
Population	200 million
Tech Level	7, restrained by Korellian policies
StarPort Rating	Touchdown Interstellar (B)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Multi-Government, Confederacy
Economic Rating	Poor Industrial
Per Capita Income	CR 3500

Tax %	30%
Military Spending	Rebel Budget: MCR 140,000
Major Exports	Industrial metals, Gold, Silver, Platinum, Col-lapsium, Iridium, Uranium, Thorium
Major Imports	Electronic parts, Cybernetic parts
Trade Restrictions	10% duty on all imports except military equip-ment
Trade Acceptance	80%

The various planetary governments range in policies from a planetary supremacy party that seeks to dominate the national governments (Unity Party, currently in power) to centrist and left wing parties, the most extreme being the Soalrian Party (1920s vintage Stalinists).

Discovered by the LFS Faust in 175 AE, the Primary - Kali - set the pattern for the naming of the remainder of the system - along Indian mythological line. The Planets and Moons, in order outwards from the Primary are - Kanthaka, Yasodhara, Agni, Mara (moon = Devadatta), Nirvana, Zen, Guatama, and Veda. Only Agni is more than marginally habitable - Zen and Veda are Gas Giants.

Agni was colonized by a Terran political organization known as the Solarian Brotherhood - which was opposed to the Pure Earth policies of the Terran Government. No reliable evidence as to the exact makeup of the policies of the Brotherhood are available - for the reasons which will become obvious below; but it is known that it was banned by the Terran Government. There is also evidence to suggest that the Brotherhood got the resources to take part in the colonization of the Sector via the blackmail of the Pure Earthist Government with some vital information it evidently had gained (evidently of an extremely delicate and scandalous nature). As with most fanatical political beliefs - and another thing we know about the Solarian Brotherhood is that it was fanatical - there soon arose several sects. The three surviving one are - the Solarian Party



the Solarian Party (True Convert), and the Solarian Party (True Converts: Revised). These three groups have been at each others' throats since very early on - using everything short of Nuclear weapons (and even these were stockpiled in case the opposing sides' Xenon Damper field Generators were knocked out).

This sort of divisiveness has continued even under Korellian occu-pation - even to the point where the three groups field large, if poorly armed, military forces for protection; the Korellians - being masters of the Divide and Rule technique just love this situation - as it keeps the colonials too busy to do anything about the Imperials (or so it has been in the past). Actually, the three Governments, have or-ganized themselves into a loose Confederacy - with the intention that it will co-ordinate resistance to the hated Korellians and, in fact, much of the rhetoric and dogma that had in the past con-tinued the conflict between the three parties has been dropped, as they have slowly discovered that they have much more in common than they had thought. There is still some distrust - but the mem-bers of the (secretly organized) Confederate Government are doing their best to minimize this, and a generally they have succeeded.

Despite this growing unity in private, the three previously com-peting governments have kept their public faces as they always have been - full of violent rhetoric. This has given the Underground an unexpected bonus - both sides have a good Cadre of combat trained troops who, if equipped with up-to-date weapons, will be able to give the complacent Imperial occupation forces a nasty and, hopefully, fatal shock!

Potential Guerilla Strength is 61% of Planetary POPULATION, of which 20% are Active (12.2% of Planetary Population) - of these, 15% are Effective (3.66 million).

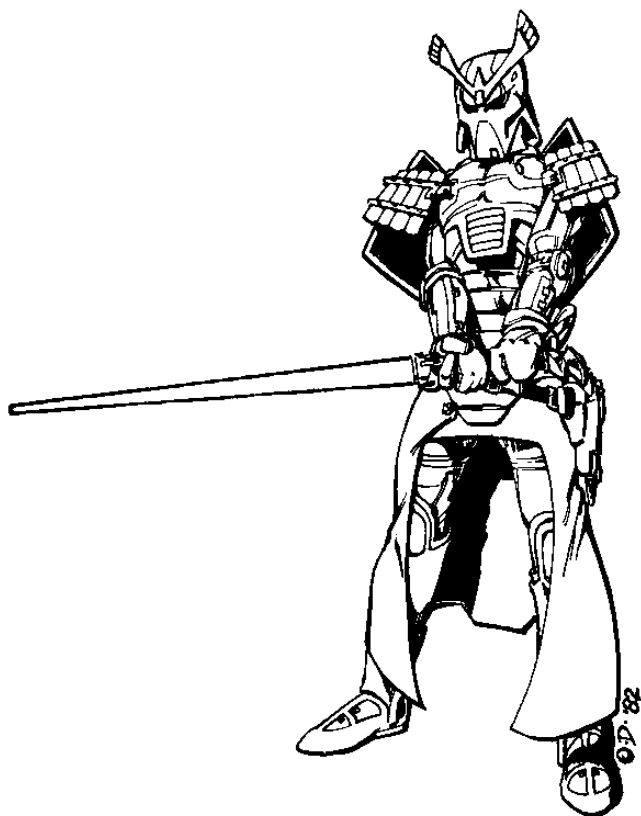
AMERTERRASU

Stellar Primary	G3 Main Sequence
Planets in System	Six (6)
KAMI III	Terran
Orbital Distance	500 LS (1.0 A.U.)
Length of year	378.75 days
Length of day	25 Hours
Planetary Diameter	13,000km
Surface Gravity	1G
Temperature Range	Terran Standard
Atmosphere Type	O2-N2
Hydrosphere Type	85%., four Continents and several small islands
StarNationality	CSA
Sentient Race	Amerterrasu
Population	1 Billion
Tech Level	7*
StarPorts	New Edo (A) , Kawosaki City (B)
Societal Strength	Caste Society
Societal Strength	6
Xeno Acceptance	10% prejudice
Government Type	Corporate Government (Shogunate)
Government Support	5% (local), 90% (CSA)
Loyalty Index	50% (local), 90% (CSA)
Repression Index	30% (local), 10% (CSA)
Corruption Index	25% (local), 35% (CSA)
Bureaucracy Level	9 (local), 6 (CSA)
Law Level	18 (local), 8 (CSA)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5,280
Tax%/Levy	30%
Military Spending	1,050,000MCR
Major Imports	Machine Tools, Factory Equipment
Major Exports	Luxury Goods, Gem Stones, Andolinium
Trade Restrictions	25% on anything not approved (by ruling class)
Trade Acceptance	60% (90% for Military Equipment)

Discovered in 172 AE by the LFS Free Loader - under Charter to New Nippon Investments Ltd. - another Terran based multinational making common cause with the Lunar/L5 Underground, in order to remove their operations from the stifling atmosphere of Pure Earthist Terra via the Freedom Jump. The Primary is called, appropriately, Kami - and the planets and moons, in order outwards from the Primary, are Yama, Izumo (moon = Susanows), Amerterrasu (moons = Ineri, Daii-koky), Hachiman (moon = Fudo Myo), Shitenno, Kompira. Amerterrasu has proved to be the most suitable for Colonization - as it has the only breathable atmosphere in the system - Yama is airless, and Izumo and Hachiman have only traces of Oxygen in their atmospheres; Shitenno and Kompira are Gas Giants.

Despite being, traditionally, very conservative, the Japanese were never very happy with the Pure Earthist government - especially since such a government meant lean times for the traditionally strong Japanese multi-national companies. NNI decided that Terra was a dead loss as far as any sort of realistic future was concerned. The management decided to transfer its entire operations to the new territory opened up by the Freedom Jump. With the cooperation of many prominent Japanese industrialists and governmental figures, NNI did manage to do this and covered its tracks by a mixture of skilful accidents which removed anyone who was even suspected of knowing what was going on and bribery. Most of these bribes were in the form of offering shares in the colony that was to be set up. What was most unusual to western eyes was that these shares were not only related to ownership of NNI itself, but also entitled the owners to social positions based upon the number of shares owned.

NNI set up a highly technologically advanced version of Old Imperial Japan, sans Emperor, but with Nobles, a Shogun, Samurai, etc. The large stockholders were given landed estates concomitant with their new status as nobles, as were the Samurai. The ordinary workers were ensured the right to work or be supported by their masters who would no work be readily available. When compared to the decadent Pure Earth dominated government of Japan on Terra, this was an enormously attractive proposition. Far from being or becoming the bloody and despotic system that might be expected, the Shogunate of Amerterrasu has been at all times a fairly benevolent dictatorship. Dissidents have two possible outlets for their desires to change the system - they can leave the planet with the aid of government supported fares or they can attempt to work their way up to the rank of Samurai; a difficult but not impossible task for a hard working young person. Because of this enlightened policy, the people of Amerterrasu have, by and large, been quite supportive of their government and have supported it in their attitude towards the Korellian occupation forces.



Although the Amerterrasuan Shogunate and the Korellian Empire are seemingly much the same in their attitude and organization, in reality there are quite significant areas of conflict. The major one is the Empire's refusal to accept as anything more than half-civilized any culture other than their own. The rigid class structure of the Korellians is yet another area of conflict when compared to the flexible nature of the system of the Shogunate. The rather unusual religious views and practices of the Korellians do not endear them to the civilized Shinto/Buddhist religion of the Japanese colonists. In any case, the Shogunate is not at all friendly to the Korellians despite being tolerated by the

Korellian Imperium (unusual for any democratic government). The Shogunate does maintain the appearance of being on good terms with the Korellians to help ensure the success of the revolution, while sharpening the dagger all the while.

Potential Guerilla Strength is 23% of the Planetary Population (the Samurai Class), all of whom are Active and Effective for a total of some 230 million.

AMON (CSS 1017 III)

Stellar Primary	G2 Main Sequence
Planets in System	Twelve (12)
AMON(CSS 1017 III)	Terran
Orbital Distance	520 LS (1.02 A.U.)
Length of year	385 days
Length of day	22 Hours
Planetary Diameter	3,000 km
Surface Gravity	1.0G
Temperature Range	Temperate
Atmosphere Type	O2-N2
Hydrosphere Type	75%, five large continents and several small islands
StarNationality	CSA
Sentient Race	Human
Population	100 million
Tech Level	7*
StarPorts	Khufu (B)
Social Organization	Corporate
Societal Strength	9
Xeno Acceptance	5% prejudice
Government Type	General Nucleonics Corporation
Government Support	5% (local), 80% (CSA)
Loyalty Index	20% (local), 80% (CSA)
Repression Index	20% (local), 10% (CSA)
Corruption Index	35% (local), 5% (CSA)
Bureaucracy Level	9 (local), 5 (CSA)
Law Level	18 (local), 6 (CSA)
Economic Rating	Rich Industrial
Per Capita Income	CR 10,500
Tax%/Levy	20%
Military Spending	1,400,000 MCR
Major Imports	Calipsium, Iridium
Major Exports	Cybernetic parts, Perfumes (Shunleapple Oil)
Trade Restrictions	10% (25% on Cybernetic parts)
Trade Acceptance	80%

Discovered in 175 AE by the LFS Farstar - on charter to the General Nucleonics Corporation (another of the Terran multinationals which bartered machinery for the right to use the Freedom Jump.) The Primary in NCC 101732685 - and this, obviously had nothing to do with the naming of the rest of the system- which was done after the Egyptian Mythos. In order outwards from the Primary, the planets and moons are: Narmar, Akhenaten, Amon, Sphinx (moons = Jackal, Lion), Thoth (moon=Thebes), Ptath (moons = Amenhotep, Nefertiti), Tutakhaten, Alexandria (Ptolemy, Amarna (moon = Carter), Canopia, Rmses (moons = One, Two, Three), and Nome. Only Amon is more than marginally habitable and Thoth, Ptath, and Alexandria are Gas Giants.

This Colony, as has been mentioned above, was one of those granted to the Terran Multinational Corporation who decided that the grass was greener as far away from the restrictions of the Pure Earth to run the Terran Government as possible. Before the Freedom Jump was finally destroyed, GNC had managed to transfer a large proportion of her assets and productive capacity to Amon, so the success of the Colony was assured. Even today, it is one of the major industrial worlds of the Sector.

The plan the GNC Board of Directors set into motion so long ago took into careful account the fact that, sooner or later, the people on the planet would want to be able to have a government responsive to their collective wills, rather than a Company run concern, no matter how benevolent or efficient. To ensure that such a changeover would not be necessary and that the best interests of the company would be safeguarded, the GNC Board decided that they (that is, the Board of Directors) would be the governingbody. But, this was done in

an unusual way: each citizen of Amon was issued a single non-transferrable Share of Voting Stock on their 18th natal day, and only the possessors of such (non-dividend returning Shares have the right to vote in Board elections, and only at the rate of one vote per citizen (regardless of how many other shares in GNC they might possess). This did away with the possibility, that a few immensely rich shareholders might be able to run the Company (and, hence, the planet) into their personal fief. The whole system has proved to be remarkably stable, as well as having provided an energetic and skillful leadership in interstellar trade, in fact, any Board which has filed to secure a profit for the GNC has not lasted beyond the next election.

Potential Guerilla Strength is 16% of Planetary Population. Of these, 10% (1.6% of Planetary Population) are Active and 10% of these (150 thousand) are Effective.

ANACREON (TEMPORAC I)

Stellar Primary	MO, Main Sequence Star
Planets in System	3
ANACREON	Type 14 Terran, Beyond Ecosphere
Orbital Distance	100 LS
Length of Year	40 days
Length of Day	8 hours
Planetary Diameter	10,000 km.
Surface Gravity	1.0 G
Temperature Range	Terran Arctic to Sub-Arctic
Atmosphere Type	Terran Standard (O2-N2)
Hydrosphere Type	30% (Ice Caps)
StarNationality	CSA
Sentient Race	Human
Population	5.5 million humans, 5.5 million mechs
Tech Level	10+
StarPort Rating	Freedom City (AAAAA), Asteroid City (AAAAA), Rebellion City (AAAAA x 2)

Sociological Data	
Social Organization	Military/Open Society
Societal Strength	10
Xeno Acceptance	0%
Government Type	Military/Athenian Democracy
Government Support	90%
Loyalty Index	99%
Repression Index	2%
Bureaucracy Level	5
Corruption Level	5%
Law Level	3 (Civilian), 10 (Military)
Economic Rating	Extremely Rich Industrial
Per Capita Income	MCR 1.5
Tax%/Levy	20% = 10,560,000
Military Spending	Rebel Yearly Budget: MCR 7,040,000
Major Exports	Military Equipment, Furs, Luxury Goods
Major Imports	Industrial & Precious Metals, Machine tools, Factory Equipment, Electronic Parts, Computer parts, Cybernetic parts, Petrochemicals, Industrial chemicals

The whole economy of Anacreon is highly mechanized and utilizes the mining prospects of the six asteroid belts in the system extensively. Basically, the entire system is on a war footing and most enterprises are government (UA/CSA) controlled or owned. Anacreon is the Underground Alliance Secret Base World - and is intended to be the arsenal of the CSA forces as well as the CSA capital world on the initial success of the rebellion.

ANUBIS (ISIS IV)

Stellar Primary	G3 Sub Giant Star
Planets in System	18
ANUBIS	Terran Ocean Planet
Orbital Distance	1930 LS (3.86 AU)
Length of Year	1104 days
Length of Day	27 hours
Planetary Diameter	15,000 km
Surface Gravity	.94 G
Temperature Range	Warm Temperate
Atmosphere Type	Terran Standard

Hydrosphere Type	95%, 5 islands
StarNationality	CSA
Sentient Race	Human
Population	190 million
Tech Level	7
StarPort Rating	New Adelaide (AAA), Menindee (AA)
Social Organization	Aristocratic/Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Constitutional Monarchy (Viceroy from the home planet: this is a colony of Marduk)
Government Support	90% (CSA), (10% support Korellians)
Loyalty Index	80% (CSA), 20% (Korellians)
Repression Index	5% (CSA), 20% (Korellians)
Bureaucracy Level	3
Corruption Index	5% (CSA), 20% (Korellians)
Law Level	8 (CSA), 18+ (Korellians)
Economic Rating	Very Rich Agricultural
Per Capita Income	CR 8750
Tax %	30%
Military Spending	Rebel Budget: MCR 332,500
Major Exports	Foodstuffs, Liquors/Wines, Luxury Goods
Major Imports	Electronic parts, Manufactured goods, Factory equipment
Trade Restrictions	30% import duty across the board
Trade Acceptance	95%

It should be noted that the Tech/7 indicated for Anubis is an anomaly in that technological development has been intentionally retarded by the Korellian Imperium. This rating would increase by +1 for each two years spent without Korellian interference until it reached Tech/10 after six years.

ASHMODAI (SHABIRI IV)

Stellar Primary	G2 Main Sequence Star
Planets in System	6
ASHMODAI	Standard Terran Planet
Orbital Distance	490 LS (.98 AU)
Length of Year	362.6 days
Length of Day	22.8 hours
Planetary Diameter	12,000 km
Surface Gravity	.92 G
Temperature	Sub-Temperate
Atmosphere Type	Standard Terran
Hydrosphere Type	75%, 1 large continent, three smaller continents and numerous islands
StarNationality	CSA
Sentient Race	Human
Population	3 billion
Tech Level	7
StarPort Rating	Pasargardae (AA), Meridian (AA), Kindelburg (A)
Social Organization	Open Society
Societal Strength	10
Xeno Acceptance	5%
Government Type	Republic
Government Support	10% (local), 90% (CSA)
Loyalty Index	60% (local), 90% (CSA)
Repression Index	30% (local), 5% (CSA)
Corruption Index	25% (local), 5% (CSA)
Bureaucracy Level	9 (local), 3 (CSA)
Law Level	18 (local), 9 (CSA)
Economic Rating	Rich Industrial
Per Capita Income	CR 10,500
Tax %	30%
Military Spending	Rebel Budget: MCR 6,200,000
Major Exports	Gold, Petrochemicals, Honey Wine, Machine tools
Major Imports	Gadolinium, Luxury Goods, Military Material
Trade Restrictions	20% duty on all imports except military goods
Trade Acceptance	95%

Note that the Tech rating of Ashmodai is kept down by Korellian interference like other planets in the region. It would rise by +1 level for each two years without Korellian interference.

Discovered in 173.4 AE by the LFS Free Rover under Contract to the Danske Waffenfabrik AG and given to the L5/Lunar Colonial Underground as a return for their decision to allow DW AG to use the Freedom Jump. The Primary is named Shabriri and the rest of the system follows this mythos for Demons from Old Terran literature, in order outwards from the Primary they are Bachum-Chan (moon = Tazazlth), Curreyla (moons = Xezbeth, Azael), Anaitis (moon = Tiazol), Ashmodal (moon = Cyrus), Lilth (moons = Tulpus, Emhialtes, Hyphia-tes) and Sanesmal. Only Ashmodal has proved to be habitable. Curreyla seemed to be more Terrestroid, but a biochemical in her water has made this a deadly (but slow acting) poison; Lilith is a Gas Giant.

Ashmodal was allocated to the North American Libertarian Party, a banned political organization on Terra (it actually believed that an individual should not have to pay any taxes to the government, beyond those necessary for defense and no Social Service Benefits should be paid to non-workers). Under their tenets, any function of government can be performed more efficiently by Private Enterprise. Because of this, the structure of the Republic they set up is rather unusual. On each Citizen's 16th birthday, he or she is issued with one inalienable Share in the Republic and this share entitles him to one vote in all elections: Of course, if one desires (and has the money), more shares may be purchased (each giving one vote, but these can be bought or sold at will). The initial share returns a profit of between 500 and 1,000 CR per year to each citizen (the profits of the government), and other purchased shares are currently being sold at 5250 CR each (i.e. half the average yearly income for the planet) and give a yield of between 5%-15% (262.5-787.5 CR) per annum.

Apart from, as has been mentioned above, being responsible for defense of the planet (a function obviously in abeyance under Korellian rule), the Government farms out all Public Service functions that return a profit to Private Enterprise, for a cut of such profits; they also run any Public service enterprise which does not return a profit themselves or, more commonly, pays a private company to do so.

For a society dedicated to the slashing of bureaucratic red tape, the occupation by the Korellian Empire, with the attendant bureaucratic interference by the Imperial Departments, and the excessively high Imperial taxes (regarded by most Ashmodalans as purely confiscatory and punitive), has proved to be barely tolerable. Not only have taxes shot up, but the services provided by the government, such as free medical care (paid for out of government profits) run by a system of Rebo-Medic assisted doctors has seriously eroded their standards (the Imperium did away with their obviously unsafe medical practices, forcing them to rely entirely on Imperial Medical Techniques with a drop in success rate to 65% for those who pay for treatment, and to 45% for those charity patients who are admitted).

Potential Guerilla Strength is 22% of Planetary Population of which 15% are Active (i.e. 3.3% of Planetary Population) - 10% of these are Effective (16.5 million).

Government Type	Republic
Government Support	10% (republic), 90% (CSA)
Loyalty Index	70% (republic), 95% (CSA)
Repression Index	25% (republic), 5% (CSA)
Bureaucracy Level	9 (republic), 4 (CSA)
Corruption Index	25% (republic), 15% (CSA)
Law Level	18 (republic), 6 (CSA)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	30%
Military Spending	Rebel Budget: MCR 4,200,000
Major Exports	Aircraft, Foodstuffs (processed), Industrial chemicals
Major Imports	Uranium, Petrochemicals, military equipment
Trade Restrictions	30% duty on manufactured goods, 90% duty on luxury goods (for the duration of the war preparatory economy)
Trade Acceptance	75%

Discovered in 173 AE by the LFS Faust. The Primary was named Minos. The planets and moons were named on a Mythological basis as well, but one unrelated to the name of the Primary. Their names are in order outwards from the Primary, Ariadne, Hephaestus, Taniquela, Ares, Baphomet (moon = Fleur de Lis), Columbia (moons = Jello, Cracker, Cookie) and Iceberg. Of the seven planets, only Baphomet is more than marginally habitable; Hephaestus does have an atmosphere - mainly CO₂ and SO₂, with enough O₂ to be breathable without Respirators for short periods (CON - 1d.6 minutes), but it is in the middle of a major period of planetwide vulcanism; Ares is a Gas Giant (it has a reddish coloration, hence the mythological reference).

Baphomet was primarily settled by Breton/French colonists, most being forced exiles from Pure Earthish Terran government. Their heinous crimes being, mostly, nonconformism, something which the Bretons have a long background of. This generally non-cooperative bent of theirs goes back to their support of the French King against the Revolutionary forces in the late 2nd Century Pre-Atomic (c. 1789 old-style). This trend of opposition to the French and then to the EEC governments of the area continued into the Pure Earthish era. The Bretons were, usually for the period almost 85% workers (i.e. Productive members of the generally unproductive mass of Terran humanity) and had a strong ingrained streak of what the Terran government referred to as Economic Piracy, which simply meant they desired to be able to keep part of the fruits of their labors for their own use, rather than having them forcibly confiscated for the good of the people. Another nagging point of conflict between them and the EEC/Terran governments was their refusal to accept the teachings of Lingua Terra (a mix of English, French, Spanish, Afrikaans and Swedish), the accepted planetary language, except as a secondary language to their native Breton.

BAPHOMET (MINOS V)

Stellar Primary	G3 Main Sequence Star
Planets in System	7
BAPHOMET	Terran Standard Planet
Orbital Distance	500 LS (1.0 AU)
Length of Year	378.7 days
Length of Day	24.1 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Temperate
Atmosphere Type	Terran Standard
Hydrosphere Type	85%, one large continent, two sub-continent, and one notable island
StarNationality	CSA
Sentient Race	Human
Population	3 billion
Tech Level	7 (due to Korellian interference)
StarPort Rating	Josephine Interstellar (AA), Joliet Shipyards (A), Baphomet Interstellar (A), Fleur de Lis Port (A) as a Lunar port
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%



Along with the Bretons came a smaller, but significant, number of French Basques from the Camargue district, all of whom suffered from similar problems in their relationship with the EEC/Terran government. These similarly oppressed peoples were welcomed with open arms by the Bretons and were given full local autonomy and cultural autonomy by them, something they had fought for so bitterly on their home planet.

With such a socio-political background, the Basque/Breton population of Baphomet has set up a similar government to that which exists on Mephistopheles, for similar reasons. Also, due to their heritage of (sometimes violent) resistance to imposed outside authority, the Baphomet populace has been the center of some of the most overt resistance to the Korellian Empire. In fact, their resistance to the Korellian Forces assaulting the planet during the 300 Days revolt of 708 AE was so violent that fully 10% of the Planetary Population was killed in the fighting - and 37 of the 95 million Colonials executed after the final defeat of the rebellion were citizen of Baphomet.

In fact, even today, with Underground Alliance disapproval of such retaliation of such methods, it is a virtual death sentence for Korellian Troops. Police or officials to patrol the streets in even the most respectable areas of Josephine (the planetary capital) after dark. Even the most violent reprisals on the part of the Korellians seem to have no effect on such happenings; in fact, reprisals actually seem to increase their frequency!

Potential Guerilla Strength is 16% of Planetary Population, of this 15% (2.4% of Planetary Population) are Active in the UA, but 15% of these (21.2 Million) are Effective.

BELPHEGOR (ORLANDO III)

Stellar Primary	G1 Main Sequence Star
Planets in System	8
BELPHEGOR	Terran Tundra Planet
Orbital Distance	600 LS (1.2 AU)
Length of Year	483.78 days
Length of Day	25.3 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature Range	Ice Age conditions
Atmosphere Type	Terran Standard with high Helium content
Hydrosphere Type	25%, ice caps covering the northern third and southern third of the planet. All seas are surrounded by major land masses which are connected by land bridges.
StarNationality	CSA
Sentient Race	Human
Population	2 billion
Tech Level	7, artificially held down by the Korellians
StarPort Rating	Spenser Commercial (A), Isengard Field (B), Maria (Lunar) Field (C)
Social Organization	Open Society
Societal Strength	10
Xeno Acceptance	5%
Government Type	Athenian Democracy
Government Support	95%
Loyalty Index	95%
Repression Index	5%
Bureaucracy Level	1
Corruption Index	0%
Law Level	18 (planetary), 5 (CSA)
Economic Rating	Rich Industrial
Per Capita Income	CR 10,500
Tax %	20%
Military Spending	Rebel Budget: MCR 2,800,000
Major Exports	Gems, Gold, Platinum, Iridium, Uranium, Thorium, Furs
Major Imports	Aircraft, Mining equipment, precision tools
Trade Restrictions	10% duty on all except war materials.
Trade Acceptance	100%

Discovered in 173 AE (2118 AD) by the LFS Free Spirit, under contract to Consolidated Mining, Inc., another Terran multinational which approached the L5/Lunar Underground for the right to use the Freedom Jump to escape the anti-profit rule of the Pure Earthist adminis-

tration on Terra. The Primary is named Orlando and the other bodies in the system are named in a similar mythological style. In order outward from the primary, they are named Ariosto, Belphebe (moon = Belphegor, Carena (moon = Mosco), Cordova (moons = Emir, Bey), Echegaray, Roland, Sylvanus. Of these only Belphegor has been colonized, though Belphebe is also potentially colonizable (however, it is a Terran Type 13/7 Planet - very close to the Primary - a desert world) - but is too marginal to be attractive. Echegaray and Sylvanus are Gas Giants.

Though set up as a Company Colony, when it was cut off from the parent body in 185 AE, the local executives and the Colonists set to determine how the Colony was to be governed. They determined that the Company would turn over all governmental functions it had previously performed to a new Planetary Government (the Company wanted nothing to do with such a potentially problem causing function, as long as its profits weren't unduly interfered with). The Government set up to replace the Company administration is what has been called an Electronic Democracy. Basically, the entire machinery of the Government is based on the Will of the People as expressed by ongoing electronically conducted polls. All the day-to-day government functions of the Consensus is run by career bureaucrats, but their decisions must be okayed by such electronic ballots. Thus it is a true (Athenian) Democracy, with governmental decisions bearing close to a 1:1 relationship with the real desires of the colonists. Of course, with the occupation by the Korellian Empire, this system has not been openly operative, as the Korellians have preferred to deal with pure Bureaucracies and ban all political parties and activity. Yet, the Belphegoresans have managed to secretly keep the most vital functions of the democracy going, through the Underground Alliance.

The main mines have been exploited by the Korellians since they occupied the planet, with most of the production and most of the profits going off planet. However, soon after the last rebellion, the Miners of the ConNin prospecting group discovered a fully operational CoreTap of Fore-Runner date; and have been using this to mine gold, silver, and platinum from the Planetary Core using these metals to bribe Korellian officials to turn a blind eye to any irregularities regarding the transport of other CoreTap products off the planet (mostly Radioactive and other heavy elements needed for production of war equipment on Anacreon and other UA bases).

As with Beowulf, the Miner's Union (though declared illegal by the Korellians) has continued and has provided a full slew of unexplained incidents which have reduced the output of the mines by a considerable amount; and has, it is rumoured, continued and forms the basis of the UA network on Belphegor. Due to the nature of the pre-conquest government, support for the UA is extremely high - though it is better controlled than elsewhere - with few incidents of an overt nature that might expose the UA programme of revolution against the Empire.

Potential Guerilla Strength is 73% of Planetary Population - of which 50% (36.5% of Planetary Population) is Active - of these 20% are Effective (146 million).

BEOWULF (GRENDAL IV)

Stellar Primary	G2 Main Sequence Star
Planets in System	11
BEOWULF	Terran Standard Planet
Orbital Distance	500 LS (1.0 AU)
Length of Year	367 days
Length of Day	23.95 hours
Planetary Diameter	10,000 km
Surface Gravity	1.0 G
Temperature	Temperate
Atmosphere Type	Terran Standard
Hydrosphere Type	80%, 5 small continents and several large islands
StarNationality	CSA
Sentient Race	Human
Population	2 billion
Tech Level	7, artificially kept down by the Korellians
StarPort Rating	Schaffer Commercial (AA), Niven Interstellar (A), Hamilton Interstellar (A), Danske Lunar & Stellar (A)
Social Organization	Open Society
Societal Strength	8

Xeno Acceptance	5%
Government Type	Republic
Government Support	5% (republic), 95% (CSA)
Loyalty Index	35% (republic), 95% (CSA)
Repression Index	50% (republic), 5% (CSA)
Bureaucracy Level	9 (republic), 2 (CSA)
Corruption Level	35% (republic), 5% (CSA)
Law Level	18 (republic), 8 (CSA)
Economic Rating	Very Rich Industrial
Per Capita Income	CR 17,500
Tax %	30%
Military Spending	Rebel Budget: MCR 7,000,000
Major Exports	Industrial metals, Silver, Platinum, Gold, Thorium, Uranium, Iridium, Gems
Major Imports	Machine Tools, Agricultural products
Trade Restrictions	5% duty on all imports except military goods
Trade Acceptance	85%

Discovered in 173-4 AE by the LFS Free Rover - under contract to Danske Waffenfabrik, AG. The system is named after the Scandinavian mythos - the Primary being called Grendel. The Planets and Moons, in order outwards from the Primary are - Muspelheim (moon = Surtr), Dagr, Modgudr (moons = Gjoll, Garmr), Beowulf (moon = Danske), Jotunheim (moons = Utgardr, Slidr, Nastrond), Bilfrost, Loki (moons = Skol, Hati), Yggdrasil (moons = Mimir, Nidhoggr), Urd (moons = Verdandi, Skuld), Angroboda (moons = Jormungandr, Midgardsorm), and Ragnarok. Of the eleven plantets in the system, only Beowulf is habitable in any realistic degree - Modgudr and Bilfrost have atmospheres (neither of Oxygen), and Jotunheim, Urd, and Angroboda are all Gas Giants.

Danske Waffenfabrik, AG, was one of the Multinational Corporations who approached the Lunar/L5 Colonials who had discovered the Freedom Jump - with a view to transferring the majority of their operations from the increasingly restrictive realm of the Pure Earthist governments of Terra, where Profit was a dirty word, and where it was generally accepted by the mass of the population that the Multinationals were robber barons out to deny them their right to a slothful and wasteful (and, of course, non-productive) existence. Beowulf was regarded as the perfect world for the Company to colonize - mostly because of the large deposits of heavy metals detected in the initial survey. Closer inspection revealed that these metal deposits were primarily in one relatively small area - in an almost pure form, and on the surface (or only a few metres beneath it)! Closer investigation revealed that these deposits were the result of a direct hit on a Fore-runner CoreTap - and the resultant upsurge of Core Material. The Colony was intended primarily as a Mining settlement at first - but the accountants of the Corporation soon realized that the ore ships returning to Terra were making the trip outwards to Beowulf relatively empty; they therefore hit upon an incentive scheme for Company employees back on Terra or on the Lunar/L5 colonies. The scheme was based on the notion that, in return for increased production at home, outstanding employees would be given free passage to Beowulf, the right to buy needed farming equipment at rock-bottom prices, and the right to claim as much land as they could successfully bring into cultivation after five years as their own. This scheme proved to be so wildly successful that what began as a purely mining colony soon developed into a well balanced general colony; the inhabitants of which had a great feeling of loyalty towards Danske Waffenfabrik.

Even though, under the exploitative policies of the Korellian occupation forces, the original CoreTap deposits of ores have been completely eaten up, the rest of the planet has proved to be extremely rich as far as metal deposits and other natural resources are concerned - though the Korellian administrators are continually being frustrated by quite frequent, and wholly inexplicable accidents which often hold up production at the various facilities for weeks, and often months! They suspect that the Miners' Union (banned under Korellian Law - but still suspected to be active) is behind this - but what they don't realize is that DW AG is in full support of these activities! Government of the Colony is a standard Republic, along the lines of that of Denmark (Old Terra).

Potential Guerilla Strength is 40% of Planetary Population - of which 15% (6% of Planetary Population) is Active - 12.5% of these are Effective (37.5 Million).

CERBERUS (CYCLOPS ALPHA II)

Stellar Primary	G3 m/s and M-O m/s Binary Star
Planets in System	8
CERBERUS	Type 5 Terran Planet, Outer Ecosphere with no seasons
Orbital Distance	445 LS (.89 AU)
Length of Year	244 days
Length of Day	21 hours
Planetary Diameter	11,000 km
Surface Gravity	.98 G
Temperature	Sub-Arctic conditions
Atmosphere Type	Terran Standard
Hydrosphere Type	90%, 1 small continent and three large islands
StarNationality	CSA
Sentient Race	Human
Population	160 million
Tech Level	7, artificially kept down by the Korellians
StarPort Rating	Pluto Port (AAA), Ice Castle Port (A), Rougemont Port (A)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Colony of Lilit
Government Support	5% (Korellians), 100% (CSA)
Loyalty Index	5% (Korellians), 95% (CSA)
Repression Index	90% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 1 (CSA)
Corruption Level	20% (Korellians), 5% (CSA)
Law Level	18+ (Korellians)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	30%
Military Spending	Rebel Budget: MCR 217,334
Major Imports	Factory equipment, Machine tools, Vehicles, Electronic parts
Major Exports	Luxury goods, Foodstuffs, Liquors/wines, Petrochemicals, Textiles
Trade Restrictions	30% duty imposed by Korellians. Local government has no import duties and a free trade policy
Trade Acceptance	100%

CURTANA (CSS 21370 III)

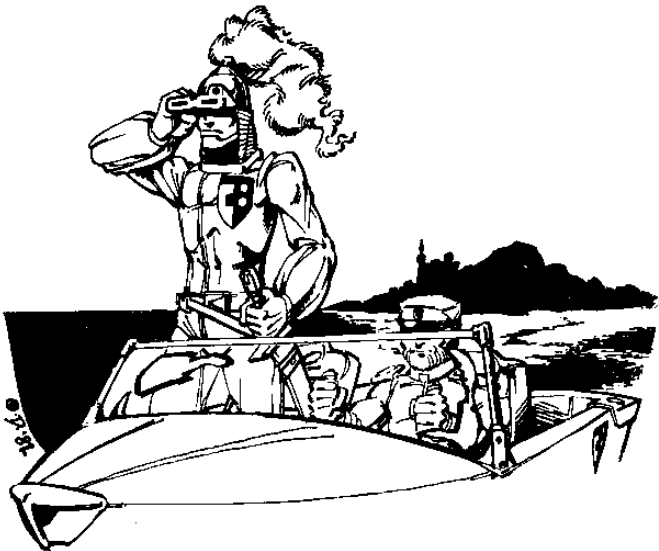
Stellar Primary	G0 Main Sequence Star
Planets in System	8
CURTANA	Terran Ocean Planet
Orbital Distance	600 LS (1.2 AU)
Length of Year	475.4 days
Length of Day	26 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Sub-Arctic
Atmosphere Type	Terran Standard
Hydrosphere Type	95%, four large islands
StarNationality	CSA
Sentient Race	Human
Population	150 million
Tech Level	7, kept down by Korellian policy
StarPort Rating	Windsor Interstellar (B)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Constitutional Duchy
Government Support	10% (local), 90% (CSA)
Loyalty Index	30% (local), 80% (CSA)
Repression Index	30% (local), 15% (CSA)
Bureaucracy Level	9 (local), 6 (CSA)
Corruption Index	30% (local), 5% (CSA)
Law Level	18 (local), 8 (CSA)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	30%

Military Spending	Rebel Budget: MCR 105,000
Major Exports	Gem stones, Gold, Aircraft
Major Imports	Electronic parts, Thorium, Platinum
Trade Restrictions	None
Trade Acceptance	80%

Discovered by the LFS Free Star in 174 AE the Primary - FC 21370 - gave no easily discernible method for naming the Planets or Moons in the system; they were thus named on an ad hoc basis by the crew. The Planets and Moons are named, in order outwards from the Primary - Big Red (moon = Little Red), Stinky, Curtana, Cannonball (moons = Musket, Pistol, Derringer), No-Go, Gigo (moons = Crash, Trash, Apple, Commodore), Pseudo (moon = Alias), and Dillenger. Only Curtana is more than marginally inhabitable - Gigo and Pseudo are Gas Giants.

One group of people especially affected by the Pure Earth philosophy of everything for the masses were the various Nobilities of Terra. They lost all they had - except for those who were smart enough to salt away funds in the L5 and Lunar colonies - or in such few profitable areas of investment as still existed. Many of those who lost out ended up due to snob values of their titles, as Administrators in the Pure Earth Terran Government. Since all of these men (and women) had something in common - the fact that they had all lost a great deal to the Terran Government - and they had to a great extent intermarried (and continued, in great part, to do so) for reasons of tradition, they were obdurate members of the Terran Rebels. Also, since they were often in positions of great administrative power, they could be (and were) of inestimable value to the Rebels..

Thus, when the Freedom Jump was discovered, these people were in an ideal position to help with various aspects of the cover up involved in keeping the Rebel exodus a secret. However, in return for these services, they asked for, and got, a world of their own in the newly discovered sector. Even though the attack on the Freedom Jump base which destroyed it and cut off communications between Terra and the newly settled colonies was not expected, most of the Nobles and their dependants had reached Curtana in time.



In setting up the colony, they had not been fools, and so they had put careful thought into the system of government they desired. They, obviously, wanted to retain some form of system of Nobility with some special rights and privileges - but they also realised that they had to go very carefully about it if they wished this system to survive the test of time. So, what they decided to do was to set up a Constitutional Monarchy similar to that of the Old United Kingdom (Old Terra) - but with two unique twists. The first was that they allowed Patents of Nobility to be bought (and not cheaply) - so that successful businessmen could become part of the system and thus have no desire to change it, similarly, they granted Patents to outstanding Military, Scientific - or Government personnel - thus rewarding them in a similar fashion. The resultant scramble - it was hoped - to make oneself rich enough or worthy enough to be granted a Patent of Nobility ensured that no-one

was too worried about the so-called privileges of the Nobility - they were all too busy attempting to boot themselves into it! The second twist was that there was no hereditary ruler of the planet - each year, the Commons and Lords (the Upper and Lower Houses of Parliament) decide on a list of Candidates for the office of Prince of Curtana from amongst the Nobility of the planet; there is then an election held planet-wide - with all the people voting to choose who will become the price for a year. (NB - most purchased Patents of Nobility are Life peerages; ditto with granted Patents; a Hereditary Peerage is incredibly expensive, though certain public figures who make some great contribution to the Planet are granted such free).

Potential Guerilla Strength is 23% of Planetary Population - of these, 10% (2.3% of Planetary Population) are Active, and only 10% of them are Effective (345 Thousand).

DISMAS (GOLGOTHA III)

Stellar Primary	K9 Main Sequence Star
Planets in System	6
DISMAS	Type 5 Planet, No Seasons, Outer Ecosphere
Orbital Distance	167 LS ('334 AU)
Length of Year	57 days
Length of Day	31 hours
Planetary Diameter	15,000 km
Surface Gravity	1.15 G
Temperature Range	50° to 90°F
Atmosphere Type	Terran Standard
Hydrosphere Type	90%, 6 large islands
StarNationality	CSA
Sentient Race	Human
Population	1.25 billion
Tech Level	7, artificially restrained by the Korellians
StarPort Rating	Via Dolorosa Interstellar (AA), St. Peter's Port (A)
Social Organization	Open Theocratic Society
Societal Strength	9
Xeno Acceptance	15%
Government Type	Theocratic Republic
Government Support	5% (Korellians), 95% (CSA)
Loyalty Index	50% (Korellians), 90% (CSA)
Repression Index	90% (Korellians), 15% (CSA)
Bureaucracy Level	9 (Korellians), 6 (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Law Level	18+ (Korellians), 10 (CSA)
Economic Rating	Poor Industrial
Per Capita Income	CR 3500
Tax %	40%
Military Spending	Rebel Budget: MCR 875,000
Major Exports	Furs, Vehicles (ATVs), Gems, Gold, Silver, Aircraft
Major Imports	Petrochemicals, Foodstuffs, Machine tools, Factory equipment, Electronic parts
Trade Restrictions	100% duty on all luxury (not approved by the church) goods
Trade Acceptance	50%

Discovered by the LFS Free Belief in 182 AE (2127 AD), the Primary is named, appropriately enough, Golgotha. The Planets in the system are named along similar religious lines and are, in order outwards from the Primary - Dis, Sheol, Dismas, Martyr (moon = Faith), Peace (moons = Concord, Harmony), and Prayer-of-Deliverance. Only Dismas is really habitable - but there are significant colonies on Faith, Concord and Harmony (the moons of the two Gas Giants - Martyr and Peace).

The Free Belief was crewed by a group of believers in the United Catholic Church - a breakaway sect from the Old Catholic Church. This sect refused to believe in the doctrine of Papal Infallibility - and, hence, in any decision taken by previous Popes that were not directly based on scripture; thus, such things as Celibacy, limits on Birth Control etc. (i.e. - everything named by the Papacy since circa 500 AD - or 1445 PA). In fact, they refused to believe that the Pope was anything more than he had been originally - the Bishop of Rome; they believed that the Church should go back to the precepts of government that the early Christians had used - Councils composed of Bishops of equal standing plus influential lay members of the clergy; they also believed that this was the ideal way to run a Christian Government.

Needless to say, with the great power the Catholic Church wielded in the various national governments on Old Terra, and the general dislike for such evangelical and moralistic fanatics amongst the generally decadent Pure Earthist administrators on Terra, the United Catholic Church was widely discriminated against - and many of the ill-educated rabble who were the majority of the Terran population saw them (and were encouraged in this view by the governments) as a threat to their rights - especially their right to breed without restriction and to be supported with bread and circuses. It was a short step from such officially encouraged dislike to officially inspired programs against the UCC enclaves in the major cities; the UC's were a useful scapegoat - especially as the shortages of basic supplies became more and more common (leading up to the general collapse of Terran Civilization in 2165 AD - 220 AE). Not only did the established religious despise the UC's, such newly arising religions as the Creationist cult of Thaddeus D. Struther also regarded the UCC as an enemy; and these were often the most violent leaders of the programs against them. Even though the UC creed was not as pacifistic as that of the early Christians, governmental policies were such that it was effectively impossible for them to purchase weapons for their defense.

Realising that the days of Terran civilization were numbered - and seeing that they had little hope of surviving such a downfall (as they were not allowed in such positions of importance as the Covenanters were) the UCC contacted the Lunar Underground with a view to gaining their help in escaping the Earth; they were thus members in good standing of the Lunar Underground when in 172 AE the Freedom Jump was discovered. They thus asked for permission to find a colony world for their members on the other side - and Dismas was the world they found and finally decided upon. Despite its seeming unattractiveness, the UCC Hierarchy decided that picking an easy world would result in a lessening of their faith - so they picked one where they decided their faith would be constantly reinforced. Dismas, of course, filled the bill nicely.

The Government of Dismas is open only to true believers - though all adults may vote to elect these representatives; in effect, this means that only full Clergy or Lay clergy may be elected members of the government. Of course, even though the current UC is still as fanatical as it was in the early days, it has come to realize that not all those born on Dismas are fitted to become believers in their creed. So, to avoid any feeling of discontent such citizens would feel living in such a repressive and fanatical society, all citizens are given the choice of a free passage from the planet to any other CSA planet of their choice at any time in their life. This is, however, a strictly once-only and one-way ticket - no-one taking it is allowed to return to Dismas as a permanent resident.

Because of their total faith and belief in their God, the citizens of Dismas make good - if uncomfortable to their non-religious comrades - Assault troops, regarding death in the cause of the religion as being a direct ticket to heaven, bypassing all purgatory or punishment for lesser sins - and even mitigating greater sins. The CSA rebellion is particularly well supported by the Theocracy of Dismas because of the pagan devil worship of the Korellians - they may not like the wishy-washy Christianity of their allies over much, but they definitely loathe the Korellian religion.

Potential Guerilla Strength is 81% of Planetary Population - of which 30% are Active (24.3% of Planetary Population) - of these 10% (30.375 million) are Effective.

DONATIS (GIT III)

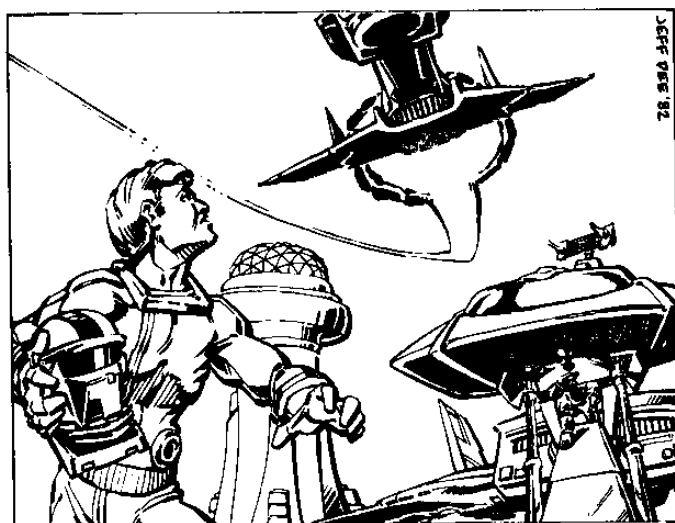
Stellar Primary	K2 Main Sequence Star
Planets in System	5
DONATIS	Standard Terran Planet
Orbital Distance	285 LS (.57 AU)
Length of Year	187 days
Length of Day	19 hours
Planetary Diameter	12,500 km
Surface Gravity	.98 G
Temperature	Temperate
Atmosphere Type	Standard Terran
Hydrosphere Type	85%, 2 continents and one large island
StarNationality	CSA

Sentient Race	Human
Population	750 million
Tech Level	7, artificially restrained by the Korellians
StarPort Rating	Hollywood Commercial (AAA), Caledonia Commercial (Lunar) (AA)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Republic
Government Support	5% (Korellians), 95% (CSA)
Loyalty Index	25% (Korellians), 95% (CSA)
Repression Index	30% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 3 (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Law Level	18+ (Korellians), 8 (CSA)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	30%
Military Spending	Rebel Budget: MCR 1,050,000
Major Exports	Petrochemicals, Industrial chemicals, Polytextiles, Mechanical parts, Textiles
Major Imports	Luxury goods, Thorium, Uranium, Collapsium, Factory equipment
Trade Restrictions	30% duty (50% on luxury goods)
Trade Acceptance	85%

Discovered in 179 AE by the LFS Kinross Explorer. The Primary is Git, and the rest of the system is named in a similar Celtic vein. In order outwards from the Primary, they are -Goibhnie, Nuada, Donatis (moons = Caledonia, Liegh), Oghma (moon = Daghdha I-III), Donn. None except Donatis are habitable - Oghma is a Gas Giant.

The Kinross Explorer was under contract to the firm of MacGregor & Sons - a large Scottish company that had made its original fortune in North Sea Oil - but had wisely (and quickly) branched out and diversified - moving its base of operations and the great majority of its personnel to the lunar and Lagrange Colonies before the Pure Earthist faction took complete control of the Terran government. In this tradition of timely withdrawal to a more profitable position, the Company traded its technical knowhow and certain other favours to the Lunar Underground in return for the right to use the Freedom Jump. Donatis was the world their explorer ship discovered.

The colony they founded was set up as an independent Republic - but in such a way to ensure the continuation of the Free Enterprise system. This was helped by the canny decision by Company to grubstake many of the early colonists in the purchase of Free Trader type space vessels - which has made Donatis the centre of the Spacers Guilds in the CSA region and has, incidentally, created an important class of Merchants who will vote to retain the current Free Enterprise system - and who form a large and influential bloc in the government of the Free Trade Party.



Since the Korellian occupation, this group has suffered especially - as Korellian restrictions on trade have created a sector wide slump - and so many (if not all) of these men (and women) would actively support any rebellion against the Imperium; in fact, many of the Underground Alliance Warship commanders and officers will be drawn from these men.

Potential Guerilla Strength is 20% of Planetary Population - of which 15% (3% of Planetary Population) is Active - of these, 10% are Effective (2.25 Million).

Major Exports
Major Imports
Trade Restrictions
Trade Acceptance

Gadolinium, Foodstuffs, Machine tools
Manufactured goods
15% duty on all luxury goods
90%

DRAGON (TIAMAT IV)

Stellar Primary	G0 Main Sequence Star
Planets in System	12
DRAGON	Terran Standard Planet
Orbital Distance	500 LS (1 AU)
Length of Year	361.7 days
Length of Day	23 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmospheric Type	Terran Standard
Hydrospheric Type	80%, 2 continents, 1 small continent and one large island
StarNationality	CSA
Sentient Race	Human
Population	10 million
Tech Level	7, restrained by Korellian policy
StarPort Rating	Dragon Port (B)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Colony of Baphomet (Governor)
Government Support	10% (local), 90% (CSA)
Loyalty Index	30% (local), 95% (CSA)
Repression Index	30% (local), 5% (CSA)
Bureaucracy Level	9 (local), 4 (CSA)
Corruption Index	30% (local), 15% (CSA)
Law Level	18 (local), 3 (CSA)
Economic Rating	Poor Industrial
Per Capita Income	CR 3500
Tax %	30%
Military Spending	Rebel Budget: MCR 21,000
Major Exports	Uranium, Petrochemicals, Industrial chemicals
Major Imports	Aircraft, Foodstuffs, Computer parts
Trade Restrictions	90% duty on luxury goods during the rebellion, 25% duty on imports except military and industrial materials
Trade Acceptance	80%

GERVASE (ALIANA III)

Stellar Primary	G3 Main Sequence Star
Planets in System	6
GERVASE	Type 1 Terran Standard Planet
Orbital Distance	475 LS (.95 AU)
Length of Year	350 days
Length of Day	18 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmosphere Type	Standard Terran
Hydrosphere Type	85%, 2 continents and 1 large island
StarNationality	CSA
Sentient Race	Human
Population	90 million
Tech Level	7, restrained by Korellians
StarPort Rating	Shea Starport (AAAA), Green Bay Commercial (A)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Colony of Belphegor
Government Support	5% (Korellians), 95% (CSA)
Loyalty Index	25% (Korellians), 95% (CSA)
Repression Index	80% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 1 (CSA)
Corruption Level	20% (Korellians), 10% (CSA)
Law Level	18 (Korellians), 4 (CSA)
Economic Rating	Rich Agricultural
Per Capita Income	CR 7000
Tax %	20%
Military Spending	Rebel Budget: MCR 84,000
Major Exports	Uranium, Foodstuffs, Luxury goods
Major Imports	Luxury goods, Collapsium, Vehicles
Trade Restrictions	10% duty on all imports
Trade Acceptance	100%

FAFNIR (DAGON IV)

Stellar Primary	G2 Main Sequence Star
Planets in System	9
FAFNIR	Standard Terran Planet
Orbital Distance	500 LS (1 AU)
Length of Year	369 days
Length of Day	24 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmospheric Type	Standard Terran
Hydrospheric Type	85%, 6 small continents and several islands
StarNationality	CSA
Sentient Race	Human
Population	10 million
Tech Level	7, due to Korellian restrictive policies
StarPort Rating	Fafnir Interstellar (B)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Colony of Ashmodai (Governor)
Government Support	10% (local), 90% (CSA)
Loyalty Index	40% (local), 90% (CSA)
Repression Index	30% (local), 5% (CSA)
Bureaucracy Level	9 (local), 3 (CSA)
Corruption Level	30% (local), 5% (CSA)
Law Level	18 (local), 5 (CSA)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	30%
Military Spending	Rebel Budget: MCR 14,000

GIMLI (CSS 6749 III)

Stellar Primary	G5 Main Sequence Star
Planets in System	11
GIMLI	Terran Jungle Planet
Orbital Distance	325 LS (.65 AU)
Length of Year	205 days
Length of Day	21 hours
Planetary Diameter	14,000 km
Surface Gravity	1.05 G
Temperature	70° to 140°F
Atmospheric Type	Standard Terran, very humid
Hydrospheric Type	85%, land masses are large islands
StarNationality	CSA
Sentient Race	Human
Population	3.5 billion
Tech Level	7, artificially restrained by Korellians
StarPort Rating	Vasa Interstellar (AAA), Gustav V Interstellar (A)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Athenian Democracy
Government Support	5% (Korellians), 95% (CSA)
Loyalty Index	25% (Korellians), 95% (CSA)
Repression Index	30% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 2 (CSA)
Corruption Index	40% (Korellians), 5% (CSA)
Law Level	18+ (Korellians), 4 (CSA)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	20%
Military Spending	Rebel Budget: MCR 3,266,667

Major Exports	Industrial metals, Gemstones, Vehicles (ATVs and Amphibious vehicles), Liquors/wines, Textiles
Major Imports	Industrial chemicals, Iridium, Electronic parts, Computer parts, General tools
Trade Restrictions	30% duty across the board (suspended on all but luxury goods during the rebellion)
Trade Acceptance	85%

Discovered by the City of Berne in 180 AE (2125 AD), the Primary is 67459. The Planetary bodies in the system are named after the various Swiss Cities and Cantons, as well as some Germanic/Norse gods. In order outward from the Primary, they are Zurich, Lausanne (moon = Pike), Gimli (moon = Helvetia), Berne, Geneva (moon = Raetia), Uri, Scweiz, Unterwalden, Giessler (moons = Tell, Apple), Bon-Bon, Matterhorn.

Despite the Swiss names, the City of Berne was actually under charter to a group of Scandinavian businessmen desirous of escaping from the economically repressive rule of both their local government as well as of the Pure Earthist Terran government. They desired to set up a colony that would enable them to be free of Bureaucratic controls that were running hog wild on Terra - as well as regaining the right to govern themselves, rather than have an unrepresentative government retain power - as was theirs - by a mixture of bread and circuses for the mob. Because of their devotion to the cause of furthering mankind's penetration into space (where they saw their only hope of escaping the system), they soon came into contact with the Lunar Underground - and were thus in a position to take advantage of the Freedom Jump.

With the discovery of Gimli, they realised that they had to act quickly - or run the risk (ever increasing) of the Terran Government discovering their only realistic means of escape; so, even though it was a far from ideal world for them, they grabbed the chance, and poured in as much men and material as the short time remaining to them allowed. So, when they were finally cut off from Terra, they were well prepared.



To ensure that it would never again be possible to enforce the reign of an unrepresentative government on them such as the one they had escaped, they set up a constitution which gave all citizens the right to vote - and set up an Electronic Democracy - whereby high-Tech methods of Data conveyance and retrieval were used to enable day by day - hour by hour if needed - tallying of the will of the people run the planet. Their main law - one deliberately designed to make changing their system of government too difficult to be achieved - was that no part of the Constitution could be changed unless 99% of the Planetary Population voted for it! Similarly, to pass any law (or to repeal one, for that matter) it was set up so that a 90% majority would have to agree before anything could be done! These two constitutional points have meant two things - the first being that the citizens are used to being highly involved in all aspects and levels of public life - fostering a spirit of independent action; the second being that the citizens are unusually well educated and are thus very hard to convince without hard facts to back up your argument.

One of the primary rights of the citizens of Gimli was, therefore, the right to possess and bear arms - as long as Public Order and Safety were not compromised. Needless to say, this right has been restricted as much as possible by their Imperium, but most citizens have at least a modicum of weapons training with weapons hidden by individual groups of locals or through the Underground Alliance.

Potential GUerrilla Strength is 20% of the planetary population - of which 50% (10% of planetary population) are Active - 10% of these (35 million) are effective.

HOTH (NIRAD II)

Stellar Primary	G1 Main Sequence Star
Planets in System	5
HOTH	Terran Desert Planet
Orbital Distance	450 LS (.9 AU)
Length of Year	287 days
Length of Day	20 hours
Planetary Diameter	12,000 km
Surface Gravity	.92 G
Temperature	Desert climate
Atmospheric Type	Terran Standard with low water content
Hydrospheric Type	5%, with a long sea following much of the equator
StarNationality	CSA
Sentient Race	Human
Population	500,000
Tech Level	7, restrained by Korellian policies
StarPort Rating	Crashland Port (D)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Colony of Ashmodai (Governor)
Government Support	10% (local), 90% (CSA)
Loyalty Index	40% (local), 95% (CSA)
Repression Index	30% (local), 5% (CSA)
Bureaucracy Level	9 (local), 3 (CSA)
Corruption Index	30% (local), 5% (CSA)
Law Level	18 (local), 2 (CSA)
Economic Rating	Poor Industrial
Per Capita Income	CR 3500
Tax %	30%
Military Spending	Rebel Budget: MCR 350
Major Exports	Gadolinium, Collapsium, Gold, Silver, Iridium, Platinum
Major Imports	Foodstuffs, Mining machinery, Manufactured goods
Trade Restrictions	None
Trade Acceptance	100%

JAGANNATH (CSS 27692 III)

Stellar Primary	G5 Main Sequence Star
Planets in System	6
JAGANNATH	Terran Standard Planet
Orbital Distance	450 LS (.9 AU)
Length of Year	334.4 days
Length of Day	23.2 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmosphere Type	Terran Standard
Hydrosphere Type	80%, six small continents and one large island
StarNationality	CSA
Sentient Race	Human
Population	1.5 million
Tech Level	7, artificially low due to Korellian policies
StarPort Rating	Commercial Field (D)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Colony of Mephistopheles (Governor)
Government Support	5% (local), 95% (CSA)
Loyalty Index	80% (local), 90% (CSA)
Repression Index	35% (local), 5% (CSA)
Bureaucracy Level	9 (local), 3 (CSA)
Corruption Index	25% (local), 5% (CSA)
Law Level	18 (Korellian occupation), 6 (CSA)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax %	30%
Military Spending	Rebel Budget: MCR 1575

Major Exports	Industrial metals, Foodstuffs, Biochemicals, Iridium, Petrochemicals
Major Imports	Industrial chemicals, Machine tools, Cybernetic parts, Electronic parts
Trade Restrictions	80% duty on luxury goods during the rebellion
Trade Acceptance	80%

JANUS (CSS 9312 IV)

Stellar Primary	G3 Main Sequence Star
Planets in System	4
JANUS	Type 1 Terran Standard Planet
Orbital Distance	425 LS (.85 AU)
Length of Year	306 days
Length of Day	23.7 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmosphere Type	Standard Terran
Hydrosphere Type	80%, 2 large and 2 small continents
StarNationality	CSA
Sentient Race	Human
Population	35 million
Tech Level	7, held down by Korellian policies
StarPort Rating	Janus Interstellar (AAA)
Social Organization	Aristocratic/Open Society
Societal Strength	8
Xeno Acceptance	5%
Type of Government	Colony of Marduk, Governor
Government Support	10% (Korellians), 85% (CSA)
Loyalty Index	25% (Korellians), 90% (CSA)
Repression Index	20% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 3 (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Law Level	18+ (Korellians), 10 (CSA)
Economic Rating	Very Rich Agricultural
Per Capita Income	CR 10,500
Tax %	30%
Military Spending	Rebel Budget: MCR 73,500
Major Exports	Foodstuffs, Petrochemicals
Major Imports	Machine parts, Vehicles, Manufactured goods
Trade Restrictions	None
Trade Acceptance	80%

JEHOSEPHAT (CSS 1276 II)

Stellar Primary	K6 Main Sequence Star
Planets in System	8
JEHOSEPHAT	Type 5 No Seasons Planet, Outer Ecosphere
Orbital Distance	217 LS (.434 AU)
Length of Year	134 days
Length of Day	27 hours
Planetary Diameter	13,000 km
Surface Gravity	1.01 G
Temperature Range	50° to -90°G
Atmospheric Type	Standard Terran
Hydrosphere Type	85%, 3 small continents and 3 large islands
StarNationality	CSA
Sentient Race	Human
Population	125 million
Tech Level	7, kept down by Korellian policies
StarPort Rating	Gehenna Port (AAA), Dead End Port (AA)
Social Organization	Theocratic/Open Society
Societal Strength	8
Xeno Acceptance	15%
Type of Government	Colony of Dismas (Governor)
Government Support	15% (Korellians), 85% (CSA)
Loyalty Index	40% (Korellians), 80% (CSA)
Repression Index	90% (Korellians), 10% (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 6 (CSA)
Law Level	18 (Korellians), 10 (CSA)
Economic Rating	Average Agricultural
Per Capita Income	CR 3500
Tax %	40%

Military Spending	Rebel Budget: MCR 87,500
Major Exports	Luxury Goods, Petrochemicals
Major Imports	Vehicles, Aircraft
Trade Restrictions	100% duty on all luxury (not approved by the church) goods
Trade Acceptance	60%

KHEPERA (CRAIG'S STAR IV)

Stellar Primary	G1 Main Sequence Star
Planets in System	14
KHEPERA	Terran Tundra Planet
Orbital Distance	600 LS (1.2 AU)
Length of Year	483.78 days
Length of Day	24,008 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Atmosphere Type	Standard Terran
Hydrosphere Type	70%, 3 continents
StarNationality	CSA
Sentient Race	Human
Population	300 million
Tech Level	7, Korellian restrictions restrict development
StarPort Rating	Neskaya Commercial (B)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Confederacy (Athenian Democracy)
Government Support	5% (local), 95% (CSA)
Loyalty Index	30% (local), 95% (CSA)
Repression Index	30% (local), 5% (CSA)
Corruption Index	25% (local), 5% (CSA)
Bureaucracy Level	9 (local), 1 (CSA)
Law Level	18 (local), 2 (CSA)
Economic Rating	Poor Industrial
Per Capita Income	CR 3000
Tax %	20%
Military Spending	Rebel Budget: MCR 140,000
Major Exports	Machine tools, Cybernetic parts, Factory equipment, General tools, Mechanical parts
Major Imports	Thorium, Uranium
Trade Restrictions	None
Trade Acceptance	90%

Discovered in 174 AE by the Free Clansman, the Primary was named after the Captain Johathan Craig - to become Craig's Star. In keeping with his Scots ancestry, the planets were also named after various parts of Scotland (Old Terra). They are, in order outwards from the Primary, as follows: New Skye, Kintyre, Lomond, Khepera (moon = Rob Roy), Glen, Nova Thule (moons = St. Magnus, Sumburgh), Stronsay, New Clyde, Grampian, Ben Lomond, Skerry, New Islay, Moray and Strathclyde. Lomond would have been the obvious choice for colonization, having a breathable atmosphere and a mild climate - there was only one problem, it was a water world. The closest land comes to the surface is 150 metres. Thus, the less attractive, but still useable, Khepera was chosen as the site for colonization. Nova Thule and New Clyde are gas giants.

The crew of the Free Clansman were, as the name suggests, all of Scots descent. In fact, they were all born in Scotland, and in Gaelic speaking areas of that country. This led to a great many problems, similar to those the Bretons and Basques are mentioned as having had with the Terran government. The Government wished to ram conformity down everybody's throats and the Gaelic speaking Scots weren't having any of it. In fact, if anything, official oppression had actually increased their desire to retain their individuality. Thus, many Scots were ardent supporters of the Rebels and, when the Freedom Jump was discovered, they elected to be amongst the colonists moving into the newly discovered regions. As one would expect, they showed more Scots business sense in their efforts than starry eyed idealism and, rather than looking for a world with easy agricultural potential, they were looking for one where they could set up a good industrial base. In fact, rather than looking back to the good old days on Terra, the Scots decided to go whole hog for modernity, but in such a way that they controlled technology, rather than ending up with technology controlling them.

In Khepera, they found exactly what they were looking for. There were

several large, and easily accessible deposits of Germanium, and so the Scottish settlers set up an industry at which they excelled (being Labor intensive, and returning high profits on a small bulk item) - Cybernetics / Computer Engineering, Transistor / Printed Circuit / Integrated-Circuit Engineering. This was a fortunate choice as, even under Korellian occupation the skill with which the colonist's company, Caledonian Cybernetics, can produce Computer and related equipment has cushioned the worst features of this experience. After all, even the most stupid in the Imperial Administration doesn't want to kill the goose that lays the golden eggs.

Since the production of such Cybernetic components (if not of the finished product) can be carried out in small decentralised centers, the UA has set up many of these on Khepera, and exports the finished product to Anacreon for final assembly. Also, the main mission of the Kheperan UA is to take over with minimum damage the main Caledonian Cybernetics plant in the first few hours of the rebellion.

Potentail Guerilla Strength is 25% of planetary population, of which 50% are Active (12.5% of Planetary Population). Of these, 10% (1.25%) are Effective (3.75 million).

KULKULKAN (TONATUH IV)

Stellar Primary	K6 Main Sequence Star
Planets in System	4
KULKULKAN	Terran Standard Planet
Orbital Distance	199 LS (.398 AU)
Length of Year	118 days
Length of Day	23.9 hours
Planetary Diameter	11,000 km
Surface Gravity	.9 G
Temperature	Cold Temperate climate
Atmosphere Type	Terran Standard
Hydrospheric Type	95%, 6 large islands and many small islands
StarNationality	CSA
Sentient Race	Human
Population	180 million
Tech Level	7, retarded by Korellian policies
StarPort Rating	Panama Commercial (AA), Westfield StarPort (AA), Ixichatl StarPort (A)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Colony of Tetragramaton, Governor
Government Support	10% (Korellians), 90% (CSA)
Loyalty Index	25% (Korellians), 95% (CSA)
Repression Index	35% (Korellians), 5% (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 2 (CSA)
Law Level	18+ (Korellians), 8 (CSA)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax %	30%
Military Spending	Rebel Budget: MCR 189,000
Major Exports	Foodstuffs, Textiles, Petrochemicals
Major Imports	Mechanical Parts, Electronic parts, Industrial metals
Trade Restrictions	20% duty on all imports
Trade Acceptance	90%

LILITH (SHE IV)

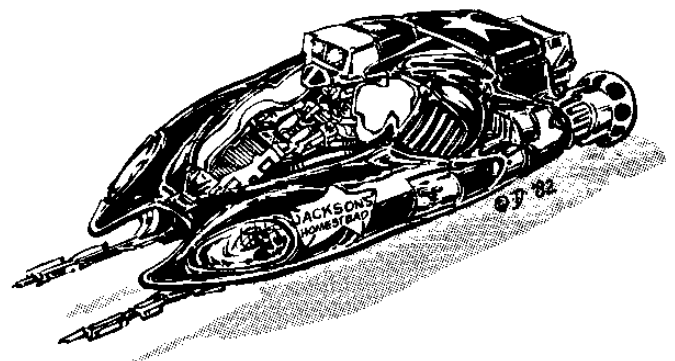
Stellar Primary	G2 Main Sequence Star
Planets in System	1
LILITH	Terran Type 12, Eccentric Orbit Planet
Orbital Distance	380-600 LS (.76-1.2 AU)
Length of Year	454 days
Length of Day	26 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature Range	-70° to 90° C
Atmosphere Type	Terran Standard with a relatively high H ₂ content which gets through vacuum seals, especially in Tech/5-6 electronic gear

Hydrosphere Type	80%, Three continents
StarNationality	CSA
Sentient Race	Human
Population	1 billion
Tech Level	9, limited by repressive Korellian policies
StarPort Rating	Milton Starbase (AAA), New Haven StarPort (AA)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Corporate Democracy/Anarchy
Government Support	5% (Korellians), 100% (CSA)
Loyalty Index	5% (Korellians), 100% (CSA)
Repression Index	90% (Korellians), 5% (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 1 (CSA)
Law Level	18+ (Korellians), 0 (CSA)
Economic Rating	Rich Industrial
Per Capita Income	CR 13,500
Tax %	30%
Military Spending	Rebel Budget: MCR 2,700,000
Major Exports	Furs, Factory equipment, Machine tools, Gemstones, Vehicles (ATVs)
Major Imports	Luxury goods, Foodstuffs, Liquors/wines, Petrochemicals, Textiles
Trade Restrictions	30% duty on all imports under Korellians
Trade Acceptance	No duty on imports after the rebellion

Discovered by the LFS Free Belief in 181 AE (2126 AD)- the Primary being named She - and Lilith being the sole Planetary body in the system (a large asteroid belt is situated several AU further out in space).

Lilith was passed up by the United Catholic Church as too lush and too easy to settle. However, they did not realize that they had discovered the planet while it was in the middle of its highly eccentric orbit, just the time when it looked at its best! Since they were in a hurry to find a world suited to their particular purposes, the LFS Free Belief moved on after only a cursory investigation and reported a Type 1 Terran Planet to the Lunar Underground when they returned.

Thus, when the first settlers arrived, fortuitously in the middle of the planetary year again, they had no inkling of what they were to face all too soon. Fully 75% of the initial 100,000 colonists died of the initial winter and in the summer that followed it. But, by the time the follow up ships arrived, in 184 AE. It was too late to change the plans so massive underground cities were begun where the colonists could survive all the planet could throw at them. Since so many of the original settlers had been killed, the remainder had not had time to set up a formal government and had relied on a system of Private Police and Law enforcement officials, all working on the principals of the user pays. Of course, these bodies had vested interests to protect when the follow up colonists arrived and, since they were doing a much more effective job than any Terran Police force did, they were retained.



As for the government of the planet, the simple fact is, that there isn't one on Lilith, everyone co-operates, or those who don't will die. It is as simple as that; stupidity is the only capital crime, and execution is swift! Basically, everything is run privately, there is no government.

Everything that would be done by a government on a normal world is carried out by private enterprise or isn't done at all. Thus public roads for example, are all privately owned tollways, or, much more commonly, are provided as a public service by various corporations with an eye to cost effective advertising.

Needless to say, attempting to govern Lilith is a real headache for the Korellians. They tend to find that they are ignored by the people, and armed might can only get them so far without causing full scale war. The Lilithians do obey Korellian orders and edicts, but take great pleasure in following the letter while perverting the spirit of them. This frustrates the Korellians, but they cannot do much about it without becoming hopelessly inconsistent, and this frustrates them even more. Another factor is that the Lilith miners produce rare crystals used by the Korellians in their PK enhancers: and the miners are in a perfect position to completely disrupt this vital commodity - they may feel like shooting the goose - but not until the golden eggs run out!

Potential Guerilla Strength is 81% of Planetary Population - of which 20% are Active (16.2% of Planetary Population). Of these, 10% are Effective - or 16.2 million.

MALEBOLGE (MONTAG'S STAR III)

Stellar Primary	G1 Main Sequence Star
Planets in System	5
MALEBOLGE	Type 1, Terran Standard Planet
Orbital Distance	490 LS (.98 AU)
Length of Year	357 days
Length of Day	23 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmosphere Type	Standard Terran
Hydrosphere Type	85%, single continental land mass
StarNationality	CSA
Sentient Race	Human
Population	3 billion
Tech Level	7, held down by Korellian policy
StarPort Rating	Oceanside Interstellar (AA), Kingston Commercial (A), Marckmont Spacers (AA)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Republic
Government Support	5% (Korellians), 85% (CSA)
Loyalty Index	15% (Korellians), 95% (CSA)
Repression Index	15% (Korellians), 5% (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 2 (CSA)
Law Level	18+ (Korellians), 8 (CSA)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	30%
Military Spending	Rebel Budget: MCR 4,200,000
Major Exports	Machine tools, Factory equipment, Mechanical parts, Electronic parts, Computer parts
Major Imports	Furs, Liquors/wines, Luxury goods, Cybernetic parts, Iridium
Trade Restrictions	20% duty on all manufactured goods, 30% duty on all luxury goods. Duty on manufactured goods is suspended during the rebellion
Trade Acceptance	85%

Discovered by the LFS Free Wanderer in 186 AE, plans were made for the settlement of the colony by the Lunar Underground, but the successful Pure Earthist attack on the Freedom Jump meant that those plans were never fulfilled. The Primary, Montag's Star, was named after Georg Montag, a Lunar Underground martyr; and the rest of the system was named after a variety of things. In order outwards from the primary the names are: Sacre Bleu, Dumskopf, Malebolge, Donner and Schee. There are no gas giants in the system and Donner is a Terran Type 14/6 planet with a few small scientific and mining colonies on it from Malebolge.

Malebolge was not settled, except by a small number of French Canadians (the advance guard of the proposed Lunar Underground colony),

in a proper fashion until 213 AE, and then by general colonists from all over the CSA region. The flavor of the planet and of its government is quite definitely Gallic, an inheritance from the early settlers. At first Malebolge was a purely Agricultural colony but, with the arrival of the second wave of settlers in 213, the industrialization of the colony swung into high gear, reaching a stage of relative self sufficiency by the middle of the 4th Century (Atomic Era - 22 Century Oldstyle).

Because of the traditional French-Canadian background of the Colonials and the emphasis this has put on certain old-fashioned survival skills, the Korellian Imperium and the Underground Alliance put a high premium on Malebolge descended colonials as Scouts, both in the military and in the Interstellar Survey field. In fact, because of the traditional expertise in this vital area, the Imperium has set up its major Survey Service Base for the entire sector on Malebolge, and has a high proportion of Malebolge Pilots on contract to the Survey Service - a service for which the entire planet receives more favorable and lenient treatment than most of the others in the region.

Potential Guerilla Strength is 5% of Planetary Population, of which 15% are Active (0.75% of Planetary Population) - but, due to their rather special traditions, a full 90% of these are Effective (some 20% million of them).

MARDUK (AKKAD III)

Stellar Primary	G3 Subgiant Star
Planets in System	7
MARDUK	Type 1 Terran Standard Planet
Orbital Distance	1900 LS (3.8 AU)
Length of Year	1261 days
Length of Day	25 hours
Planetary Diameter	11,000 km
Surface Gravity	1.1 G
Temperature	Temperate climate
Atmosphere Type	Terran Standard
Hydrosphere Type	80%, Two continents and several large islands
StarNationality	CSA
Sentient Race	Human
Population	5 billion
Tech Level	7, kept down by Korellian interference
StarPort Rating	Marduk Interstellar (AAA), Bayside Commercial (AA), La Perouse Repair (B)
Social Organization	Aristocratic/Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Constitutional Monarchy
Government Support	10% (Korellians), 85% (CSA)
Loyalty Index	25% (Korellians), 90% (CSA)
Repression Index	20% (Korellians), 5% (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Bureaucracy Level	9 (local), 3 (CSA)
Law Level	18+ (Korellians), 3 (CSA)
Economic Rating	Very Rich Industrial
Per Capita Income	CR 14,000
Tax %	30%
Military Spending	Rebel Budget: MCR 14,000,000
Major Exports	Gold, Silver, Manufactured goods, Polytextiles, Factory equipment
Major Imports	Iridium, Petrochemicals, Collapsium, Luxury goods, Industrial chemicals
Trade Restrictions	30% duty on all imports (suspended during the rebellion, except on luxury goods)
Trade Acceptance	90%

Discovered by the Wild Fire, an independent explorer of Abigorean Registry, in 265 AE (2210 AD) and since settled by colonials from the other planets of the CSA. The Primary was named Akkad and the rest of the system was named in a similar fashion. In order outwards from the primary, the names are: Suppiluliumns, Hammurabi (moon = Codex), Marduk (moon = Ziggurat), Elam, Assurbanipal, Chaldaea, and Hattusas. Only Marduk has proved to be habitable and Assurbanipal and Hattusas are gas giants.

Marduk has been settled primarily by colonists from Abigor, which has always felt the pinch due to here small surface area of dry land, as well as smaller numbers of the more adventurous from all over the sector. A further reason for the settlement was the result of one of the

burning questions of the early days of the settlement of Abigor - whether to recognize the sovereignty of the legal heir to the British Crown - Prince Ethelred II - who had been dispossessed by the Pure Earthist on Terra, and who had been active in the Lunar underground before his final flight to the new sector beyond the Freedom Jump. Many of the Australians and New Zealanders in the early days of the colony were ardent Royalists, but an equal (if not marginally larger) number were equally ardent Republicans, and neither has been able to gain enough of a majority in both houses of Parliament to enforce their wishes one way or another. The best the Royalists could gain for their Prince was to gain recognition for him as the legal government in exile of the United Kingdom of Terra (a meaningless title considering their total isolation from Terra, but one which enabled the Government to grant him a fairly adequate Civil List salary.)

The tension that was felt by both sides at the unresolved situation did not decrease with Ethelred's death in 213 AE (2158 AD) as the Royalists regarded his eldest son, Prince Alfred III, as the legitimate heir and managed to force continued recognition but out of the government for him. However, when Marduk was discovered, they recognized that this was their best chance of gaining final victory for their point of view; so, in return for certain political concessions - the Royalist Party gained an outright grant of Marduk for colonization purposes, with Prince Alfred to become King George I on his Coronation day, June 28th 266 AE (2211 AD).

With their Constitutional Monarchy set up at last, the Royalists proceeded to pour endless amounts of cash and capital into the colony - and also encouraging the investment by other colonials by offering both attractive tax concessions and Hereditary titles of Nobility for those investing the required amounts of money and settling permanently on the planet (a Dukedom, for example, went for an investment of 10 MCR). These two things have ensured the success of the colony and this success has continued to the point where, today, it is most populous, and by far the wealthiest - of the CSA colonies.

Potential Guerilla Strength is 11% of Planetary Population of which 15% are Active (1.7% of Planetary Population). Of these, 10% are Effective (some 8.25 million of them).

MELKARTH (ESHUNNA III)

Stellar Primary	G6 Main Sequence Star
Planets in System	6
MELKARTH	Terran Ocean Planet
Orbital Distance	400 LS (.8 AU)
Length of Year	283.5 days
Length of Day	23 hours
Planetary Diameter	10,000 km
Surface Gravity	1.0 G
Temperature	Temperate to Cold climate
Atmosphere Type	Standard Terran with high humidity
Hydrosphere Type	95%, 5 large islands
StarNationality	CSA
Sentient Race	Human
Population	15 million
Tech Level	7, due to Korellian policy to retard development
StarPort Rating	Enki-Lil Port (A)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Colony of Ashmodai (Governor)
Government Support	10% (local), 90% (CSA)
Loyalty Index	50% (local), 90% (CSA)
Repression Index	30% (local), 5% (CSA)
Corruption Index	25% (local), 5% (CSA)
Bureaucracy Level	9 (local), 3 (CSA)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax %	30%
Military Spending	Rebel Budget: MCR 15,750
Major Exports	Luxury goods, Anti-agethics
Major Imports	Aircraft, Vehicles, Computer parts, (Military equipment)
Trade Restrictions	15% duty on all imports except military goods
Trade Acceptance	90%

MEPHISTOPHELES (LUCIFER IV)

Stellar Primary	GO Main Sequence Star
Planets in System	8
MEPHISTOPHELES	Terran Standard Planet
Orbital Distance	505 LS (1.01 AU)
Length of Year	367 days
Length of Day	23.9 hours
Planetary Diameter	10,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmosphere Type	Terran Standard
Hydrosphere Type	90%, one continent, two small continents and one large island
StarNationality	CSA
Sentient Race	Human
Population	4 billion
Tech Level	7, restrained by Korellian policies
StarPort Rating	Outpost Commercial (AA), Yorktown Construction (AA), Don Quixote Interstellar (A)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Republican Democracy
Government Support	5% (local), 95% (CSA)
Loyalty Index	80% (local), 90% (CSA)
Repression Index	25% (local), 10% (CSA)
Corruption Index	25% (local), 5% (CSA)
Bureaucracy Level	9 (local), 3 (CSA)
Law Level	18 (local), 9 (CSA)
Economic Rating	Rich Industrial
Per Capita Income	CR 10,500
Tax Rate	30%
Military Spending	Rebel Budget: MCR 8,400,000
Major Exports	Liquor/wines (Satarf's Brew), Industrial chemicals, Computer parts, Heavy metals
Major Imports	Industrial metals, Iridium, Factory equipment, Military equipment
Trade Restrictions	30% duty across the board except for military equipment
Trade Acceptance	80%

Discovered by Quark's Revenge in 172 AE (2117 AD), but only fully explored by the LFS (Lunar Federation Ship) Faust in the following year. The primary was named Lucifer (moon = Light Bringer) and the rest of the system was named in a similar vein. Outwards from the Primary: Baal, Nicodemus (moon = Old Nick), Ashtaroth, Mephistopheles (moon = Satan), Belial, Leviathan, Shaitan (moons = Hel, Gehenna, Hades, Inferno), and Charon. None have proved habitable except for Mephistopheles, though all except Shaitan (a gas giant) are generally Terrestroid in makeup.

The major portion of the settlers of Mephistopheles were from the old and well established EEC Lunar colonies, as well as from the EEC members from Terra. The Colonial administration (not the Governor - who was a Pure Earthist appointee) assisted in a highly unofficial, but nonetheless effective manner, providing both coordination and actual financial and technical aid in the largest quantities they could mislay from the high quotas demanded by the Pure Earthist administration on Terra (not as hard a job as it would seem, since the Terran end was mainly run by incompetents who had inherited their positions).

The EEC colonials were carefully aiming at planetary self-sufficiency in as short a time as possible to avoid any problems that might arise from accidental (or deliberate) Terran discovery of Freedom Jump. It was realized that this would eventually occur as the colonization project in the newly discovered area was on such a scale that even the most stupid of the Pure Earthist administrators would eventually stumble across the missing productivity and citizens being sent to the CSA region. As it was, the colony proved to be successful beyond the original settlers' wildest expectations and self-sufficiency was almost completely achieved by 185 AE (2130 AD) when the Forerunner StarGate was destroyed by Terran military action. Thus, in the years following this event minimal hardship was suffered from this total isolation from Terran civilization.

The governmental setup on Mephistopheles owes a great deal to the general EEC background of the colonists. Basically, though there is a Planetary Government, this is in the form of a Planetary Confederacy

of ten small Prefectures, which are rather like the Cantons of Switzerland (Old Terra) and these are semi-independent. To avoid the political instability of their home governments back on Terra, caused by the proliferation of many tiny splinter parties, they struck upon two methods - the decentralization of Government into the 10 Prefectures - each with a slightly different Constitutional set-up to provide maximum diversity; and a provision in all Prefectural and in the Planetary Constitutions that dis-allowed any Political Party with less than 10% of the total vote from gaining representation in the relevant government (thus largely doing away with sectional and divisive interests in the sphere of government).

Despite the current occupation of Mephistopheles by the Korellian Empire, the basic administration is as detailed above - though it has little real power - largely being confined to the local council type functions. Though outwardly co-operating with their Korellian overlords, many of the Civil Servants are, in reality, members of (or at least sympathetic to) the Underground Alliance. For this reason, they do their utmost to co-operate to the fullest degree possible (even in the suppression of dissidents) with the Korellians, all to ensure that their suspicions are not aroused before the Rebellion.

Potential Guerilla Strength is 16% of the Planetary Population. However, only 15% (2.4 of Planetary Population) are Active and in the UA and only 10% of these (.24% of Planetary Population - 19.2 Million) are Effective.

NERGAL (CSS 17632 IV)

Stellar Primary	G1 Main Sequence Star
Planets in System	8
NERGAL	Terran Standard Planet
Orbital Distance	550 LS (1.1 AU)
Length of Year	424.6 days
Length of Day	27 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Temperate to Cold climate
Atmosphere Type	Terran Standard
Hydrosphere Type	75%, One large continent in northern half of the planet
StarNationality	CSA
Sentient Race	Human
Population	5 million
Tech Level	7, repressed by Korellian policies
StarPort Rating	Nergal Commercial (B)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Colony of Belphegor (Governor)
Government Support	5% (local), 95% (CSA)
Loyalty Index	25% (local), 95% (CSA)
Repression Index	70% (local), 5% (CSA)
Corruption Index	35% (local), 0% (CSA)
Bureaucracy Level	9 (local), 1 (CSA)
Law Level	18 (Korellians), 3 (CSA)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	20%
Military Spending	Rebel Budget: MCR 7000
Major Exports	Furs, Gemstones, Petrochemicals, Industrial chemicals
Major Imports	Aircraft, Machine tools
Trade Restrictions	10% duty on all imports (except military during the rebellion)
Trade Acceptance	80%

ONER (KINROSS'S STAR II)

Stellar Primary	F3 Main Sequence Star
Planets in System	5
ONER	Type 1, Terran Standard Planet
Orbital Distance	950 LS (1.9 AU)

Length of Year	826 days
Length of Day	22 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmosphere Type	Terran Standard
Hydrosphere Type	95%, 1 small continent and 2 large islands
StarNationality	CSA
Sentient Race	Human
Population	25 million
Tech Level	7, due to Korellian restraints
StarPort Rating	Maya Interstellar (AA), Macchu Piccu Commercial (AA)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Government Type	Colony of Xochitl
Government Support	10% (Korellians), 90% (CSA)
Loyalty Index	30% (Korellians), 90% (CSA)
Repression Index	25% (Korellians), 5% (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 3 (CSA)
Law Level	18 (Korellians), 5 (CSA)
Economic Rating	Very Rich Agricultural
Per Capita Income	CR 8750
Tax %	30%
Military Spending	Rebel Budget: MCR 43,750
Major Exports	Luxury goods, Anti-agathics, Liquor/wines
Major Imports	Machine tools, Electronic parts, Computer parts
Trade Restrictions	30% duty on all imports
Trade Acceptance	90%

RIMMON (HAYN'S STAR III)

Stellar Primary	G1 Main Sequence Star
Planets in System	8
RIMMON	Terran Standard Planet
Orbital Distance	500 LS (1 AU)
Length of Year	368 days
Length of Day	26 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmosphere Type	Terran Standard
Hydrosphere Type	80%, 1 large continent (which will one day become 2 after continental drift breaks up the land bridges) and one small continent
StarNationality	CSA
Sentient Race	Human
Population	30 million
Tech Level	7, due to Korellian interference
StarPort Rating	New Kyoto Interstellar (A)
Social Organization	Caste Society
Societal Strength	4
Xeno Acceptance	10%
Government Type	Colony of Amerterrasu
Government Support	5% (local), 95% (CSA)
Loyalty Index	50% (local), 90% (CSA)
Repression Index	30% (local), 10% (CSA)
Corruption Index	25% (local), 35% (CSA)
Bureaucracy Level	9 (local), 6 (CSA)
Law Level	18 (local), 8 (CSA)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax %	30%
Military Spending	Rebel Budget: MCR 31,500
Major Exports	'Heaven Ten'
Major Imports	Manufactured goods
Trade Restrictions	25% import duty on anything not approved by the ruling class
Trade Acceptance	75% (100% on military equipment)

SESHAT (NIXIE IV)

Stellar Primary	GO Main Sequence Star
Planets in System	12
SESHAT	Terran Ocean Planet
Orbital Distance	600 LS (1.2 AU)
Length of Year	475.4 days
Length of Day	26 hours
Planetary Diameter	15,000 km
Surface Gravity	.92 G
Temperature	Temperate to Cold climate
Atmosphere Type	Terran Standard (high humidity)
Hydrosphere Type	90%, 7 large islands
StarNationality	CSA
Sentient Race	Human
Population	5 million
Tech Level	7, restrained by Korellian policy
StarPort Rating	Seshat Commercial (B)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Colony of Baphomet (Governor)
Government Support	10% (local), 90% (CSA)
Loyalty Index	30% (local), 95% (CSA)
Repression Index	30% (local), 5% (CSA)
Corruption Index	35% (local), 10% (CSA)
Bureaucracy Level	9 (local), 4 (CSA)
Law Level	18 (local), 4 (CSA)
Economic Rating	Rich Industrial
Per Capita Income	CR 10,500
Tax %	30%
Military Spending	Rebel Budget: MCR 10,500
Major Exports	Industrial chemicals, Petrochemicals, Thorium
Major Imports	Computer parts, Machine tools
Trade Restrictions	30% duty on manufactured goods (suspended for all war materials) and 90% duty on all luxury goods during the rebellion)
Trade Acceptance	80%

TANITH (ERTADO'S STAR III)

Stellar Primary	G3 Main Sequence Star
Planets in System	9
TANITH	Type 1, Terran Standard Planet
Orbital Distance	425 LS (.85 AU)
Length of Year	297 days
Length of Day	22 hours
Planetary Diameter	15,000 km
Surface Gravity	.94 G
Temperature	Temperate climate
Atmosphere Type	Terran Standard
Hydrosphere Type	80%, 3 continents
StarNationality	CSA
Sentient Race	Human
Population	2 billion
Tech Level	7, due to Korellian restrictions
StarPort Rating	Rivington Interstellar (AA), Traders Port (A), William's Port (C), Precious Interstellar (AA)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Republic
Government Support	5% (Korellians), 85% (CSA)
Loyalty Index	20% (Korellians), 90% (CSA)
Repression Index	80% (Korellians), 5% (CSA)
Corruption Index	25% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 3 (CSA)
Law Level	18+ (Korellians), 6 (CSA)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax %	30%
Military Spending	Rebel Budget: MCR 2,100,000
Major Exports	Industrial metals, Petrochemicals, Industrial chemicals, Liquor/wines, Textiles
Major Imports	Collapsium, Gemstones, Luxury goods
Trade Restrictions	15% duty on all imports and 20% duty on any luxury goods
Trade Acceptance	90%

Discovered in 177 AE by the LFS Free Eire, the Primary is named after the Captain - Ertado's Star (despite the Spanish name, he was Irish - a descendant of a creman shipwrecked there about the time of the Spanish Armada). The rest of the system is named with good Irish names, in order outwards from the Primary, they are: Leinster (moon: Boyne), Munster, Tanith, Connaught, St. Patrick (moon: Millstone), Scotti (moon: Curragh), Mater Dei (moon: Crucifix), Battadeus, and Maeve. Only Tanith proved habitable and Battadeus is a gas giant. (Actually, no one is quite sure how Tanith was included as a name - fragmentary traditions have it that this was the desire of the Priest on board the Free Eire).

As might be expected from the names of the majority of the planets in the system, Tanith was settled by IRA supporters of the Terran underground, with a great deal of financial help (and often personally accompanied by) rich (or merely well off) Irish-Americans. The aim was to get away from the repressive rule, strangely enough, of the Government of Eire - which had, after the final re-annexation of the Northern enclave in 2007 AD, become more and more authoritarian and theocratic.

In any case, when the Korellians conquered the planet in 631 AE, they found very quickly that they had a real problem on their hands. With the tradition of IRA terrorism behind them, and coupled with hot-blooded Irish youths, the populace went on a widespread and totally vicious guerilla campaign against the Korellians. In their usual sensitive manner, the Korellians began a campaign of mass reprisals against (only relatively) innocent civilians, but, to their surprise, this actually increased the ferocity of the neo-IRA raids! It soon became quite obvious that the only way to stop the guerilla campaign was either to execute the entire planet, with the resultant devastation of it as a habitable world (and even the Korellians aren't that mad) or accept the fact that the best they could hope for was the control of the cities (during daylight, at least) and a general influence in the primarily guerilla controlled countryside. This situation has lasted to the present day and the Korellians, wisely, have never pushed their control of the planet too far, realizing full well what a powder-keg they are sitting on. They are, therefore, mostly concerned with the outward forms of control, rather than the total reality of it.

For this reason, the Underground Alliance has made little attempt to move in the men and equipment needed for the coming rebellion, being quite afraid that the congenitally over-eager IRA troops will jump the gun and give warning to the Imperium of UA intentions. Current plans call for the use of mainly outside troops to free Tanith in the initial stages of the rebellion.

Potential Guerilla Strength is 70% of Planetary Population of which 15% are Active (10.5% of Planetary Population), and some 25% of these are Effective (52.5 million in all).

TETRAGRAMMATON (YA III)

Stellar Primary	K3 Main Sequence Star
Planets in System	3
TETRAGRAMMATON	Standard Terran Planet
Orbital Distance	240 LS (.48 AU)
Length of Year	147 days
Length of Day	23 hours
Planetary Diameter	13,500 km
Surface Gravity	1.0 G
Temperature	Cold climate
Atmosphere Type	Standard Terran with high Helium content
Hydrosphere Type	85%, 1 large equatorial continent
StarNationality	CSA
Sentient Race	Human
Population	1.5 billion
Tech Level	7, restrained by Korellian policies
StarPort Rating	Ryllai Interstellar (AA), Marshalltown Commercial (AA), Novus Interstellar (A), Port Oberth Commercial (B)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Republic
Government Support	5% (Korellians), 95% (CSA)
Loyalty Index	35% (Korellians), 95% (CSA)

Repression Index	25% (Korellians), 5% (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 3 (CSA)
Law Level	18+ (Korellians), 6 (CSA)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax %	30%
Military Spending	Rebel Budget: MCR 2,100,000
Major Exports	Iridium, Gold, Industrial chemicals, Foodstuffs, Liquor/wines
Major Imports	Textiles, Gemstones, Luxury goods, Machine tools, Electronic parts
Trade Restrictions	20% duty on all imports (all duties are removed on all goods except luxury items during war)
Trade Acceptance	80%

Discovered in 177 AE by the LFS FreeEire and turned over to the Lunar Underground by the owners in return for their right to colonize Tanith. The Primary is YA and the three planets, in order outwards are: Manitou, KA, Tetragrammaton. Only Tetragrammaton is more than marginally habitable.

Tetragrammaton was a settlement of a non-homogenous nature set up by Lunar Underground members from the various Lunar and Lagrange Colonies. Since these colonies were freer to commit themselves to providing resources for Project Exodus, they were able to set up a completely self-sufficient colony. Due to the general resourcefulness of their colonists they were able to maintain themselves without too much trouble after the Freedom Jump was terminated.

The major reason for the relatively small population is that these colonists had a long tradition of family planning, and it has been so ingrained into their culture that, even today, a family of more than 2-3 children is extremely rare. Another element in this low (relatively speaking) rate of population increase compared to the other major CSA colonies is that the Lunar/Lagrange colonists had a tradition of total female/male equality. Since women pursue their careers as hard as the men do, their child-rearing years are heavily cut into by such considerations.

Potential Guerilla Strength is 15% of Planetary Population, of which 15% (2.25% of Planetary Population) are Active. Of these 10% (3.375 million) are Effective.

ULLER (SURT IV)

Stellar Primary	GO Main Sequence Star
Planets in System	11
ULLER	Terran Desert/Tundra Planet
Orbital Distance	620 LS (1.24 AU)
Length of Year	499.4 days
Length of Day	22 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Desert climate
Atmosphere Type	Terran Standard with low moisture content
Hydrosphere Type	10%, large lakes scattered throughout the planet
StarNationality	CSA
Sentient Race	Human
Population	500 million
Tech Level	7, due to Korellian restrictions
StarPort Rating	Helium Interstellar (A), Canalopsis Commercial (B)
Social Organization	Open Society
Societal Strength	9
Xeno Acceptance	5%
Type of Government	Republic
Government Support	5% (local), 95% (CSA)
Loyalty Index	35% (local), 90% (CSA)
Repression Index	20% (local), 5% (CSA)
Corruption Index	25% (local), 5% (CSA)
Bureaucracy Level	9 (local), 3 (CSA)
Law Level	18 (local), 7 (CSA)
Economic Rating	Average Industrial

Per Capita Income	CR 7000
Tax %	30%
Military Spending	Rebel Budget: MCR 700,000
Major Exports	Gold, Furs/Textiles, Machine tools, Gems (organic opals)
Major Imports	Luxury goods, Foodstuffs, Wines/liquors, Textiles
Trade Restrictions	10% duty on all imports except military goods during the rebellion
Trade Acceptance	80%

Discovered by the LFS Defiant in 174 AE, and was named mostly in a Norse mythological vein after the primary, Surt. The planets and moons, in order outwards from the primary are: Sif, Asgard, Bilfrost (moon = Heimdalir). Uller (moon = Sleipnir), Valhalia (moon = Valkyria), Thor (moon = Mjollnir), Freya, Midgard, Visby, Amber and Blizzard. None except Uller proved to have more than a trace of breathable atmosphere and Midgard and Amber are gas giants.

The colonists of Uller come from a rather varied national background, but they did have one thing in common - they were all convicts who were lost when several Penal Service ships were destroyed in space of unknown causes - a rather clever ploy by Terran Underground operatives who had infiltrated the Crews and mutinied, taking them to the Freedom Jump where they could escape from Terran justice forever. The convicts were intractable offenders against Terran/Pure Earthist Social Justice Laws, having been convicted of such dreadful crimes as Income Tax Evasion, Profiteering (i.e. refusing to practically give away the fruits of ones products/labor), Anti-Bureaucratic Activities (refusal to fill in endless government forms), and anti-social activities (refusing to be murdered, raped, or beaten to a pulp by defending oneself against attacks by poor, socially deprived, persons). The penalties for such heinous crimes varied between 7 and 14 years hard labor before being released, but even on release, they were forbidden to leave the prison world (the sentence really being lifetime exile).

These forced colonists were mostly quite happy when they found what had occurred and, though Uller was not the most attractive of worlds, they made quite a success story out of it. However, when the Korellians occupied the region, they chose Uller as an Imperial Prison world where those dissidents they do not feel dangerous enough to execute out of hand are sent. These convicts are sent there to be used as slave labor in various Imperial mining and industrial concerns; conditions are very poor and the few who survive their sentences are almost always helped by individual free colonists on their release. The pattern has been overloaded in past decades as, despite the relative peacefulness of the Sector, the Imperial Government has found the number of non-executable dissidents growing faster than they can be effectively employed. Thus, at present, any convict landed on the planet is left to fend for him or herself. Some employment is available in the aforementioned Imperial Mines etc.; the rest mostly find employment with the free colonists. The trend has been that, in return for labor on outback homesteads, the employer and a group of his friends get together (usually after 4 or 5 years) and set up the ex-con in a self-sufficient homestead of his own. This has, naturally, led to an increased number of anti-Imperial Rebels on the planet, as both the original colonists and the new ones are not the type to knuckle under to tyranny.



Potential Guerilla Strength is 16% of Planetary Population (double this amount if convicts are included), of which 15% (2.4% of Planetary Population - double if convicts included) are Active. Of these, 25% are Effective (6,000,000).

VAINOMOINEN (KALEVALA III)

Stellar Primary	G2 Main Sequence Star
Planets in System	9
VAINAMOINEN	Type 4 Terran Planet, Outer Ecosphere
Orbital Distance	560 LS (1.12 AU)
Length of Year	443 days
Length of Day	28 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Cold Temperate to Sub-Arctic
Atmosphere Type	Terran Standard
Hydrosphere Type	85%, two continents
StarNationality	CSA
Sentient Race	Human
Population	200 million
Tech Level	7, due to Korellian restrictions
StarPort Rating	Sampo StarPort (AAA), Petaja Interstellar (A), Pekkala Commercial (A)
Social Organization	Aristocratic/Open Society
Societal Strength	8
Xeno Acceptance	5%
Type of Government	Colony of Gimli
Government Support	5% (Korellians), 95% (CSA)
Loyalty Index	20% (Korellians), 95% (CSA)
Repression Index	45% (Korellians), 10% (CSA)
Corruption Index	50% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 2 (CSA)
Law Level	18 (Korellians), 3 (CSA)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax %	20%
Military Spending	Rebel Budget: MCR 140,000
Major Exports	Foodstuffs, Liquor/wines, Gemstones
Major Imports	Vehicles, Machine tools, Factory equipment
Trade Restrictions	30% import duty
Trade Acceptance	90%

VASHA (DEVI III)

Stellar Primary	G0 Main Sequence Star
Planets in System	7
VASHA	Standard Terran Planet
Orbital Distance	605 LS (1.21 AU)
Length of Year	481 days
Length of Day	19 hours
Planetary Diameter	12,500 km
Surface Gravity	1.03 G
Temperature	Temperate climate
Atmosphere Type	Terran Standard
Hydrosphere Type	80%, 4 small continents and 4 large islands
StarNationality	CSA
Sentient Race	Human
Population	175 million
Tech Level	7, restrained by Korellian restrictive policies
StarPort Rating	Ghandi Interstellar (AA), Pathan Port (AA), Goa Commercial (A)
Social Organization	Caste Society/Open Society
Societal Strength	6
Xeno Acceptance	15%
Type of Government	Colony of Vishnu
Government Support	50% (Korellians), 85% (CSA)
Loyalty Index	15% (Korellians), 85% (CSA)
Repression Index	30% (Korellians), 20% (CSA)
Corruption Index	20% (Korellians), 15% (CSA)
Bureaucracy Level	9 (Korellians), 2 (CSA)
Law Level	18 (Korellians), 10 (CSA)
Economic Rating	Average Agricultural
Per Capita Income	CR 3500
Tax %	30%
Military Spending	Rebel Budget: MCR 122,500
Major Exports	Foodstuffs, Liquor/wines, Gold, Thorium
Major Imports	Machine tools, Vehicles, Luxury goods
Trade Restrictions	30% duty on all imports
Trade Acceptance	85%

VISHNU (SURYA IV)

Stellar Primary	G4 Main Sequence Star
Planets in System	8
VISHNU	Terran Standard Planet
Orbital Distance	445 LS (.89 AU)
Length of Year	323 days
Length of Day	26.1 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Temperate climate
Atmosphere Type	Standard Terran
Hydrosphere Type	85%, 1 large continent, 1 small continent, and one large island
StarNationality	CSA
Sentient Race	Human
Population	500 million
Tech Level	7, restrained by Korellian policies
StarPort Rating	Vishnu StarPort (AAA), Ganges Interstellar (A), Harrappa Commercial (A)
Social Organization	Caste System/Open Society
Societal Strength	7
Xeno Acceptance	20%
Government Type	Republic
Government Support	75% (Korellians), 80% (CSA)
Loyalty Index	20% (Korellians), 80% (CSA)
Repression Index	30% (Korellians), 25% (CSA)
Corruption Index	20% (Korellians and CSA)
Bureaucracy Level	9 (Korellians), 3 (CSA)
Law Level	18 (Korellians), 12 (CSA)
Economic Rating	Poor Industrial
Per Capita Income	CR 4000
Tax %	30%
Military Spending	Rebel Budget: MCR 400,000
Major Exports	Textiles, Industrial metals, Industrial chemicals
Major Imports	Machine tools, Factory equipment, Cybernetic parts
Trade Restrictions	30% duty on all imports
Trade Acceptance	75%

Discovered in 183 AE (2128 AD) by the LFS Hot Spot. The Primary is named Surya and the planets, in order outwards, are named: Saliliri, Brahama, Rudra, Vishnu, Kali, Devi, Lakshmi and Sarsuati. Only Vishnu is habitable, and Kali and Lakshmi are gas giants.

Vishnu was settled by Indo-Asian Lunar Underground members desirous of returning to the religion of their fathers in its pure form. Unfortunately, when they were cut off from Terra, they degenerated in their culture to the point where the caste system was re-introduced (though, it must be admitted, without the notorious caste). The Technicians amongst the initial colonists parlayed their position of power in the maintenance of their colony into a position as Hereditary Nobles and the other classes were ranked according to their use to society. Though there are some limited avenues of advancement in such a setup, it has only been since the Korellian invasion and occupation that this system has been broken down (due to many Korellian examples of executing recalcitrant nobles.) At the current time, though the social inequalities are still great, there is a general move to change, though the great nobles tend to oppose this.

In fact, at the present time the only thing that is enabling the Nobles and their New Congress Party to retain power is their general tendency to collaborate with the Korellians - hence the low stability rating of said Government. If and when the rebellion comes off, one of the first things to happen on Vishnu will be the overthrow of the current local regime, the trial of ex-leaders of said government for crimes against humanity and the holding of a Constitutional Convention to elect a new, and much more representative government, reducing the strictures of class system to practically nothing (of course, such a long-ingrained habit will take some time to completely eradicate).

If one wonders why the government is classed as a Republic, the reason is quite simple: the high caste rulers do not visibly oppress the people. They run the state along quite reasonable lines, as long as one does not question the scheme of things. No-one is left to starve or perform tasks to menial; everyone is well cared for but, to paraphrase a famous Terran writer some animals are more equal than others! Needless to say, it is more galling to the younger colonials, especially as they have great opportunities for advancement only if they leave Vish-

nu, or, if they stay, within the Underground Alliance organization - they have no legitimate means of advancement unless of a high enough caste to warrant such.

Potential Guerilla Strength is 19% of Planetary Population - of which only 15% (2.85% of Planetary Population) are Active and of these 10% are Effective (some 1,425 million).

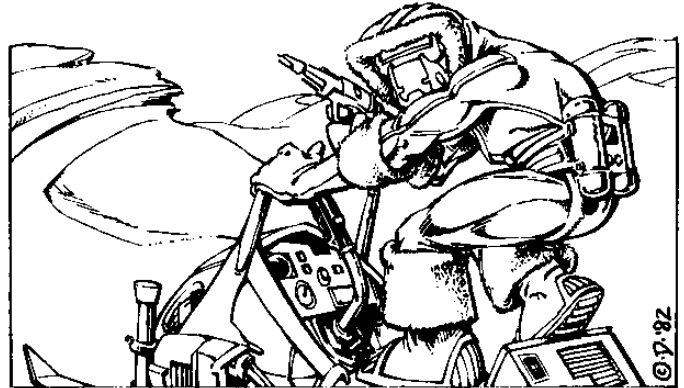
XOCHITL (SUMMER III)

Stellar Primary	G5 Main Sequence Star
Planets in System	5
XOCHITL	Terran Ocean Planet
Orbital Distance	435 LS (.87 AU)
Length of Year	318 days
Length of Day	21 hours
Planetary Diameter	13,000 km
Surface Gravity	1.06 G
Temperature	Sub-Arctic climate
Atmosphere Type	Terran Standard
Hydrosphere Type	90%, 3 small continents
StarNationality	CSA
Sentient Race	Human
Population	450 million
Tech Level	7, due to Korellian interference
StarPort Rating	Xochitl Port (AAA), Firebird Port (AA), Tantal Fliedl (C)
Social Organization	Open Society
Societal Strength	8
Xeno Acceptance	5%
Government Type	Republic
Government Support	10% (Korellians), 90% (CSA)
Loyalty Index	35% (Korellians), 90% (CSA)
Repression Index	20% (Korellians), 5% (CSA)
Corruption Index	20% (Korellians), 5% (CSA)
Bureaucracy Level	9 (Korellians), 3 (CSA)
Law Level	18 (Korellians), 6 (CSA)
Economic Rating	Average Agricultural
Per Capita Income	CR 3500
Tax %	30%
Military Spending	Rebel Budget: MCR 315,000
Major Exports	Liquors/wines, Furs, Luxury goods
Major Imports	Machine tools, Electronic parts, Computer parts, Cybernetic parts

Trade Restrictions	30% duty on all imports
Trade Acceptance	90%

Discovered in 186 AE by the LFS Free Wanderer. The primary is named Summer and the planets are in order outwards from the primary: High Noon, Spring, Summer, Autumn, Winter.

Set up as a general colony by the Lunar Underground, the colony was thus settled by general colonists from all the L-5 and Lunar colonies, plus many from the asteroid colonies as well. The colonials have set up a fairly standard Republic, modified by the needs of their planetary climate. As should be obvious from the climate in the Survey sheet, Xochitl is what could be termed as an Ice Planet. Only the equatorial belt being free from either glaciation or ice floes (as appropriate).



Because of this, the colonials are experts in arctic survival, and a major part of their economy is based on the hunting of the fur-bearing animals of the various regions of the planet, as well as fishing in the ice-bound waters. This type of activity - putting a high premium on individual skill and ability as it does - has moulded the colonial character such that they are not to be trifled with. Even the Korellians have come to recognize this and they only maintain their upper hand by virtue of their monopoly on advanced technology. They rarely foray beyond the major cities as out on the ice their patrols have a distressing habit of disappearing without a trace.

Potential Guerilla Strength is 175 of Planetary Population, of which 15% are Active (2.55% of Planetary Population). Of those, 10% are Effective (some 1,721,250).

SECONDARY COLONIES

RIMMON - Colony of Amaterasu

Discovered 301 AE - Primary is 'Hayn's Star' after discoverer. Planets, in order outwards from the Primary, are - Hokkaido, Shimbun, Rimmon, Shogun, Hirohito (moon = Fuji), Nagasaki, Hiroshima, Kamikaze. Nagasaki and Hiroshima are gas giants.

Potential Guerilla Strength is 21% of Planetary Population - of these, 10% are 'Active' (2.1% of Planetary Population), of these, 10% (63,000) are 'Effective.'

MELKARTH - Colony of Ashmodai

Discovered 254 AE - Primary is 'Eshnunna' - and this Mesopotamian mythos is the style for the whole system. In order outwards from the Primary, they are - Ur, Elam (moons = Ecbatana, Susiam), Melkarth (moon = Assur), Persis (moon = Anabasis), Chorasmia, and Bactria. Persis and Bactria are gas giants.

Potential Guerilla Strength is 21% of Planetary Population - of these, 15% are 'Active' (2.65% of Planetary Population) - 10% of this total is 'Effective' - 47,250 people.

FAFNIR - Colony of Ashmodai

Discovered 364 AE - Primary is 'Dragon' - and the other planets in the system are named in a similar vein. In order outwards from the Primary, they are - Salamander, Smaug (Draco), Pendor (Chaffinch),

Fafnir, Draco, Tatsu, Chaldea, Lu'ng, and Chi Lu. Chaldea and Chi Lu are gas giants.

Potential Guerilla Strength is 26% of Planetary Population - of these, 15% (3.9% of Planetary Population) are 'Active,' and 10% - 39,000, are 'Effective.'

HOTH - Colony of Ashmodai

Discovered 349 AE - Primary is 'Nirad.' No real pattern was followed in the naming of the rest of the system - they are named in order outwards from the Primary - McKenna's World, Hoth, Bigh, Nonor, Chronos, the latter being a gas giant.

Potential Guerilla Strength is 29% of Planetary Population - of these, 15% (4.35% of Planetary Population) are 'Active,' and 10% - 2175 - are 'Effective.'

DAGON - Colony of Baphomet

Discovered 275 AE - Primary 'Tiamat.' Planets, in order outwards from this are - Little Mac, Big Mac, Wright's World, Dagon, Redeye (Rattlesnake = moon), New Hades (moons = Pit, Styx), Jingo, Gast (Pike's Peak), It, Hocha (Zinderounf), Eye (Iris), and The End. New Hades and Gast are gas giants.

Potential Guerilla Strength is 28% of Planetary Population - of these, 15% are 'Active' (4.2% of Planetary Population), and 10% - 42,000, are 'Effective.'

SESHAT - Colony of Baphomet

Discovered 361 AE - Primary 'Nixie 2173.' The planets, in order outwards, are - Pixie, Kobold, Leprechaun (Pot o' Gold), Seshat (Naxos), Goblin, Fairy (Will o' Wisp), Hobbit (Shire), Dwarf (Khazad), Elf, Troll (Sauron), Saurig, and Vampire. Fairy and Elf are gas giants. (A Seshat is a Goblinoid creature from Thoran mythology).

Potential Guerilla Strength is 30% of Planetary Population - of these 15% (4.5% of Planetary Population) are 'Active' - and 10% of these - 22,500 - are 'Effective.'

NERGAL - Colony of Belphegor

Discovered 364 AE - Primary - RL 17632. Planets are, in order outwards from the Primary - Inferno, Limbo (Purgatory), Styx, Nergal (moons = Chryses, Dis), Apollo (moons = Oracle, Sibil), New Glacier, Gigantus (moon = Twin), and Scrapheap. New Glacier and Gigantus are gas giants.

Potential Guerilla Strength is 68% of Planetary Population - of these, 50% (34% of Planetary Population) are 'Active' - and 10% of these - 170,000 - are 'Effective.'

JAGANNATH - Colony of Mephistopheles

Discovered in 317 AE - Primary is CSS 27692. The planets, in order outwards, are Midden, Garderobe, Jagannath, Outhouse, Half-Moon, Flush.

Potential Guerilla Strength is 16% of Planetary Population - 15% (2.4% of total) of which are 'Active,' of these, 10% (24% of total) are 'Effective' - some 3600.

JEHOSOPHAT - Colony of Dismas

Discovered in 297 A.E. by an explorer ship from Dismas, the Glory-of-the-Lord. The Captain, supposedly, on seeing the planet, made the comment 'Jumping Jehosophat.' The primary is CSC 12876 and the planets, in order outwards, are: Damnation, Retribution, Jehosophat, Backwater, Downturn, Endrun, Stop, and Dead End.

Potential guerilla strength is 81% of planetary population - of which 50% (40.5% of planetary population) is active. Of these, some 10% (or 4.5% of planetary population) are 'Effective' - 5.625 million.

ONER - Colony of Xochitl

Discovered in 302 A.E. by the explorer 'Xochitl Star.' The primary is Kinross' Star and the planets are - In order outwards from it - Lomond, Oner, Tartan, Claymore, and Forty Five. Potential guerilla strength is 17% of the planetary population, of which 15% (2.55%) are 'Active' and, of these, 10% (.255%) are Effective for a total of 63,750.

GERVASE - Colony of Belphegor

Discovered in 397 A.E. by the ship 'Free Lunch.' The primary is Aliana and the planets (in order outwards) are Lorna Doone, Rebecca, Gervase, Gwennyfawr, Regina, and Victoria.

Potential guerilla strength is 73% of the planetary population, of which 50% (36.5% of population) are Active. Of these, 20% (7.3% of planetary population) are effective for some 6.57 million effectives.

JANUS - Colony of Marduk

Discovered in 327 A.E. by the 'Marduk Explorer.' The primary is CSS 9312 and the planets in order outwards from the primary are: Gateway, Doorknob, Calendar, and Janus.

The potential guerilla strength is 11% of the planetary population. Of these, some 15% are active (1.65% of planetary population), while some 10% of these (.165% of population) are 'Effective' for a total number of Effectives of 57,750.

VAINAMOINEN - Colony of Gimli

Discovered in 286 AE (2231 AD) - the Primary is 'Kalevala' - and the rest of the system is also named in a Finnish mythos. In order outward from the Primary, the planets are - Pohjola (Hiissi, Paivatar), Panu (Sinetar), ar, Katajatar), Joukahainen (Kiputyttö, Kivutar, Kuutas, Loviatar, Mana, Sotko I, Sotko II, Sotko III), Ilmarinen (Louhi, Sampsä, Tounleela), Ukko, Ahto, Surma. Only Vainamoinen is habitable - Joukahainen and Ilmarinen are gas giants.

Potential Guerilla Strength is 35% of Planetary Population - of these, 50% (17.5% of Planetary Population) are 'Active' - and 10% of the latter are 'Effective' - some 3.5 million.

KULKULKAN - Colony of Tetragrammaton

Discovered in 316 AE, the Primary is named 'Tonatuh.' The other bodies in the system - in order outwards from the Primary - are - Tezcat, Mictantechutli, Kulkulkan (Quetzalcoatl), and Huitzilopochtli. Only Kulkulkan is really habitable - Huitzilopochtli is Mars-like.

Potential Guerilla Strength is 26% of Planetary Population - of these, 15% (3.9% of Planetary Population) is 'Active' - and only 10% of the latter are 'Effective' - some 702,000.

VASHA - Colony of Vishnu

Discovered in 279 AE, the Primary is 'Devi.' The rest of the system is named in a similar vein. In order outwards from the Primary - Indra, Mandaka (Sarnge), Vasha (Vajra), Shiva (Ajagava, Pinaka, Khatunanga), Ratri (Yama), Varuna, Visvakarma (Karttekeza).

Potential Guerilla Strength is 18% of Planetary Population, of which 15% are 'Active' (2.7% of Planetary Population) - of these, some 10% - 472,500 - are 'Effective.'

ANUBIS - Colony of Marduk

Discovered in 346 AE, the Primary is 'Isis.' The remainder of the bodies in the system are, in order outwards from the Primary, Shu, Geb, Thoth (Sphinx), Anubis (Set, Apesh), Nephtyls (Cornucopia), Apsai (Scarab), Bast (Leopard), Renenet (Amset, Hapi), Tufnut (Quebhsennuf), Bes, Ptath (Footstep), Tuamauf, Ankh, Pharaoh.

Potential Guerilla Strength is 11% of Planetary Population - of which 15% (1.65% of Planetary Population) are 'Active' - and 10% of those - some 313,500 - are 'Effective.'

CERBERUS - Colony of Lilith

Discovered in 258 AE - the Primary is 'Cyclops Alpha' (G3 M/S) and 'Cyclops Beta' (MO M/S). The remainder of the system is, in order outwards from the Primary, named as follows - Elysium, Cerberus, Eleusis, Demeter (Persephone), Socrates (Hemlock), Arginusae (Anabasis), Thalassa, Marathon.

Potential Guerilla Strength is 81% of Planetary Population - of which 50% (40.5% of Planetary Population) is 'Active' - of these, 10% are 'Effective'

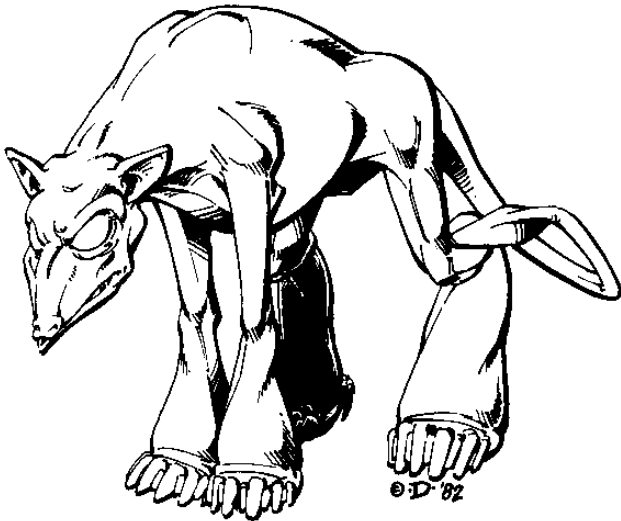
CSA SECTOR - ANIMAL ENCOUNTERS

Background: - There is a seemingly anomalous situation throughout the entire CSA Sector as regards animal life (at least, this situation holds on all the Terra-type planets so far explored within several thousand lightyears) of the various planets. This is, quite simply, that the various species listed and described below are present more or less uniformly on ALL of them.

This situation is even more anomalous in that all the species, though they have minor physical differences, are basically interfertile with similar creatures from other planets. A related problem is that none of the creatures described below are related in any way to the existing fossil record of any of the planets so explored - and, in fact, only appear in such about a million years ago (in what appears to be their current form). The most widely accepted theory accounting for this is that these worlds - many with still obvious relics/ruins of Forerunner date - were deliberately 'seeded' by that race in Forerunner times - presumably by the Forerunners, and for reasons best known only to themselves.

WYTES

Physical Description: - When fully grown, a Wyte is approximately the size of a Shetland pony, though the resemblance ceases there. They are, in fact, vaguely canoid (doglike). Wytes have a hairless, knobby textured, sickly-white colored skin - with the abrasive qualities of fine sandpaper; they have four limbs - but each of these has six claws and a vestigial 'Spur' to the rear of each calf - the six main claws are retractable (like a Terran cat's), though the seventh one isn't. Their faces are triangular in shape, with two large, round, milky-white, pupil-less eyes; these provide, contrary to what one would expect, quite keen eyesight - but are limited in range to about 20 feet (at which point visual acuity drops off rapidly). To complement this limited visual range, Wytes have an extremely keen sense of hearing and of smell, making them excellent hunters. To further fit them for their role as carnivores, they have three rows of razor-sharp teeth in their mouths, and these can cause a nasty shredding/ripping effect on any fleshy object; assisting in the 'Bite' are the powerful jaw muscles which, when 'locked,' require an opening force of around 200 Kg. Their tails are short, hairless, snakelike appendages.



General Information: - In their wild state, Wytes are carnivorous and hunt in packs. In the Colonies, they are often used as guard dogs, - though this use is limited by their general disposition. In fact, Wytes are one of the most vicious species known to man. They can be trained - but they can never be totally relied upon; they are just as likely to attack their regular handlers as their 'targets' when they are aroused. The reason for this is their almost psychotic (if such a term can be applied to an otherwise 'normal' species) reaction to the smell of blood (of any species!). When they are exposed to a source of blood scent, they go into a 'Killing Frenzy' - literally 'shredding' their prey - and, for that matter, any non-Wyte (or any Wyte not of their pack) who gets within their vision range during the frenzy!!!

Special Notes: - The 'Spurs' on a male Wyte secrete a poison during the mating season (Winter) which has the effects of Poison Class P10 (Pg. 36, Vol. 2, 90).

Animal Class:- J
Damage Factor:- 35-45
Hand-to-Hand:- 45-60

Body Mass:- 75-125 kg
Stamina Factor:- 75-100
Natural Weapons:- 1 Bite = C
2 Claws = E
Poison Spurs

Carrying Capacity:- 75%
Speed:- Average to Very Fast

Shock Cr:- 15
No. Appearing:- 4d.6

DUNE RUNNERS

Physical Description: - Dune Runners are a Felinoid (catlike) species of desert or wasteland dwellers. They have a mottled, dun-colored coat of fur with black highlights. Runners are the size of a Terran Lynx - but they differ in that they have six claws (no vestigial 'Spur,' though), and in that their eyes have a normal, rather than a 'slit' pupil. During the planetary winter, the Dune Runner's coat changes color and becomes much thicker - on closely Terra type worlds, the coat becomes a golden yellow; while on less hospitable worlds, the coat changes to a snowy white - in both instances, the value of the pelt is extremely high (c. 250-750 Cr. - depending on age and condition).



General Information: - The Dune Runner is a stalker - and almost always hunts in a mated pair - such mating being for life (it should be noted that if one of the pair is killed, the other will track the killer till either it dies or it kills the creature). The Dune Runner can be domesticated if captured/obtained young enough - and evince some rudimentary Psionic communication abilities with the Master they 'choose' (this will be one who shows them a great degree of kindness, and generally treats them as companions rather than as pets) - this 'Master' need not be psionic himself, the Runners seem to be able to receive the thoughts of anyone they so choose and, if the desires of their Master are not too complex or too dangerous, they will do their best to comply.

Animal Class:- M
Damage Factor:- 15-20
Hand-to-Hand:- 15

Body Mass:- 15-20 kg
Stamina Factor:- 85
Natural Weapons:- Bite = F
Claws = H

Carrying Capacity:- 50%
Speed:- Fleet

Shock Cr:- 10
No. Appearing:- 1-2

HIVE RATS

Physical Description: - Hive Rats are a mutated form of Terran rat (*Rattus Rattus*) which have grown greatly in size (the species generally found on CSA Planets - *Rattus Organicus Terra* - averages out at a body mass of 10-15 kg!) and ferocity - as well as, it is suspected, intelligence. Apart from the increased size, they are fairly similar to the 'standard' rats around the place.

General Information: - The 'Hive Rat' is so-called because of its general tendency to live in 'Hives.' These structures resemble (if above ground) gigantic termite mounds - and often house several hundred Hive Rats. The other similarity between these mutated rats and 'hive' type insects is their ability to seemingly communicate with each other - and this is especially significant in their reaction to a threat to the 'hive.' If a Hive Rat is attacked, and is in danger of being killed, it will emit a piercing shriek - which can carry for several hundred meters - which will be passed on by all Hive Rats who are within hearing range. The result of such a call can be astounding - all the rats hearing it will

immediately stop whatever they are doing, and will rush to the aid of their fellow or to the defense of their 'hive'; in game terms, about 5 + 1d.10 Hive Rats will appear every minute until the numbers have reached 100 + 3d.100 (or 50% of the total hive population - whichever is the greatest) and will immediately join the fray. Hives are most frequently found near refuse dumps or in sewer systems - though they are sometimes found in the outback areas of a planet.

Special Notes:- Hive Rats, like their non-mutated cousins, are disease carriers - so any wound they inflict carries with it the danger of disease. If the character so bitten fails to make their Con CR against P7, or if no medical treatment is received immediately, then the disease will manifest itself approximately 1d.6 + Con hours later. Recovery is as recovery from a serious wound - during which nothing but rest is allowed, or recovery time is doubled.

Animal Class:- N (90%); O (10%)	Body Mass:- 10-15 kg
Damage Factor:- 7-10 (90%); 11-15 (10%)	Stamina Factor:- 90
Hand-to-Hand:- 15	Natural Weapons:- Bite = 6 Claw = J
Carrying Capacity:- 60%	Shock Cr:- 6
Speed:- Slow to Average	No. Appearing:- 1-100 (More if Hive near)

BANSHEE

Physical Description:- The Banshee is a giant, Emu-like, flightless bird (rather like the extinct Terran Moa) - standing about 8' high to the top of its head. Though its wings are quite small, they have developed some rather nasty talons at the end of the 'finger' bones therein - which the Banshee uses to help finish off its chosen prey. The feet have larger - and since the leg muscles are so much stronger - more potentially damaging - talons than do the wings, and it is these which are the Banshee's main form of attack. The feathers of the bird are of brown, with splotches of black - intended as a camouflage mechanism for the bird's natural habitat - the snowy areas of the planet (where it can be mistaken for an outcropping of rock). The eyes of the Banshee are very small - and it is, as a consequence, almost blind - being able to sense movement only - to complement this limited visual sense, however, the bird has developed an Infra-red heat sensing organ in the form of a 'Comb' on the top of its head.



General Information:- The Banshee hunts in the Arctic or sub-Arctic regions of the planet in question - and does so by utilizing a combination of its Infra-red and visual senses. When the bird's CR sense locates a heat source within the locality (about 30-50 meters), it screams out; its cry - a high-pitched, grating, ululating ('Banshee-like') howl. The intention of this is to so frighten whatever prey it has detected into bolting for its life - and so enabling the Banshee to detect its motion with its otherwise poor eyesight. Humans who successfully make a bravery CR will be able to avoid so bolting - and thus not give away their position. However, if the human in question is surprised - that is, has not yet detected the presence of the Banshee - the CR will be at -2: if the human has never before encountered a Banshee, this penalty will be -4 (if the Character possesses Arctic Survival Skill, it is assumed that he has run across the Banshee before - but only if born in the CSA Sector).

Animal Class:- L-K	Body Mass:- 25-50 kg
Damage Factor:- 15-20	Stamina Factor:- 60
Hand-to-Hand:- 20	Natural Weapons:- Beak = F Talons = E Wings = H
Carrying Capacity:- 25%	Shock Cr:- 7
Speed:- Average	No. Appearing:- 2-4

CAVE SLUG - ALARET

Physical Description:- The 'Cave Slug' - or, as it is more correctly referred to, the 'Alaret' - is a slug-like creature which lives in caves. It differs from true slugs in that it is covered in a furry coat as well as in other, less readily apparent ways.

General Information:- The Alaret is one of the most dangerous creatures listed in this section. Though it normally lives on the lichen and small insects that dwell in the caves it inhabits, it is also known to eat larger creatures. When the Alaret detects the presence of a large animal (using either hearing or a motion sensing ability) it drops on them. When this happens, it injects them with a mild Paralytic Drug, it then proceeds to suck the blood and other body fluids from the victim, and remains with the corpse to devour it as it decomposes. At least, this is what occurs with 'Local' creatures - with organisms of Terran descent, the results are quite different! For some as yet undiscovered reason, the Paralytic Drug of the Alaret has some strange effects with Terran descended organisms - with most mammals, there seems to be no effect beyond a momentary dizziness - a few are seemingly stunned for a minute or so - but the Alaret always dies! With primates (except for humans), there seems to be some sort of mutual allergic reaction, with the 'normal' result being that the Alaret dies, while the primates exhibit a random survival rate of 10-60%. Finally, with humans, there is the normal Alaret death, but the death rate seems to be almost 100% for the human so 'attacked.' Autopsies of primates and humans that have deceased due to Alaret attacks have shown that the primary cause of their death was a massive degree of rupturing in the cells comprising the Central Nervous System. No acceptable reason for such a result has yet been discovered - the Alaret Poison, by itself, causes only mild dizziness, and no other chemical compound in the body of the Alaret has any measurable effect on a human. There are scattered records of a handful of humans surviving an Alaret attack - but since they constitute only 0.01% of all recorded attacks, and since no confirmation of these supposed survivors' existence has ever been gained, CSA Statisticians have determined that these 'survivors' are either mis-reporting on the part of untrained observers, or are statistically insignificant mutations with some inborn resistance.

Special Notes:- What has not been, and will probably never be discovered, is that the cause of the deaths resulting from the Alaret attacks on primates and humans of Terran origin is not the result of some unexplained/undiscovered allergic reaction; in fact, the answer is much less obvious or simple than that. The cause of the deaths is the attempted entry of the Terran Primates/Humans Central Nervous System by a parasite which dwells within the CNS of the Alaret. This parasite lives in a symbiotic relationship with the Alaret host - but seems to prefer to exist in symbiosis in as highly developed nervous system as is possible; it is here that the problem exists - the 'local' organisms evidently have an inbuilt 'defense mechanism' of some sort - which makes them suitable only as food; the Terran primates - having rudimentary Intelligence seem to have an unconscious 'Mental Resistance' to the entry of the symbiote - the ensuing battle resulting in the death of both in many instances; finally, in the case of Terran humans,



PROWLER

Physical Description:- The Prowler is rather like the 'Dire Wolf' of pre-history on Terra (Canis Dirus) - with certain obvious and less obvious differences. The Prowler is 3 1/2 feet tall to the shoulder and is about 6 feet long - not including the tail. The most obvious difference to Terran wolves is that the Prowler has a sandy colored coat covered with splotches of red-brown, black, and green in an irregular pattern - the less obvious of the two major differences is simply that the cranium of the Prowler is much more capacious than that of a Terran wolf. Apart from this, Prowlers are 'armed' with sharp claws and even sharper teeth.

General Background:- The Prowler is a Carnivore of the Stalker variety - hunting in mated pairs. On occasion, Prowlers have been noted to group together into large 'Packs' when faced with a larger than normal quarry or if faced with a threat to their general survival. It is here that the major (though less obvious, physically) difference between Prowlers and wolves comes out - the Prowler is definitely intelligent - roughly half-way between the most intelligent of the Terran primates and man! For this reason, Prowlers make dangerous opponents - not only do they have 'natural' animal cunning, but they are also able to bring their intellect to bear on any problem that they may be facing. This makes them nasty opponents, even for the best-equipped of humans! While they do not go out of their way to do so, Prowlers generally give humans a wide berth - unless the humans encroach on the territory the Prowlers have 'staked out' as their own. In such a situation they become cunning and merciless enemies. There are, however, some instances where Prowlers and Men are known to co-exist. In fact, amongst the specialist forces of the Underground Alliance, there are several score Prowler/Human 'Teams' who are trained for all types of duties from Scouting, through Commando type raiding to full scale Combat missions. Study of these teams has shown that, although their vocal apparatus is incapable of making the sounds required for human speech, the Prowlers do understand it - though they must, of course, 'learn' it first (that is to say, 'Wild' Prowlers do not understand any human speech).

Animal Class:- I - H
Damage Factor:- 45-55
Hand-to-Hand: 45-55

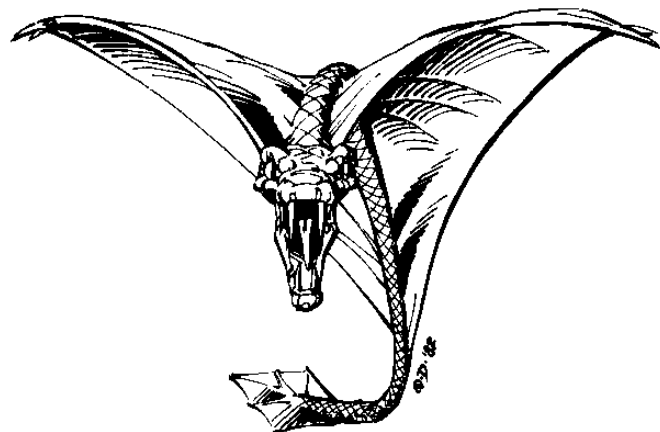
Body Mass:- 200-300 Kg
Stamina Factor:- 75-85
Natural Weapons:- Claws = E
Bite = C

Carrying Capacity:- 75%
Speed:- Very fast

Shock Cr:- 17
No. Appearing:- 2-7

FLINXER

Physical Description:- A Flinxer is a very unusual and, fortunately, a rare creature - it is a 'Tri-Phibian'; that is, it is equally at home in the water (or under it), in the air, or on the ground. To this end, it has both Lungs and Gills for breathing: It also has wings - which, though leathery, are quite efficient. As far as looks are concerned, a Flinxer looks much like a 'normal' snake - but closer examination will reveal the wings closely folded against the body and the small gill-slits. A Flinxer is usually in the range 1.5-3.5 feet in length and has normal reptilian skin (though it doesn't 'shed' this as do 'real' reptiles). Its major weapons are its fangs - not so much by themselves (though they are very nasty by themselves) - but more the corrosive nerve poison they can inject into their desired prey (the corrosive action means that even a drop on bare skin is invariably fatal).



General Background:- As has been mentioned, Flinxers are, fortunately, quite rare: they do not normally attack humans unless provoked

the fully developed intelligence which they possess seems to make them automatically, and quite uncontrollably, resist the 'invasion' of the symbiote - resulting in the almost certain death of both. If the 'entry' of the symbiote is successful, then it does provide certain benefits to its host - it increases the host organisms' Healing Rate and general health, makes it more resistant to aging and other diseases and so on; it is only when the symbiote successfully 'enters' a fully Intelligent being that its full abilities are brought to light, however. In such a case, being a creature dwelling directly in the nerve synapses, it gains total access to all knowledge its host possesses - this has several greatly advantageous results to both parties. For a start, the symbiote becomes as intelligent as the host (and, in fact, as it can directly effect the utilization of the hitherto unused portions of the host's brain, it increases the Intelligence greatly!). This is merely the beginning, however, the Symbiote - having a now all too human outlook upon the desirability of immortality and the avoidance of death finds that it (and its host) desires that any improvement in the host's well-being is greatly desirable! In game terms, the results are as if the Character had taken a dose of Immortality Alpha (SO - Vol. 2, Pg. 9) - the major differences being that there seems to be no time limit to the effects! That is, the effects are - as far as anyone can tell - permanent!! As well as this, the host gains total control over the hitherto unconscious actions of his body - for example, he can consciously reduce his breathing, heart rate, etc. to either conserve air or, alternatively, go into hibernation! They also have the ability to ignore pain, fatigue, etc. - and operate on otherwise untappable (to 'normal' humans) bodily reserves; they can go totally without air for up to CON in minutes; they develop an eidetic memory (with total visual, tactile, and aural recall).

The host is treated as if he were a Telergic Adept (see SO, Vol. 1, Pg. 74) - but he needs no study; every month he increases by 1 Level of Skill in all the areas listed in the relevant section - to a maximum of 19 in each characteristic area (or +10 to the original score, except in the case of psionics - which increases to 19 no matter what the initial score!); as this process goes on, the host gains all the relevant telergic 'Powers' (see 'The Force,' SO, Vol. 1, Pg. 75) as he reaches the required level. This is the only area of Psionics which the host gains 'free' in this way - all other Psionic areas must be studied for, as normal. As has already been mentioned, a human 'attacked' by an Alaret has a 0.001% chance of living through the experience (this is equivalent to rolling three zeroes on 3d. 10!!!); this chance may not be altered in any manner; in fact, if a Character deliberately exposes himself to an Alaret in the hope of surviving, he is required to roll 4d.10 and get four zeroes!!! Also, remember that any character who fails to survive the attack is permanently and irrevocably dead!!!

Although other intelligent races have not yet encountered the Alaret, there is no doubt that they will be similarly affected.

deliberately (not accidentally) - but they will attack any Korellian they come near!

Animal Class:- 0	Body Mass:- 10 Kg
Damage Capacity:- 7	Stamina:- 90
Hand-to-Hand:- 35	Weapons:- Bite = 6 (Poison - P15)
Carry Capacity:- 30%	Shock Cr:- 12
Speed:- Air = Fast	No. Appearing:- 2-7
Ground = Average	

DROP BEARS

Physical Description:- To look at one of these seemingly innocuous creatures, one would never guess their true nature - they have a pudgy body, with short limbs tipped with sharp claws (seemingly only for tree-climbing), a ridiculous button-nose and large brown eyes, topped off by bushy ears.

General Background:- Despite their outward appearance, Drop Bears are very nasty indeed. Externally there is no evidence of their carnivorous nature - as they are mostly seen in trees - sitting their almost sleepily - but one look at their teeth will disabuse even the most untrained observer of this notion; their teeth are quite obviously those of a carnivore - designed for ripping and tearing, rather than for the grinding action of a herbivore. Their favorite method of attack is to climb a tree over a game trail - and to sit in wait for an unwary animal (or human) to pass underneath. They then drop directly on it, hoping that the stunning force of this will daze the victim long enough for them to rip and tear the life from them. If, by some great good fortune on the part of the target, the Drop Bear misses, then it will pursue the intended victim with a surprising turn out of speed!



Special Notes:- The fur of a Drop Bear is highly valued - bringing in 3d.6 + 200 Cr. each.

Animal Class:- K - J	Body Mass:- 50-125 Kg.
Damage Factor:- 20-35	Stamina Factor:- 60
Hand-to-Hand:- 30-40	Natural Weapons:- Claws = E
	Bite = D
	Drop = G
	(Stun only)
Carrying Capacity:- 60%	Shock Cr:- 1
Speed:- Average	No. Appearing:- 2d.6

SWORDBIRD

Physical Appearance:- A Swordbird is about the size and general shape of an old Terran Pteranodon - except that it is a true bird (i.e. - it is feathered). The major difference is that it is several times larger - the body being about 7-10' long and the wingspan being 50' plus! The beak is a terrible sight to behold - it is fully half the length of the body - and has razor sharp serrations on both sides!

General Background:- The Swordbird is obviously much too large to operate as a normal bird. In fact, it operates only with the help of a biological 'supercharger' which enables it to burn up the energy it requires to get airborne (once airborne, it mostly rides the thermals until it sees some likely prey to swoop on). The Swordbird is thus, by necessity, a Carnivore - and requires large amounts of food to keep 'stoked up' and at 'full operating power.' They tend to pick large animals as prey - depending on their sharp beak (and several swooping attacks if necessary) to do them in.

Animal Class:- J	Body Mass:- 100-125 Kg
Damage Factor:- 80	Stamina Factor:- 75
Hand-to-Hand:- 35-45	Natural Weapons:- Beak = 0
Carrying Capacity:- 30%	Shock Cr:- 10
Speed:- Fast	No. Appearing:- 1d.6

ROCKEATERS

Physical Description:- A RockEater looks like a gigantic version of a Terran Iguana Lizard - but with a greyish, very rough textured, 'skin'. The major obvious difference - apart from the size - is that the eyes have reddish inner glow that pulses regularly. The RockEater varies in size between 20 and 120 feet long.

General Background:- The RockEater is a Silicoid based lifeform - which is to say, it generally eats rocks or other silicon compounds. To do this, it has extremely powerful jaws - providing a grinding action to crush any tasty morsel the creature may desire to eat. Similarly, it has powerful legs and claws to burrow through at least soft rock. As the Silicon base for life is relatively inefficient when compared to Oxygen bases, the RockEater has several disadvantages. Firstly, it moves slowly; secondly, it is a very slowly reproducing creature - which is probably fortunate. The creature has several distressing (to adventurers) abilities - firstly, it is attracted to the Silicon lubricants used in all Tech/7+ vehicles and mechanical equipment - rather in the way a bee is to honey and it will crush and rend just about anything to get to such. The second thing is that its metabolism must run at a high temperature if it is to work at all - thus the external skin temperature is very high (enough to give a painful burn if unshielded flesh comes into contact with it for too long). Connected with the last item is one of the creature's favorite form of attack - to spit semi-digested (and red-hot or semi-molten) rock at anything which is annoying it too much.

Animal Class:- B (30') to	Body Mass:- 900-10,000 Kg
AAAA (120')	
Damage Capacity:- 80-120	Stamina:- 80
Hand-to-Hand:- 55-80	Natural Weapons:- Claws = E
	Bite = A
	Spit = Flame
	Rifle
Carrying Capacity:- 40%	Shock Cr:- 19
Speed:- Slow	No. Appearing:- 1-3

STARLINES OF THE CSA

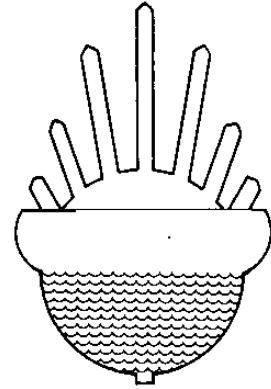
Unlike most sectors where the rates charged by the major StarShip Lines are subsidized by a sympathetic government, the Imperial government has no interest in encouraging trade and contact between the subject planets of the CSA. Official rates charged by StarShips often reflect this attitude, though the rates actually charged by the human owned ship lines demonstrate means of disregarding Imperial regulations and statutes.

Routes and rates of the major human owned lines, as well as those of the Imperial Korellian line, are listed in this section. All rates in the sector of space are contrary to the standard rates listed in the **Space Opera** rules due to the specific intention of the Korellians to limit contact, communication and trade between the worlds of their subject races.

CALEDONIAN INTERSTELLAR

Caledonian Interstellar is one of the two largest StarLines in the North American Nebula (CSA Sector). It is primarily owned by Private Enterprise, though the Spacers Guild has a large interest (41%), with the rest of the stock held by Royal Mardukan Lines, McGregor & Sons and Alliance Lines. Caledonian offers flights to all of the major stars in the area. Some flights are available to other Imperial sectors, but Korellian regulations discourage this. Caledonian prefers to use medium size StarLiners on the order of 25-50,000 tons displacement with a typical cruising speed of 20LY per day for purely passenger liners or 15LY for mixed passenger and cargo ships.

Intra-sector fares and tariffs are artificially high, due to the rapacious taxes imposed by the Korellian Imperium on travel and trade. After all, the Imperium wishes to make rebellion as difficult as possible — and high travel costs and trade costs make it so. Inter-sector fares are prohibitively high for the same reasons.



Intersector High Passage	CR 10,000 + 200/LY over 200 + 150% Travel Tax
Intersector Middle Passage	CR 5000 + 100/LY over 200 + 150% Travel Tax
Intersector Low Passage	CR 3000 + 60/LY over 200 + 150% Travel Tax
Intersector Cold Sleep	Flat 7500 Cr (tax included) (10% Death Rate by Imperial Decree)
Cargo Rates	CR 30 per ton per LY + 75% tax
Bulk Cargo Rates	CR 15 per ton per LY + 50% tax
Racial Korells	Free High Passage (by Imperial Decree)

STARCONNECTION	DISTANCE	FARES & CARGO RATES/TON (CR)				
		HIGH	MIDDLE	LOW	COLD	CARGO
Janus/Lilith	128 LY	56,000	28,000	16,800	3750	7040
Lilith/Vainomoinen	132 LY	57,750	28,875	17,325	3750	7260
Janus/Vainomoinen	49 LY	21,438	10,719	6431	3750	2695
Vainomoinen/Gimli	83 LY	36,313	18,156	10,894	3750	4565
Vainomoinen/Tetragrammaton	100 LY	43,750	21,875	13,125	3750	5500
Tetragrammaton/Malebolge	100 LY	43,750	21,875	13,125	3750	5500
Vainomoinen/Malebolge	63 LY	27,562	13,781	8269	3750	3465
Tetragrammaton/Oner	109 LY	47,688	23,844	14,306	3750	5995
Malebolge/Xochitl	195 LY	85,312	42,656	25,594	3750	10,725
Oner/Marduk	55 LY	24,052	12,031	7218	3750	3025
Marduk/Xochitl	60 LY	26,250	13,125	7875	3750	3300
Tetragrammaton/Tanith	28 LY	12,250	6125	3675	3750	1960
Tanith/Agni	100 LY	43,750	21,875	13,125	3750	5500
Agni/Tetragrammaton	79 LY	34,563	17,281	10,368	3750	4345
Agni/Baphomet	39 LY	17,062	8531	5118	3750	2145
Baphomet/Ashmodai	126 LY	55,125	27,562	16,538	3750	6930
Ashmodai/Tetragrammaton	81 LY	35,438	17,718	10,631	3750	4455
Ashmodai/Abigor	18 LY	7875	3938	2363	3750	990
Ashmodai/Beowulf	40 LY	17,500	8750	5250	3750	2800
Ashmodai/Rimmon	42 LY	18,375	9188	5512	3750	2910
Rimmon/Hoth	22 LY	9625	4812	2888	3750	946
Abigor/Belphegor	63 LY	27,562	13,781	8269	3750	3465
Tetragrammaton/Mephistopheles	73 LY	31,938	15,969	9582	3750	4015
Mephistopheles/Amaterasu	72 LY	31,500	15,750	9450	3750	3960
Amaterasu/Marduk	62 LY	27,125	13,562	8138	3750	3410

ROYAL MARDUKAN SPACELINES

RMS is a Mardukan government company. It is similar to Caledonian Interstellar, operating the same lines at the same prices, but in such a way that they compliment each other rather than compete. Ship sizes and speeds tend to be similar to Caledonian, but RMS operates mainly mixed Cargo-Passenger vessels (as opposed to the emphasis on purely passenger vessels found with Caledonian Interstellar).

Note that these are the two major StarLines in the sector and despite the excessive taxes, they always seem to be running full — though their 'official' passenger lists and cargo manifests rarely exceed 50% of available capacity. Actually, the Underground Alliance assists passengers with the right contacts get fares at 50% of the listed cost, but there is a 1% cumulative chance per 5LY (or part thereof) of the journey that a Korellian PatrolShip will stop the vessel and search it. This will result in the assisted passengers being forced to hide or to be sent to Imperial Prison worlds if they are found and caught. When the Rebellion begins, the costs of such travel and trade will be reduced by sixty percent.



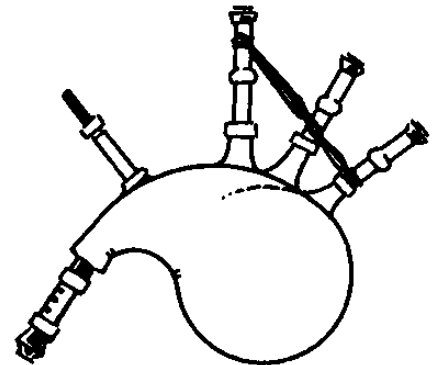
KORELLIAN IMPERIAL STARLINES SYSTEMS

Though they are not subject to the 'Travel Tax,' the KISS is so inefficient that they have to charge 75% of the listed rates, though few CSA citizens will travel on this line. This is basically because, for non-Korells, High Passage facilities are the equivalent of the usual low passage, Middle Passage facilities are pretty awful, and Low Passage facilities are starkly abysmal. Cold Sleep facilities have a 25% Death Rate. Speed is 8-10 LY per day, though frequent unscheduled stopovers reduce this to 6-8 LY.



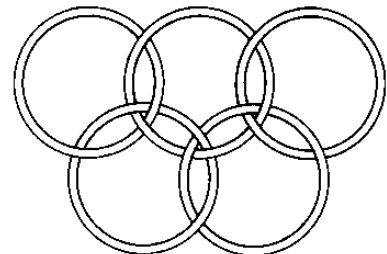
MCGREGOR & SONS LINE

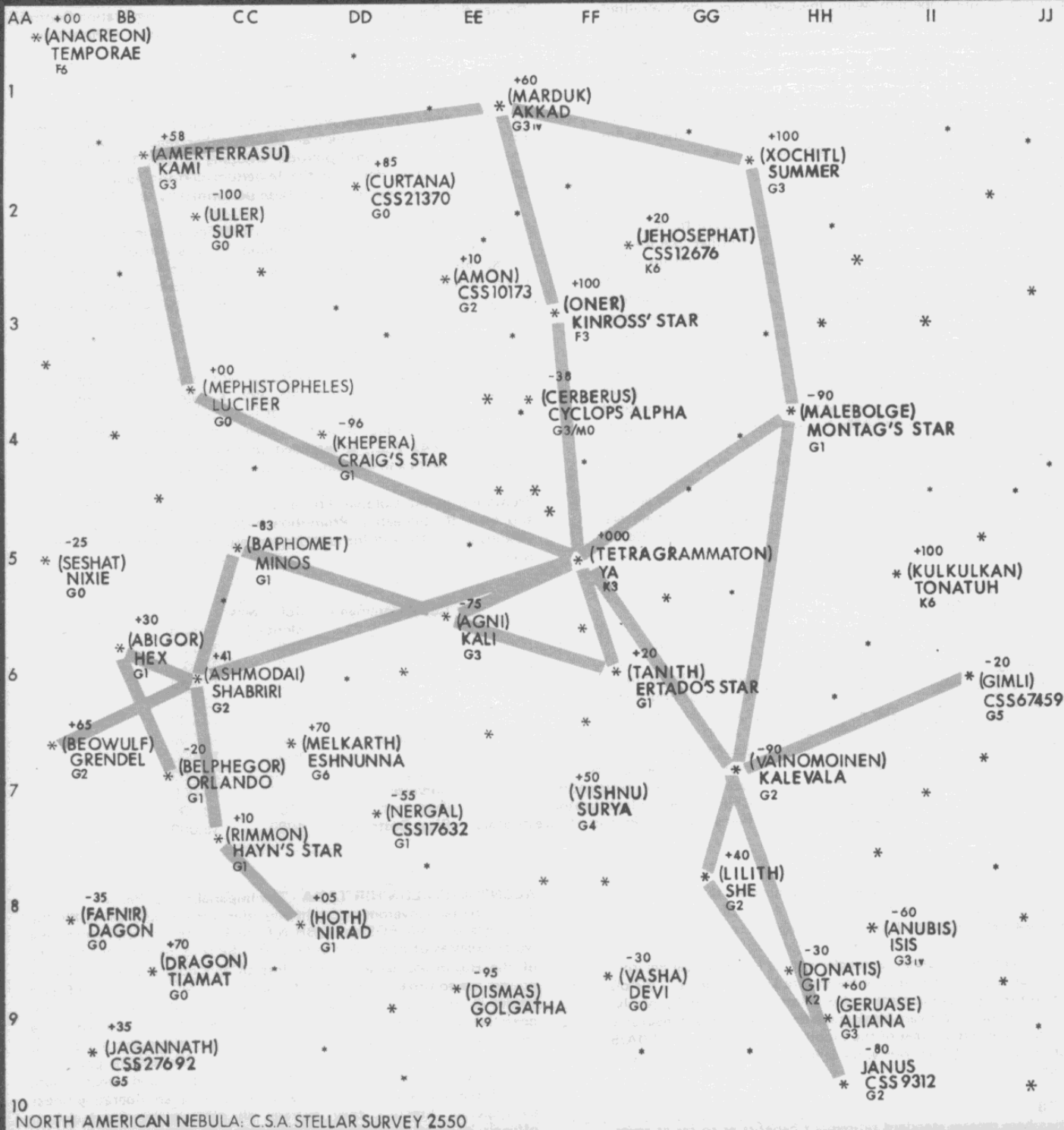
A Private Line run out of Donatis, wholly owned by McGregor & Sons (see history of Donatis), a family company. This line has a share in Caledonian Interstellar, and it acts as a feeder line from/to the planets not regularly scheduled as Caledonian Interstellar stops (this agreement works with RMS as well, but not with KISS). Since the line is basically a tramp SpaceLine, scheduling tends to be rather irregular and waits of up to a week or more are sometimes faced. Ship size is in the 2500 to 10,000 ton range and speeds of 20 LY per day are normal.



ALLIANCE LINE

Another, supposedly, Private Line running out of Mephistopheles. It is actually owned by the Underground Alliance. It is also a tramp SpaceLine acting as a feeder to RMS and CI. Ship sizes range from 500 to 2500 tons and speeds of 25 LY are common.





SCALE: 1mm = 1LY

TANA'ONA'HIR - KORELLIAN POLICE

The Tana'ona'hir (Bringers of Vengeance and Just Retribution) are the combined Civil and Secret Police Force of the Korellian Imperium. The Ministry of Police (Ryllon'tand ona'hir) is, however, split into two sub-departments, each of which deals with a separate aspect of Imperial Law enforcement. The most important of the two is the Alon'ka-ryllon'hir taka (Interstellar Department of Just Murder) — the dreaded Secret Police of the Imperium; while the Civil Police, the Kla'ryllon'ona (Department of Honorable Vengeance) is the lesser in importance. Though these two departments are officially part of the same Ministry, there is, in reality, a great deal of mistrust and negative co-operation between the two; and this is at least partly caused by the fact that the Civil Police are mainly Ef Korell (lesser Korells - allies) with only a few Korellians (mostly those disgraced in other spheres) as a stiffener. In fact, one of the tasks of the Secret Police is to ensure that the El'Korell in the Civil Police do not get out of line (plot rebellion against the Imperium or some such thing).

KLA'RYLLON'ONA — The Colonial Police

This Department is the one that most ordinary subjects of the Korellian Imperium will have contact with. In function it is rather like the IPA of the UFP, being responsible for apprehending those persons either stupid enough or unlucky enough to have broken Imperial law (as opposed to planetary laws). In this respect, it is more civilian in character than any other Imperial organization. Since it is thus more concerned with civil crimes than with possible treason against the realm, many of the operatives are non-Korellians (though they must be Ef Korrell) — and, due to this, the ranks of the Police are more civilian in character as well. In order to explain the functions of the Colonial Police (as they are referred to by the humans of the CSA - commonly abbreviated to CoPos) more fully, it is necessary to take into account the system of Imperial Laws and Edicts that they are bound to enforce. Basically, the Korellian Imperium does not concern itself with the laws of its individual subject planets. It allows the conquered and allied races to retain their own systems of justice (as long as such do not go against the body of Imperial law) with few modifications, all of which are aimed at ensuring the security and economic supremacy of the Korell

inhabitants of the Imperium, though the Imperium wisely reserves certain areas of law and law enforcement for itself and its Colonial Police. The broad areas which these Imperial regulations cover are:

Customs Control	Mass Civil Disturbances
Tax Evasion	Firearms Control
Evasion of Imperial Military Service	
Civilian StarPort Security	Immigration Control
Anti-Piracy Operations	Suppression of Rebellions*
Technology Restriction Laws	

*Even against planetary governments.

In effect, their functions are rather like those of the semi-legendary FBI of the old North American Union, rather than the equally little known CIA of the same political grouping on Old Terra (in effect, though, the Secret Police of the Imperium perform functions similar to those that are thought to have been performed by the CIA).

Because of the fact that the Colonial Police is primarily a civilian organization, the weaponry and equipment it is issued with is not of a first rate military standard. So, even though it is of a higher Tech Level standard than that generally available to civilian subjects of the Korellian Imperium, it is not anywhere like being good enough to stand up to that issued to even the Imperial Auxiliaries for more than a short time. (No one in the Empire really feels that it is wise to put too much temptation into the hands of such a largely non-Korellian force, as the giving of high Tech equipment would.) Pre-requisites for enlistment are as for the IPA (SO, Vol. 1, page 27) with the added requisite that the applicant be of at least El'Korell stock (the CSA is not regarded as being of such — though the ceremony set for New Year's Day, 842 A.E., is intended to confer such status, mainly to increase the taxes and obligations on the CSA Sector).

Promotion in the Colonial Police is on a roll of 8+ on 2d6 to RL/3, and on a 9+ thereafter. Promotion beyond Rank Level 5 requires a Leadership of 10, and for each higher rank a +1 Leadership minimum is set.

Rank Grade	Rank	Translation	Copol Command	Copol Salary	
				Monthly	Annual
0	Ef Irinai	Sub Inspector	—	700	8400
1	Irinai	Inspector	—	800	9600
2	Ilar'Irinai	Superior Inspector	—	900	10,800
3	Ilar'Irinai'jom	Leader of Four Inspectors	—	1000	12,000
4	Ilar'Irinai'ule	Leader of Eight Inspectors	—	1100	13,200
5	Ilar'Irinai'j'apu	Leader of Sixteen Inspectors	Starfighter	1250	15,000
6	El Tara'Irinai	Sub-Prefect of Investigators	Scout	1500	18,000
7	Tara'Irinai	Prefect of Investigators	Escort	1750	21,000
8	Ila' Tara'Irinai	Over Prefect of Investigators	Corvette	2000	24,000
9	Elar'Tara'Irinai	Chief Prefect of Investigators	Destroyer	2750	33,000
10	Elar'Tara'ka'Irinai	Planetary Chief Prefect of Investigators	Fleet Destroyer	4000	48,000

There is no rank beyond rank grade 10. Command of the higher echelons of the Colonial Police is vested in officers of either the Korellian Imperial Armed Forces or the Korellian Imperial Secret Service.

Armament is normally stunner or tangle pistols in low threat environments. In high risk areas, normal sidearms are lasers - normally pistols or carbine versions. Riot control melee sidearms are normally paralysis rods - though CoPol officers (rank grade 6+) are issued with neuronics whips in some dangerous areas of the Empire. Standard armor is LBA/5 for most situations. If high risk work is being undertaken, CBA/3C is often issued.

BENEFITS

CoPol members receive standard retirement benefits as so far as severance pay, savings, and pension benefits are concerned. There is, however, one exception - Korellian members of CoPol are paid as if one rank higher than their actual rank (they are, after all, the Master Race) and they do not care who knows it. Material benefits received on retirement are: Personal Medikit, Wristwatch, Uniform (one complete ship's summer, winter, and combat uniforms), Com/PC/4, tangle pistol, paralysis rod, and officers also retain their minicomp Mk. 5. Astronauts retain their Vacuum Suits, Medical and Technical personnel retain their relevant tool kits. They also receive an Imperial License to own up to Tech Level 7 energy weapons (lasers).

ALON'KA'RYLLON'HIR TAKA - The Imperial Secret Police

The Imperial Government maintains this department to fulfill the functions of both BOSS and BRINT (in UFP terms), combining the worst excesses of both. The duty of the ISP is to maintain the security of the Realm against all threats, foreign and domestic and, since its powers are so broad, this makes it one of the most powerful and feared bodies in the Empire. To carry out these duties, the ISP recruits only operatives of pure Korell stock as such a vital task is not trusted to the lesser races of the Imperium. The ISP is run along the more usual military lines of all Korellian organizations - unlike the previously mentioned Colonial Police - with military ranks and organization. All ISP operatives are of officer rank, and as they are operating under an Imperial Directive, they outrank all other military and civilian officials of equal rank throughout the Empire. If they are operating under a special Imperial Warrant (as is usually the case on important missions) they outrank all Imperial officers who are not higher ranking members of the ISP. In order to more fully be able to ensure the security of the realm, they have the right to order the arrest and/or detention of any non-Korell without explanation for as long as is desired, with no appeal against such a decision being possible. Such arrests are reviewed on the death of the officer who ordered such an arrest. These arrests may also be made against a Korell, but at least four ISP officers must approve the detentions, and they are reviewed on a monthly basis (if the detained Korell desires, and has the re-

quisite influence, he may appeal to the Emperor for assistance). On top of this right to arbitrary arrest and/or imprisonment, the ISP also has the right of Administrative Execution - which is the right to execute any non-Korell on the spot without explanation or due process. Such actions must be justified to one's superiors in the ISP - though the word of a Korellian Officer is seldom questioned unless there is irrefutable evidence of misuse of power (usually given by a fellow officer). This right can be extended to use on a Korell, but only with the prior approval of four ISP officers, and with an automatic Court Martial afterward to determine the correctness of the action. The ISP also has the right to put to the question anyone suspected of having information of importance to the realm. This may take the form of the crudest physical torture, though more refined methods of torture, and reaching the ultimate in the use of the Mind Ripper Interrogation machine, can often leave the subject an almost mindless imbecile, permanently.

Ranks and promotions are as for the Imperial Armed Forces, though pay is 20% higher at all levels. Retirement benefits are similarly higher and retirement is only in the form of an extended period of inactive duty. Ex-ISP agents may be recalled to active duty at any time. ISP personnel gain material benefits of both BOSS and BRINT operatives (see *Space Opera*, Vol. I, p. 42).

UNDERGROUND ALLIANCE ORGANIZATION

The Underground Alliance (UA) is organized into two separate, though interconnected, parts - the Political Wing and the Military Wing. These two segments have different purposes and, therefore, it is not common for a Rebel to belong to both at the same time, nor is it common for them to be involved (except indirectly) in the business of the other side. Because of their different aims and objectives, the organization of the two wings is quite different - not only for security reasons, but also to ensure the optimal performance of their assigned roles. In furtherance of such optimization, each wing is further segmented into several sections of differing function.

The Political Wing is thus split into the Provisional Government Organization (PROVORG), the Propaganda & Disinformation Section (PROPDIS), and the Security Section (CONSEC). The Military Wing includes the Operational Forces (OPFOR), the Militia Forces or MILFOR, and the Intelligence & Assassination Section (INTELSEC). Each of the two wings and their constituent divisions will be dealt with in detail below:

1. ORGANIZATION: Both wings have similar organizations. Basically, the smallest unit is the Cell of 3-6 members (all civilians in the Political Wing; a Team or Section in the Military Wing). The Leader of such a Cell belongs to an OverCell consisting of 3-6 Cell Leaders, all of whom are known to each other only by code names (the rare meetings of the OverCell are conducted by secure Communications links or, if in person, they are conducted in such a way as to keep the identity of all members in maximum security). The Leaders of each OverCell also belong to an UpperCell (for which similar security precautions are in effect) and this procedure continues up to the very top. The idea of such an organizational setup is to ensure that the loss of a single member, no matter how highly placed, will result in minimal personnel losses.

2. THE POLITICAL WING: This is the UA's provisional civilian government for the CSA. The various sections of the Political Wing are all intended to become the Civil Governments of the various member planets of the CSA, as well as providing the framework for the Confederate Government.

a. PROVORG (Provisional Government Organization): This constitutes the largest, and in some ways, the most important, part of the Political Wing. It includes the key Administrators and political figures who will comprise the Civil Bureaucracy and the Civil Provisional Governments of the member planets and the Confederate Government itself.

b. PROPDIS (Propaganda & Disinformation Section): Before the rebellion, the task of this section is multifold - to reduce the morale of all Imperial occupation forces (both civil and military); to increase the morale of all CSA citizens, and to keep up a continuous stream of mis- and dis-information aimed at Imperial Officials (with the sole intention of deluding them into the belief that the CSA region is pacified and that any underground organization is

emasculated). To top this off, they have important duties related to Civil/Internal intelligence gathering and Internal Security functions (counter-intelligence) within the CSA. To further these aims, PROPDIS has been given the power to undertake Executive Action (i.e. Termination with Extreme Prejudice - or assassination) where they deem it appropriate (subject to Government review). On the initial success of the Rebellion, members of PropDis will form the nucleus of the CSA Ministry of Internal Security Services (MISS - the CSA version of BOSS).

Rank Level	MISS Rank
0	Cadet Junior
1	Junior Agent
2	Senior Agent
3	Junior Field Agent
4	Senior Field Agent
5	Chief of Field Agents
6	Assistant District Director
7	District Director
8	Assistant Planetary Co-ordinator
9	Planetary Co-ordinator
10	Assistant Sector Co-ordinator
11	Sector Co-ordinator
12	Assistant Co-ordinator, MISS
13	Chief Co-ordinator, MISS
14	Minister of Internal Security Services

Pay and all other benefits are per the BOSS Organization discussed in *Space Opera* (Vol I.).

c. CONSEC (Consolidated Security Section): The members of this organization are primarily drawn from among the ranks of the Imperial recruited and controlled, but Human comprised, Planetary Constabulary Organizations plus some Anacreon trained personnel with IPA type training. In the pre-Rebellion Underground Alliance, this section is mainly concerned with assisting the UA to avoid any run in with Imperial forces by making available advanced warning of any impending Imperial Security operations, as well as helping those UA personnel unfortunate enough to be actually captured by the Imperials to escape (either physically or permanently). Once the initial success of the Rebellion is assured, they will provide the nucleus for the CSA's Confederate Police Ministry or COPOL - a cross between the UFP Planetary and Interstellar Police organizations.

Rank Level	COPOL Rank
0	Probationary Constable
1	Constable
2	Senior Constable
3	Detective Constable
4	Sergeant
5	Detective Sergeant
6	Inspector
7	Detective Inspector
8	Chief Inspector
9	Detective Chief Inspector
10	Commissioner of Police
11	Commissioner of Detectives
12	Minister of Police (MOPOL)

All other data is as per the Interstellar Police Agency, *SO*, Vol. I, page 33.

3. THE MILITARY WING: This is intended to provide the armed forces and associated organizations for the CSA. The various sections are described below:

a. OPFOR (Operational Forces): These are, quite simply, the CSA's armed forces. More specifically, they are her off-planet (i.e. Anacreon) trained Regulars who will provide the initial trained and fully equipped cutting edge of the Rebellion. For a more detailed treatment, see the section on the CSA Armed Forces.

b. MILFOR (Militia Forces): These are the remainder of the CSA's armed forces. They are based on their home planets and, thus, much less well equipped (though not necessarily less well trained) than OPFOR. These will be upgraded and equipped on the initial success of the rebellion to bolster the fighting strength of the CSA military.

c. INTELSEC (Intelligence & Assassination Section): This is the Military Security and Intelligence section of the UA and it will become the Confederate Military Intelligence on the initial success of the Rebellion. In the meantime, its function is to penetrate the Imperial Armed Forces and gain as much militarily significant information for the UA as is possible (it might be noted that it was a CONMILINT coup which resulted in the CSA cracking the Imperial EW/ECM codes). Ranks are as for the CS Army. Other details are as for BRINT (see SO, Vol. I, Page 33).

Q SECTION

Since the Underground Alliance must operate under the very noses of the Korellian Security Services, the require the means to conceal that very existence from this inimical body. To do this, the UA has set up the Q Section, which is a subsidiary to both the PROPDIS AND CONSEC sections. Obviously, no amount of technology will solve the human element, but the job of Q Section is to ensure that this is minimized.

The Section is based on Anacreon and possesses extensive research, testing and manufacturing facilities to further its aims and the security of the UA (and by extension, the CSA to be). It is thus the task of the Q Section to provide the various mundane items necessary to ensure the security of the day-to-day operations of the UA - as well as the specialized Dirty Tricks required by the elite CounterSecurity, Sabotage and Assassination units of PROPDIS and CONSEC. In this section, some of both the mundane and elite items available to the UA are listed. Note that the prices are theoretical as they are not for sale before the Rebellion.

IR MINI-LENSES: All notes applying generally to IR Visors apply here; the difference is that these mini-lenses are wholly concealed in a pair of normal looking spectacles (the electronics being on PC Chips in the frame), which are less likely to cause suspicion than are the much bulkier standard units. The specs for this item are as follows:
Mass = 50g. Tech/9-10. Range = 25m. Power - Body Heat Thermocouple. Duration is indefinite. Cost = CR 2250. Breakdown 1/5.

IR PENLIGHT PROJECTOR: This unit is intended to complement the Mini-Lenses, and, as above, all general notes applying to IR Projectors apply to it as well. However, this is a miniaturized version which comes in a casing that is the size of, and looks like, an ordinary penlight torch, and it can even be used to provide normal light to further this illusion. The following specs apply: Mass = 50g. Tech/9-10. Range = 50m. Power is 1 SEC. Duration = 6 hours. Cost is CR1500. Breakdown is 1/5.

ELECTRO-MONOCULARS: This is a single lens versions of the electrobinoculars described in *Space Opera*. They are miniaturized to fit into either a penlight torch case (model 1) or a pen case (model 2). The specs on each are detailed below:

	Model 1	Model 2
Mass	50g.	20g.
Tech Level	8+	9+
Maximum Range	500 Km.	250 Km.
Magnification	x 25	x 12
Power	1 SEC	1 SEC
Duration	10 hours	10 hours
Cost (CR)	1750	2250
Breakdown	1/4	1/5

COM/PC - 7A: This communicator is a stripped down version of the standard Mk. 7 model Personal communicator and it can be emplaced in any object about the size of a digital watch, as it is entirely constructed using IC circuitry. Needless to say, the lack of a proper arial has a negative effect on the range, so the Q Section normally provides a three meter roll out arial internally - of extremely fine, but very thin, wire. Similarly, there is provision made for the unit to be plugged in to ordinary domestic power outlets to eliminate battery power drain (if the arial is not being used, the below ranges are reduced to one fifth). The unit comes with an integral voice-coded scrambler (i.e. the operator simply speaks in the relevant scrambler code, and the circuitry does the rest). Specs for this item are detailed below:

Mass = 12.5-25g. Tech/10. 10 channels. 2 subspace channels. Range = 25 km. Subspace range = 10,000 km. Powercell is 1 SEC. Breakdown is 2/4. Cost = CR2000.

PC/LC (LASERCOM): This is a microminiaturized version of the Laser Tightbeam Communicator in the form of two relatively innocent models - a pen which conceals the laser element (no good for use as a weapon) and a specially modified MiniComp/7. The Pen/Laser mounts on the Mini/C (which itself must be mounted on a solid, preferably non-moving, surface) and the Mini/C is then set with co-ordinates of the unit to be communicated with - and points the Pen/Laser in the correct direction. The control program in the Mini/C is a special ROM Chip which effectively takes up 1 DPU of each Memory and CPU. The specs for this unit are as follows: Tech/9-10. Mass = 50g (Pen) or 250g (Mini/C). Range = Line of Sight. Powercell = Mini/CBBreakdown is 2/6. Cost is CR8500 (including the Mini/C).

SCOUTSUIT: This is simply the UA version of the sneaksuit, but designed specifically to fool Korellian sensors (the code for which the UA has broken); thus, the chance of the wearer being spotted by such sensors is -50%, and manually sighted fire is still the -20% for a standard suit; sensor directed fire is, however, -75%. Other data is as per a sneaksuit, except that cost is CR 25,000.

TDX: This is a special type of explosive developed by Q Section. It is a form of plastique (plastic explosive) and has all the basic characteristics of that form - pliability, safety (it can only be set off by a detonator and will not even explode if set alight), and stability over long periods of time. However, TDX has one unique property that makes it exceptionally useful in UA work - the atoms of the explosive are gravitationally aligned - which is to say, when the TDX explodes, it explodes in a plane horizontal to the strongest nearby gravitational field. It is thus, effectively, an explosive knife - with all the special advantages in demolitions and casualty infliction that such an ability implies. To represent these important factors, the following modifications to the warhead rules in *Ground & Air Equipment* must be made: TDX warheads are treated as warheads of one class higher for DH/KZ/CZ radii, and of two classes higher for Casualty Factors/DM and for Vehicle Damage Factors/DMs (all TDX rounds are, of course, HE types). Cost is 150% of similarly sized standard warheads.

Note that TDX, and, indeed, conventional plastiques are often disguised by Q Section as quite innocent items (tennis balls, ashtrays, putty, toothbrushes, plastic appliance cases, etc).

TRIPHIB CAR: This is a seemingly standard model ground car (available in either two or four door versions), however, it has several unique features concealed beneath the innocuous bodywork:

A. The doorlocks are set so that they form, when (and only when) the correct key is inserted, a thumbprint and heatscan sensor; if the thumbprints do not match up with those stored in the vehicle memory banks, then any attempt to actually open (not unlock) the doors will cause it to explode as an F HE warhead. Similarly, even if the prints match up with a set on file, but do not have the correct body heat signature (i.e. whoever is opening the car is using a photoprint of the thumbprint to fool the sensor), then the vehicle will also explode when an attempt is made to open the doors. Finally, if any attempt is made to forcibly enter the car, it will self-destruct.

B. The vehicle has AFV level armor all around, and an AGF-4 (Anti-Grav Floater) to negate the deleterious effects this extra weight would normally have on the performance of the vehicle.

C. With all windows shut and doors locked, the vehicle can provide Life Support facilities for up to 48 man hours.

D. Vehicle power is provided by an FRU (Fusion Reaction Unit).

E. Up to 25 kg. of personal equipment may be concealed in the passenger compartment of the car; apart from this, the two door version has a cargo capacity of 250 kg., while the four door version has a cargo capacity of 500 kg.

F. The front windscreen (or windshield) is specially treated and contains the necessary MicroChip circuitry to act as either an infra-red visor or a Night Visor, whichever is desired, at the flip of a switch. The headlights are combined visible and IR capable.

G. The vehicle is equipped with a concealed COM/VC-7, which has an ECM/COM-S/3 scrambler and ECM/COM-D Decoder fitted. The vehicle also has an ECM/BUG-D Detector and ECM/BUG-J Jammer mounted internally.

H. Other ECM devices mounted integrally in the vehicle are: ECM/SS SensorScreen, ECM/SSS Sound Suppressor, ECM/RDF Radio Direction Finder, a combined ECM/BRJ-BRD Battle Radar Jammer/Detector, and an ECM/SSPA Sensor Scanner Powered Armor unit mounted.

I. The color scheme of the vehicle is actually microchip controlled - giving the ability to change color completely by making a few simple adjustments on the internal controls - and also giving it the sensor defeating capabilities of a sneaksuit.

J. The vehicle is equipped with an Inertial Map Locator unit linked into an AutoPilot device, allowing the whole vehicle to be run on Automatic - and this is also linked into the ECM/ACR Aircraft Combat Radar that the vehicle mounts.

K. Mounted in concealed bays behind the headlamps are two Blast LMGs; under the hood are two Light PMLs, each with a clip of 3 SAH missiles; and finally, just behind the rear window is a Y-Rack PAPA Grenade Launcher, with a clip of 20 G HE Grenades.

L. The actual motive power for the vehicle is provided by GravSled engines, enabling it to operate on the ground (where it tunes its Anti-Grav compensators so that the wheels have purchase and can be used for steering), underwater (where the GravSled Drives act as SUB/I propulsion), and in the air (where they act as double speed GravSled engines).

Vehicle Type . . .Triphib Car	Tech Level . . .9-10+
Mass5t	Crew1 + 3
Cargo250-500 kg.	Travel Mode . . .GravSled
EngineFRU	RangeGravSled
Maintenance . . .5000 Km.	Breakdown % . . .2%/10 Km.
Time Maintain. .8 hours	Breakdown No. .2/5
Damage Cap.. .18	Rad. Shield . . .-6
ArmorAFV	Cost (CR) . . .250,000

ASSASSIN'S CROSSBOW: This weapon is a Q Section development of the archaic crossbow. The Q version is constructed out of either light metal and/or plastic and is normally carried in a disassembled form, with the individual parts being disguised as various Innocuous items to reduce both weight and detectability. The bow is provided with an electrically powered automatic recocking device and a special box magazine containing six bolts. Both of these refinements improve its rate of fire greatly. To increase accuracy, the bow is normally equipped with a scopesight. The basic stats for this weapon are: Cost = 750 credits, Length = 850 mm, Mass = 1000g, ROF is 1.

However, it is not the crossbow itself that is worthy of note, but the special ammunition it uses:

A. **BloodBolts** are the perfect assassin round as the bolt consists of frozen blood (matched with that of the intended victim, if possible). When the round hits its target, it shatters, causing a nasty wound and melting almost immediately in the victim's own hot blood. Unless the blood was not matched to that of the intended victim, there is an almost nil chance of detection. Even if the blood was not of the correct group, then it would require a very thoughtful CrimeTech to look for the projectile within the bloodstream of the victim.

B. **RAM Bolts** are Rocket Assisted Missiles and are treated as having the range and damage equal to a Cone Rifle round (the crossbow launches them and the rocket engines then take over).

C. **HE/FRAG Bolts:** The whole missile is constructed of hardened TDX or plastique, with a serrated wire wraparound for enhanced anti-personnel effect. Treat the bolt as being a G warhead.

D. **Aerosol:** Delivers ten Drug/Poison doses in aerosol (cloud) form and has a burst radius of two meters.

Note that these are only the most common of the specialist rounds available for the crossbow.

CONFEDERATE SYSTEMS ALLIANCE MILITARY

Since the CSA army has no traditional background on which to base its organization or rank system (other than the hated Korellian Imperium, or the scarcely remembered pre-Federation pure-Earth regime of Terra), it has created one uniquely its own, for the most part, though it has utilized some loans from various Old Terran armies with which the various member states have some cultural and historical affinity. The way in which the CSA is organized is very unusual. To coin a phrase, everybody fights. That is, the CSA's logistical and maintenance tail is fairly limited as such, as it is as much as possibly distributed among the fighting units it is intended to serve. Thus, a typical CSA unit tends to be more self-contained and self-sufficient than an equivalent Imperial or Terran unit - both of the latter depending on support from higher echelon bodies for anything but the most basic of repairs.

At the beginning of the rebellion, the great majority of the arms that are available (as personal weapons) to the Rebels are Tech/7 laser types - mainly due to the difficulty of acquiring the vital raw materials to make blasters without raising the suspicions of the Korellian Secret Police. Lasers are much easier to produce on the sly, and are far better than the projectile weapons that are all the Imperium allows its subject races to possess. Not only has there been a difficulty in producing high-tech small arms, but even the production of heavy equipment (such as combat vehicles) has been hampered by the fact that they have all had to be designed and produced in secret, from scratch. Thus, these high-tech models are also initially in short supply. To alleviate this problem, the CSA has been producing otherwise obsolete Imperial designs to fill the gap - though these are, of course, uprated and improved in the CSA factories on Anacreon.

Over the past several generations the CSA has been slowly building and stockpiling the materials and equipment needed to mount not only the initial rebellion, but also to rapidly produce the equipment needed to feed the war machine that will maintain their independence from the Korellian Imperium. One of the major problems that has faced the planners is the fact that it would be much too dangerous to stockpile the high-tech weapons they are producing near the colonial worlds. Discovery of these could blow the whole operation. Therefore, the equipment stockpiled on the colony worlds is of a relatively low tech nature, though the first wave of Assault Transports of the Rebel StarForces to land on each planet will be carrying as much of the limited numbers of high-tech equipped troops as they are able - to supplement the low-tech equipped planetary forces.

Note that although the actual weapons of the CSA forces are initially of a low technological level, the electronics supporting these weapons (and the electronic warfare and ECM equipment which back up the CSA units) are equal to (and, in fact, better than) the majority of the same sort of equipment issued to Korellian Imperial Forces. The reasons for this are two fold: superior overall skill of the workers in the Caledonian Cybernetics workshops, as well as the fact that the CSA Intelligence services have managed to crack all the secret ECM/EW codes built into Imperial equipment, and have done so in such a manner as to leave no evidence that they have done so. As time goes on, this benefit will no doubt be countered to some extent by the Imperium, yet the Korellians are in for some nasty shocks.

CSA ARMED FORCES RANKS

These differ to a fairly great degree from those used by the UFP or any of the predecessors the CSA Planets had experience with before their isolation from the mainstream of Terran civilization. They also differ from those used by the hated Korellian Imperial Forces. The CS Army ranks, and their Terran equivalents are listed below. Note that as with UFP and Imperial units, the CSA Planetary Defense Forces combine the functions of ground, air and water borne forces in the one body.

CSA Ranks	Rank Grade	Terran Equivalent	Terran Rank
Trooper	0	—	Private
Lancer (Team)	1	—	PFC
Sectioner (Section)	2	Section	Corporal
Sergeant (Squad)	3	Squad	Sergeant
Senior Sergeant (Squad/Troop)	4	Platoon	Staff Sergeant
Junior Groupman (Troop)	5	Platoon	Lieutenant/2
Senior Groupman (Troop/Group)	6	Company/Platoon	Lieutenant/1
Commandant (Group/Force)	7	Company	Captain
Commandant, Senior Grade (Force)	8	Battalion	Major
Field Commander (Combat Group)	9	Regiment	Colonel
Senior Field Commander (Independent Combat Group)	10	Brigade	Brigadier
Battle Operator (Field Force)	11	Division	General
Vice Marshall (Field Force Group)	12	Corps	Field Marshall
Marshall (Army)	13	Planetary Forces	Planetary Marshall
Over Marshall (CinC)	14		

Pay Rates are as for the equivalent ranks in UFP service. Also, characters with previous military experience gain an automatic commission (Rank Grade 5, Junior Groupman) on a 6+ on 2d.6 - with a +1 modifier for each IQ point over 11 if they are not already of officer rank. Officers gain a promotion of one Rank Grade (but not to Rank Levels 12-14) on a roll of 6+ with a modifier of +1 for each IQ point over 14. This applies for the Navy, Marines, and Commando forces as well.

CSN Ranks	Rank Grade	UFP Navy Rank
Spacer	0	StarTech/3
Senior Spacer	1	StarTech/2
Boatswain's Mate (Bosun)	2	StarTech/1
Petty Officer	3	Petty Officer
Chief Petty Officer	4	Chief P.O.
Sub-Lieutenant (Small Craft)	5	Ensign
Junior Lieutenant (StarFighter)	6	Lieutenant
Senior Lieutenant (Corvette)	7	Lt. Commander
Junior Captain (Destroyer)	8	Commander
Senior Captain (Light Cruiser)	9	Cruiser Captain
Pennant Captain (Cruiser)	10	Captain
Flag Captain (Heavy Cruiser)	11	Commodore
Rear Admiral (Task Force)	12	Admiral
Vice Admiral (Squadron)	13	Fleet Admiral
Admiral (Fleet)	14	Admiral General

CSM Ranks	Rank Grade	Terran Equivalent	Marine Rank
Drop Trooper	0	—	Trooper
Lancer (Team)	1	—	CAP Trooper
Sectioner (Section)	2	Section	Section Leader
Sergeant (Squad)	3	Squad	Sergeant
Senior Sergeant (Squad/Troop)	4	Platoon	Fleet Sergeant
Junior Lieutenant (Troop)	5	Platoon	Cadet
Lieutenant (Troop/Group)	6	Company	Lieutenant
Group Leader (Group)	7	Company	Captain
Force Leader (Force)	8	Battalion	Major
Combat Commander/2 (Combat Group)	9	Regiment	Colonel
Combat Commander/1 (Independent Combat Group)	10	Brigade	Brigadier
Assault Commander (Field Force)	11	Division	General
Vice Marshall (Field Force Group)	12	Corps	Fleet General
Sky Marshall (Army)	13	Marine Corps	Sky Marshall
Fleet Marshall (CinC)	14		

CSC Ranks	Rank Grade	Terran Equivalent	Commando Rank
Drop Trooper	0	—	Trooper
Lancer (Team)	1	—	CAP Trooper
Sectioner (Section)	2	Section	Section Leader
Junior Squad Leader (Squad)	3	Section	Senior Section Leader
Senior Squad Leader (Squad/Troop)	4	Platoon	Group Sergeant
Sub-Lieutenant (Troop)	5	Platoon	Group Leader
Over Lieutenant (Troop/Group)	6	Company	Troop Leader
Drop Commander (Force)	7	Company	Force Leader
Commander (Independent Comb. Grp.)	8	Battalion	Wing Leader
Senior Commander (Field Force)	9	Regiment	Commandant
Over Commander (Field Force)	10	Brigade	Strike Commander

Note that Commando organization in the CSA only goes up to Independent Combat Group (Regimental level). Commander (Senior) and Over Commander Ranks (Grades 9 and 10) are ICG commanders with the seniority to act in these capacities as well as command their own ICGs. Thus, three Commando ICGs form a Commando Field Force (on the rare occasions - mainly planetary assaults - that such are required) with the Senior Commander becoming Over Commander and being assisted in this role by the next senior as Senior Commander.

CSA UNIT ORGANIZATIONS

Given below are the TO & Es (Tables of Organization and Equipment) for the various CSA unit types, starting with the standard CSA equivalent of the battalion - the Force - which is also the building block of all higher level units.

ALL INFANTRY

Section: Junior Team = 3 men with 1 heavy rifle and 2 rifles. A Senior Team has 3 men with 1 LMG, 1 pistol and 2 rifles. The two teams make up the section of six men.

Squad: Two sections plus the addition of 1 MMG make up the squad of twelve men.

Troop: Three squads plus a Headquarters Section make up the Troop. The HQ Section includes six men armed with 5 carbines and 1 pistol who come equipped with two ATV Light Trucks.

Weapons Troop: Includes a Mortar Squad of 12 men with 2 carbines, 2 pistols, 8 rifles, 3 mortars, 3 ATV Medium Trucks, and 2 ATV Light Trucks. The PML Squad has twelve men with 2 carbines, 2 pistols, 8 rifles, 4 PMLs, and 6 ATV Light Trucks. The Scout Squad has 12 men with 12 PAPA C Suits, 12 Blast Rifles or 12 Dally Guns. In addition, there is a Headquarters section of six men with 5 carbines, 1 pistol and 2 ATV Light Trucks.

Infantry Group: Three infantry troops, one special weapons troop and a HQ Squad of 12 men with 2 pistols, 2 carbines, 8 rifles, 3 Light ATV trucks, and 1 Light ATV Ambulance.

Special Weapons Group: Includes one Mortar Troop of forty-two men with 7 pistols, 12 carbines, 24 rifles, 9 mortars, 12 Medium ATV Trucks, and 3 Light ATV Trucks. The Missile Troop has 42 men with 7 pistols, 12 carbines, 24 rifles, 12 PMLs, and 12 ATV Light Trucks. There is a Scout Troop of 42 men armed with 42 PAPA C Suits, and 42 blast rifles or dally guns. The Support Troop has 42 men with 7 pistols, 12 carbines, 24 rifles, 2 Mobile Workshops (2 ATV Heavy Trucks, 2 ATV Light Trucks, 1 Heavy Workshop (2 ATV Heavy Trucks), and 4 Medium ATV Trucks. Finally, there is an HQ Squad of 12 men armed with 2 pistols, 2 carbines, 8 rifles and 4 ATV Light Trucks.

Infantry Force: 3 Infantry Groups, 1 Special Weapons Group and a Headquarters Troop of 42 men with 7 pistols, 12 carbines, 24 rifles, and 10 ATV Light Trucks and 4 ATV Medium Trucks.

Notes on Armament: Initially, as has been mentioned, CSA forces are armed mainly with laser weapons. Thus, the weapons listed would be the appropriate type of lasers. Some units are armed initially (as more will be as time goes on) with blasters. In that case, the weapons would be the appropriate type of blasters. There is one major difference between laser and blaster armed units apart from the obvious one. This is in the armament used by their Scout units. The Scouts in laser armed units are armed with blasters, while in blaster armed units they are armed with dally guns.

Light Infantry Force

As above. The mortars in the Special Weapons Troop are Medium mortars, and in the Special Weapons Group they are Heavy Mortars. The PMLs in the SW Troop are Light, while in the SW Group they are medium. All troops wear CBA 4/C as well as their Sneaksuits.

Medium Infantry Group

As Light Infantry with the following exceptions: all wear CBA/7E and Jump Belts (Class A).

Heavy Infantry Force

The organization of Army and Marine Heavy Infantry units are identical. The difference between Heavy Infantry and Light or Medium Infantry is that all personnel wear PAPA. Those in Special Weapons units wear Scout C Suits, normal troops wear Marauder B suits, while the Scout units are Assault units wearing Assault A suits. Rifles are all dally guns, pistols are blast pistols (with everyone carrying one), carbines are blast rifles and the LMGs are Hand Scramblers, and the MMGs are Heavy Scramblers. All Trucks are Grav vehicles.

Jump Troop Force

Jump troops are always blaster armed and carry hand scramblers instead of LMGs and Heavy Scramblers instead of MMGs. Standard armor is CBA/7E (with exoskeleton giving it power assist) plus AAA

class Flying Belts.

Note that in both the Heavy Infantry and Jump units, PMLs are always medium in Special Weapons Troops and Heavy in Special Weapons Groups.

MECHANIZED AND ARMORED UNITS

Organization is the same as for infantry units, except for the following differences. Each medium infantry squad rides in a MICV attached directly from either the ICG or Field Force the Force belongs to. All heavy weapons are mounted on MICV chassis and all ATV Trucks become MICVs, converted at the following rates:

ATV Light Trucks Light Scout Vehicles
ATV Medium Trucks MICVs
ATV Heavy Trucks 2MICVs

A Mechanized Force consists of two Mechanized Infantry Groups, an Armored Group, and a Special Weapons Group. A Mechanized Group consists of two Mechanized Infantry Troops, an Armored Troop and a Special Weapons troop. An Armored Group consists of two Armored Troops, a Mechanized Troop, and a special Weapons Troop.

An Armored Force is organized in the direct reverse of the above as there are two Armored Groups and only one Mechanized Group.

Armored Troop: 3 squads of 12 men each with 4 AFVs, 12 pistols, 8 carbines and a Headquarters Section of 6 men with 2 HQ AFVs, six pistols and four carbines.

Armored Group: 2 Armored Troops, 1 Mechanized Troop, 1 Special Weapons Troop, and 1 HQ Squad of 12 men with 12 pistols, 8 carbines, 2 HQ AFVs, and 2 HQ MICVs.

Note that this means that a Mechanized Force has 58 AFVs, while a Armored Force has 80 AFVs.

ARMORED CAVALRY UNITS

The organization of the Mechanized Group and the Self-Propelled Weapons Group is as per that listed in the above sections. The organization of the Armored Cavalry Group is as follows:

Armored Cavalry Section: The senior team has three men with 3 pistols and three carbines and equipped with an MICV (FS). The junior team has three men with 1 LMG, 1 pistol, and 2 rifles.

Armored Cavalry Squad: Two ACAV Sections.

Armored Cavalry Troop: Three ACAV Squads plus a Headquarters Section of six men with 6 pistols, 5 carbines, 1 HQ AFV, and 1 HQ MICV.

Armored Cavalry Group: 3 armored cavalry troops, one self propelled special weapons troops and a HQ Squad of 12 men with 12 pistols, 10 carbines, 1 HQ AFVs and 2 HQ MICVs.

Note that all MICV and AFV crews are issued with CBA/4C, though few wear it into combat as they regard it as being too bulky.

SELF PROPELLED ARTILLERY FORCE

Artillery Section: The junior team operates 1 MICV Ammo Carrier, with 3 men, 1 pistol, and 3 carbines. The senior team operates 1 SP Artillery piece with 3 men, 1 pistol and 3 carbines.

Artillery Squad: This is made up of two Artillery Sections.

Artillery Troop: Three artillery squads plus a Headquarters Section of six men with 1 HQ MICV, 2 pistols, and 6 carbines.

Support Troop: Three support sections plus a HQ Section.

Artillery Group: Three artillery troops, 1 support troop, and a Headquarters Squad of 12 men with 2 MICV HQ, 4 pistols, and 6 carbines.

Artillery Force: Four artillery groups plus a Headquarters Troop of 42 men with 7 HQ MICVs, 2 LSVs, 14 pistols, and 42 carbines.

All troops in artillery units are issued with CBA/4C armor, though they do not usually wear it while serving their guns (despite frequent orders to the effect that they should) as they claim it is too hot.

A Note on Confederate Artillery: The CSA uses a most unusual principle for its artillery pieces. Each piece is actually a Gatling arrangement of six tubes around a central, motorized, stem. When in operation, such a weapon can fire at the rate of 60 rounds per minute. Thus, when determining the value of CSA artillery, multiply each single artillery piece by a factor of 30. Since this means that the CSA Artillery Group is the equivalent of 540 artillery pieces, and a CSA Artillery Force is the equivalent of 2160 pieces, it means that Imperial ECM and Calliopes are badly overloaded by the sheer volume of the fire (after all, a CSA Group fires off 1080 RPM, and a Force fires 4320 RPM). To ensure that the effectiveness of Imperial sensors and calliopes is still further reduced, the individual shells are both semi-sensor shielded and also partially shielded from the sensor fields by a thin layer of a gold/irridium alloy - an expensive process only made

feasible by the UA's access to the (so far) hidden (from the Imperium) coretap on Belphegor. This process makes the CSA shells survivable to a much greater degree than would be expected and, coupled with the high rate of fire they can turn out, it means that they are usable in such a high tech environment (which gives the CSA an advantage over the Korellians who use only line-of-sight blaster type artillery).

CSA ARMORED VEHICLES

The CSA has a range of relatively advanced armored vehicles available to it right from the start of the Rebellion - all being home produced (mostly on Anacreon) to indigenous designs. On top of these, they also have large numbers of pirated versions of Imperial Armored vehicles available, most of which are uprated local conversions of obsolete Imperial designs, and which have been produced in small, secret, factories all over the CSA. Both types are listed here.

Nationality	CSA	CSA	CSA	CSA	CSA	CSA	IMP	IMP	IMP	IMP
AFV Type	MBU(T)	MBU(H)	CRU(H)	MICV	MICV/FS	LSV	MBU(T)	CRU(T)	MICV	Scout
Code Name	Jove	Mercury	Dixie	Hyades	Cerberus	Pegasus	Bear	Hind	Hare	Cheetah
Tech Level	10	10	10	10	10	10	7-8	7-8	7-8	7-8
Mass	50t	25t	25t	20t	25t	10t	50t	20t	15t	15t
Crew	3	3	3	2 + 12	3 + 12	3	4	4	2 + 20	3
Travel Mode	T	H/G	H/G	H/G/T	H/G/T	H/G/T	T	T	T	T
Range	2000Km.	2500Km.	2500Km.	2500Km.	2500Km.	3000Km.	1000Km.	1000Km.	1000Km.	1000Km.
EW/ECM	10(15)	10(15)	10(15)	6(11)	8(13)	8(13)	5	5	3	4
HUD Target.	+15%	+15%	+15%	+10%	+10%	+10%	+5%	+5%	—	—
Damage Cap.	25	20	15	15	15	10	20	16	12	10
Rad. Shield	-10	-8	-7	-5	-6	-5	-6	-5	-5	-5
BattleScreens	+2	+3	+2	Std.	Std.	Std.	Std.	—	—	—
Armor, Front	+5	+4	+3	AFV	+1	AFV	+4	+2	AFV	AFV
Armor, Side	+4	+4	+3	AFV	+1	AFV	+3	+2	AFV	AFV
Armor, Top	+1	+1	AFV	AFV	+1	AFV	+1	AFV	A	A
Turret, Front	+5	+4	+3	AFV	+1	AFV	+5	+3	AFV	AFV
Turret, Side	+4	+4	+3	AFV	+1	AFV	+3	+2	AFV	AFV
Turret, Top	+1	+1	AFV	AFV	+1	AFV	+1	AFV	A	A
Turret, Guns	Blast*125 Blast MMG	Blast*125 Blast MMG	Blast*75 Blast MMG	2 Blast HMG —	2 Blast HMG PML D	2 Blast HMG PML E	Gauss D or LSR*50 20mm InfR	Gauss E or LSR*20 20mm InfR	20mm InfR Gauss F	—
Cupola	2 Blast HMG PML D	Blast MMG PML D	Blast MMG PML D	— —	— —	— —	— —	— —	— —	— —
Cost (MCR)	0.8	0.55	0.45	0.095	0.2	0.1	0.25	0.2	0.7	0.4

CSA AIR UNIT ORGANIZATION

CSA air units are organized along the same lines as CSA ground units. Typically they have three active elements to one maintenance element.

Transport Helicopter Group (Force)

A Transport Helicopter Group consists of two medium and two heavy Helo Wings (Groups) - each of these in turn consisting of three Helo and one maintenance squadrons (troops) each. Organization is as follows.

Helicopter Flight (Squad): 4 Transport Helicopters, 12 men with 12 pistols.

Helicopter Squadron (Troop): 3 Flights plus a HQ Section of six men with 6 pistols and 2 HQ Helicopters.

Maintenance Squadron (Troop): 3 Maintenance Flights (each of 12 men with 12 pistols, 2 workshop MICVs, and 2 ATV Light Trucks), plus a Headquarters Section of six men with 6 pistols and 2 HQ Helicopters.

Helicopter Wing (Group): 3 Helicopter Squadrons, 1 Maintenance Squadron, plus a HQ Squad of 12 men, 12 pistols, 2 HQ Helicopters, and 2 HQ MICVs.

Helicopter Group (Force): 4 Helicopter Wings plus a Headquarters Troop (as a Maintenance Squadron).

ATTACK HELICOPTER GROUP (FORCE)

Attack Helicopter Units are organized along the same lines as Transport Helicopter Units, with the major difference being that Attack Helicopters require only a crew of two, rather than three as do the Transport Helicopters. Thus, the following differences in the number of helicopters in the given levels of the unit apply (all other data is unchanged from the Transport Units).

Attack Flight 6 Attack Helicopters
Attack Squadron 18 Attack Helicopters
Attack Wing 54 Attack Helicopters
Attack Group 216 Attack Helicopters

AEROSPACE SUPERIORITY WING

The CSA Aerospace Superiority Wing is similarly organized to the Helicopter Wings, except for the fact that the ASP Fighters require only one crew, and GSP (Ground Support) Fighter Bombers require only two (like attack helicopters). This means that the number of GSP aircraft in a given level of unit is identical to the number of attack helicopters found in the same level unit of an Attack Helicopter Group. As for ASP Fighters, the following numbers of aircraft will be found in each unit:

ASP Flight 12 ASP Fighters
ASP Squadron 36 ASP Fighters
ASP Wing 108 ASP Fighters
ASP Group 432 ASP Fighters

Bomber Units have the same number of aircraft as do GSP Air Units.

CSA AEROSPACE UNITS

The CSA has a range of advanced aerospace combat craft, as well as the more standard non-combat and transport craft, available to it right from the beginning of the campaign. All are indigenous designs, with the two transport helicopters being slightly modified civilian designs. All of them are dealt with in more detail below.

Nationality	CSA	CSA	CSA	CSA	CSA	CSA
Code Name	Blazer	Thunderbolt	Zeus	Gryphon	Roc	Eagle
Type	ASP Fighter	GSP Fighter	Bomber	Medium Helo	Heavy Helo	Attack Helo
Crew	1	1-2	2-3	2 + 24	3 + 60	1-2
Mass	10t	12t	20t	10t	50t	10t
Cargo	—	—	—	15t	50t	—
PowerPlant	2 TGV	2 TGV	4 TGV	2 TBO	4 TBO	2 TBO
Speed	7500 KmH	6000 KmH	5000 KmH	900 KmH	600 KmH	1200 KmH
Ceiling	H Suborbital	L Suborbital	L Suborbital	H Mdm.	L Mdm.	H Mdm.
Range	10,000 Km	12,000 Km	20,000 Km	2750 Km	2250 Km	2500 Km
Damage Cap.	8	8	10	10	12	12
Rad. Shield	-7	-7	-7	-6	-6	-6
Armor	AFV	AFV	AFV	AFV	AFV	AFV
EW/ECM	8(15)	8(15)	8(15)	8(15)	8(15)	8(15)
DogFighting	13	9	7	(6)	(4)	(6)
Weapons	x 6 Blast*20	x 4 Blast*20	x 2 Blast*20	—	—	x 4 Blast*20 x 2 Blast*50
Weapons, Turret	—	—	x 2 Blast*20	—	—	—
Ordnance	x6 AAM	x2 AAM	10t	—	—	10t
Cost (MCr)	2.75	2.5	2.0	0.5	0.75	1.0

Note that the bracketed EW/ECM rating is vs. Korellian fighters, the first listing is for all other purposes.

CSA NAVAL UNIT ORGANIZATION

CSA Naval units are organized along the same lines as all other CSA units — Land, Air, etc.

CSA NAVAL FORCE

A CSA Naval force consists of:

HoverDestroyer Squadron (Group): consists of four Groups (Troops) each of three combat and one command HoverDestroyer, plus a Command HoverDestroyer as a Squadron HQ vessel. It consists of 12 HoverDestroyers and 5 HQ HoverDestroyers.

HoverCruiser Squadron (Group): is organized as a HoverDestroyer Squadron, but with HoverCruisers and Command HoverCruisers. It thus consists of 12 HoverCruisers and five Command HoverCruisers.

Attack Submarine Squadron (Group): consists of four groups (Troops) of seven attack submarines each, plus a Squadron HQ of two attack submarines. This gives a total force of thirty attack submarines in the squadron.

Assault Transport Squadron (Group): consists of four Groups (Troops) of seven Assault Transports each, plus a Squadron HQ of 2 Assault Transports for a squadron total of 30 vessels.

HQ Group (Troop): consists of three HoverDestroyers and a command HoverCruiser.

CSA NAVAL COMBAT GROUP

A CSA Naval Combat Group consists of four Naval Forces (with the senior Commander commanding both his own force and the combat group).

CSA NAVAL FIELD FORCE

A CSA Naval Field Force (Fleet) is made up of four Naval Combat Groups and is commanded by the senior Combat Group Commander.

CSA NAVAL UNITS

Unlike the Imperial Forces, who are, to say the least, the worst seafarers ever, the CSA has not ignored the potential benefits of seapower. This is especially true on those worlds in the CSA where there is a large hydrosphere. Not only has it proved easy for the UA to prepare special naval designs based on supposedly commercial models, but it has a great pool of recruits who are expert shipbuilders, and who would like nothing better than to give the Imperials a bloody nose, especially if they can do it on a terrain where they can really trounce them.

Nationality	CSA	CSA	CSA	CSA	CSA	CSA
Code Name	Dolphin	Porpoise	White Pointer	Barracuda	Blue Whale	Orca
Type	HoverDestroyer	HQ HoverDestroyer	HoverCruiser	HQ HoverCruiser	Assault Transport	Attack Sub
Crew	10	12	10	12	6	6
Mass	50t	50t	100t	100t	100t	100t
Cargo	—	—	—	—	100t or 50t + 100 troops	—
Travel Mode	GEM	GEM	GEM	GEM	GEM	Sub 2/GEM
Engines	FRU	FRU	FRU	FRU	FRU	FRU
Range	7500 Km	7500 Km	10,000 Km	10,000 Km	7500 Km	10,000 Km
Maintenance	15,000 Km	15,000 Km	20,000 Km	20,000 Km	15,000 Km	20,000 Km
Breakdown %	+2%/50 Km	+2%/50 Km	+2%/100 Km	+2%/100 Km	+2%/50 Km	+2%/100 Km
Time Maintain	5 hrs.	6 hrs.	5 hrs.	6 hrs.	5 hrs.	24 hrs.
Breakdown No.	1/4	1/5	1/4	1/5	1/4	1/5
Damage Cap.	30	30	40	40	30	25
Rad. Shield	-8	-7	-9	-8	-6	-9
Armor	+2	+2	+4	+4	+1	+2
BattleScreens	+2	+2	+3	+3	+1	+2
Weapons	1 x 2 Blast*100 4 x 2 Blast*50	1 x 2 Blast*100 2 x 2 Blast*50	1 x 4 Blast*125 4 x 4 Blast*75	1 x 4 Blast*125 2 x 4 Blast*75	1 x 2 Blast*50 2 Hvy. PML (D)	2 x 2 Blast*50 6 Hvy. Artillery
Missile Launcher	4 Hvy PML (D)	2 Hvy PML (D)	8 Hvy PML (D)	4 Hvy PML (D)	—	—
EW/ECM	10(15)	12(17)	10(15)	12(17)	8(13)	12(17)
Cost (MCr)	1.2	1.5	3.75	4.0	0.75	5.0

WALKER-WARBOT ARMOR

DEVELOPMENT & HISTORY: Prior to the abortive risings of 708 AE (2653 AD), the various resistance groups throughout what is now the CSA region found that they were extremely hard pressed to obtain adequate quantities of armored vehicles and, to a lesser extent, powered armor.

Because they realized that their forces would lack punch if they could not find some way of getting around or rectifying this grave deficiency, they investigated several possible alternatives, none of which proved both satisfactory or feasible. Then, a group of stevedores approached the MRV (Mephistophelean Revolutionary Volunteers) and proposed conversion of the General Nucleonics IIIa Cargo Handler/Walker for use as an armored vehicle. Because this proposal made the acquisition of armor quite easy — the walker was in widespread use at StarPorts, harbors, and major cargo handling facilities throughout the sector — it was given a detailed investigation by the MRV. The upshot of the results were that the unit was quite suitable, with some modifications; but the major selling point was the widespread availability of the unit, and the ease with which large numbers could be acquired under the very noses of the Korellian Secret Police. After all, the Walkers were civilian vehicles.

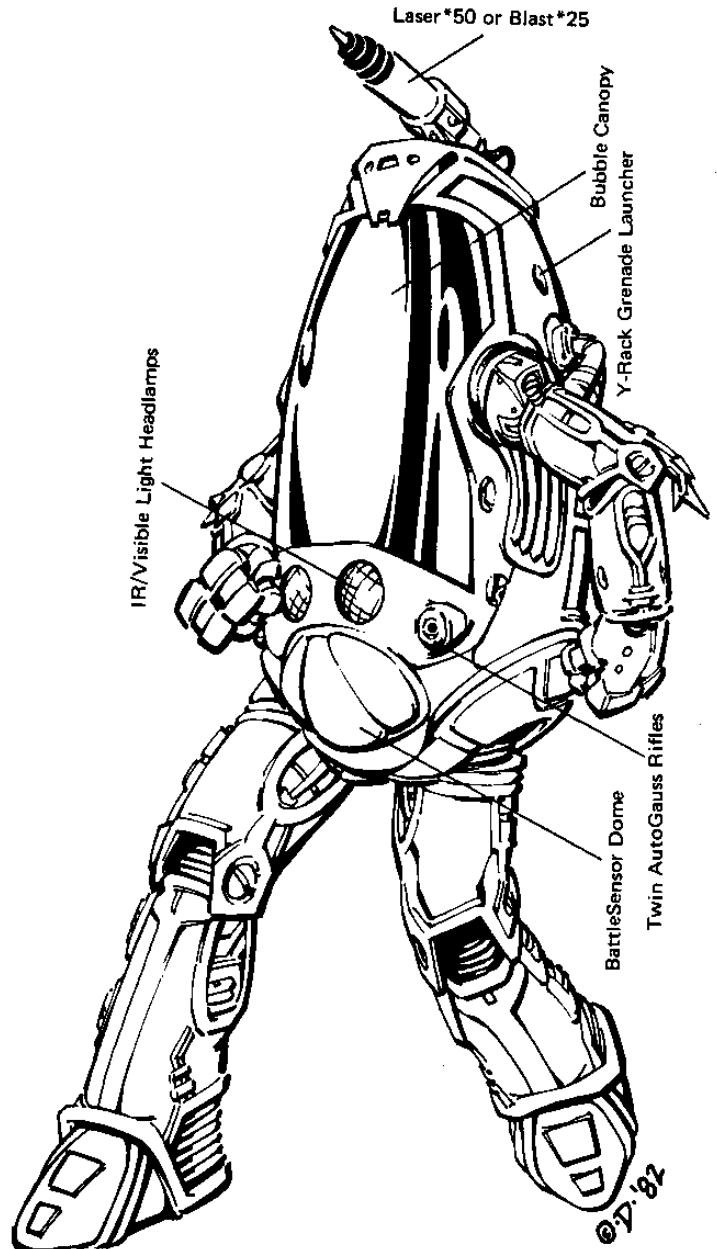
The modifications required to turn the cargo handler into a combat vehicle included a top mounted (exposed) Laser*50 or Blast*20 cannon and, internally mounted, twin AutoGauss rifles, a Y Rack Grenade Launcher, Battlensensors, extra armor around the operator's harness, and basic BattleScreens. All in all, these modifications were remarkably effective when installed, though there were operational problems. These problems were mainly the result of the civilian origins of the Walker such as the large, open windscreen which was always a weak point. Similarly, the exposed main weapon and electro-hydraulic limb joint actuators were prone to suffer damage too easily for comfort under battle conditions. These defects gained the Walker its affectionate nickname (later officially adopted) of Damnthings.

During the initial stages of the rebellion, Walker/Armor units were instrumental in the defeat of the occupation forces of the Korellian Imperium — even making mincemeat of elite pure Korell units in several battles. The best known of these was the action of the 232nd (Provisional) Armored Regiment against the Elite 17871st Heavy Infantry Bn. (attached as the Sector Governor's Guard) at Josephine StarPort, Josephine, Baphomet. The 232nd, which caught the 17871st Bn. unsupported, was able to inflict 90% casualties in a three day battle, while suffering minimal (20%) losses themselves, despite a chronic lack of artillery support available to them. Again, during the reconquest of the Sector, the Walker/Warbot (as they were coming to be known by the Korellians, who preferred to claim that their troops were impossible to defeat, or at least impossible for humanoids to defeat) units on the various rebel planets again distinguished themselves. This was especially true in the following battles: 1st Marckmont (Malebolge), New Kyoto (Rimmon), Suncheild (Lilith), and Two Peaks Valley (Hoth), where they roughly handled more pure Korell units, only being overwhelmed by the superior numbers and firepower of the Imperial forces.

With the final collapse of the 300 Days Rebellion (late in 708 AE), and the Korellian reprisals that followed, the Imperials took especial vengeance on those rebel troops who had been part of Walker/Warbot armored units, as well as those civilians (individuals and organizations) who had been involved in their construction, repair and conversion. This was, of course, mainly in retaliation for the embarrassing performance of the elite Heavy Infantry and Armored units of pure Korells who had been trashed by the rebel armored units. Despite this, the rebels had learnt a valuable lesson. Walker Armor was evidently much superior to Heavy Infantry units — and could be said to be on an equal footing with armor units — keeping in mind the defects resulting from the civilian origins of the Damnthings. Thus, in the year following 708, the Underground Alliance undertook several studies to determine the reasons for the effectiveness of the Walker units in the 300 Days rebellion. The conclusions of these studies were all in agreement:

1. The units carried heavier weaponry than the Heavy Infantry units, giving them an advantage that outweighed HI ContraGrav derived maneuverability.

2. They were, due to their humanoid locomotion and manipulative appendages, more maneuverable than true armored units, especially in those environments where armor traditionally fares poorly (urban built up areas, wooded/forested areas, rough terrain, etc.).



The investigatory studies concluded that Walker type armored units, if purposely designed as fighting vehicles, were more than a match for most conventional military units; the only drawback being their relatively high per-unit cost. Even so, the CSA/UA decided to go ahead with the production of several styles of purpose designed Walker/Warbot Armored units, mainly because they were easier to conceal on otherwise Korellian controlled worlds than conventional armor.

WALKER/WARBOT UNIT ORGANIZATION

Section: Six men, six warbots, six blast pistols.

Squad: Composed of two sections for a total of twelve men, twelve warbots, and twelve blast pistols.

Troop: Composed of three squads plus a Headquarters Section of six men with blast pistols, six warbots, and one Blue Whale Assault Transport.

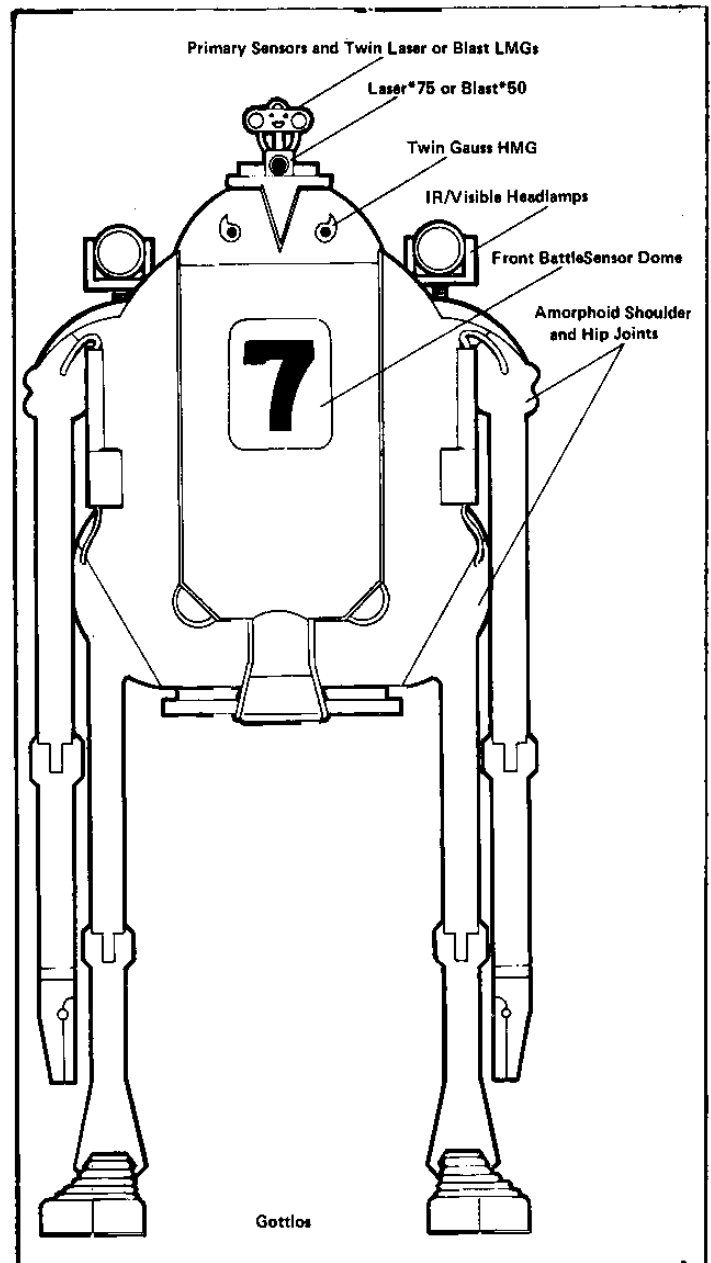
Group: Consists of 2 Warbot Troops, 1 ACAV troop, 1 Self-Propelled Weapons Troop and a Headquarters Squad of twelve men with blast pistols, 12 warbots and 2 Blue Whale Transports.

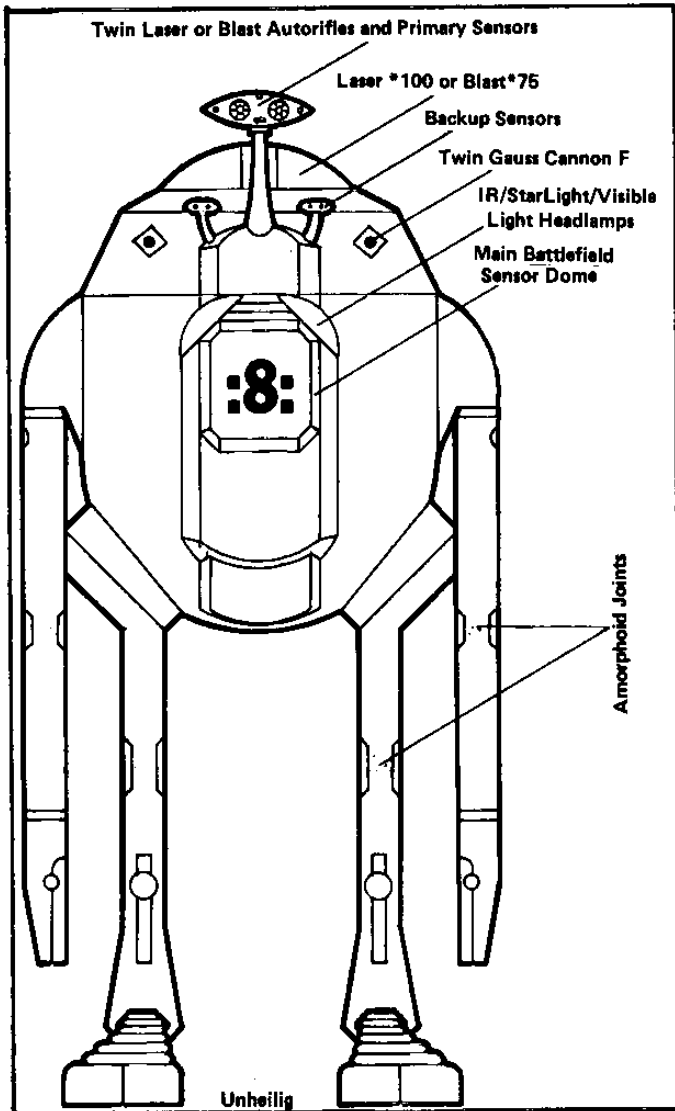
Force: This consists of three Warbot Groups, 1 Heavy Infantry Special Weapons Group, and a Headquarters Troop of 42 men with blast pistols, 42 warbots, and seven Blue Whale Transports.

DATA: Warbot G.N. Gottlos

Nationality	CSA
AFV Type	Warbot
Code Name	GOTTLOS
Tech Level	7-8
Mass	8 tons
Travel Mode	Walker I
Range	5000 km
EW/ECM	10 (15)
HUD Targeting	+10%
Damage Capacity	15
Rad. Shield	-6
BattleScreens	+1
BattleArmor	+1
Armament	Laser*75 or Blast*50, etc.

Cost	MCR 1 (Tech Level 8)
Cost	MCR 2 (Tech Level 7)



**DATA: Warbot G.N. GRUELMECH**

Nationality CSA
 AFV Type Warbot
 Code Name GRUELMECH
 Tech Level 9-10
 Mass 10 tons
 Crew 1
 Travel Mode Grav
 Range 5000 km
 EW/ECM 12 (17)
 HUD Targeting +15%
 Damage Capacity 20
 Rad. Shield -10
 BattleScreens +3
 BattleArmor +3
 Armament Laser*125 or Blast*100, etc.

BattleRaft Data:

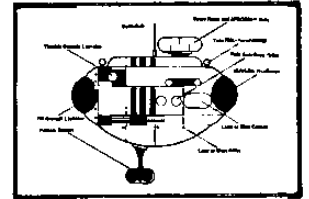
Nationality CSA
 AFV Type BattleRaft
 Code Name Devil
 Tech Level 9
 Mass 500 kg.
 Crew (1)
 Travel Mode Grav
 Range 5000 km
 EW/ECM 12 (17)
 HUD Targeting +12%
 Damage Capacity 15
 Rad. Shield -12
 BattleScreens +2
 BattleArmor +3
 Armament Laser or Blast HMG, 2 x Auto Gauss Rifles, 2 x Blast Rifles

DATA: Warbot G'N' UNHEILIG

Nationality CSA
 AFV Type Warbot
 Code Name UNHEILIG
 Tech Level 8-9
 Mass 8 tons
 Crew 1
 Travel Mode Walker II
 Range 5000 km
 EW/ECM 11 (16)*
 HUD Targeting +12%
 Damage Capacity 18
 Rad. Shield -8
 BattleScreens +2
 BattleArmor +2
 Armament Laser*100 or Blast*75, etc.

BattleRaft Data:

Nationality CSA
 AFV Type BattleRaft
 Code Name Demon
 Tech Level 8
 Mass 500 kg.
 Crew (1)
 Travel Mode Grav
 Range 5000 km
 EW/ECM 11 (16)
 HUD Targeting +10%
 Damage Capacity 12
 Rad. Shield -10
 BattleScreens +1
 BattleArmor +2
 Armament Laser or Blast HMG, etc.
 Cost MCR 5 (Tech Level 8)
 Cost MCR 2-5 (Tech Level 9)



Cost MCR 7-8 (Tech Level 9)
 Cost MCR 3-7 (Tech Level 10)

