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STAR SECTOR ATLAS 7

THE BLARAD STARKINGDOM

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HISTORY OF THE SECTOR

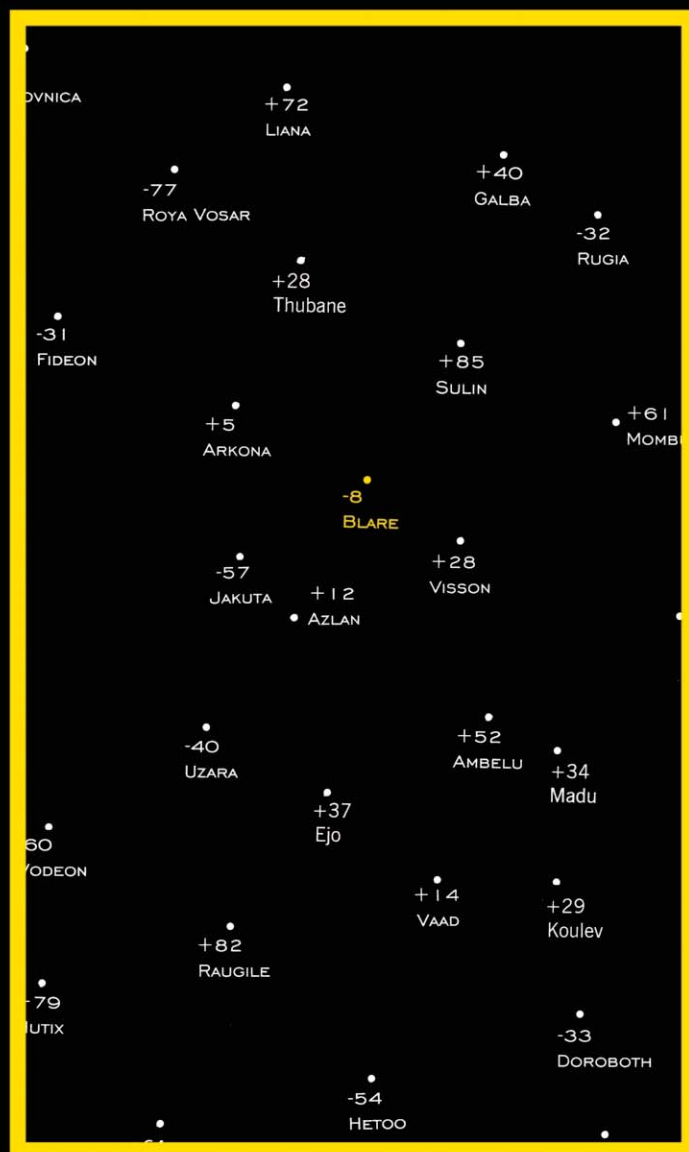
BLARAD SOCIETY & GOV'T

59 PLANETS IN DETAIL

PLANETARY BACKGROUNDS

THE TURSAS VASSAL STATE

TURSASIAN STARSHIPS



Glenn Price



SPACE OPERA®
STAR SECTOR
ATLAS 7
THE BLARAD STARKINGDOM

Glenn Price
Art by Julia Hagerty



P.O. Box 1082 Gilbert, AZ 85299
www.fantasygamesunlimited.net

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EDITORIAL INTRODUCTION

With the intelligence community connections of Glenn Price, we have again been able to provide a detailed look at a home sector of one of the major powers in the galaxy – this time, the Blarad StarKingdom. Also presented herein is information on the little-known Blarad vassal race, the Tursasians, and a look at their starships of war.

It will be encouraging for readers to hear that Glenn is already gathering data on the Mekpur and the Rauwoof sectors. We hope to be able to bring you similar detailed looks at the home sectors of these starfaring races in the near future. It is hoped that Glenn Price's connections will continue to provide him with the kinds of information that we all hope to see.

This volume also features the continuing artistic efforts of Julia Hagerty, as we hope to be able to continue in future Star Sector Atlases.

Scott B. Bizar, Editor

A Socio-Technic History of the Blarad StarKingdom

The origins of the Blarad Star Kingdom go back to a time before the Blarad achieved space flight. The native planet of origin is Blare III, a heavy gravity world (2.5 G) that has a lot of land mass to work with (25,000 km planetary diameter). The heavy gravity makes the native life forms very tough. It also makes powered flight more difficult to achieve. Until fairly powerful internal combustion engines were developed, flight was not possible, slowing down the next step; space flight.

As a result of this impairment, Blarad society progressed a bit slower than on Earth (Terra). Wars fought between nations took longer and consisted mainly of pitched battles instead of sieges. Trying to get a large enough shot through the air to damage a castle wall was difficult for a long time. Due to this difficulty, research into such fields was given a secondary place to close-in fighting.

It wasn't until the Blarad ursoids gained late Tech Level 6 that the planet was dominated by one government. This occurred about 700 A.D. From here, technology progressed at a slow but steady pace. By 800 A.D., the planets of the Blare system had been explored and colonies set up to exploit the resources contained.

The planetary government was dominated by a single kingdom and a few lesser kingdoms sworn in as vassals to the main kingdom. A few of the lesser states had attempted different forms of governments including democracies and republics. None of them lasted very long.

It was found throughout Blarad history that kingdoms provided the stability that the Blarad race prefers. A ruler who is born to leadership is often more stable than one who had to compete against others, often entailing bloodshed, to obtain power. A monarch doesn't have to worry as much about retaining power as an elected leader or, especially, a military dictator. As a result, the king can focus on the correct course of action for the kingdom and his subjects. If the ruler is incompetent, steps can be taken in the royal family to limit his interaction or, if needed, remove him. Not all ursoids are predisposed to choose a king, but greater percentages do than humans of the same tech level.

Stability was a great help when the first trans-system colony was established by 1000 A.D. A very primitive FTL designed engine (FTL factor .001 or 1 LY in 100 days) helped the Blarads achieve this goal. The system had no sentient natives and the gravity field was a "mild" 1.9 G. Over the next forty to fifty years, the colony was developed into a full vassal state of the newly proclaimed Star Kingdom of Dorad (after the monarch of the time, Dorad I).

Growing Pains

Of course, with expansion came growing pains. After the fifth colony planet was founded, the Blarads encountered their first native race. The ursoids had no experience in dealing with alien races. Neither did the natives.

The humanoids of Visson II had attained very low Tech Level 5 when the Blarads showed up in 1174 A.D. They were a multi-government society with no clearly dominant nation. Given their inferior technology, the resistance to Blarad landings was minimal. It had been many years since the Blarads had a war and therefore they possessed no practical experience with subject races.

The Vissonians can be sympathized with for not putting up a fight to the immensely strong and strange troops armed with early Tech 7 lasers. Of course, the Blarads had to do something with them. To just leave would be a wasted effort and cost the Crown valuable time and resources. The current feudal system was modified to accept this change.

In exchange for loyalty to the Blarad Crown, the planet's various governments were placed under the control and protection of a noble

appointed by the Crown. The control of most local affairs was not affected as long as the interests of the Crown were not threatened. Government schools and laboratories were sponsored by the Crown with the best and brightest natives being educated to current Blarad levels of technology. Over time, they could be given full citizenship in the Star Kingdom once they had accepted the overall rule of the King.

Not everyone agreed with this (Blarad or Vissonian) and there was some resistance. More than a few were arrested for fighting the Crown and a few were executed for blatant attacks on Royal subjects and property. These were dealt with by enough force to eliminate the threat....but no more than just enough.

People came to see the arrival of the Blarads as a good thing (mostly) and realized the bears had everyone's best interests at heart. In fact, Blarad rule was remarkably enlightened. The Kingdom was made fully part of Vissonian life and most profited by it. There didn't have to be losers in this system.

Over the next few hundred years, more planets with native races were found with (mostly) similar results. By the time the Blarad Kingdom had expanded to include forty-two systems, they were to be challenged for the first time in a life and death struggle for the survival of the Kingdom.

The Early Crab War (1489 A.D. – 1521 A.D.)

Just before Christopher Columbus made his famous voyage of discovery on Earth, the Royal Blarad Star Navy encountered scouting forces of the Klackon Collective. A seven ship scouting group of the Collective warped into a system under the control of the Kingdom. A system patrol group moved in to investigate the uninvited guests.

The Klackons had an immediate advantage in combat experience and caliber of nova guns. The Blarads had an advantage in Electronic Warfare and numbers of ships (marginally). Speed was roughly the same and the size of ships was also similar.

Once the fighting began, numerous ships on both sides were disabled or destroyed within the first hour. The Klackons played to their advantage in strength and size of ships weapons. As the fight started to come into extreme close range, the Klackons commenced boarding operations.

The Blarad captain of the first ship to be boarded was a veteran sailor of twenty-years' service. Most planets he had been on had a smaller gravity field to that of his native planet. He warned his crew to prepare for extra gravity on board when boarders showed up.

Normal ship gravity is kept at a stable 2.5 G under working conditions. During battle, it is dropped down to just under 2 G's. The captain dropped his down to just over 1 G. As the Klackons sent their first marines in (the sight of which prompted the captain to comment "We'll teach these damned crabs a lesson they won't ever forget"), the Klackons made steady progress under just about 1.1G's. After a fairly large number were aboard, the captain increased the grav-plates to 4G's. While such a high gravity field was a bit of a strain on the Blarad Marines, it was crushing to the crabs. Klackon weapons became too heavy to be used effectively and hand-to-hand combat was unthinkable. It was over in minutes.

The counter-boarding went well for the Royal Marines. Even the Klackon captain's desperate effort at turning off the grav-plates leaving everyone in zero G didn't stop them. Blarad training included zero G combat. It was later supposed that Klackon thinking might have been that high gravity beings would fight poorly in the absence of gravity. In this case, it didn't work. We will never know for sure if that was his thought. He was killed and nobody but a Klackon understands their language very well.

The wrecks recovered were examined by the Intelligence section of the Royal Blarad Navy. The nova guns were of a bigger caliber than what they were used to (the largest used at that time was a Nova*175). There had been no need for larger nova guns as the Navy had to only deal with pirates and smugglers within the Kingdom. A fairly intact

Nova*350 was salvaged and tested. This resulted in an effort to up-gun the Fleet and further research was authorized for bigger guns and ships.

While this was taking place, the Blarads also increased the size of their patrols and deployed more scouts to the affected area to discover the base of these crustaceans. It took two years of sporadic fighting on the defense before the system was found that was launching the probing attacks.

During this time, the Royal Blarad Navy had increased in numbers and size of warships. The new Haraulta I battleships and Sardak I heavy cruisers were ready in time to begin their first counter-attack on Sulin II. It was to be a turning point in how the Blarads viewed the universe.

Battles of Sulin II (1491, 1499, 1519)

The Sulin star system was typical of Klackon colonies; a type 2 Swamp planet with a 1.3 G field. There were about six billion Klackons on the planet with extensive defenses placed planetside. Orbital fortresses were numerous and heavily armed and armored. Ground forces were also in a high state of readiness.

No Blarad admiral had ever commanded a fleet in combat before. There had been maneuvers conducted in peacetime and some strong patrols conducted, but with no significant fighting taking place. Vice Admiral Dagget was assigned by the First Star Lord of the Fleet and had his task force built around three warship divisions of two battleships each. Two dozen heavy cruisers and about one hundred various escorts rounded out the main battle force. There was also a ground attack task force built around a group of transports with close escorts provided. It was thought to be sufficient to break into the system and secure a beachhead.

As the fleet warped into the system, strong patrols of Klackon starfighters were encountered. The numbers were about even at four-hundred. The Blarad pilots gave a good accounting of themselves and the attack was beaten off. A few of the escorting destroyers took enough damage to be sent back to friendly space for repairs. All this was expected and planned for. Replacement fighters were flown in from the transport group and the main task force pushed deeper into Klackon territory.

About 4000 LS away from Sulin II, the Blarad task force detected a Klackon fleet between them and the planet. It had seven battleship-sized ships that the Intelligence service had not discovered prior to the battle. As range closed and the Blarad ships formed a line-of-battle to deliver Nova*750 shots, the Klackon Collective battleships opened fire beyond the range of the Royal Navy.

Each of the Klackon battleships (Code named "King Crab") mounted two pairs of Nova*1000 cannons. Only Klackon deficiencies in fire control and ECM prevented the first salvo from hitting any targets. As range closed however, the hits started landing and caused significant damage to the screens before the first Blarad shots were fired. Of course, once the Klackons came into Nova*750 range, the Blarads returned the favor many fold. The Klackons had not encountered a Blarad Haraulta ("Warlord") class ship either. The Klackons had to close the range to use their numerous Nova*500 batteries.

After trading shots for thirty-five minutes, both sides started to reconsider the tactics needed to defeat their new enemy. One Blarad battleship had been knocked out of action but two of the Collective ships had been beaten down to combat ineffectiveness. The Blarads had detected at extreme sensor range that more Klackon ships were approaching from Sulin II. Vice Adm. Dagget knew it was only a question of time before his task force would be overwhelmed by superior numbers and be trapped deep in enemy territory.

On his command, Dagget began a retreat from the system by his transport group while the main battle force formed a protective shield around the lightly armed troop carriers. Blarad Naval personnel performed bravely to the end. The admiral's ship was the last ship in action as the rest of the ships, still able to move, escaped. Dagget's ship was never heard from again. The last ship out reported it was in

close quarter combat with a King Crab battleship and on a ramming course. The "Dagget Star" is now the highest award for selfless sacrifice in the line of duty.

Survivors rallied under the flag of the rear admiral in charge of the transport group as they arrived at the nearest Blarad base. As reports were submitted, a new plan was laid out for a rematch. Weaknesses testimonies were analyzed and solutions implemented. The conclusions were:

1. Klackon StarFighters were slower than Blarad ones and had lower ECM. Nova guns were the roughly the same, but Blarads carried more and better torpedoes. Klackon dogfighting was also inferior. In one-on-one fights, Blarads usually won.

2. Most StarFighter engagements were not one-on-one. The Klackons had dedicated StarFighter carriers that were able to launch large numbers of fighters. There was no similar type ship in traditional Blarad wet navy history. A new class of carrier was needed.

3. Klackon major warships were built with an odd main battery arrangement. They each sported a pair of twin turrets with oversized Novaguns plus a more numerous set of smaller main batteries. The largest of these was a Nova*1000 which outranged and out-punched the Nova*750 carried by the Blarad battleship. Better Blarad ECM helped, except when the shot landed home.

4. The numbers of ships needed in future engagements would need to be bigger. Fleet engagements were of a much bigger scale than had first been planned.

5. Captured Klackon hand weapons were examined. The blaster technology was studied since their first encounter with the crabs. It was found to have better penetration than the lasers and projectile weapons previously used. Upgrades were called for and production facilities set up to provide them for frontline units.

After eight years, the Blarads were ready for a rematch at Sulin II. This time the main battle force had twenty-four new Tech 8 battleships with another six in the support group. Twice that number of the new "Tashar II" (Sword of Valor) carriers were grouped in four major task forces (twelve each), with one more task force in reserve. Well over four-hundred warships plus additional transports were committed to this battle.

The Klackons had not been idle during this time either. The losses had been replaced and more were added to the fleet. Their problem was that while the Blarads had completed their transition into a tech level 8 military, the Collective had stayed at tech 8. The ECM difference was now more pronounced in the Blarad's favor.

The King Crabs this time were overwhelmed before their sizable main batteries could begin to take effect. By staying out of Nova*500 range but within Nova*750 range, the Blarad heavies controlled the tempo of the battle.

With the Klackon Navy defeated, the marines and army had their turn for action. The Klackons were overrun on land fairly quickly but were able to stop the attack when the time came to follow the crabs into the water. After sustaining heavy loses, the ground force was forced to pull out and reassess the situation.

More lessons were learned in the second fight. The naval situation was in hand with only sporadic raiding by Klackon ships on supply convoys which were defeated by the escorting ships.

The ground fighting was another story. It seemed that the Klackons never ran out of troops and would spring up out of the water's edge to conduct raids and full blown counter attacks. After over ten months on the planet and over a million Blarad killed, it was decided to evacuate the Royal Army and blast the surface of the planet.

The bombardment was intense but not as effective as was hoped for. The Xenon Damper fields located in every Klackon stronghold had enough overlapping coverage that thermo-nukes were not worth using. More conventional weapons were not powerful enough to do enough damage to knock out a target without resorting to an expenditure of effort way out of proportion to the gain in combat effectiveness.

Samples taken of the coastal waters also revealed something about Klackon physiology and reproductive methods. A number of Klackon

fertilized eggs were collected from the seawater that were just floating free with the current. Put in a laboratory setting, it was revealed that these eggs would hatch and immediately start growing into Klackons with innate skills in various areas. More than a few accidents occurred in these settings so that armed guards were required to deal with these budding crabs.



The Blarads had some limited knowledge of the Forerunner races gathered from a few archeological dig sites on remote planets discovered by scoutships. It was theorized that these Forerunners had developed the Klackon race to act as warriors for their empire and so had bred into them the knowledge needed to maintain at least Tech Level 8 equipment. While not very high by forerunner standards, they could be useful on frontier worlds and to act as "bullet-sponges" for better troops.

It appeared that Klackon females can save male sperm within their shells and fertilize eggs up to five months later. These thousands of eggs are released into the water where they start maturing into larvae and within two years, if they are not eaten first, into an adult. Depending on the donors, the new adults have different job sets and can speak the Klackon language. A female can accept sperm from a number of donors to make different Klackons with differing job skills.

It was the Royal Blarad Army that developed the modern Coagulator rod. This also led to the creation of the Scrambler type weapons. While their use against living creatures is considered too horrible on "civilized" races, they are effective against the Klackon's armored shell as no other weapon is. It was the Blarad's technical skill in this area that helped the most in the Great Bug Raids that occurred about six-hundred years later.

The last two pieces of a solution to the "Crab Infestation" of Sulin II were both biological in nature. A type of fish was found and modified to hunt down and eat free floating Klackon eggs before they could mature into larvae. These self-reproducing weapons could be modified for various water types and, once released, could be a cheap weapon to control the Klackon population. On planets where they have been used, there is a noticeable reduction in population increase of larvae.

The other solution was the discovery of an aquatic race of sentient beings; the Loodie. They were found during a scouting mission and contact made about seventy years before the Klackon menace surfaced. Trade was established and this led to colonization of the

planet by the Blarad on the surface parts to conduct business with their waterborne "subjects." In fact, the Loodies didn't regard themselves as subjects to anyone. Their own social structure was closer to an Athenian Democracy than anything else. That the Blarad tools traded to them for various sea commodities were far better than anything they could hope to make underwater, made the arrangement with the "Hairy Air-breathers" satisfactory to them and the Blarads as well.

After the 2nd Battle of Sulin II was drawing to a close, an officer who was raised on Loodie III thought of an idea to make use of the skills of the natives of his homeworld. He proposed that a small unit be raised of Loodie volunteers to see if they could be trained to fight and operate in the shallow sea environments favored by the Klackons. The idea, of course, was rejected at first. The Loodie were barely at Tech Level 4 and would be slaughtered by the crustaceans. In most nations, that would have been the end of the idea.

It turned out that the officer with the idea was a first cousin of the planetary Viceroy of Loodie III. Taking annual leave, the plan was presented to the government that a company be raised and outfitted with laser rifles attuned for firing underwater. Other equipment needed for combat was to be developed from civilian models as needed if it didn't exist in a military form.

One-hundred fifty volunteers answered the job offer and training began. The independent minded Loodies had a tough time suborning their own wills under a commanding officer and certain military processes had to be explained as to their function and reasons behind them. With no Blarad drill instructors capable of performing training underwater (and without the proper knowledge of the native customs and language to boot), progress was slow.

About the time the Viceroy was planning on disbanding the unit, the Loodies finally got the idea behind the request. Combat is to be used to defend the freedoms of the group but those same freedoms can't be used by the group to accomplish the mission of combat. Knowing that they could still have freedom of action and thought before and after fighting, they could set aside these freedoms during combat to ensure victory. The final inspection and demonstration of proficiency of the native swimmers was better than had been hoped. Additional recruits were accepted and the 1st Viceroy of Loodie Light Infantry Regiment (Aquatic) was inducted into the Royal Blarad Marines in 1517A.D.

3rd Battle of Sulin II 1519 – 1521A.D.

The two previous naval engagements with the Collective's fleets had given the Blarads enough experience to blast their way into Klackon space and to the planet's surface without any undue surprise or unexpected losses. More ground troops and equipment than before were brought in and the surface part of the planet brought under control within ten days.

It would seem that the Klackons were willing to settle down for a redo of the second battle for the water soaked world. One can only guess what the Klackons thought was happening as one after another of their outposts stopped communicating with them. Improved Blarad ECM was probably blamed and improved enemy weapons were undoubtedly considered as well. That they would lose was not even considered as a possible outcome.

The 1st Loodie was used to locate enemy positions underwater and target these strongpoints for Blarad heavy weapons. Enemy patrols were ambushed and completely destroyed so word would never get back to the Collective. The Loodie role was like the part of native scouts in fixing the enemy and letting the conventional forces deal with them. Combined with the egg eating fish released, Sulin II was cleared of the Klackons by late 1521 A.D.

The Loodie regiment, which took quite a few losses in combat, was expanded into a full division by the time combat operations came to an end. It was also given a name change to the 1st King's Own Royal Loodie Regiment of Infantry (Aquatic) Royal Blarad Marines. Their members and their families were awarded full citizenship in the Kingdom. The Blarad officer who developed the idea was awarded the

title of 1st Baron of Sulin. His name was Baron Dagget (Jr.) I. Every noble of his family to hold the title of Baron since then also holds a Colonelcy in the 1st Loodie Regiment.

Later Crab Wars 1522 – 1727 A.D.

It is believed that the Klackon Collective was taken completely aback by the loss of the Sulin system. The cause of such a complete destruction of a main colony world without it being reduced to ash was something that had never happened in their long history. Temporary setbacks were to be expected in war. Loses were acceptable to bring about victory, but to be completely wiped out by unknown causes was unnerving to say the least.

Over the next few years, small fast transports were used to try to reseed Sulin II and begin the battle anew. Most ships were destroyed, but this was figured into the plan. When no word was ever heard from the ships that managed to land, the Collective stopped and made a new plan.

It was decided to encircle the Blarad in a "Ring of Fire and Steel" so that the Collective could be protected and the "Infection of the Blarad" contained and then destroyed.

As Blarad influence expanded into neighboring sectors, the war with the Klackons also spread. Battles raged across many sectors and both sides were pushed to the limits of endurance until the Klackons finally pulled back into a defensive status. A cease-fire was arranged in 1727 A.D. but it was more like an armed truce. Minor skirmishes happened from time to time as both sides tested the reaction of the other. But all major combat had stopped. The Blarads proclaimed a long sought after victory in the Crab War.

Kingdom Expansion 1728 – 1904

With the Klackon threat reduced somewhat, the Kingdom of Dorad set about exploring the surrounding sectors and setting up colonies for the monarchy. As planets were settled, they were assigned to the various nobles of the Blarad Kingdom with Royal family members being given command of various vassal worlds grouped into Duchies. With a well-trained civil service to oversee day-to-day operations and provide guidance when required, the monarchy was able to grow in power.

It was during this period of expansion that the Blarad Star Kingdom encountered the Lords of the Mekpurrr. Depending upon who you ask, in 1778 A.D., a scoutship from one side detected another scoutship in a star system nobody had claimed yet. With the help of a Blarad linguist and excellent Mekpurrr translation computers, both sides were able to exchange greetings and arrange a formal meeting on a breathable planet in the system.

The Blarad ship was clearly bigger than the feline one, but the lines and shape of the Mekpurrr ship hinted of unseen power and speed. There were a lot of tense moments as neither side knew anything about the other and had no reason to trust these clearly alien beings in both their eyes.

The meeting between the two captains started off with tension. The military customs of the Blarads seemed overtly harsh and pompous to the feliniods. The Mekpurrr's fancy and supple bows struck the ursoids as soft and weak in addition to a waste of time. Each side provided food to share but little could be exchanged as the largely meat diet of the Mekpurrrs didn't go well with the mainly vegetarian diet of the Blarads. It was not going well and both sides feared what might happen if one or both committed a major breach of edict.

Seeing the talks had stopped being productive, the Blarad captain called for the final salute and obligatory toast of His Majesty with a Blarad version of brandy. The Mekpurrr captain insisted on a dual toast to his feudal lord with his choice of wine. Both captains started to drink when they noticed two of their aides on the sidelines exchanging glasses in order to try the other's brand. The Mekpurrr captain twitched at first and started to make a move to correct this toast back to the "proper" form. The Blarad captain held out a huge hand and offered to

exchange glasses with his counterpart. After a brief hesitation, while he quickly mentally considered what Mekpurrr protocol had to say on the matter, he bowed slightly and exchanged glasses.

As each braced himself for what was sure to be an awful experience in near poisoning, they sipped. It would appear that fortune favored them both as each found a pleasant taste and had no disturbing aftereffects. More samples of each side's liquor were ordered down from their ships as an impromptu, interstellar wine tasting event seemed to unfold.

After both sides had sampled everything, both good and not so good, it was agreed that neither side wished to be aggressive toward the other (at least as long as the spirits held out) but they did have common ground that a relationship could be built on. At a bare minimum, there was a good chance that a profitable trade between the two could be arranged.



Both captains agreed to go back home and bring in a more senior representative of their government to build on the relationship they had established. Both the Blarad King Lorin IV and Mekpurrr Lord Mmsurrr sent an ambassador with the scoutship captains as their assistant ambassador. (In a private arrangement before they left the first time, both captains also plotted to bring in a quantity of various liquors to exchange for resale back home at a substantial markup given their "exotic" nature.)

While the ambassadors plodded along trying to understand each other's customs and courtesies, a brisk side business was being conducted by not only the captains but other crewmen as well in trinkets, foodstuffs, clothing, and of course, liquor. When the Mekpurrr ambassador noticed the scale and quality of business occurring (seemingly) out of eyesight, he just pointed to it and made a gesture of resignation to the Blarad ambassador. They agreed that it was only a question of time and form as to how this new relationship would develop.

When both sides began to negotiate on the details, it was found that there was very little for the two sides to argue over. Blarads preferred the larger, higher gravity planets for colonies while the Mekpurrr tended to settle the moderate gravity fields. Each side also had been making strides towards tech level 9 with different areas researched on each side. It was agreed that as the relationship would be progressing, there would be an exchange of ideas on general knowledge with a goal of helping each other.

The Blarad population base was much greater than the Mekpurrr,

but overall production was somewhat greater for the robot-using felines. Luxury goods were sought after by both sides and cybernetic expertise was exchanged for various minerals and industrial metals needed in production that were more common on the denser Blarad worlds.

The relationship was strengthened as the years passed. In 1847 A.D., the planet Horus IV was found in the Terran sector by a Blarad scouting mission. Not having the means to set up a new colony yet, the closest Mekpurr world, Baast III, was notified and given first offer to claim the world. The offer was accepted with the first colonists arriving in 1852 A.D.

Of course the Mekpurr felt obliged to return the favor and in 1851 A.D., the Ankaa star system was discovered (also in the Terran sector) and was noted for having a 3.0 G field. This was what the Blarads had expressed as desirable in the colony guidelines so the discovery was routed to the Kingdom with an offer to assist with shipping colonists as a gesture of goodwill for the two StarNations. Ankaa III was settled in 1855 A.D.

There were several more exchanges of information and cooperation between the two peoples. While there was no formal alliance signed by the governments, the Blarads gave the best intelligence possible on the Klackons to the Mekpurr, while similar information on the foes of the Mekpurr was given to the Kingdom. It does not take a Machiavelli to figure out that the more about an enemy is known, the weaker they will be in future conflicts. Military technical secrets were still guarded by both sides however, so other than some minor advances in scientific fields, not much was exchanged in the various armed forces of the two races.

The trade between the two groups did increase the economies of both and revenues to the governments did go up. More powerful armed forces were able to be fielded and from time to time joint maneuvers were conducted. The Monarchy of the Blarads and the Feudal system of the Mekpurrs held similar forms and function. The practical freedom enjoyed by both also spoke volumes about the rights of the individual in society. These common areas helped to build a stable relationship over time.

Into the Sikozang (1904 – 1987)

The Blarad StarKingdom continued its expansion into neighboring sectors as time passed. One of the more notable sectors was the Sikozang sector. The first scouting parties in 1904 reported some planets worth colonizing and settlers were sent to establish a new duchy. The Klackons had resumed raiding during this time period and the Royal Navy was anxious to locate the base worlds being used to support these activities.

There were a few native races discovered in the sector and more than a few planets showing evidence of past habitation and destruction in battle. More scouts were assigned from the Royal Naval Reserve and patrols increased in case a new menace showed up.

The IRSOL were contacted in the Sikozang in 1943. The space-dwelling race was happy to see a "new" star faring nation and offered to start relations with them. The Blarads saw no area of overlapping conflicting interest, so trade was opened and the Kingdom of Dorad has been on good terms ever since.

The Ranan and the 2nd Crab War (1988A.D. – 2075A.D.)

It was while conducting a patrol in the Sikozang sector for Klackon raiders that the Blarads discovered the Ranan race. There is much written on the Ranan race (see Star Sector Atlas 5) but a brief recap is needed to tie the Blarad history together.

Klackons raiders had their way in the Sikozang and the Ranan homeworld sectors. These "meat raids" showed the Klackons for what they are: cruel by most sentient being's standards. The information was given to the Mekpurr and IRSOL nations. While the IRSOL didn't seem too worried about the Klackons, the Mekpurr were outraged at

the "lack of common honor in battle exhibited by the crustaceans." Together, the Blarads with several Mekpurr task forces ("punishment prides" in Mekpurr), started chasing the Collective ships down. As time progressed, planet after planet was cleared of the Klackon presence.

Cooperation was for the most part good between the Kingdom and the Lords of the Mekpurr. Both allies were disappointed at the lack of IRSOL participation in the defense of both realms and the protection of the helpless Ranan people. It was, like everything else about the IRSOL, mysterious. As time progressed, it became clear that the IRSOL weren't trying to snub the Blarads and Mekpurr so much as distance themselves from the Ranan. There had been a major conflict between the two groups and many believe it was the IRSOL that reduced the Ranan to their low tech level a long time ago.

The lack of participation of the IRSOL was later understood by the Kingdom and accepted. The Mekpurr were not quite so forgiving and has strained the relationship with the IRSOL ever since; not to the point of war but trade did slacken a bit over time.

Given what we now know (and don't know) about the relationship between the IRSOL and the Old Ranan Empire, it comes as no surprise that the IRSOL wouldn't spend any time or waste any lives in the defense of the Ranan. The IRSOL have very long lives and even longer memories. While the extent of the fighting that brought down the first Ranan Empire has not been completely revealed, it was massive and lasted quite a while.

By 1988, the Royal Navy had brought in major combat forces into the Ranan home sector while chasing down Klackon raiders. The Sailors and Marines fought countless actions against the Klackons for the first few years in the sector ranging from a few squads of Star Rangers on independent scouting missions to full blown fleet actions. By 2016, the crabs had been beaten back on the defensive and the Blarads proclaimed a protectorate over the entire sector.

Like previous Blarad administrations, the degree of local control over day-to-day affairs in the sector was not too great. The technology levels were too low in all these cases to do much else. The schools and businesses opened by the Blarad citizens helped elevate the technology levels faster than it would have taken alone and much faster than the Klackons had permitted in the past. While the current Ranan government doesn't recognize the positive impact the Blarads made in the lives of typical Ranan, the thought that they could have developed space travel on their own so quickly is ludicrous. The lowest levels of the Ranan buy the party-line about the evil inflicted by the alien bears, but most educated Ranan have been able to see through the propaganda. A cursory check of local records would show that the technology levels went up just after the Blarad's protectorate started.

Under the protection of the Kingdom, local politics were monitored only in the relationship it would have on the Blarads. The first years were mainly concerned with building up the Ranan home worlds' infrastructure and economy. It would be two-hundred years after the beginning of the protectorate before the first Ranan-built starship was launched, so the Blarads had what they thought was a really good control of the sector's politics. This was the case until 2194 when the G.P.R. made contact with the Ranan.

By 2075, the Blarad Royal Navy and Royal Army had reduced the Klackons to just two worlds in the Ranan home sector. After an intelligence assessment concluded that assaults against these two planets wouldn't be worth the cost of reducing them, a blockade was set up to keep the Klackons contained. That three Ranan expeditions have failed to remove the infestation shows that Blarad military intelligence was correct in their assessment.

As noted in Star Sector Atlas 5, the Ranan people developed under the protection of the Star Kingdom and the common people began to take more control over local politics. The traditional overlord caste had been subdued by the majority population and real democratic reforms had started to take hold.

Enter the BUGS (2132 – 2201)

There was a BUG recon-in-force into several sectors including the

Ranan home worlds and the Sikozang in 2132 A.D. The Blarads and their Ranan subjects fought side by side to repel the attack. Mekpurrr fleet units also participated in the Sikozang sector, but there were never enough of them to operate in the Ranan home sector. The fighting in these sectors was mainly carried on by the Royal forces. Ranan subjects able to be trained were allowed to form units under Blarad officers and supplied by the Kingdom's arsenals. For the most part, these native units performed fairly well.

Casualties were heavy all during the raid which lasted until 2201. No one thought that this was only a recon mission for the BUGs. The allied forces were in a life and death struggle to survive. Whole units of the Navy and Army were wiped out after inflicting huge losses on the BUGs and the BUGs just kept coming. There were several times that the Blarads were about to pull out of the territories of their frontier, but the tenacity of the Blarads, their subject races and their allies were just enough to hold the line.

The Blarad had little knowledge of the BUGs and it took some time to work out tactics for fighting them effectively. There were a number of operations launched to stop the Bugs that tried new methods and technology. Some worked better than others and the successes and failures were carefully analyzed in typical Blarad thoroughness. New plans were made based on that information.

The BUG offensive was finally stopped in 2151 during operation "Goal-line Stand" (English translation from an old Blarad team sport) in the Sikozang's territorial capital system. A massive trap was sprung using forces brought in from the Blarad central systems and their Mekpurrr allies plus other minor races collected under the banner of an anti-BUG alliance. Hundreds of Bug ships were destroyed under the Nova guns and startorps of the combined navies. While many allied forces were also destroyed, the BUGs were stopped.

During the counter-attacks after Goal-line Stand, the allies proved themselves able to deal with the BUGs. Even so, it took fifty more years to push them out of the sectors under the protectorate of the Blarads. The Ranan forces of the Sikozang were more fully integrated into the regular Blarad forces than were the Ranan of their home world sector. It could be that they had been under Blarad protection longer than the home sector planets and they had developed higher technology than the rest of the Ranan. It could also be that the Sikozang based Ranan were more accepting of Blarad leadership and didn't regard them as competition but as allies.

Whatever the reason, the Sikozang Ranan have proven more acceptable of Blarad rule than the ones closer to the heart of Ranan space.

Communist Revolts

In 2194, the G.P.R. encountered the Ranan for the first time. There had been some contact with the Blarad a year before this meeting, but neither considered the other a major threat. While the Blarads were clearly reactionary monarchists, they were not seen as a threat to the Party.

Once trade vessels (manned mainly by KGB operatives) started to operate in Ranan space, it became clear to the G.P.R. that these humanoids were ripe for the seeds of a communist revolt to take place. By 2205, the first revolts took place in NCG 7292 (the Ranan Home Sector). By 2213, the G.P.R. was actively helping the communist Ranan against the Blarad-backed Ranan forces.

There has been much written about the rise of the Ranan Communists and later the Unity Party of the Ranan. (See Star Sector Atlas 5) By 2223, there were eight worlds under the Ranan Soviet. The Blarads had to take a mental step back to see what had happened and how was the best way to fight back. They had never seriously encountered humans before and the communist system had only been seen in a similar form by the IRSOL and that type was not aggressive in its spread. The attempted communist revolt on Andelang III failed but only by a massive effort on the part of the Royal Blarad Army. The G.P.R. had withdrawn their fleet earlier when the High Republic went to war with them. Free of serious interdiction, the Blarads thought they



could push the Ranan Communist Party into extinction.

They proved to be harder to kill than it seemed at first. The mixing of Human and Ranan psychology in the operational style was difficult to understand at first. There had been some contact with humans of the Mercantile League but the motivation of these humans was very clear; make a profit. This was not on the minds of the G.P.R. trained Ranan. It would take more intelligence gathering on the Blarad's part to develop a defense against them.

Official diplomatic contact was made with the Terran Union in 2232 for the first time. The Blarad were hesitant to join with this group of humans at first. So far they had met money-obsessed Mercantile Leaguers, Communist-obsessed G.P.R. humans, and the latest, alien xenophobic Azuriachs bent on the subjugation of all non-humans. They feared the planet which spawned them could be the most powerful and worst of all.

They were only half right. The Terran Union proved to be the most powerful, but was not the worst of the group. In fact, after a brief time, the Blarads came to trust the humans of this newly formed alliance.

The first bit of information to be gained was a complete history of the human communists and how this government/economic form came into being. The Blarad scholars were not quick to understand the problems they faced in gaining the complete understanding they needed to counter the revolts. They did, however, grind through the available material and develop counter-insurgency measures to prevent the spread of the communists.

These counter-communist campaigns were somewhat of a success. While gains against the URW held systems were rare, losses to Unitists forces decreased. Given enough time, the Blarads could have pushed the URW back.

2nd BUG Raid (4th Interstellar War)

The BUGs showed up in 2254 in much greater numbers than the 1st BUG Raid. It was clear that only the combined forces of the major powers could hope to stop them. This led to the Vega V conference in 2260 to coordinate the military actions for the non-BUG forces. Make no mistake; they were not allies. They were co-belligerents against a truly hostile foe.

The cooperation of the anti-BUG forces was enough to drive back the BUGs without suffering crippling losses. Joint fleet operations were sometimes used in important operations but tended to split along ideological lines for most ventures. This continued into the 3rd BUG Raid (2281-2310, 5th IS War) as well.

The Blarads, Mekpurrr, Terran Union and even IRSOL joined freely together and picked their leaders from the best of all those present. The GPR and Ranan tended to cooperate more with each other than others and the Azuriachs tended to work mostly alone with Terran

Union assistance from time to time. The BUGs were defeated and it looked like warfare might be curtailed in this part of the galaxy. Cooperation looked like it was about to take hold of the various StarNations.

Of course, this was not to be the case when the BUGs showed up in force in 2345 at the start of the 4th BUG Raid (8th IS War). While, the amount of fighting between the Ranan and Blarad greatly diminished, it did not end entirely. The situation was similar to the Chinese Civil War when the Japanese invaded to start Earth's Second Global War. They did not cooperate, but also didn't go out of their way to fight each other. Intelligence reports about BUG ship movements were passed between them from time to time, but active joint operations didn't happen.

By 2360, the BUGs had been reduced to the one planet of Lotar II in the Ranan home sector. The BUGs were stopped in the Sikozang and no major planetary landings took place due to the heroic efforts of the Royal Navy and their Ranan subjects' reserve naval forces. These actions greatly weakened the fleets until production could make up for the losses suffered. Fortunately, the intact planets protected were able to recover their losses faster than if they had been invaded.

By 2385, the Blarads and Ranan finished their war with the complete loss of the Ranan home sector to the Unitists. The Sikozang sector though has held off the major attacks by the Ranan URW party and has proven the native Ranan to be loyal subjects to the Crown. The help they provided in fighting off the various BUG raids, Ranan Communists and Unitists, as well as support against the Azuriachs in their border wars has been invaluable.

Human Supremacists vs. Ursoids

Fighting erupted between the Azuriach Imperium and the Blarad StarKingdom a few years after the 8th Interstellar War with the Bugs ended. The 7th IS War had started between the G.P.R. and the Azuriach Imperium back in 2314. The fighting has been off and on till the present day in fact.

It was during one of the hotter moments of the 7th IS War in 2392 that a retreating G.P.R. squadron warped into a system that held a small Blarad colony on the edge of Blarad space. The system patrols of the Royal Navy instructed them to turn about and return to G.P.R. space. Three ships indicated they had so much damage that it would be impossible to return as their FTL drives were offline.

Following standard Interstellar Law, the combatants were allowed to land and conduct repairs for no longer than seventy-two hours. Afterwards, they were required to leave or face internment.

As the time allowed was nearing the end, the system patrol noticed a warp signature entering that belonged to the Azuriach Navy. A battle squadron had traced the communist ships to their system and had given chase. The ships of the G.P.R. still in orbit awaiting the repairs of the three damaged ships moved out to hold off the enemy and buy them more time.

Against the warnings sent by the Royal Navy senior officer present (only a Commander) that both sides were engaging in combat inside the boundaries of a neutral party and that such activity was prohibited, both human squadrons opened fire on each other. It would appear that they didn't care what the Blarads thought about neutrality.

The Blarad commander sent an FTL scoutship to report the battle in progress and requested instructions and reinforcements to protect their neutrality. Neither side noticed the small vessel leave. The Blarads ordered the remaining G.P.R. ships on the planet to leave their territory immediately.

Two vessels were able to take off, but one vessel remained behind with repairs still not even close to being completed. Blarad police units were sent to collect the crew and place them under guard for internment according to the law.

The Azuriachs finally defeated the communist forces and moved in to claim the planetside ship and crew as prisoners of war. The planet's governor refused to do so as it would be a clear violation of Blarad civil law as well as Interstellar law. The Azuriachs responded by landing



marines and attacking the building holding the G.P.R. crew. The Blarad police forces attempted to stop them and fighting broke out with several casualties on both sides before the Imperials overcame them.

The Blarads surrendered and stood by as the communists were taken away. Few doubted the fate of the Red sailors but that was the nature of the war between the humans. What happened next was something unexpected. The Azuriachs shot the Royal Police forces taken prisoner and proceeded to attack the colonial population. Some few civilians were able to escape and tell the tale plus the attack was recorded by the system sensors and retrieved in the official data dump by the Royal Navy. The Glavrod IV massacre went down in the history of the Blarad Star Kingdom as the worst example of dishonorable conduct by an enemy.

The uproar caused by the unprovoked attack resulted in the Blarad StarNation declaring war on the Imperium. The G.P.R. was at first happy to have a new ally in the ongoing conflict with the Azuriachs, but were quickly informed by the Blarads that the Galactic Soviet was in part to blame for the attack. A claim for damages was filed on the G.P.R. which was reluctantly paid to keep the Blarad attention fully on the Azuriachs.

The Blarad attack was an event that the Azuriachs had not really thought would happen. They had believed a raid or two on a few outlying colonies would be the response in kind. A major assault into the Home Sector wasn't anticipated by the Imperial High Command. All available forces were brought in to stop the Blarads.

The Terran Union Fleet sent units into the Azuriach home sector to reinforce the determined Blarad attack, but the Royal Navy wanted to handle the operation independently. The Terran forces monitored the operations as best they could.

During the Battle for Deneb in 2395, the Blarad Fleet was soundly beaten by the new million-ton Azuriach monsters. The Terran Union Fleet warped into the system and held the enemy off until a withdrawal could be managed by the Blarads. The alliance that has followed between the two is, of course, history. Warfare between the Star Kingdom and the Azuriachs has been ongoing ever since.

With Terran Union help, the combined fleets operated in joint task forces to halt the spread of the Azuriach menace and even push the back in a few pitched battles. Where royal subjects were similar to worlds captured by the Azuriachs, the Royal Blarad intelligence service sent in agents to cause trouble for the occupiers and sometimes even staged rebellions that succeeded a few times. Painful lessons in that field learned in the Ranan Home Sector were put to good use.

The Rauwoof Republics also enjoy a close working relationship with the Blarads and cooperate fully in the development of Electronic Counter Measures (ECM) and weapon systems for ground and space combat. There is even a naval task force based in the Republic's sector and it answers directly to a Rauwoof admiral. Most of the action seen by this force concerns fighting BUG patrols and scouting efforts but it does an excellent job of showing both the Azuriachs and the GPR that attacks into Rauwoof territory will quickly bring in Blarad support as well as UFP and Mekpurr.

When the Federation of Planets was formed in 2500 AD, the Blarad StarKingdom welcomed the news and pledged its continued support for the ideals it stood for and more than a few dominion status planets of the kingdom joined the UFP as member planets but maintain close ties to the mother kingdom. In the event of conflict, these dominion planets would send help even if the Federation couldn't for some reason.

Blarad Royal Army

The Blarad Royal Army is the senior service of the Star Kingdom. It is subdivided into regiments, planetary Brigade groups for each branch and Divisional groups for service-wide branches. In other words, a Blarad Star Ranger would belong to his regiment (Loodie 2nd Royal Ranger Regiment) and his planetary brigade (Loodie Royal Ranger Brigade) and his service division (Blarad Royal Ranger Division). These last two are used as personnel assignment and administration units and not combat. Units larger than regiment are formed for combat missions and can consist of any number of regiments (or smaller) from any number of branches.

Army Service Divisions are Infantry (Senior-most division), Armor, Artillery, Ranger, Combat Engineer, Commando, Air Defense, Combat Supply, Service Supply, Service Support, Medical, Military Police, Intelligence, ASP Fighter, ASP Bomber, ASP Transport, ASP Base Support, and Construction Engineers.

Each Service Division ensures that the members are trained, equipped and provided with all the technical and administrative support (such as pay, uniforms, record keeping, etc.) during their time with that service branch. They also have the final say in transfers between branches and new enlistees or officers. These Division Headquarters are on the Capitol Planet. Appointment to these higher level positions are extremely political in nature and are sometimes led by members of the royal family. This doesn't lead to as many problems as you might think as most of the day to day operations are performed by career service members who really know their jobs and tend to ignore the ramblings of political appointees. Their service branch is their home and life so they protect it at all costs.

The Planetary Brigade fills the same role as the Service Division but at the local level of the planet where the unit was raised. Sometimes the brigades are smaller than a regiment but they still report to a Planetary Brigade unit. On large planets with powerful forces stationed planetside, the brigade can be commanded by a Brigadier General (Terran equivalent) but on smaller worlds, it can be as low as a Captain (also Terran equivalent).

In all cases, these Planetary Brigade units report to the Planetary Defense Force Commander and help make up their staff in running the operations on the planet and the system it is in. In an emergency, they also can be used as strategic reserves to fill in holes created in the defenses or assist the active units in their missions.

Promotion takes place when a board of higher ranking soldiers convenes and determines the qualities of applicant soldier based on performance and job knowledge. The soldier is required to know their own job and the next higher level job to be promoted. This ensures that they can assume their duties without having to be trained very much once they are promoted. Sometimes this is accomplished by being in an assigned job of a higher rank in and acting- position. For example, and Infantry corporal may be leading a squad as an acting-sergeant. If they perform well, they would more than likely be promoted

to permanent sergeant when convenient or necessary. If not, they could be sent back to being a corporal or sent to more training if time and money are available at their commanding officer's discretion. The higher the rank, the more difficult it is to find a posting and the more important it is to perform well in an acting-position of leadership. Failure in such a posting could lead to future advancements being postponed or even canceled altogether. Major failures of performance can also lead to dismissal from the service.

Unit Structures from lowest to highest are as follows:

Section: 3-4 men depending on the unit type and mission. Commanded by a Corporal.

Squad: 7-8 men (Infantry 7, others may have 8 depending on branch and mission). Commanded by a Junior Sergeant.

Platoon: 3-4 Squads. They are commanded by a Junior Lieutenant and Middle Sergeant.

Company: 3-4 Platoons. They are commanded by a Senior Lieutenant or Junior Captain and another junior officer as an Executive Officer (XO) plus a Senior Sergeant.

Battalion: 3-5 Companies. They are commanded by a Senior Captain (or Junior Colonel in some cases) and have a more junior officer acting as an XO. The senior enlisted NCO is a Battalion Senior Sergeant.

Regiment: 3-5 Battalions. They are commanded by a Senior Colonel and have a more junior officer, usually a Junior Colonel, as an XO. The senior enlisted NCO is a Regimental Senior Sergeant. This is the most common standing unit and most soldiers will spend the majority of their service within one regiment.

Active Brigades: 3-5 Regiments. These Brigades differ from a Service Brigade in that they often contain different service branches but operate under the command of a single Brigadier General. For example, an Infantry Brigade can have 3 Infantry Regiments, and Artillery Regiment, a Supply Service Regiment, a Military Police Battalion, an Intel Company, Medical Battalion, and so on. Each of these sub-units has their own Service Brigade they report to for administrative reasons but they are under the command of the Infantry Brigadier while they are in the field for the mission and day-to-day work.

While it sounds complicated, it actually serves higher leadership well as they don't have to worry about the entire personnel minutia that goes into running a professional army. The Service Brigade takes care of the people; the Operational Brigade takes care of active missions.

Divisions: 2-5 Brigades commanded by a Division General ('Terran' Major General)

Corps: 2-5 Divisions commanded by a Corps General ('Terran' Lt. General)

Army: 2-6 Corps commanded by an Army General ('Terran' General)

Army Group: 2-8 Armies commanded by a Marshall (Field Marshal or General of the Army)

Organizations above this are formed as needed and a senior Marshall appointed to command them.

Blarad Royal Star Navy

The Blarad Royal Star Navy traces its roots back to the Royal Navy of Blare III. With a sizable amount of water, the Navy was critical to unification of the planet but is considered the junior service of the Blarad military. In fact, from time to time in the early days, there was no standing navy for the kingdom. Civilian ships were commandeered for naval use and returned when hostilities ended. The advent of early gunpowder weapons saw a gradual change in this approach with a small core of purpose built sailing ships for use as warships. This was after a standing professional army had been established and thus the Blarad Navy (and therefore the Star Navy) is the junior service.

Unlike the Royal Army, the Naval Service is a more unified organization with respect to career service and administration of its personnel. There are no service divisions that administer the particular jobs and specialties of the crews in the fleet. All of this is handled within the ship, squadron, and fleet that the member is assigned to.

All fleets report to the headquarters of the Royal Blarad Navy, which is headed by the First Star Lord of the Fleet. That position is usually held by a member of the Royal Family but only if a member with extensive naval background can be found to fill it. If not, a very senior admiral can run the organization until a suitable royal replacement is ready. The Royal Blarad Star Navy is a very professional organization and can't be effectively run by amateurs.

It is expected that all male members (and sometimes female as well) of the royal family will serve in the Army or Navy (sometimes both at different times) for at least a few years in order to understand better what the military is capable of. This sometimes leads to royalty engaging in direct combat operations and sometimes even fatalities of these members happen. This is the expected cost of royalty and the citizens of the kingdom respect them more because of it.

The Royal Star Navy is broken down into various colored fleets for administrative purposes and if needed, active operations. Some include the Gold, Red, White, Green, Black, Yellow, etc. There is a Blue Fleet organization but it consists of civilian ships that have a percentage of the crew in the Fleet Reserve. These ships can be activated by the First Star Lord for use in active fleet operations and can be used to supplement the cargo lift capacity of the active fleet. Ships in the Blue Fleet are given some money to maintain the ship for combat operations and stick to regular scheduled runs between settled systems within the kingdom. This way, a recall of ships can proceed quickly and smoothly in the event they are needed.

Service within the Royal Star Navy is conventional as most naval services are. There is an enlisted and officer separation common to most navies. Within these two classes, there are various specialty fields such as navigation, engineering, weapons, electronics, medical, logistics, naval intelligence, and of course the Royal Marines.

Promotions take place competitively fleet wide with faithful service, job knowledge, performance, and awards added altogether to make a final promotion score. Make higher than the required score, you're promoted. If not, try again in half a year. The Royal Family can authorize promotions on the spot for any individual they deem worthy as can the colored fleet commander that the ship is assigned to. This ability is also available to a ship commander for an enlisted member below rank level 4.

The Royal Navy is organized along a more flexible system than the Royal Army. Individual ships may be sent on independent missions or assigned to a squadron. Squadrons group together into flotillas. Flotillas are organized into task forces and in turn, task forces make up the various colored fleets under a Fleet Lord. An admiral of a colored fleet is sometimes simply addressed as Lord Gold or whatever color fleet they command. When boarding a Blarad ship, it is announced "Gold (or whatever), arriving."

These fleets are under the control of the First Star Lord. The fleets are also responsible for the starports within their sector and can assign personnel to or from them as needed.

Blarad Titles

Once a Blarad reaches the level of Division General or Task Force Admiral, they are usually granted a title of 'Hauptar' which is loosely translated into knight. It was an ancient title given to defenders of realm and has been preserved over the millenniums since its beginnings. There are various levels of Hauptar and one doesn't have to be a Blarad ursoid to receive the title. Humans from the High Republic where titled during the 1st BUG War and others have been granted this position as well. Non-ursoid Blarad subjects have been awarded as well in the cases of excellent service to the kingdom and for acts of courage in combat or breakthroughs in the various field of science.

Having the title of Hauptar gives the holder the right to petition the king directly to help in a matter that the title holder deems important to them or the kingdom. It is advised that this power be used sparingly and only for extreme cases where other methods have failed. Bringing

up petty or trivial matters to the king's attention could result in the privilege being removed or even being untitled.

There are a number of levels of Hauptar that are conferred upon subjects with the highest tending to be personal friends of the king or members of his family. These could be useful if someone who isn't a titled person needs to get something to the king's attention quickly. Having one of these contacts can cut through the bureaucratic red-tape.

Blarad Titles by Rank

The Blarad titles have been translated into royal titles commonly used on Terra.

Note: Blarads can be ursoids or not. If a native is a citizen of the StarKingdom, they are given the same rights as a Blarad ursoid and are referred to as a Blarad.

King and Queen – These titles are held by the Head of State for the Blarad StarKingdom. While tradition holds that the throne is held by a male member of the Royal Family, there have been a few occasions in its long history that the throne was held by a Queen in a regency position until a suitable male heir could be found and had obtained a proper age to assume the throne (roughly twenty-five Terran years old). This time could be used by the heir-apparent to complete his military service expectation and be brought up to speed on the politics of the kingdom.

While they are officially a kingdom, they are a constitutional monarchy. Representatives from every planet are sent to the capital to give input to every major decision made in the kingdom. All spending by the Royal Treasury is approved by the representatives before being sent to the King. Since the money is controlled by the people's factors, the King has a better feel for what the general population is looking for and can use his influence to push his goals closer to what is popularly desired while directing them in his direction. This has proven in the past a relatively slow process at times, but it tends to have an element of stability desired by the people.

The King also has the power to ask for a declaration of war, but the representatives have to approve funding for it. Without that support, it would be very difficult to wage a campaign among the stars. Thus far, there has never been a declaration of war not approved by the government in the history of the Star Kingdom of Dorad due to the close day-to-day dealings with numerous citizens and the military services rendered by the Royal Family which lets everyone know that such a request is not ever made lightly and not without full knowledge of its impact.

During the First BUG War, King Dorad XXXVIII led the Royal Star Navy's Gold Fleet into battle in person when a huge BUG fleet entered the Blare star system. Against strong objections, he even participated in a boarding operation with the Royal Marines that captured a BUG hive ship. When the First Star Lord wanted to award the king with the Dagget Star, he turned it down saying the honor of his people following him into battle was all any king could hope for in a hundred lifetimes. Upon his death, the queen reluctantly allowed the Gold Fleet admiral to place the award in his burial tomb on the condition it was inscribed as being awarded to the Blarad Royal Marines of the Gold Fleet. As a result, a miniature of the award is worn on the right hand side of the Royal Marines of the Gold Fleet to this day.

Princes and Princesses – There are any number of princes and princesses in the kingdom and not all of them are ursoid. Subjects of the kingdom who have accepted Blarad rule may continue to have royal families as long as they have pledged themselves to be vassals of the crown. Some are even allowed to retain the title of king or queen in a few cases for exceptionally loyal service to the StarKingdom..

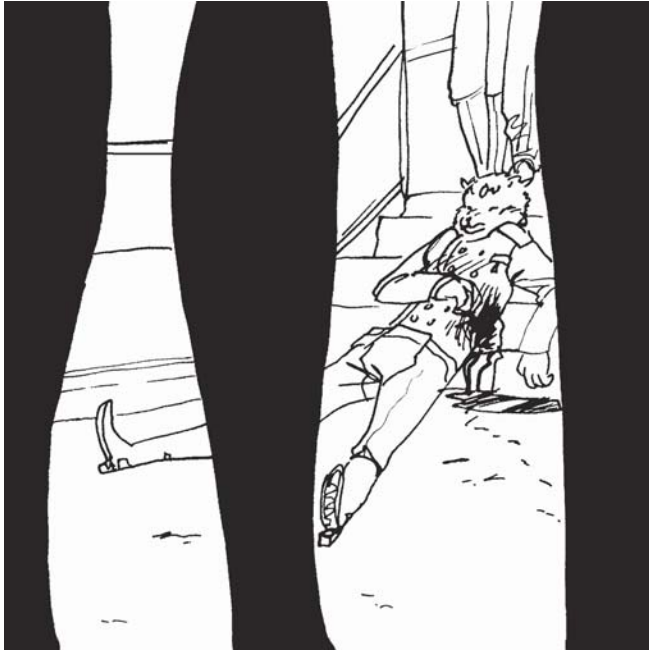
The oldest son of the king is most of the time named the heir apparent and given the title of Prince of Blare among other titles that go with the position. On those few occasions that the eldest son is not considered capable of ruling due to any number of legitimate health reasons, a younger son will be selected for the position of crown prince. Rarely, a nephew or even a younger brother of the king can fill

this position. Upon assuming the position of king, it has been tradition and good luck to change their name to Dorad and follow it with the next number in succession.

The other princes and princesses have various titles and jobs (the most able being the First Star Lord) throughout the kingdom. They are permitted to marry outside royalty, but generally stay within these boundaries voluntarily.

Duke, Duchess - Royal Family member only title (Sector Head). The Star Kingdom is broken down into several Duchies, each with a Duke (or sometimes a Duchess) in control. These titles are hereditary and are full members of the royal family and have unlimited access to the King.

The dukes are responsible for the defense of the sector that they rule. Both Royal Army and Royal Star Navy forces are under their control and administration while in the duchy. The First Star Lord may assign ships to or from one duchy to another and he has final say.



Once forces are assigned to a duchy, the Duke may lead these forces or assign a senior leader to take command, which is often the case. Dukes have been known to lead from the front in emergency situations such as the BUG wars. Seeing their leader sharing the danger makes the Blarads even more determined to fight even harder and prove to everyone that they have earned the title of "the Duke's Men".

Marquis, Marchioness – Highest Non-Royal Title (Sub-Sector Head or Military Command). While mostly held by Blarad ursoids, a title of Marquis or Marchioness has sometimes been held by a non-ursoid. In those cases, it was mostly an honorific given to an allied commander for exceptional service to the kingdom.

While sometimes a Marquis is a non-ursoid, most of them are Blarad members of the royal family or closely allied houses of the kingdom. There could be several planets within their March to administer and the commerce between these planets is overseen by the Marquis. While defense of the planets is a responsibility of a Marquis, that job is mainly overseen by a Duke and underseen by an Earl. It is often used as a training position for a future King or Duke. Sometimes a prince or princess is awarded the title of marquis or marchioness in addition to their birth title. As they grow and mature into adulthood, they learn the skills necessary for leadership under the tutelage of long professional civil servants and military officers.

Earl, Countess - (Planet) This title is held by the head administrator

of a planet. They are responsible for the defense of the planet and the surrounding system. In multi-planet systems, the senior Earl is appointed system leader. They also oversee the imports and exports for the system and are the final arbiters of intra-planetary disputes. The various regions of a planet report to the Earl or Countess and coordination of the various departments are conducted at this level.

While most of the time a Blarad ursoid is appointed an Earl, sometimes very bright and loyal natives are given this title and can oversee all levels of Blarad business including military operations. This is often the case in areas that have physical conditions unsuitable for ursoids, such as low gravity worlds or ocean dominated planets.

Viscount, Viscountess - (Region) An important title that usually refers to an area, roughly continent sized, that is under civil administration. They mostly deal with commerce and civil matters only, with military matters handled at the planetary level. A Viscount can call out the militia of their area if needed and would direct their activities under the overall supervision of the Earl.

This title has also been used as a reward for faithful service to the crown for citizens and non-Blarads as well in areas of military, science, industry and commerce. Such awards do not come with an area of administration but do include a royal stipend to use in deferring costs of their duties.

Baron, Baroness - (State/Province) This is the lowest royal title given and is roughly equivalent to governor. Of all the titles listed, it is the most likely to be held by a non-ursoid. Kingdom-wide, about fifty percent of all Barons and Baronesses are ursoids with the balance made up of various non-ursoid subject races.. They are responsible for local commerce, industry, law enforcement, civil disputes, and the welfare of the citizens and subjects in their area. Military matters are not usually dealt with at this level.

Some foreign leaders have been given a title of honorary Baron or Baroness but with an area of administration. All the listed titles given have an award, ribbon or medal that can be worn for ceremonial occasions and differ from title to title.

Hauptar (Knight) – This title is reserved for strictly military and armed police officials. It is earned in combat and at risk of personal life while in service to the StarKingdom. It has been awarded in the past to non-citizens, including members of the Terran Union and UFP during the BUG Wars. Very rough equivalents are the Medal of Honor and Victoria Cross, but with an added honor (and responsibility) at having personal access at their discretion to the King or any lower titled ranking individual of the Kingdom. Such an honor should not be abused and there is a possibility that the title could be revoked if the privilege is misused. While in the long history of the title of Hauptar it has never been revoked, the privilege of the royal presence has also never been abused....yet.

Royal Law and Customs

From one end to the other of the StarKingdom, the Royal Law is enforced without discrimination or bias. While the law tends to favor Blarad citizens at times, visitors can expect fair treatment by officials if their actions are non-threatening and polite.

While local laws regarding weapons vary from planet to planet, a general rule of thumb is that the more populated and high tech the world is, the higher the law level is regarding weapons. Frontier worlds where enemy resistance could be encountered have looser restrictions in general. Walking around with a blast pistol or slung rifle wouldn't be uncommon, especially on planets that have had a Klackon or BUG presence.

On more settled planets, walking around openly armed is considered an aggressive act and will attract the attention of the local police. Special Royal permits are needed to carry any type of weapon and are hard to obtain. Such permits also have to be transmitted before landing at a Blarad starport with very little tolerance shown for those visitors who might "forget" to show their permits. Penalties range from seizure of the weapon(s), impounding the starship, heavy fines



and even being locked up to await a hearing with the Royal Court within a week in the system. Caution should be taken with carrying concealed or disguised weapons on major Blarad planets. Given the problems they have had to deal with during insurgencies, the police have gotten quite skilled at finding such devices. More than a few foreign agents have been detained, deported, or imprisoned for violation of weapons laws. Enemy agents are dealt with, up to and including death. The Blarads take the safety of their citizens very seriously.

Manners are held in high regard with some formalities associated with royalty being part of day-to-day life. If an individual has a title or rank, it is considered proper to address them when meeting every time. Even if you have known them for years or are even related to them, calling them 'Duke' or 'Earl' or whatever their title is expected in greeting them. Once you are on familiar terms, the title holder will let you know how to address them, but always start a greeting with their title.

Royal Dorad Mining Company

The Kingdom maintains a separate organization for working on planets that are marginal for permanent colonization but contain valuable resources that could be mined. The King has authorized the Royal Dorad Mining Company to administer these planets and the systems they are in for a fee paid to the Kingdom (about 15% of the profits).

The Company maintains its own military units and starships for the defense of the systems. In time of war, they will be placed under Royal Navy and Royal Army command, but in ordinary times they answer to the company officials. The forces are well equipped and trained according to Blarad regular military standards. Some Blarads transfer to the company armed forces for any number of reasons. Most keep their current rank with some (35%) getting a promotion if the field is needed.

Economics & Exchange of the Kingdom

The Universal Credit has been incorporated into the Blarad

economy for the last two hundred years. While there was some resistance to changing the old system of Crowns and Rurals (pocket change), the government slowly adapted the use of the Credit and transformed their old money system into the decimal money system used by most of the known areas of space. The Mercantile League banking system based in Rhodes is constantly monitoring the exchange rate and productivity of the various nations to keep the credit worth its current value. The "Blarad Crown" is the preferred medium of exchange but the other races' money based on the credit system are acceptable as well. These include the Mercantile League, UFP, Mekpur, Rauwoof and IRSOL. Communist governments such as the GPR, Ranan, and Hiss'sist money is not acceptable. The Azuriach Imperial is backed by Rhodes, but it is considered very bad taste to try to use them. This is bound to draw the immediate attention of the Blarad security forces and could start an incident among the locals.

Impact Of Biology On Blarad Culture

The Blarad ursoids evolved on their heavy gravity planet in a manner similar to the evolution of advanced species throughout the known galaxy. Several "ethnic groups" evolved to fit their climate zones and environments. This led to varying fur colors, ranging from pure white in polar regions to a light golden brown growing darker as the groups migrated further towards equatorial regions. Over millenia spent in a given climate zone, these colors became genetically fixed in the ethnic groups and even produced a pure black fur in some areas.

With the development of agriculture, and later civilization, travel and trade became common. Populations moved and mixed, producing a wide variety of fur colors within the same families and in every village, town and city.

As the various Blarad "ethnic groups" differed little in size or basic features, there was no "racism" or "ethnic hatred" among the various groups. As pure white from the polar regions was the most rare (due to the smaller populations supported in the polar regions), such fur is often considered exotic and attractive. At the same time, the much admired Royal Family exhibits fur at the opposite end of the color spectrum – pure black.

The ursoid biology has also produced several unique (to Terrans) reproductive factors. Blarad females tend to give birth to twins, usually one male and one female. As Blarad culture calls for male inheritance, the male from the oldest pair of twins is the first inheritor (of property or title). This right of inheritance passes down to the next male in line with the death of the eldest male.

Should all males in a line of succession die, inheritance passes on to the female from the oldest (first) set of twins. Should this female already be married, her mate ("husband") is expected to take his wife's family name and become head of the female's family. This continues the genetic line and the family name.

Female Blarad take their husband's family name after marriage and become part of the husband's family. Due to inheritance laws and customs, many noble Blarad families try to arrange marriages for their offspring. Clearly the mate of the oldest of the female offspring (from the firstborn set of twins) is of paramount importance in the line of inheritance.

Most families have a tradition of service in a particular profession or in one of the Royal Military Services. It is quite common, even among commoners, for the first- or second- born set of twins to enter a specific branch of the Royal Military, whether it be the Army or the Star Navy. Often, the firstborn would be expected to serve a single term in that military branch and then return to ready themselves for the responsibilities of leading their family in profession, business, or politics – perhaps in imitation of the Royal family. Later born sets of twins might also enter the same branch of the Royal Military and make that service a career. Thus, it is quite common to find several members of the same family serving in the same branch of military service – or, members of

a noble family in positions of command within army or fleet units.

Another biological factor from the Blarad evolutionary path exhibits itself in all aspects of life as the female Blarads are only sexually active during one month of the home planet's year. In the years before civilization, Blarad females could only safely bear young at a specific time of year and, therefore, could only become pregnant at specific times of year. This led to a biological shift where the female became sexually receptive and emitted a pheromone to attract male attention. This annual period became known as the Month of Tension. The time of this period of sexual activity did not change when the Blarad reached the stars. Rather than seeing a change to match the climate of a new planet, Blarad female settlers continued to enter a time of sexual activity at the same time as they had on the original home planet.

With the development of civilization, this biological imperative became inconvenient to a Blarad society that accepted a partnership of a male and a female in marriage and that also allowed females to have full equality in jobs, professions, and even in military service. In response, the Blarads developed simple nasal filters that allowed males and females to interact during the Month of Tension.

These nasal filters are simple to produce, widely available and quite inexpensive.

Despite the availability of the filters, Blarad customs still reflect the difficulty that had been faced by males when the females became sexually available. Though the females could contain their sexual urges, they could not control the emission of the pheromone. Males could resist seeking sexual contact with every female they came in contact with, but the stress created by this behavior required by the civilized Blarad

society often led to fights between males over unrelated topics.

For this reason, even the Blarad House of the People and other popular assemblies declare a recess each year during the Month of Tension. The home world calendar is carefully followed on all planets settled by Blarads and the Blarad Royal Star Fleet bases all operations on that original calendar. On ships in the Royal Navy, all orders are issued with the time and date found in the capital on the home planet (keeping the date up front for all officers and crew). On Blarad settled planets, newspapers and public announcements (including party invitations and birth announcements) are given in local terms with the date on the home planet placed prominently immediately after the local date.

The Month of Tension has also led the Royal Star Navy to experiment with all-male and all-female crews aboard warships, even with the availability of nasal filters. These experiments are ongoing.

Taking a cue from the humans they have worked with over the years, the Blarad are seriously considering the use of medical drugs to change the timing of individual female pheromone release. This would add a level of convenience to the average Blarad family, but also help alleviate the crowding of local hospitals nine to ten months after the Month of Tension due to the higher number of births following the gestation period. There are those that would seek to prevent such a change on this ancient cycle as a slap in the face of tradition, but these Blarads are generally of the older generation. The younger Blarad are more open to this idea and most like the idea of more control over the reproductive cycle. While such an issue seems minor to most other species, there has been quite a bit of strong debate over the changing of The Tension.

List of system coordinates

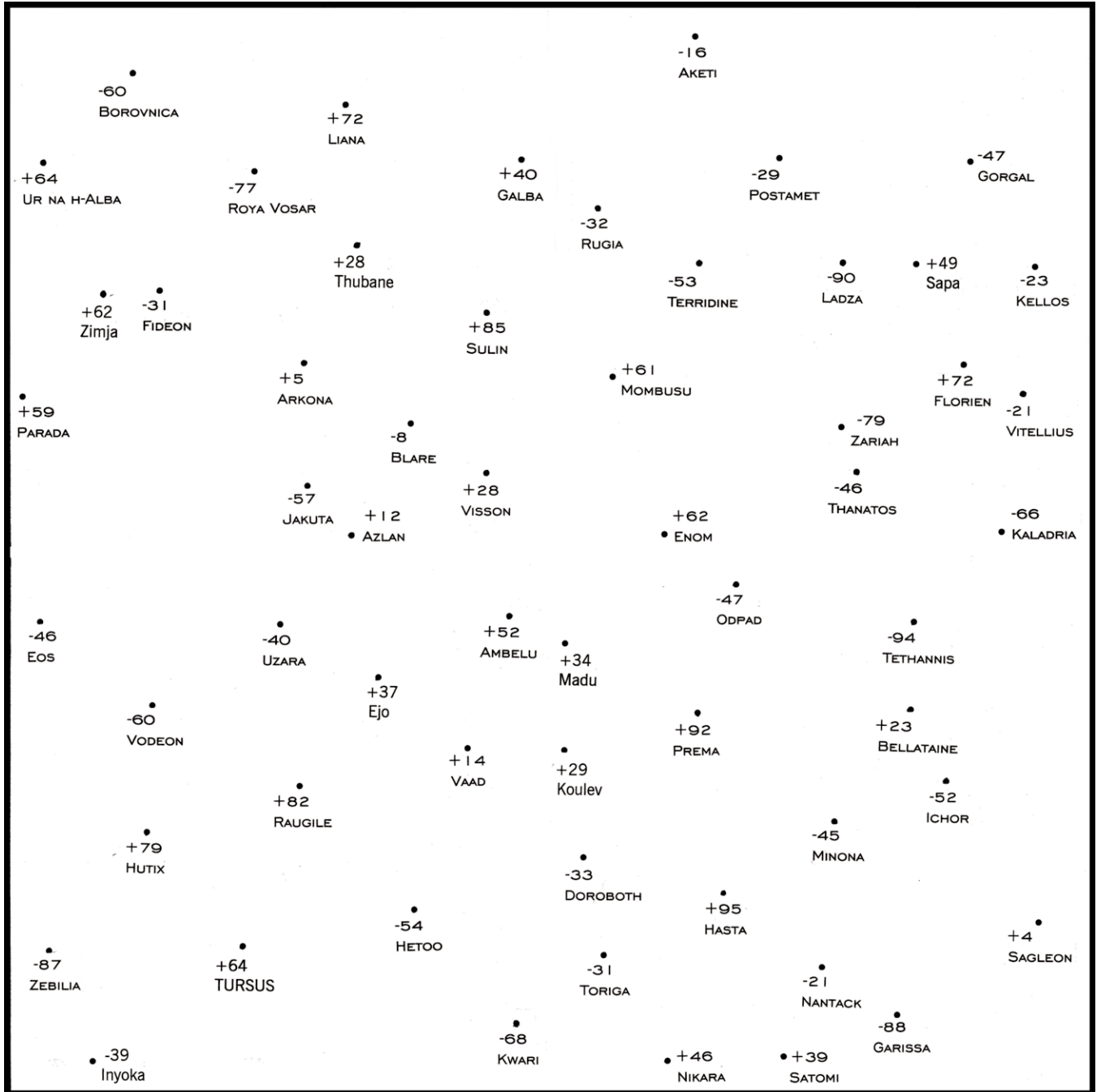
Aketi - 0.3 GG.4 -16 GCS
 Ambelu - 5.4 EE.6 +52 GCS
 Arkona - 3.3 CC.7 +5 GCS
 Azlan - 4.8 DD.2 +12 GCS
 Bellataine - 6.5 II.3 +23 GCS
 Blare - 3.8 DD.7 -8 GCS
 Borovnica - 0.6 BB.2 -60 GCS
 Brogana - 9.5 CC.6 +31 GCS
 Doroboth - 7.8 FF.3 -33 GCS
 Enom - 4.8 GG.1 +62 GCS
 Eos - 5.3 AA.6 -46 GCS
 Fideon - 2.6 BB.4 -31 GCS
 Florian - 3.3 II.8 +72 GCS
 Galba - 1.4 EE.7 +40 GCS
 Garissa - 9.3 II.2 -88 GCS
 Gorgal - 1.4 II.8 -47 GCS
 Hasta - 8.2 GG.6 +95 GCS
 Hetoo - 8.3 DD.7 -54 GCS
 Hutix - 7.6 BB.3 +79 GCS
 Ichor - 7.2 II.7 -52 GCS
 Jakuta - 4.4 CC.4 -57 GCS
 Kaladria - 4.8 JJ.2 -66 GCS
 Kellos - 2.4 JJ.5 -23 GCS
 Kwari - 9.3 EE.6 -68 GCS
 Ladza - 2.3 HH.7 -90 GCS
 Liana - 0.9 DD.1 +72 GCS
 Minona - 7.6 HH.6 -45 GCS
 Mombusu - 3.4 FF.6 +61 GCS
 Nantack - 8.8 HH.5 -21 GCS
 Nikara - 9.7 GG.1 +46 GCS
 Odpad - 5.3 GG.7 -47 GCS

Parada - 3.6 AA.2 +59 GCS
 Postamet - 1.4 HH.2 -29 GCS
 Prema - 6.5 GG.4 +92 GCS
 Raugile - 7.2 CC.7 +82 GCS
 Roya Vosar - 1.5 CC.3 -77 GCS
 Rugia - 1.8 FF.5 -32 GCS
 Sagleon - 8.4 JJ.5 +4 GCS
 Satomi - 9.7 HH.2 +39 GCS
 Sulin - 2.8 EE.4 +85 GCS
 Tethannis - 5.6 II.4 -94 GCS
 Terridine - 2.3 GG.4 -53 GCS
 Thanatos - 4.3 HH.8 -46 GCS
 Toriga - 8.7 FF.5 -31 GCS
 Ur na h-Alba - 1.4 AA.3 +64 GCS
 Uzara - 5.7 CC.5 -40 GCS
 Vaad - 6.8 EE.2 +14 GCS
 Visson - 4.3 EE.4 +28 GCS
 Vitellius - 3.6 JJ.4 -21 GCS
 Vodeon - 6.4 BB.3 -60 GCS
 Zariah - 3.8 HH.7 -79 GCS
 Zebilia - 8.7 AA.4 -87 GCS

Tursus Vassal State

(Capital) Tursus - 8.7 CC.2 +64 GCS
 Ejo - 6.2 DD.4 +37 GCS
 Inyoka - 9.7 AA.7 -39 GCS
 Koulev - 6.8 FF.2 +29 GCS
 Madu - 5.8 FF.2 +34 GCS
 Sapa - 2.4 II.4 +49 GCS
 Thubane - 2.2 DD.2 +28 GCS
 Zimja - 2.6 AA.8 +62 GCS

The Blarad Home Sector



Atlas Of Planets

Aketi Prime

Star System Coordinate	0.3 GG.4 -16 GCS11.NN/+1000
Stellar Primary	G4v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Aketi I	Type 15 – Airless
Orbital distance	200 LS
Length of Year	91 Terran Days
Length of Day	12 hours 16 min
Planetary Diameter	14,000 km
Surface Gravity	1.2 G (Dense)
Temperature Range	-175°C to +375°C
Atmosphere Type	None
Hydrosphere	None
Star Nationality	Blarad Star Kingdom
Sentient Race	Various
Population	2,000,000 in domed cities
Tech Level	9-10
Star Port Rating	Class AAA x 1 (Tech 10 facilities) x3 orbital forts
Social Organization	Blarad Mining Company
Societal Strength	8
Xeno Acceptance	3%
Government Type	Corporate Officials
Government Type	Royal Company officials
Government Support	71%
Loyalty Index	54%
Repression Index	5%
Bureaucracy Level	Moderate but efficient
Corruption Level	5%
Law Level	11
Gross Productivity	MCR 26,000
Per Capita Income	CR 13,000
Tax %/Levy	30% / MCR 7,800
Military Spending	15% / MCR 3,900
Major Imports	Foods, Xeno Vehicles and Equipment, Mining supplies
Major Exports	All Metals in various amounts
Trade Restrictions	5% duty on non-Blarad imports
Trade Acceptance	78%

Aketi I is the property of the Royal Dorad Mining Company. The workers are governed by the company officials and paid regular wages and benefits that the company provides. This is one of their more successful ventures with annual profits earning about 30%. After the governments cut, it is still a very good investment. The planet is somewhat unstable geologically, but the miners have excellent equipment and training to deal with the problems caused by it.

The other planets in the system have been scouted and a preliminary geological survey has been completed a few years ago. A few teams of geologists are still doing a comprehensive survey with the findings logged into the company's database. Independent miners are allowed onto other planets in the system with a mining license bought from the company and 20% of the ore mined going to the company as payment. The miners are monitored remotely and periodically inspected by company officers. All ships entering and

leaving the system are inspected at the system's space station in orbit around Aketi VII (Gas Giant).

Ambelu V

Star System Coordinate	5.4 EE.6 +52 GCS11.NN/+1000
Stellar Primary	K6iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	17
Ambelu V	Type 1 Terran Ocean – ringed
Orbital distance	950 LS
Length of Year	1.3 Terran Years
Length of Day	27 hours 24 min
Planetary Diameter	19,000 km
Surface Gravity	1.8 G (Dense)
Temperature Range	-50°C to +52°C
Atmosphere Type	Terran: 900mm with O2 at 210mm. Mostly mild weather
Hydrosphere	93% 1 small continent, scattered archipelagoes, Ocean depth varies between 75m to over 13k Fairly high humidity
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids / Loodie Humanoids
Population	500,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 1 (Tech 10 facilities) x6 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	18%
Government Type	Blarad Monarchy
Government Support	87%
Loyalty Index	97%
Repression Index	3%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	10%
Law Level	6-9+
Economic Rating	Rich Agricultural
Gross Productivity	MCR 6,500,000
Per Capita Income	CR 13,000
Tax %/Levy	40% / MCR 2,600,000
Military Spending	20% / MCR 1,300,000
Major Imports	Manufactured Goods, Fishing and boating equipment
Major Exports	Various Fish Products, Fishing - Tourists
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	87%

Ambelu V was a Klackon planet that was taken from them by the Blarad in the 1st Crab War. When the Royal Army succeeded in eliminating the Klackons from Sulin II, the same tactics were employed for the Ambelu system. Fewer mistakes were made in this operation and the damage to the planet was minimal. The Loodies were very helpful with the aquadic part of the fighting and the genetically modified fish that eat the Klackon eggs were particularly effective.

After the fighting was over, it was decided to form a new colony

world dedicated to raising fish for the growing Blarad population. A number of Loodie humanoids elected to stay and bring their families to start the first off-world colony by the Loodie people. The combination of the two peoples has benefited both and a significantly higher standard of living is now possible than is normal for an ocean type planet.

Various fish were brought in to stock the planet, including many varieties of exotic fish that Blarad ursoids enjoy. The waters of Ambelu V are very similar to Blare III and the fish have done quite well. A major export industry has taken off in the years since the colony has been founded.

Some tourists enjoy coming to Ambelu V to get in some hard-core fishing. Some species have been brought in from other planets and a huge variety can be found in all climates. Prices vary from place to place with some negotiating taking place on the spot. With a large tourist industry, prices are competitive and reasonable.

Extra orbital forts have been built to keep out any Klackon incursion that might be attempted. It has been many years since an attempt has been made by the Klackons to take back the planet. Given the shortage of dry land, ground-based defenses had to be mainly moved into orbit with secondary batteries and missile launchers retained on the ground. There are a number of wet-water naval forces manned by the Royal Star Navy to help with local defense and to give the Navy a chance to retain their nautical skills and heritage.

Sometimes live Klackons manage to be hatched from the very few survivors that escape the egg hunting fish. From time to time, full-sized Klackons are found in the shallow seas but are quickly dealt with by the locals. A bounty has been placed on these creatures of 500cr if you bring in the eye stalks and the location where it was found.

Arkona III

Star System Coordinate	3.3 CC.7 +5 GCS11.NN/+1000
Stellar Primary	M9iii Giant Star
FTL Conversion	35,000 LS
Planets in System	11
Arkona III	Type 1 Terran Steppe – 1 moon
Orbital distance	1800 LS
Length of Year	1.6 Terran Years
Length of Day	27 hours 34 min
Planetary Diameter	21,000 km
Surface Gravity	2.1 G (Dense)
Temperature Range	-80°C to +55°C
Atmosphere Type	Terran: 2000mm with O2 at 400mm. Moderately low humidity, limited precipitation
Hydrosphere	55% 6 continents Lots of plains with higher latitudes forested
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	2,000,000,000
Tech Level	9-10
Star Port Rating	Class AAAAAA x 3 (Tech 10 facilities) x10 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	12%
Government Type	Blarad Monarchy
Government Support	75%
Loyalty Index	95%
Repression Index	5%

Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	15%
Law Level	6-9+
Economic Rating	Very Rich Agricultural
Gross Productivity	MCR 24,000,000
Per Capita Income	CR 12,000
Tax %/Levy	40% / MCR 9,600,000
Military Spending	25% / MCR 6,000,000
Major Imports	Agro tools, manufactured goods, fertilizers, ATV vehicles, medicines
Major Exports	Exotic Foods, Industrial Metals, collapsium
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	80%

Arkona III is a very old colony world of the Blarad Star Kingdom. It was one of the first worlds settled when the Blarads first took to the stars. The lighter gravity (compared to the home world: Blare III) was seen as a blessing for older Blarad and those suffering from illness or injury. Even today, it is seen as a retirement area for some Blarad ursoids wanting to get away from it all and reside in a more rural setting.

Older ursoids are a significant part of the population, but the majority of the inhabitants are engaged in agriculture and fishing. There are not a lot of herd animals raised by the Blarads as meat (other than fish) is not a preferred item on most menus of the Kingdom. Other races that are part of the kingdom are more carnivorous and some land is set aside for animals used for export.

Families tend to be large with a fairly good number of the offspring joining one of the military services for at least one tour of duty. Most return to engage in farming after their service is complete, giving the planet a very well trained and disciplined militia and reserve component for the Royal Army and Royal Star Navy based in the system. Other than military service, very little action takes place here other than the never ending, hard work on the farms. In general, Arkona III can be described as a sleepy place that provides food and loyal subjects to the crown and a place to relax after a lifetime of productive service.

The plant and animal life are mainly from Blare III with very few native lifeforms left after being replaced by tougher species. Only a few predators native to the planet are left after a thousand years plus of Blarad settlement of Arkona III.

Azlan II

Star System Coordinate	4.8 DD.2 +12 GCS11.NN/+1000
Stellar Primary	G3v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Azlan II	Type 1 Terran Desert Planet – 3 moonlets
Orbital distance	420 LS
Length of Year	281 Terran Days
Length of Day	29 hours 5 min
Planetary Diameter	21,000 km
Surface Gravity	2.0 G (Dense)
Temperature Range	-32°C to +64°C
Atmosphere Type	Terran: 1100mm with O2 at 195mm. N2 780mm, Large amounts of dust with sandstorms in the deep deserts being intense. Arid and hot in most areas

Hydrosphere	25% several landlocked seas and lakes at higher latitudes, few oases in the middle latitudes.
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	1,000,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 2 (Tech 10 facilities) x8 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	9
Xeno Acceptance	21%
Government Type	Blarad Monarchy
Government Support	76%
Loyalty Index	81%
Repression Index	19%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	18%
Law Level	2-4
Economic Rating	Very Rich Mining
Gross Productivity	MCR 16,000,000
Per Capita Income	CR 16,000
Tax %/Levy	40% / MCR 6,400,000
Military Spending	25% / MCR 4,000,000
Major Imports	Exotic Foods, General Foods, Desert Equipment
Major Exports	All Metals in various amounts
Trade Restrictions	5% duty on non-Blarad imports
Trade Acceptance	71%



Azlan II is a Blarad colony world settled a long time ago. The climate is very tough on the population and the people of Azlan II are made very resilient because of it.

Due to the dense nature of the planet, metals of all types can be found and mined here in very large quantities.. Ninety percent of the population is actively engaged in mining operations, be it actual mining or transportation of ore to the large smelters (and operating said smelters). Significant quantities can be bought for a ten to thirty percent discount with a good mark up on imports of favorite Blarad foods (+20% over normal).

The harsh conditions and higher cost of living has caused the central government to lower overall taxes to 40% (A -5% reduction for a planet normally this wealthy). Part of the military spending is used towards financing the merchant ships that operate out of the system, which decreases the operating costs and keeps the food prices lower. (No import taxes on base food and five percent on exotic food).

The very dry conditions and relatively dry conditions make recruits for the military very skilled in desert warfare, both vehicle and infantry. Blarad still-suit technology has been researched and perfected here, but most suits are made off-planet to exacting specifications under the supervision of master desert specialists.

The planet is home to the Royal Star Ranger's Desert Warfare Training Base with 50,000 students training at any one time. The best graduates are sometimes picked to reinforce the defenders of Lorrenstar (Kuafsi IV) in the Ranan home sector where the Blarads continue to resist the URW. Most Azlan recruits crave action and actively seek combat more than is normal for Blarads.

The civil sector of the population is a little more xenophobic than is normal for Blarads and the corruption index is a bit higher than normal too. Don't take this to mean that the planet is a hotbed of political turmoil. The people are just gruffer in general and less pleasant than is normally expected of Blarad ursoids, probably due to the conditions on the planet; especially the closer you get to the equator. The wildlife is sparse but tough and hard to find. Keep a blast pistol handy when traveling outside settled areas.

Bellataine IV

Star System Coordinate	6.5 II.3 +23 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	12
Bellataine IV	Type 2 Terran Steppe – 1 Large Moon
Orbital distance	530 LS
Length of Year	398 Terran Days
Length of Day	22 hours 12 min
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature Range	-71°C to +50°C
Atmosphere Type	Terran: 1000mm with O2 at 170mm.
Hydrosphere	52% Carefully arranged pattern of lakes to manage planetary rainfall
Star Nationality	Blarad Star Kingdom
Sentient Race	Vissonian Humanoids
Population	1,000,000,000
Tech Level	9
Star Port Rating	Class AAAAA x 1 (Tech 10 facilities) x4 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	9
Xeno Acceptance	12%
Government Type	Blarad Monarchy
Government Support	88%

Loyalty Index	92%
Repression Index	8%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	13%
Law Level	6-9+
Economic Rating	Average Agricultural
Gross Productivity	MCR 9,000,000
Per Capita Income	CR 9,000
Tax %/Levy	35% / MCR 3,150,000
Military Spending	20% / MCR 1,800,000
Major Imports	Farming equipment, manufactured goods, General tools / supplies
Major Exports	General food products, some power metals, precious metals.
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	72%

Bellataine IV is a colony world settled by the Vissionians humanoids with Blarad approval and support. It has a marginally breathable atmosphere and had very little surface water with no native lifeforms to speak of. Extensive terraforming guidance from the Royal Terraforming Corps has made the planet more habitable.

Over time, comets were diverted into orbits around Bellataine IV and ice-cored meteors were gathered from the Ort cloud surrounding the system for increasing the water supply. Some water was broken down into oxygen and hydrogen to thicken the atmosphere and CO2 was released from the topsoil along with Nitrogen in massive processing plants built just for this. Plants were introduced to process the CO2 into a breathable atmosphere.

Carefully excavated lakes were built in areas that were mined out of useful metals. By carefully making a pattern of large lakes, planetary rainfall could be made more predictable and evenly spread out for useful agriculture. Vissonian plants and animals were introduced along with other varieties that were found useful to their physiology. The result is a planet devoted to meeting the agrarian needs of the home planet.

The culture is mainly Vissonian with a more Blarad influence than on their home world thanks to the assistance of the Royal Terraforming Corps and the Blarad Merchant Marine that brought settlers and supplies from home. The colonists are loyal members of the StarKingdom and provide well trained and motivated troops and civil servants for it.

Blare III

Star System Coordinate	3.8 DD.7 -8 GCS11.NN/+1000
Stellar Primary	G5v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	6
Blare III	Type 1 Terran standard – 1 moon
Orbital distance	510 LS
Length of Year	364 Days
Length of Day	23 hours 46 min
Planetary Diameter	25,000 km
Surface Gravity	2.5 G (Dense)
Temperature Range	-75°C to +50°C

Atmosphere Type	Terran: 1500mm with O2 at 260mm. Weather tends to be more severe than Terra
Hydrosphere	70% 7 continents, 3 sub-continentFairly high humidity
Star Nationality	Blarad Star Kingdom (Capital)
Sentient Race	Blarad Ursoids
Population	9,000,000,000
Tech Level	9-10
Star Port Rating	Class AAAAAA x 8 (Tech 10 facilities) x24 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	15%
Government Type	Blarad Monarchy
Government Support	80%
Loyalty Index	97%
Repression Index	2%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	18%
Law Level	6-9+
Economic Rating	Very Rich Industrial
Gross Productivity	MCR 162,000,000
Per Capita Income	CR 18,000
Tax %/Levy	45% / MCR 72,900,000
Military Spending	25% / MCR 40,500,000
Major Imports	Exotic Foods, Industrial Metals, collapsium
Major Exports	Manufactured Goods, Starships, Heavy Weapons
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	80%

Blare III is the home world of the Blarad Ursoids and capital planet of the Blarad Star Kingdom. The massive size of the planet and its long history of inhabitation is a major reason for its huge population and very rich economy. There are very few worlds that have an overall economy bigger than Blare III.

The planet is able to provide enough food to meet its basic needs, but certain off-world foods are enjoyed by the general population that are grown within the StarKingdom. Most of these items are vegetarian in nature, with seafood being a prime source of protein. Very few items are of a carnivorous nature.

The other imports are in the nature of industrial metals and collapsium for the sprawling shipyards on the various continents. Most of the major warships, as well as the majority of the minor ones, are built in the Blare system. The larger ones are built in orbit assembled from parts produced on the main planet. A number of private yards are used for the construction of commercial ships, but not a large number are made here.

The population and GDP of Blare III also reflect the colony planets in the system that help meet some of the import needs for the ship building industry. 99% of the population is on Blare III. Most of the inhabitants of the large moon of Blare III are employed in the orbital dry docks that have gravity plates installed to increase off-duty gravity to the 2.5G standard so as to prevent the weakening of muscles and bone loss due to low gravity.

At nine billion souls, it might first be assumed that Blare III is a crowded world. That is not the case at all. The diameter of Blare III is almost twice that of Terra, making their smallest continent the size of

Asia. Wealthy nobles have large estates and the King has one the size of the island of Madagascar. While the cities are large, they have been well planned with plenty of green space provided for the ursoids. The countryside has been tamed for the most part with carefully managed reserves for native wildlife.

A note on the wildlife of Blare III. Due to the heavy gravity of the planet, the animal life is exceedingly tough with most creatures having very thick skins. Of note to zoology majors, there are no feline variety of animals on Blare III. Most predators are either ursine or reptile in nature. There are very few bird species, with those being much stronger and well-built than is typical of a Terran variety. As a result of the higher gravity, all the fauna have excellent reflexes as well as strength.

The military presence on Blare III is considerable. The headquarters of the various Royal Army service branches are, along with the King's Own Guard, equipped with the latest weapons and kit, most of which is tech level 10. The size of the Guard is roughly one million combat troops plus support units. There is a three-division corps of armor and another of mechanized infantry. The infantry units are hand-picked and combat veterans all. Included in the Guards is a full brigade group of Star Rangers selected from the entire military that are considered by many the finest armed force that sized in the quadrant.

There are other regular Royal Army brigades recruited and based here in addition to the Guards. The militia units on the planet are also well trained and equipped making an invasion by even the largest of forces a costly affair. Roughly ten percent of the population is a veteran of one of the various branches of the army or navy.

The Army has retained control of all ASP forces normally associated with an independent Air Force and the King's Own Guards are well supported in this department as well. One-hundred Squadrons each of ASP fighters, fighter-bombers, bombers and utility transports are part of the Guard air unit plus other special warfare craft as needed.

The Royal Star Navy has the Gold Fleet based in the system as well. It acts as the defense force for the sector and provides the "fire brigade" for the kingdom as well. The fleet is built around tech level 10 ships with the latest upgrades available. New designs are tested with this fleet before deployment to the rest of the fleet. This fleet is historically commanded by a member of the Royal Family in direct line to the throne.

Borovnica III

Star System Coordinate	0.6 BB.2 -60 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	13
Borovnica III	Type 1 Terran (Terraformed) – 1 Small Moon
Orbital distance	500 LS
Length of Year	363 Terran Days
Length of Day	23 hours 43 min
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature Range	-70°C to +55°C
Atmosphere Type	Terran: 1100mm with O2 at 180mm.
Hydrosphere	57% Carefully arranged pattern of lakes to manage planetary rainfall
Star Nationality	Blarad Star Kingdom / UFP Member World
Sentient Race	Human
Population	850,000,000
Tech Level	9-10

Star Port Rating	Class AAAAA x 1 (Tech 10 facilities) x4 orbital forts
Social Organization	Open
Societal Strength	10
Xeno Acceptance	8%
Government Type	Parliamentary Republic
Government Support	71%
Loyalty Index	86%
Repression Index	9%
Bureaucracy Level	Fairly Low
Corruption Level	8%
Law Level	1-5+
Economic Rating	Rich Agricultural
Gross Productivity	MCR 12,750,000
Per Capita Income	CR 15,000
Tax %/Levy	40% / MCR 5,100,000
Military Spending	22% / MCR 3,187,500
Major Imports	Farming equipment, manufactured goods, General tools
Major Exports	Foods (Huckleberry), some metals
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	85%

Borovnica III is a colony world first settled by Croatians in 2320 A.D. initially as a mining colony while Terraforming was finished by the colonists and the Blarad government. It took thirty-two years to finish but the result was a very nice planet for agriculture. Being in the Blarad StarKingdom home sector, arrangements were made to become officially a vassal state of the Kingdom, but still retain some membership with the Terran Union. Dual citizenship was worked out after a prized commodity was grown for export: Huckleberries

After meeting to decide what should be grown, an enterprising farmer made a discovery during research for this question. Noting that the Blarads were ursoids, Ivan Rilovick thought that the odds of similar tastes with Terran bears were good. He ordered a small amount of Huckleberries to be shipped out to the planet and made a present to some local Blarad engineers wrapping up the terraforming. They loved them and wanted to buy any more he had.

Several more tests were conducted and similar results were achieved. More seeds and bushes were obtained and, starting off small, a profitable trade was started and has increased over the years. The berries have made it to the table of the King as well and have been a part of the menu for over a hundred years.

They joined the Federation when it first was founded so this planet is connected to both organizations. They serve as prime negotiators location for the two and the hospitality of the people is excellent.

Brogana IV

Star System Coordinate	9.5 CC.6 +31 GCS11.NN/+1000
Stellar Primary	G3iii main sequence star
FTL Conversion	10,000 LS
Planets in System	8
Brogana IV	Type 14 low pressure, no moon
Orbital distance	720 LS
Length of Year	1.9 Terran Years
Length of Day	53 hours 0 min
Planetary Diameter	7,000 km
Surface Gravity	0.4 G

Temperature Range	-130°C to +3°C
Atmosphere Type	Terran: 110mm mainly CO2
Hydrosphere	13% in Icecaps
Star Nationality	Blarad Star Kingdom
Sentient Race	Various
Population	Unknown
Tech Level	Unknown (possibly 10)
Star Port Rating	Unknown
Social Organization	Government Personnel
Societal Strength	10
Xeno Acceptance	NA
Government Type	Military Research
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Off the scale
Corruption Level	0%
Law Level	19+
Economic Rating	None
Gross Productivity	MCR Unknown
Per Capita Income	Government Salary
Tax %/Levy	NA
Military Spending	NA
Major Imports	Top Secret Government Contract Only
Major Exports	Top Secret
Trade Restrictions	Contracted Cargo only
Trade Acceptance	NA

Brogana IV has been off-limits to non-Blarad civilians since it was discovered eight-hundred years ago. Only Royal Blarad Government researchers have been allowed on the planet and in the system ever since, with all others being turned back at the edge of the system or arrested and detained indefinitely. There are very strong naval forces present and the sensor array for the system is state of the art.



Cargo brought in to the system is strictly contracted and sealed in scan-proof containers before being brought on board. Only crews with Top Secret clearances are allowed to board once a container is loaded. Anti-tamper devices are also state of the art with lengthy prison sentences for even attempting to compromise them. Contacts are extremely difficult to get and are very few in nature. Amounts of containers vary in size and number from month to month in order to confuse any spies of the nature and number of personnel on the planet.

Rumors have spread that a partially working stargate in is the system. They also claim that there is the wreck of an ancient alien space ship that crashed on the planet. This has led many to believe this site contains a lot of Forerunner technology that is even now being researched. The importance of this sight must be profound in that recently several UFP scientists have reportedly been sent there to assist the Blarad government with some highly classified project.

SM Notes: This could be the site of the "Gate to Infinity" as discussed in the Forerunner history on the Space Opera fansite. If it is not THE Gate, it is possible that it is another such gate that was never finished or was damaged long ago. The planet was a forerunner colony world but survivors have long since left or died.

Only use this setting as a start point for an adventure or as a target for foreign espionage characters. Any entry and exit from the system will be extremely difficult. Landing on the planet will be even more so. Another scenario could involve a team of researchers exploring the ruins or even trying to use the gate itself.

Doroboth II

Star System Coordinate	78 FF.3 -33 GCS11.NN/+1000
Stellar Primary	A1v / A5v Binary Main Sequence Stars
FTL Conversion	15,000 LS
Planets in System	10
Doroboth II	Type 1 Terran standard – 1 large moon
Orbital distance	600 LS
Length of Year	1.3 Terran Years
Length of Day	24 hours 28 min
Planetary Diameter	20,000 km
Surface Gravity	2.0 G (Dense)
Temperature Range	-75°C to +48°C
Atmosphere Type	Terran: 1200mm with O2 at 240mm. Weather very similar to Terra but more intense
Hydrosphere	69% 6 continents, 2 sub-continents, some large islands
Star Nationality	Blarad Star Kingdom
Sentient Race	Dorobothian Humanoids
Population	4,000,000,000
Tech Level	10
Star Port Rating	Class AAAAA x 6 (Tech 10 facilities) x18 orbital forts
Social Organization	Dorobothian Republic
Societal Strength	10
Xeno Acceptance	7%
Government Type	Republic
Government Support	83%
Loyalty Index	90%
Repression Index	10%
Bureaucracy Level	Moderate but slow
Corruption Level	4%

Law Level	1
Economic Rating	Very Rich Industrial
Gross Productivity	MCR 80,000,000
Per Capita Income	CR 20,000
Tax %/Levy	40% / MCR 32,000,000
Military Spending	25% / MCR 20,000,000
Major Imports	Luxuries, High quality foods and wines, Farming experts
Major Exports	Manufactured Goods, Contracted Skilled Miners, Military Armor
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	77%

Doroboth II is the home of the Dorobothian humanoids, but not their original home world. The best guess is that some forerunner race engaged in genetic engineering to make a race of natural miners and skilled craftsmen. The history of the race was obscured when the forerunners withdrew from the sector many eons ago. The earliest settlers were more concerned with making a living than keeping accurate records for posterity.

When discovered during the Blarad conquest of the sector, the Dorobothian humanoids were mainly in an early tech level 5 stage. The resistance offered to the first landings was intense and caused a number of casualties to the first few waves to land. The armor available to the local troops was of a higher quality than would be thought for a lower level technology. The fierceness of the native troops was unmatched in the experience of the Royal Army. Death didn't seem to deter the defenders and resistance even continued when they were captured. Some Blarad and allied troops were captured but were treated fairly.

After two months of fighting, the language was translated enough to begin talks with the local governments. When offered terms of surrender, the Dorobothians flatly rejected them. Diplomatic efforts seemed to be at a standstill when a Blarad general hit upon the idea of offering them employment in the Blarad Royal Army. The offer was taken back to the local leadership and shortly was accepted under the condition of local government freedom and fair wages, plus technical assistance in upgrading their technology. Rather than destroy such a talented, tough race and ruin a good planet, the King authorized a treaty accepting them into the StarKingdom as a protectorate and, then later, as an allied planet of the commonwealth.

Dorobothian Humanoids are shorter than most with an average height of 1.3 meters but a tougher constitution and damage capacity (1.5 times normal) than is normally found in humanoids. Weight is also greater (125% of normal). Strength and Constitution are at a plus 2 over normal in addition to the native world bonus of being born on a 2G home planet. GTA, MechA, and ElectA scores have no limits with no score under a 9. They have excellent night vision which came in handy while conducting mining operations in their early history. The craftsmen of this race are highly skilled, making weapons and armor for the Royal Army and the quality is unmatched for personal crafted gear made for an individual. They tend to live about one-hundred seventy Terran years.

SM Notes: That's right. At long last, you can have Space Dwarves. To play them right, look up a history of the fighting that took place in Nepal when the British showed up and the bargain struck between the two peoples that continues to this day. Add in a healthy dose of Tolkien dwarven skills and attitude and you are ready to role play these study folks.

Enom VII

Star System Coordinate	4.8 GG.1 +62 GCS11.NN/+1000
Stellar Primary	G4v/K4v binary star system
FTL Conversion	30,000 LS
Planets in System	19
Enom VII	Type 14 low pressure
Orbital distance	9400 LS
Length of Year	376 Terran years
Length of Day	15 hours 10 min
Planetary Diameter	11,500 km
Surface Gravity	.85 G
Temperature Range	-98°C to +16°C
Atmosphere Type	85mm pressure, mainly CO2
Hydrosphere	5% Icecaps
Star Nationality	Independent, Blarad Ally
Sentient Race	Robotic
Population	Unknown
Tech Level	10
Star Port Rating	Class AAAA x 4 (Tech 10 facilities) x12 orbital forts
Social Organization	Robotic Cooperative
Societal Strength	10
Xeno Acceptance	0%
Government Type	None
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Minimal
Corruption Level	0%
Law Level	15
Economic Rating	Very Rich Industrial
Gross Productivity	MCR 10,000,000 (estimated)
Per Capita Income	Unknown
Tax %/Levy	Unknown
Military Spending	At least MCR 3,000,000
Major Imports	Raw Material, Scientific Knowledge
Major Exports	Manufactured Products to order
Trade Restrictions	None
Trade Acceptance	45%

Enom VII is an unusual planet in that the seemingly native lifeforms are robotic in nature. It is possible they came from a Forerunner evacuation during "The War", but records from that far back don't exist on the planet. The 'citizens' come in all different shapes and sizes. Their functions vary from the mundane to the highly abstract. No accurate count has been given to anyone.

The Blarad first discovered them around 1612 A.D. (Terran reckoning) and have been in a relationship of sorts ever since. The ship's computers were able to make contact within a few minutes. The information contained showed the purpose of the Kingdom, its history, capabilities, culture, anatomy, etc. After a brief pause, the communications offered coordinates for a landing site and a list of advisable precautions for personnel to take on the surface while accommodations for a meeting were being constructed. Taking a chance, the Blarad commander ordered a communications buoy deployed at the edge of the system with a recording of what they were doing.

The reception area specially made for them conformed to Blarad norms with the gravity adjusted to the captain's home planet from information gathered in the database of the scoutship. It was very disconcerting at first, but they continued to try to establish diplomatic relations with the robotic collective. The meeting proved fruitful and minor repairs were offered for the ship to offset the debt the collective had with them. It was the science officer who deduced that the robots wanted information about the universe and were willing to pay for it in a barter system. The scoutship returned straight to Blare III with the news and a diplomate and science team were dispatched to the system immediately.

While formal recognition of Blarad membership was not agreed upon, a cooperative relationship was established with the Kingdom and the Enom Collective. In exchange for raw materials and scientific knowledge of the area, the Collective would produce products to order if given the exact specifications. This came in very handy during the various BUG Wars when supplies of weapons were in short supply. The Blarad military command was reluctant to turn over secrets of their equipment to an unknown power. The demand for the help overrode any hesitation and the combat supplies needed were quickly made in the quantities requested.

The Azuriach Imperium tried to open relations with the planet, but were not successful in wooing them over to their side. A landing was attempted by the Azuriach Navy and a bombardment was started by a squadron of heavy warships sent just in case the offer was rejected. The Collective replied with a host of small ships being launched from the planet to attack the fleet. Rather than using conventional weapons, the robotic ships rammed into the Imperium ships at high speeds. The resulting kinetic force of the hits at close to light speed turned the ships into balls of exploding plasma in about two minutes. Survivors were hunted down and exterminated without further attempts at communications. No further attempts by anyone else to invade have been attempted.

Orbital forts are now in place to protect the planet and surrounding area from minor incidents in the future. They also serve as orbital docks for larger ships to load and unload cargo. Visits to the surface must be preapproved with legitimate reasons given in advance. Archeological sites investigated by the Blarad and Federation have yet to turn up the exact origins of the Enoms but every bit of data collected is turned over to them (or it) and is registered in the accounts of the StarNations for future production needs. The other planets in the system are open to mining and exploitation, but none of them are habitable without artificial shelter.

Sometimes, Enom androids are requested for scientific missions for the Kingdom and Federation as well when Forerunner sites are discovered. The data collected is very valuable to them and they pay very handsome rewards for it.

SM Notes: The purpose of the Collective could be benign. They could have been ordered to be a data collection point by their makers before being driven off. What they are planning to do with all this is really up to you. If they are left alone, it is doubtful they would become aggressive (unless they find a piece of data they have been waiting for...).

Eos III

Star System Coordinate	5.3 AA.6 -46 GCS11.NN/+1000
Stellar Primary	G3iii main sequence star
FTL Conversion	10,000 LS
Planets in System	8
Eos III	Type 1 Terran, 1 medium moon
Orbital distance	495 LS
Length of Year	297 Terran days
Length of Day	32 hours 22 min
Planetary Diameter	13,000 km

Surface Gravity	1.0 G (Dense)
Temperature Range	-85°C to +62°C
Atmosphere Type	Terran: 1120mm with O2 at 231mm.
Hydrosphere	72% 5 continents, 3 sub-continent, some small island chains
Star Nationality	Blarad Star Kingdom
Sentient Race	Eos Pithechine
Population	800,000,000
Tech Level	9
Star Port Rating	Class AAAAA x 3 (Tech 10 facilities) x9 orbital forts
Social Organization	Open Society
Societal Strength	7
Xeno Acceptance	10%
Government Type	Republic
Government Support	72%
Loyalty Index	83%
Repression Index	9%
Bureaucracy Level	Moderate, somewhat slow
Corruption Level	11%
Law Level	6-9+
Economic Rating	Rich Agriculture
Gross Productivity	MCR 7,200,000
Per Capita Income	CR 9,000
Tax %/Levy	35% / MCR 2,520,000
Military Spending	25% / MCR 1,800,000
Major Imports	Manufactured goods
Major Exports	Luxury foods, Quoropa leaf (QRD)
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	78%



Eos III is the homeworld of the Eos Pithecine people. Standing on average just under two meters tall, these natives of the forests are expert farmers and tend to lead peaceful lives. They respect the rule of law and when the Blarad arrived several hundred years ago, they had progressed to early tech level 4. With Blarad help and guidance, they have progressed to tech level 9 and seem quite content for now with their own progress.

Some adventurous Eosians have joined the Royal Army and learned the skills of that profession. The Star Rangers value them as expert scouts in forest and jungle terrain, as do various mercenary groups. Some less adventurous souls hire out as head gardeners for the elite families in the sector where they maintain award winning gardens or tutor the wealthy in horticultural practices.

The Quoropa leaf is a transplant to the planet from the Terran sector. It is used to make Quicktime Regeneration Drugs and the Blarad Government is its main buyer. It sells for CR 5000 + CR 50 x 2d6 per ton with resale value at a tech 8 planet or higher for twice that.

Luxury foods grown here are highly prized for flavor and appearance. They can be bought at 150% normal costs with resale at twice that or more.

Fideon IV

Star System Coordinate	2.6 BB.4 -31GCS11.NN/+1000
Stellar Primary	G1iv main sequence star
FTL Conversion	10,000 LS
Planets in System	9
Fideon IV	Type 1 Terran Tundra, no moon
Orbital distance	555 LS
Length of Year	1.18 Terran Years
Length of Day	22 hours 57 min
Planetary Diameter	17,000 km
Surface Gravity	1.7 G (Dense)
Temperature Range	-90°C to +25°C
Atmosphere Type	Terran: 1050mm with O2 at 245mm. Weather is fairly severe at higher latitudes but cool and mild in tropics.
Hydrosphere	77% 4 continents, 5 sub-continents, some large island chains
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	1,000,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 2 (Tech 10 facilities) x8 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	7%
Government Type	Blarad Monarchy
Government Support	92%
Loyalty Index	94%
Repression Index	6%
Bureaucracy Level	Moderate, very slow but precise
Corruption Level	9%
Law Level	6-9+
Economic Rating	Rich Mining / Fishing
Gross Productivity	MCR 15,500,000
Per Capita Income	CR 15,500
Tax %/Levy	40% / MCR 6,200,000

Military Spending	25% / MCR 3,875,000
Major Imports	mining equipment, exotic wines, Factory equipment, Boating and cold weather vehicles
Major Exports	Commercial fish products, processed metals, some furs
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	78%

Fideon IV is a typical older Blarad colony world but on the colder side. Like most dense planets, the wide-spread availability of various metals is excellent and Blarad mining techniques are unsurpassed in the sector. Also, like most Blarad colonies, the fishing industry is large, but more so here than is typical due to the oceans of this world are teeming with aquatic life that Blarads find pleasing to the palette. Exotic seafood can be bought here at a marginal discount (ten to twenty percent)..

Cold weather equipment can usually be sold here if the quality is good or better. The Fideon Blarads are very picky about gear that could save their lives in the hostile areas of the higher latitudes so they demand the best on the market.

The planet is also home to two sets of transients: Troops learning Cold Weather Warfare and non-violent criminals serving time here instead of prison. The first group come from various brigades in the sector and form training battalions for the three month long school here. There are roughly 100,000 troops training here at any one time, over and above the planet's garrison. Invaders should keep this in mind when attacking. The planet's militia is sizable too with about fifteen percent of the population being veterans of either armed service. About the same percentage are hard core miners or experienced sailors that could certainly be counted upon for the defense of the system.

The criminal population holds steady at about two million scattered out over the planet. Mining companies and fishing boats are reimbursed by the central government to take on as laborers these criminals. Offenders are usually serving between two to five years and are screened to weed out violent and habitual criminals. Blarad custom believes that offenses can be atoned for through hard work and showing contrition for one's misdeeds. Such is the case that about half of the criminals stay in their jobs as full employees after serving their time.

If a Blarad ursoid shows a genuine desire to change their ways, the culture in general is willing to give them a chance and hold no grudges for any single event. After the debt is paid, society is willing to clear their slate. Habitual or violent crimes are dealt with by the government. The wheels of justice will grind slowly in the StarKingdom, but they will grind finely. The death penalty is still used in cases of capital murder or treason to the Crown and Kingdom. Beheading is the standard method of execution.

Florien III

Star System Coordinate	3.3 II.8 +72 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	10
Florien III	Type 1 low pressure – 1 medium sized moon
Orbital distance	525 LS
Length of Year	386 days
Length of Day	22 hours 31 min
Planetary Diameter	13,000 km
Surface Gravity	1.0 G

Temperature Range	-110°C to +120°C
Atmosphere Type	Very thin – 30mm mostly CO2
Hydrosphere	30% mostly icecaps
Star Nationality	Blarad Research
Sentient Race	Extinct (Researchers only)
Population	50,000
Tech Level	10
Star Port Rating	Class B x1 (Tech 10 facilities) x 0 orbital forts
Social Organization	Scientific teams
Societal Strength	9
Xeno Acceptance	0%
Government Type	Royal Blarad Science Academy
Government Support	99%
Loyalty Index	99%
Repression Index	0%
Bureaucracy Level	Very High
Corruption Level	2%
Law Level	18+
Economic Rating	None
Gross Productivity	NA
Per Capita Income	Scientist Salary
Tax %/Levy	NA
Military Spending	NA
Major Imports	Science Contracts, Food
Major Exports	Contracted loads only
Trade Restrictions	Government License only
Trade Acceptance	100%

Florien III was once the home world of a humanoid species that managed to get to a late tech level 6 before blowing themselves up with anti-matter experiments about two thousand years ago. The Blarad found the planet during a scouting mission six hundred years ago. The Blarad Science Academy persuaded the King to place it under the jurisdiction of the scientists and archeologists of that institute. They are now in the process of wrapping up their work and turning it over to the Royal Terraforming Corps to transform it back to a Type 1 Terran planet.

There is a very large crater in the northern hemisphere that was the site of the anti-matter pile that blew up. The resulting explosion ripped the atmosphere away while causing a magnitude 10 earthquake planet wide. If anyone survived the initial explosion, they died soon afterwards as the planet's atmosphere was gone. There are no signs of colonies on the other planets in the system and only a little evidence of some unmanned probes plus a few manned exploration missions to their only satellite moon.

Artifacts have been gathered for years and are on display in the Royal Space Museum on Blare III. The Royal Terraforming Corps has been stacking large ice asteroids in stationary orbit for years waiting for the scientists to finish. When they leave, the Corps will drop most of these in the crater to form a new sea. Combined with volcanic gasses pushed out of the core, these should create a new atmosphere in a much shorter time than usual (perhaps twenty years).

Incoming ships are advised to have prior permission to enter this system or face heavy fines and having the ship impounded pending a trial. Everything of value found has been shipped off already, but there could be some items not yet discovered that would attract grave robbers.

Galba II

Star System Coordinate	1.4 EE.7 +40 GCS11.NN/+1000
Stellar Primary	G6iii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	10
Galba II	Type 14 low pressure atmosphere – 3 moons
Orbital distance	510 LS
Length of Year	374 Terran days
Length of Day	14 hours 21 min
Planetary Diameter	9,000 km
Surface Gravity	.8 G (Moderately dense)
Temperature Range	-93°C to +31°C
Atmosphere Type	320mm with O2 at 70mm. Breathing devices will be required for any work more than unloaded walking.
Hydrosphere	Very little surface water. Ice and water deposits are just underneath the surface in a lot of areas.
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Subjects
Population	6,000,000 Humanoids
Tech Level	9-10
Star Port Rating	Class AAAAA x 1 (Tech 10 facilities) x4 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	8
Xeno Acceptance	9%
Government Type	Blarad Monarchy
Government Support	81%
Loyalty Index	85%
Repression Index	15%
Bureaucracy Level	Moderate, very slow but precise
Corruption Level	13%
Law Level	6-9+
Economic Rating	Very Rich Mining
Gross Productivity	MCR 108,000
Per Capita Income	CR 18,000
Tax %/Levy	40% / MCR 43,200
Military Spending	20% / MCR 21,600
Major Imports	mining equipment, wines, manufactured goods, basic foods
Major Exports	Light and medium industrial metals, silver in good quantity, some iridium and He3.
Trade Restrictions	5% duty on non-Blarad imports
Trade Acceptance	80%

Galba II is a planet where the native life never developed beyond the microbe stage. The low gravity field of the planet made most Blarad Ursoids pass up the planet for long term settlement. As the StarKingdom grew, a vassal state in the sector petitioned to have the system opened for mining and terraforming for non-ursoid subject races. After careful deliberation, the request was approved and work on the planet and the

surrounding system has proceeded at a slow but steady pace.

Overall taxes are normal with a smaller part of the revenue being diverted to the terraforming operations. All money over cost collected on imports is diverted to terraforming. At the current pace, a type 1 Terran planet could be made in about one hundred five years.

The culture of the planet is a mixed bag of various subject races with a sprinkling of Blarad culture looking over the whole mess. The police are locally elected and reinforced as needed by a Royal Navy Marine Regiment manning the orbital forts in addition to Royal Naval patrols in the system.

Garissa IViii

Star System Coordinate	9.3 II.2 -88 GCS11.NN/+1000
Stellar Primary	K2v Sub-giant star
FTL Conversion	20,000 LS
Planets in System	8
Garissa IViii	Type 1 Terran, 1 medium moon
Orbital distance	1300 LS
Length of Year	1.76 Terran years
Length of Day	24 hours 2 min
Planetary Diameter	9,000 km
Surface Gravity	.81 G
Temperature Range	-45°C to +43°C
Atmosphere Type	Terran: 820mm with O2 at 191mm.
Hydrosphere	76% 3 continents, 2 sub-continents
Star Nationality	Blarad Star Kingdom
Sentient Race	Garissan humanoids
Population	600,000,000
Tech Level	7-8
Star Port Rating	Class AAAAAA x 1 (Tech 10 facilities) x4 orbital forts
Social Organization	Open Theocracy
Societal Strength	8
Xeno Acceptance	20%
Government Type	Religious Theocracy
Government Support	81%
Loyalty Index	81%
Repression Index	19%
Bureaucracy Level	Very High
Corruption Level	3%
Law Level	15+
Economic Rating	Average Agriculture
Gross Productivity	MCR 3,000,000
Per Capita Income	CR 5,000
Tax %/Levy	30% / MCR 900,000
Military Spending	15% / MCR 450,000
Major Imports	Manufactured goods
Major Exports	Basic and Luxury foods
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	50%

Garissa IViii is a small terraformed planet in orbit around a gas giant which is in orbit around a sub-giant star. Who terraformed it and when are still mysteries that the Royal Blarad Science Academy has yet to understand.

It is the apparent home world of the Garissan humanoids. These beings were at about a tech level 4 civilization before the Blarads



showed up. No resistance was offered and the Blarads placed them under their StarKingdom as a protectorate. They have trained the people of this world up to their current technology levels, but progress has been slow.

The main driving force for these people is their religion. They believe that their god, Letos, placed them on this world and will return one day to take the faithful to paradise and damn the unbelievers to the fires of the universe. The Blarad are not too concerned with the religion as its basic tenets are passive, but foreign visitors might become annoyed at the questioning of their faith. Every person will, at some time or another, be asked if they believe in Letos and his teachings.

Doing business as an unbeliever is difficult and requires a large number of church sponsored permits to be obtained before the transaction can be completed. Some practical minded Garissan humanoids have set up businesses to deal with outside trade and they do quite well, but sometimes have problems with local authorities in dealing with "unbelievers" Blarad citizens are safe on the planet and no incidents of violence have occurred as yet. The population tends to be 'home-bodies' and few, if any, of them have left their planet.

The view from the surface is something to behold with the orange-red gas giant often lighting up the night sky. Every so often it eclipses the system's star and, on those days, religious holidays are declared and all work ceases during the eclipse. Foreign workers deal with the safety systems for essential power plants during those brief hours. They are often urged to convert when the eclipse is over, but most of this group are used to it by now.

Gorgal V

Star System Coordinate	1.4 II.8 -47 GCS11.NN/+1000
Stellar Primary	F4iii/FOv/K5v multiple star system
FTL Conversion	35,000 LS
Planets in System	15
Gorgal V	Type 3 extreme tilt
Orbital distance	7100 LS
Length of Year	13.7 Terran years
Length of Day	46 hours 43 min
Planetary Diameter	17,500 km
Surface Gravity	1.65 G (Dense)

Temperature Range	-100°C to +78°C
Atmosphere Type	Terran: 1850mm with O2 at 220mm. Weather very severe across the planet
Hydrosphere	42% 5 landlocked seas
Star Nationality	Blarad Star Kingdom
Sentient Race	Various Races
Population	30,000,000 various races
Tech Level	9
Star Port Rating	Class AAA x 1 (Tech 10 facilities) x3 orbital forts
Social Organization	Corporate Society
Societal Strength	6
Xeno Acceptance	8%
Government Type	Royal Company officials
Government Support	72%
Loyalty Index	53%
Repression Index	20%
Bureaucracy Level	Moderate but efficient
Corruption Level	12%
Law Level	11
Economic Rating	Rich Industrial
Gross Productivity	MCR 555,000
Per Capita Income	CR 18,500
Tax %/Levy	30% / MCR 166,500
Military Spending	15% / MCR 83,250
Major Imports	mining equipment, basic foods, survival gear
Major Exports	Collaspsium, Gems
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	60%

Gorgal V is a mining planet under the governance of the Honorable Dorad Mining Company. This is a semi-private company under the nominal jurisdiction of the King. Royal licenses are given by the King for various projects that the government doesn't want to invest a lot of time or money in. In exchange for yearly fees, the company is allowed to dictate the company laws (approved by the King, of course) on a planet in the name of the King.

The company maintains its own armed forces for local defense and are modeled on the Royal Blarad Army and Navy. Sometimes talent is recruited from the military for this reason and some do take advantage of the pay rate (150% over norm), and sometimes a promotion as well.

This planet has rich deposits of collaspsium and quality gems which turn a handsome profit for the company and workers. Sometimes indentured servants are hired for three standard years and receive a bonus after completing it. Some hard-luck people find it a good place to get away from everything and start over.

The climates of Gorgal V are two extremes. With a fifty degree axial tilt, the southern hemisphere is mostly facing the three stars and is very hot and steamy most of the time. The northern hemisphere mostly faces away from the stars and is trapped in an ice-age. The middle latitudes have a lot of the liquid water for the planet, but the long days make for fairly hot weather and the long nights are very cold.

Hasta III

Star System Coordinate	8.2 GG.6 +95 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	13

Hasta III	Type 1 Terran standard – 1 large moon
Orbital distance	530 LS
Length of Year	393 days
Length of Day	23 hours 34 min
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature Range	-70°C to +60°C
Atmosphere Type	Terran: 970mm with O2 at 180mm. Weather very similar to Terra
Hydrosphere	72% 5 continents, 1 sub-continent, some small island chains
Star Nationality	Blarad Protectorate
Sentient Race	Hasta Humanoids
Population	20,000,000
Tech Level	6-7
Star Port Rating	Class AA x1 (Tech 7 facilities) x0 orbital forts
Social Organization	Semi Open
Societal Strength	6
Xeno Acceptance	19%
Government Type	Clan Meritocracy
Government Support	53%
Loyalty Index	51%
Repression Index	34%
Bureaucracy Level	Low
Corruption Level	20%
Law Level	1-5
Economic Rating	Poor Agricultural
Gross Productivity	MCR 50,000
Per Capita Income	CR 2,500
Tax %/Levy	50% / MCR 25,000
Military Spending	10% / MCR 5,000
Major Imports	Factory and farming equipment
Major Exports	Basic foods
Trade Restrictions	5% duty on non-Blarad imports
Trade Acceptance	42%

Hasta III is was the homeworld of the Hasta humanoids until they destroyed each other in a full chemical, biological and nuclear exchange six hundred years ago. The only survivors were seven hundred scientists and base personnel on their only natural satellite. These were from various different nations of their home world and, fortunately, the brightest. These survivors took measures to ensure the genetic pool was as large as possible by saving eggs and sperm from everyone on the base.

As the years passed, these survivors raised their numbers up to about one thousand before the size of the base life support system was taxed to the limit. Small scale production of spare parts kept everything going until they could plan to return when the planet was safer. A shuttle was modified to permit a one-way trip for a landing party when the time was right.

Blarad long range scans about one hundred fifty years later detected a large number of nuclear detonations in this system which had not been explored yet. A scoutship was dispatched and contact was made with the satellite base. Communications were worked out and the scout returned with the tale of these people and the plight they were in. Several freighters with supplies and various experts were dispatched along with a pair of warships just in case someone else had detected the same thing they had.

A landing area was found that didn't have a lot of contamination and a small colony was set up to help prepare for a general return of the population. They had to live most of the time below ground while the planet shook off the effects of the CBR exchange. It took many years and the best of Blarad technology to clean up enough of an island chain to start a farming colony. Non-native seeds helped supplement the lack of diversity in the limited stock that the moon base managed to find. Biological damage was extensive, but the scientists managed to modify enough of the organisms to restart the biosphere.

Today the population has risen enough to export enough basic food to buy imported factory equipment to help start a limited reindustrialization of the home world. The satellite base is still in operation, but its use as a 'lifeboat' is done. It serves as a customs house for freighters. Cargo is bought and sold there with the Blarads and Hastans shuttling the cargos back and forth. Due to the nature of the contaminations and the fragile nature of the colony, no outside contact is allowed. The Kingdom maintains a Royal Naval squadron of destroyers to deal with violators.

Hetoo Prime

Star System Coordinate	8.3 DD.7 -54 GCS11.NN/+1000
Stellar Primary	G4v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Hetoo Prime	Type 7 Terran Jungle – no moons
Orbital distance	360 LS
Length of Year	257 Terran days
Length of Day	28 hours 17 min
Planetary Diameter	11,000 km
Surface Gravity	0.9 G
Temperature Range	27°C to +88°C
Atmosphere Type	Terran: 930mm with O2 at 180mm. Very high humidity.
Hydrosphere	61% shallow seas, various islands
Star Nationality	Blarad Protectorate
Sentient Race	Hetoo Humanoids
Population	600,000,000
Tech Level	3-4
Star Port Rating	Class AA x2 (Tech 8 facilities) x9 orbital forts
Social Organization	Tribal
Societal Strength	3-5
Xeno Acceptance	71%
Government Type	Multiple Tribes
Government Support	55% - 75% average
Loyalty Index	75% - 85% average
Repression Index	30% - 70% average
Bureaucracy Level	Minimal
Corruption Level	5% - 30% average
Law Level	Varies
Economic Rating	Poor Agricultural
Gross Productivity	MCR 900,000
Per Capita Income	CR 1,500
Tax %/Levy	20% / MCR 180,000
Military Spending	10% / MCR 90,000
Major Imports	manufactured goods
Major Exports	Exotic foods and animals

Trade Restrictions	15% duty on non-Blarad imports (Ships allowed only at the two starports. No items over tech level 5 are permitted to be sold. Strict inspection is taken both arriving and leaving)
Trade Acceptance	38%

Hetoo Prime is planet dominated by jungles and steamy seas. The humidity is extreme and caution should be taken in using electronics not completely water-proofed. Less rugged models fail with a few days on the surface. Add +4 to electronic breakdowns if the item isn't designed for high humidity.

The natives are fairly short (1.4 – 1.7 meters tall) and tend toward bronze skin tones. Humans have been known to be able to breed with them and mixed offspring are sometimes found the closer a visitor is to the starport. Some of them can be hired out as guides and trading negotiators for a nominal percentage of the business. Going into the interior without one is not advised, but the Blarad won't stop you.

Trading is strictly limited to tech 4 or less items. Stainless steel items are permitted as the value to the locals makes these items highly sought after, but the design must be tech level 3-4 at most. People entering and leaving the starport are inspected completely and very few people have succeeded in taking higher level goods out. Those caught get their ship impounded and put in a jail pending the arrival of a judge (about every three months, one comes by). They don't have a permanent judge on planet as the duty is considered a hardship due to the temperature and humidity. The jail is a primitive affair with no air conditioning.

The natives' trade in various exotic food (+5 premium to prices when sold) and exotic animals from rare birds to various carnivores not seen anywhere else in the sector. Rich pet collectors would pay a handsome price for them if the trader is not killed (and eaten) first.

Hutix III

Star System Coordinate	7.6 BB.3 +79 GCS11.NN/+1000
Stellar Primary	G5vi Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Hutix III	Type 2 Terran steppe – 1 large moon
Orbital distance	540 LS
Length of Year	401 Terran Days
Length of Day	21 hours 2 min
Planetary Diameter	11,000 km
Surface Gravity	0.82 G
Temperature Range	-48°C to +52°C
Atmosphere Type	Terran: 790mm with O2 at 175mm.
Hydrosphere	47% 4 continents, 3 large seas
Star Nationality	Blarad Star Kingdom
Sentient Race	Hutix Humanoids
Population	2,000,000,000
Tech Level	7
Star Port Rating	Class AAAAA x 3 (Tech 10 facilities) x12 orbital forts
Social Organization	Open
Societal Strength	8
Xeno Acceptance	42% for Blarad (5% other)
Government Type	Blarad Occupation
Government Support	26%
Loyalty Index	26%

Repression Index	74%
Bureaucracy Level	Moderate but somewhat ineffective lately
Corruption Level	3%
Law Level	18+
Economic Rating	Poor Agricultural
Gross Productivity	MCR 6,000,000
Per Capita Income	CR 3,000
Tax %/Levy	20% / MCR 1,200,000
Military Spending	5% / MCR 300,000
Major Imports	Factory tools, Manufactured Goods
Major Exports	Basic Foods, Power metals
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	18%



Hutix III is the home world of the Hutix humanoids. They tend to be a bit taller than average humans but are quite a bit leaner. Lower gravity is a major reason for these traits. They otherwise conform to the humanoid stats given in volume I of Space Opera.

When first discovered, the Hutix were only at a tech level 3 and were ages away from a unified planetary government. The Blarad took over "guardianship" of the system and local control of the various governments. There was some resistance but very few lives were lost and the occupation has been fairly safe for both parties.

Of course safe is not what everyone wanted. There were rebellions from time to time that tried to remove the Blarads by force but the sheer difference in technology and physical size doomed these efforts to failure with Royal justice meted out fairly to those leaders responsible. The resentment still remained.

Contact with the humans of the Terran Union (later changed to the UFP) brought with it the collective database of planetary histories. One young Hutix scholar read detailed accounts of Earth history and decided to take a lesson from it. He started a peaceful, non-cooperative movement that would boycott all Blarad manufactured goods that could be made on Hutix. He also encouraged all the common Hutix people to wear homemade clothes that would avoid the Blarad taxes on such items.

Non-violent protests would spring up near Blarad enclaves that would disrupt traffic and trade in an area for long periods of time. Foreign press would be nearby to report on Blarad reactions so the response was carefully structured to keep civilian casualties to a bare minimum. The jails have been hard-pressed to hold all the protesters and tax revenues aren't nearly enough to cover expenses. (The figures given for tax income are what they should be, not what they are. Actual amounts are about a third of the listed.) Deportation has been suggested but not implemented as yet due to potential political fallout.

Federation observers have been brought in to see if a solution is possible. The one suggested by them, leaving, has so far not been received well by the royal authorities as it would set a precedence that other planets might follow leading to the disintegration of the Star Kingdom. A solution is needed before that happens.

Ichor II

Star System Coordinate	7.2 II.7 -52 GCS11.NN/+1000
Stellar Primary	G6v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Ichor II	Type 7 Terran Jungle – no moons
Orbital distance	370 LS
Length of Year	263 Terran days
Length of Day	26 hours 52 min
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature Range	21°C to +85°C
Atmosphere Type	Terran: 980mm with O2 at 190mm. Very high humidity. Rain storms are common in all areas.
Hydrosphere	78% shallow seas, various islands
Star Nationality	Blarad Vassal State
Sentient Race	Natack Humanoids
Population	300,000,000
Tech Level	7-8
Star Port Rating	Class AAA x2 (Tech 8 facilities) x6 orbital forts
Social Organization	Open
Societal Strength	8
Xeno Acceptance	6%
Government Type	Democratic Republic
Government Support	62%
Loyalty Index	70%
Repression Index	30%
Bureaucracy Level	Fairly high
Corruption Level	9%
Law Level	13
Economic Rating	Average Agricultural
Gross Productivity	MCR 2,100,000
Per Capita Income	CR 7,000
Tax %/Levy	40% / MCR 840,000
Military Spending	20% / MCR 420,000
Major Imports	Spare parts for vehicles, manufactured goods
Major Exports	Exotic foods, pearls
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	78%

Ichor II is a colony world of Natak III sponsored by the Republic faction of the planet. The Blarads had discovered it long ago, but the Klackons evidently hadn't. Periodically it was patrolled by the Royal Navy to make sure the Klackons didn't set up a base.

When the Natak Republic faction expressed an interest in setting up operations here, the Blarads supported the idea to lay a proper claim to it by the Kingdom and free up future patrols by the Navy once the colonists were set up to defend themselves. The colonists set up an efficient colony supported by the home state back on Natak III. Shortly, they were making a profit for their investors.

The planet grows a number of highly valued products favored by the Blarads and other subject races. Colony officials put a very high tax on immigrants early on to deter unwanted colonists who wouldn't have a job. As a result, there is very little unemployment. The events on Nikara IV have largely not affected them except that highly skilled technical experts are recruited and the immigration taxes are waived or paid for by a corporate sponsor. Efforts by the socialists to open up the system without restrictions on immigration have failed due to lack of support from the monarchists faction.

Jakuta III

Star System Coordinate	4.4 CC.4 -57 GCS11.NN/+1000
Stellar Primary	G5ii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Jakuta III	Type 2 Terran no seasons – 1 small moon
Orbital distance	510 LS
Length of Year	378 Terran days
Length of Day	28 hours 12 min
Planetary Diameter	20,000 km
Surface Gravity	1.9 G (Dense)
Temperature Range	-70°C to +62°C
Atmosphere Type	Terran: 1050mm with O2 at 215mm. Weather very similar to Terra but more predictable
Hydrosphere	69% 6 continents, 4 sub-continents, some large islands
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	3,500,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 7 (Tech 10 facilities) x21 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	5%
Government Type	Blarad Monarchy
Government Support	96%
Loyalty Index	96%
Repression Index	4%
Bureaucracy Level	Moderate, very slow but precise
Corruption Level	8%
Law Level	6-9+
Economic Rating	Rich Industrial
Gross Productivity	MCR 52,500,000
Per Capita Income	CR 15,000
Tax %/Levy	40% / MCR 21,000,000

Military Spending	25% / MCR 13,125,000
Major Imports	Military Equipment, mining equipment, exotic wines, industrial metals
Major Exports	Manufactured Goods, Factory Equipment, Machine tools, Civil vehicles and aircraft
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	80%

Jakuta III is a fairly boring place as far as the typical adventurer is concerned. Settled in the early days of Blarad space travel, it has built up in population and manufacturing output very steadily for the past thousand years. The planet is largely self-sufficient for its general needs, but does enjoy a healthy foreign trade with neighboring systems.

The troops of the Jakuta system are loyal to the Crown and the King's second oldest child is usually titled the Duke of Jakuta. The planet is largely self-governed with an efficient, but somewhat slow, civil service (standard for Blarad planets). It is a good place for a young member of the royal family to learn how to lead, as well as a good place for an older royal to retire to as most issues are handled at a lower level.

The planet has extensive areas set aside for hunting and recreation that have been mined out from early in Jakuta's colonial history. After mining operations cease in an area, it is restored to a natural environment as much as possible and is sometimes used for farming as well as recreational purposes.

The population is currently undergoing a fad for non-Blarad wines and liquor. Importation of such items is permitted provided a license is bought and excise taxes are paid at the starport when the spirits are offloaded, but before sale. Mekpur wines are always popular, but certain Terran spirits are becoming more popular with Scotch heading the list. A few enterprising humans have started a small (for now) business making an ancient product called "White Lightning". Its fan base is starting to expand and other merchants are taking notice of it.

Kaladria II

Star System Coordinate	4.8 JJ.2 -66 GCS11.NN/+1000
Stellar Primary	G5v Main sequence Star
FTL Conversion	10,000 LS
Planets in System	12
Kaladria II	Type 2 Terran Steppe – no moon
Orbital distance	500 LS
Length of Year	364 Terran Days
Length of Day	15 hours 8 min
Planetary Diameter	14,000 km
Surface Gravity	1.3 G (Dense)
Temperature Range	-50°C to +62°C
Atmosphere Type	Terran: 1210mm with O2 at 205mm.
Hydrosphere	48% 5 large seas, icecaps
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	1,400,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 4 (Tech 10 facilities) x16 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	7
Xeno Acceptance	27%

Government Type	Blarad Monarchy – Vassal
Government Support	70%
Loyalty Index	63%
Repression Index	37%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	12%
Law Level	6-9+
Economic Rating	Rich Agricultural
Gross Productivity	MCR 18,200,000
Per Capita Income	CR 13,000
Tax %/Levy	45% / MCR 8,190,000
Military Spending	25% / MCR 4,550,000
Major Imports	Manufactured Goods, aircraft, ground vehicles, new factory parts
Major Exports	Large bulk foods
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	76%

Kaladria II is a colony world of the B'alimer vassal state based on Zariah IV. They are also prepping for a potential conflict, but have kept their efforts hidden so far. See Zariah III for more details.

One of the oldest of the B'alimer family's colony worlds, it is also the most loyal. In the event of a rebellion, it would be the prime food producer for the new state. They are also taking steps towards setting up a bigger industrial base and have achieved complete self-sufficiency in the manufacture of farming equipment and most civil ground transportation. More technical colleges have been set up to train more of the population to supervise the work in factories and operate starships.

While most of the population would support a B'alimer rebellion, a sizable part of the population would oppose it with force, if necessary. Like on most of the colony worlds of a fledgling B'alimer nation, an active resistance movement would start up almost immediately. The B'alimer family has ordered close advisors to monitor the various citizens for signs of potential loyal subjects to the King and will order their arrest at the right time.

Kellos III

Star System Coordinate	2.4 JJ.5 -23 GCS11.NN/+1000
Stellar Primary	G4iv Main sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Kellos III	Type 1 Terran standard – 1 large moon
Orbital distance	530 LS
Length of Year	1.1 Terran Years
Length of Day	21 hours 23 min
Planetary Diameter	19,000 km
Surface Gravity	2.0 G (Very Dense)
Temperature Range	-75°C to +52°C
Atmosphere Type	Terran: 1300mm with O2 at 220mm.
Hydrosphere	73% 6 continents, 2 sub-continents, large islands
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	2,000,000,000
Tech Level	9-10

Star Port Rating	Class AAAAA x 3 (Tech 10 facilities) x15 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	7
Xeno Acceptance	24%
Government Type	Blarad Monarchy – Vassal
Government Support	51%
Loyalty Index	51%
Repression Index	49%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	21%
Law Level	6-9+
Economic Rating	Rich Industrial
Gross Productivity	MCR 28,000,000
Per Capita Income	CR 14,000
Tax %/Levy	45% / MCR 12,600,000
Military Spending	25% / MCR 7,000,000
Major Imports	Exotic High –end Foods, Starships, Factory Tools, Weapon systems
Major Exports	Manufactured Goods, aircraft, ground vehicles
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	90%

Kellos III is a colony world of the B'alimer vassal state based on Zariah IV. They are also prepping for a potential conflict but have kept their efforts hidden so far. See Zariah III for more details.

What makes this colony different is the large influx of Blarads loyal to the house of Dorad. Over the past hundred years, many Blarad ursoids have emigrated here from other parts of the StarKingdom so the concentration of people loyal to the B'alimer house is about half the population. In the event that the B'alimer family instigates a rebellion, this planet would plunge into civil war right from the start.

The planet's factories make air and ground vehicles for not only the civilian population, but military ones as well. A potential civil war here would be fought with both sides very well armed and the bloodbath could be enormous. Thus far, Blarad security services have not detected anything going on here.

Kwari II

Star System Coordinate	9.3 EE.6 -68 GCS11.NN/+1000
Stellar Primary	G8v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	5
Kwari II	Type 8 Terran Desert – 2 moons
Orbital distance	330 LS
Length of Year	221 Terran days
Length of Day	42 hours 14 min
Planetary Diameter	12,000 km
Surface Gravity	0.9 G
Temperature Range	-23°C to +83°C
Atmosphere Type	Terran: 1000mm with O2 at 200mm. Very little humidity. Dust storms are common in desert areas. Small icecaps at both poles.
Hydrosphere	18% shallow seas, and a few upper latitude lakes

Star Nationality	Blarad Protectorate
Sentient Race	Kwari Humanoids
Population	500,000,000
Tech Level	6-7
Star Port Rating	Many Class D landing grounds
Social Organization	Military Government
Societal Strength	9
Xeno Acceptance	1%
Government Type	Military Total War Footing
Government Support	97%
Loyalty Index	97%
Repression Index	3%
Bureaucracy Level	Streamlined for military cargo, moderate for other
Corruption Level	2%
Law Level	1
Economic Rating	Poor Industrial
Gross Productivity	MCR 1,500,000
Per Capita Income	CR 3,000
Tax %/Levy	80% / MCR 1,200,000
Military Spending	60% / MCR 900,000
Major Imports	Weapons, medical supplies, soldiers
Major Exports	Precious metals, bio-engineered chemicals
Trade Restrictions	None
Trade Acceptance	100% for listed / 0% for unlisted

Star Nationality	Bug Hive Mind
Sentient Race	Larvae (BUG)
Population	400,000,000 estimated
Tech Level	8
Star Port Rating	None known
Social Organization	Hive mind
Societal Strength	10
Xeno Acceptance	100% Instant attack
Government Type	Hive Mind
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	None
Corruption Level	0%
Economic Rating	Poor Industrial
Gross Productivity	MCR 1,200,000
Per Capita Income	CR 3,500 / worker
Military Spending	50% / MCR 600,000

Kwari II is a contested planet between the Kwari humanoids with Blarad assistance and the Bug Hive Mind. The planet was originally found by the Blarad Royal Navy in the early part of its voyages of exploration. The natives were found to be quite fierce, but of a very low technology level. Over time and patient tutelage, the natives have been brought into a more politically friendly point of view and brought up to a level roughly equal to Terra in the late 20th century.

All of this was disrupted five years ago when a strong Bug colonization force showed up and managed to gain a foothold on the



surface before the Royal Navy could destroy the Bug ships. The local defense forces, aided by the Blarad garrison, put up a tough fight during the initial landings. A lot of civilians and infrastructure were damaged or destroyed in the fighting, including the Naval StarPort. Efforts to rebuild it have been extremely difficult given the nature of tunneling Bugs disrupting the work and sometimes eating the workers.

The local government was put on a total war-footing within days of the landing. Units of the Gold Fleet destroyed the Bug ships and Royal Marines and Army units were dispatched quickly to assist. Fighting has since died down, but remains steady. Blarad Army units are regularly rotated to fight here, but the locals have been locked in combat for the whole time. Advanced weapons have been issued to the natives as they are trained, but the civil production remains at tech level 6-7 pending the end of hostilities.

The locals would like even more outside assistance and are willing to pay for mercenaries to help kill the Bugs that have infested their home. The resistance to learning about higher technology has all but ceased with the arrival of the xenophobic insects, as has the fear of aliens now that many races are helping them fight.

Ladza Prime

Star System Coordinate	2.3 HH.7 -90 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	6
Ladza I	Type 1 Terran Jungle – 2 moons
Orbital distance	470 LS
Length of Year	321 Terran days
Length of Day	22 hours 17 min
Planetary Diameter	21,000 km
Surface Gravity	1.8G (Dense)
Temperature Range	-21°C to +68°C
Atmosphere Type	Terran: 1300mm with O2 at 220mm. Tropical over most of the surface. Small icecaps at both poles.
Hydrosphere	81%: 6 continents, shallow seas, numerous rivers, large areas of swamp, high humidity

Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	1,600,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 3 (Tech 10 facilities) x12
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	11%
Government Type	Blarad Monarchy
Government Support	81%
Loyalty Index	93%
Repression Index	7%
Bureaucracy Level	Moderate, very slow, ponderous, but
Corruption Level	14%
Law Level	4
Economic Rating	Rich Agricultural
Gross Productivity	MCR 16,000,000
Per Capita Income	CR 10,000
Tax %/Levy	40% / MCR 6,400,000
Military Spending	25% / MCR 4,000,000
Major Imports	Manufactured Goods, Small arms, Agro
Major Exports	Exotic High –end Foodsprecious metals,
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	82%

Ladza Prime is a typical hot world jungle planet with a moderate (by ursoid standards) gravity field of 1.8G. This is good for the colonists as the extra savings in gravity is put to use carrying cooling units and small arms to help fight the heat and the native lifeforms. Most colonists have gravity plating installed in their homes to raise it to a proper 2.5G. They fear the bone loss and muscle degrading of a lower gravity planet. Guests invited into their homes are given a pass on the higher gravity if the host is aware of this issue. Temporary reduction of the force is not seen as a serious issue and the Blarad do try to accommodate guests.

The plant life on Ladza Prime is lush and hardy, as are the animals and insects. Various exotic plants from the planet are grown for their medicinal qualities and various exotic hot weather food crops are constantly grown in most regions of the planet.

The animals are fairly tough (very tough by Terran standards) and some predators have been known to attack visitors and colonists alike. It is advised that off-world visitors hire a local guide before going into areas not heavily settled and to always carry a side arm of some type to defend themselves from them. The restrictions on weapons are more relaxed here than on other Blarad planets. Heavy-duty military weapons are only allowed under license and with a local 'chaperone' licensed and approved by local law enforcement.

The dense nature of the planet yields precious metals in significant quantities so that a side business exporting gold, silver and platinum exists along with large quantities of food and medicine. A trader could negotiate a ten to twenty percent discount for these and an identical increase in desired goods for import (30% chance).

The colony of Ladza Prime tends to have large families with a significant percentage joining the Royal Army where many of them specialize in jungle warfare. Their militia is well-armed and trained and should be able to handle most threats that make it to the surface.

(SM Notes: The Klackons are considering a major push to colonize this planet. If the Kingdom were to be distracted with a major conflict or civil upheaval, the likelihood of such an effort would increase significantly. Blarad Intelligence has missed this plan and no major preparations above the norm are in place to stop it other than system

patrols and orbital forts plus Royal Army units stationed here. Fully fifty percent of the inhabitants can fight and are armed so the Klackon effort would have to be huge.)

Liana III

Star System Coordinate	0.9 DD.1 +72 GCS11.NN/+1000
Stellar Primary	G4 iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Liana III	Type 1 Terran standard – 3 small moons
Orbital distance	480 LS
Length of Year	351 days
Length of Day	27 hours 11 min
Planetary Diameter	12,000 km
Surface Gravity	0.75 G (Dense)
Temperature Range	-39°C to +50°C
Atmosphere Type	Terran: 800mm with O2 at 170mm.
Hydrosphere	79% 2 large continents, 2 small continents, some large islands
Star Nationality	Blarad Vassal
Sentient Race	Avians (Whistlers)
Population	600,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 2 (Tech 10 facilities) x8 orbital forts
Social Organization	Avian Aristocratic Society
Societal Strength	8
Xeno Acceptance	47%
Government Type	Oligarchical Dictatorship
Government Support	45% (Vote = 71%)
Loyalty Index	87%
Repression Index	22%
Bureaucracy Level	Very High
Corruption Level	20% Institutional BriberyActual bribery – 5%
Law Level	18+
Economic Rating	Very Rich Industrial
Gross Productivity	MCR 12,600,000
Per Capita Income	CR 21,000
Tax %/Levy	40% / MCR 5,040,000
Military Spending	20% / MCR 2,520,000
Major Imports	Industrial Metals, Power metals, food products
Major Exports	Manufactured Products
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	68%

Liana III is the homeworld of the Avians in the Blarad Home Sector. When contacted initially, the Avians refused to submit to the rule of the Blarad. After a few skirmishes, the two groups made arrangements to permit the Blarads to have the Avians as a vassal state in exchange for complete autonomy of internal affairs.

The Avians have patrols in the system and require all ships entering to heave to at the 10,000 LS conversion limit and open hailing frequencies to alert the patrol. A local pilot will be taken onboard and a customs inspection team will board before being allowed to proceed. Foreign warships are prohibited without prior approval through an

embassy on Blare III. Royal Navy ships have free passage in the system.

Visitors are restricted to the starport and the foreign enclave nearby. If a visitor is lucky enough to obtain an entry visa, it would be through a high ranking avian friend. Very few manage such a feat. Reports from visitors say the planet is a wonder to behold with large areas untouched by anyone. The locals are not keen to allow tourism either.

Doing any business with the Avians requires the individuals to give a small gift in order to facilitate even routine matters. Polite manners are mandatory, with any perceived insult resulting in any request being turned down immediately. It shouldn't be considered a corrupt society as the more powerful individuals give considerable tips to lower ranking persons as a sign of their status for services rendered. Giving a large gift to someone of a higher rank is considered very rude and would require the higher ranking avian to deliver the good or service in such a way as to demonstrate their superior rank. Visitors are advised to be very careful when interacting with this system. Actual bribes are very risky with a failed attempt resulting in serious consequences.

The manufacturing complexes are all located on the largest continent. Other areas are set aside as retreats and living areas with huge trees being used for the wealthy. Some trees over one-hundred ten meters tall and over sixteen meters in diameter have been hollowed out for such uses.

A number of Blarad StarFighters and ASP craft have been modified to handle avian personnel in the military. Avian pilots are among the best in the Kingdom. They add (on average) +3 dogfighting factors to any craft they fly. Individual squadrons are on active service with every fleet, while Blarad Army ursoids are stationed at the starports for use on the service to back up the planet's army (Avians are not very effective infantry and know it.).

Minona III

Star System Coordinate	7.6 HH.6 -45 GCS11.NN/+1000
Stellar Primary	G5iii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Minona III	Type 1 Terran standard – 1 large moon
Orbital distance	500 LS
Length of Year	364 days
Length of Day	23 hours 49 min
Planetary Diameter	15,000 km
Surface Gravity	1.3 G (Dense)
Temperature Range	-68°C to +67°C
Atmosphere Type	Terran: 1000mm with O2 at 210mm. Weather very similar to Terra
Hydrosphere	72% 4 continents, 3 sub-continents, some large islands
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids, other races as well
Population	2,000,000,000
Tech Level	10
Star Port Rating	Class AAAAA x 5 (Tech 10 facilities) x20 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	2%
Government Type	Blarad Monarchy
Government Support	92%
Loyalty Index	99%
Repression Index	1%

Bureaucracy Level	Moderate, faster than most Blarad systems
Corruption Level	2%
Law Level	10
Economic Rating	Exceedingly Rich Industrial
Gross Productivity	MCR 120,000,000
Per Capita Income	CR 60,000
Tax %/Levy	60% / MCR 72,000,000
Military Spending	30% / MCR 36,000,000
Major Imports	Exotic High-end Foods, mining equipment, luxuries, military gear
Major Exports	Manufactured Goods, Power Metals, Metal Ingots, precious metals
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	85%



Minona III is a very similar planet to Earth, but somewhat bigger and denser with a 1.3G gravity field. It also ranks as one of the richest planets in per capita and total GDP as well. The planet has major mining industries located on it and in the system. These ventures tend to be highly efficient, but not very destructive of the environment due to the special help they receive from a major part of the population of the planet; The Psionics.

Early explorers found large deposits of PK crystals and artifacts of an ancient civilization long since gone. It was placed under quarantine pending investigation by the Royal University of Blare III. After extensive excavations were made, it was decided to make the planet open for colonization on a limited scale.

About seven hundred years ago, the kingdom decided to take this planet and devote it to the training of psionically skilled citizens, regardless of race. As time has gone on, other allied nations of the Kingdom were allowed to train here as well. Currently there are around three million openly psionic people in the system with about a quarter of them being Blarad Ursoids.

In exchange for deferment of taxes, psionically skilled adepts spend some of their time locating mineral deposits for mining companies. They are better than sensors at determining the best place to dig or what meteor to mine. As a result, the mining companies cover all the

costs of the education facilities for the psionics and a greater percentage in taxes for overall Kingdom defense. The government has a higher percentage of non-Blarad ursoids in it than usual, with the benefit that it runs a bit smoother than is normal for the StarKingdom.

An attack into this system would be a very bad idea. Not only are the defenses strong, but this is exaggerated by the presence of so many Psionically skilled individuals from the Blarad StarKingdom, The UFP, the Mekpurrr, Rauwoof Republics, Mercantile League, as well as numerous neutral minor planets, would make such an attack an assault on all these nations. Such an event could trigger an interstellar war greater than seen before.

Due to its unique protective status, the Minona system has a strict sanctuary policy for anyone defecting to it. They will be under the protection of the Royal Psionic Brigade (even from Blarad Law pending court proceedings administered by the Psionics) as long as they remain in-system less than 10,000 LS from the stellar primary. This has caused more than one close call in the past with various nations at different times, but the understanding has held all this time. Of course, any agent attempting to infiltrate the system will be thoroughly scanned by the best psionic talents and dealt with quickly and quietly; anything from complete mind-wipe to total disappearance without a trace.

Mombusu III

Star System Coordinate	3.4 FF.6 +61 GCS11.NN/+1000
Stellar Primary	G1iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	13
Mombusu III	Type 1 Terran standard – 4 moons
Orbital distance	530 LS
Length of Year	404 days
Length of Day	21 hours 45 min
Planetary Diameter	12,000 km
Surface Gravity	1.0 G (Dense)
Temperature Range	-86°C to +62°C
Atmosphere Type	Terran: 1200mm with O2 at 220mm. Weather very similar to Terra
Hydrosphere	72% 6 continents, 1 sub-continent, some large islands
Star Nationality	Blarad Star Kingdom & Mekpurrr Confederacy
Sentient Race	Mekpurrr Felines
Population	60,000,000 Mekpurrr Feline, 1.2 Billion Meks
Tech Level	10+
Star Port Rating	Class AAAAA x 6 (Tech 10 facilities) x25 orbital forts
Social Organization	Open Society
Societal Strength	10
Xeno Acceptance	3%
Government Type	Mekpurrr Feudal Aristocracy
Government Support	62%
Loyalty Index	91%
Repression Index	2%
Bureaucracy Level	Moderate, VERY efficient
Corruption Level	2%
Law Level	1-5
Economic Rating	Exceedingly Rich Automated Industrial
Gross Productivity	MCR 24,000,000

Per Capita Income	CR 400,000
Tax %/Levy	50% / MCR 12,000,000
Military Spending	40% / MCR 9,600,000
Major Imports	Exotic High-end Foods, luxuries, All
Major Exports	Manufactured Goods, Starships, military
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	90%

Mombusu III is a Mekpurrr settled planet in the Blarad Star Kingdom. While they are officially a vassal of the Blarad King, they are also a member of the Mekpurrr Confederacy. The vassal status was accepted as a condition to occupy the system with the qualifying condition that they wouldn't take up arms against fellow Mekpurrr in the future if hostilities broke out. This condition was accepted partially because the chance of it happening is remote and partially because the expertise they bring with them is unmatched.

The Mekpurrr in the system have the advantage of being able to trade their products as a member of the Blarad Commonwealth paying no import duties on Blarad planets. They also serve as a collection point for Blarad wines and spirits to be exported to other Mekpurrr planets outside the sector, as well as Mekpurrr wines coming into the sector from other worlds. They save a lot of money using this method and both sides enjoy the arrangement that brings the two nations together.

The robotic experts and computer scientists have helped bring the Blarads to tech level 10 for most of their armed forces. The home sector has tech level 10 equipment, and the rest of the StarKingdom is upgrading to that level as production and the budget permit. The general level of civil technology is helped by the Mekpurrr's productivity and training. There are several universities on the planet, sponsored by the Royal family, devoted to training the best minds of the StarKingdom in various high technology fields. Graduates can expect a waiting line of companies to hire them and they regularly start at twice the normal pay for their field.

The Mekpurrr enjoy a lifestyle that can only be described as hedonistic. The planet was a bit less pleasant when they arrived than it is now. The terraforming skills and large robotic labor supply finished the job in record time, transforming it into a garden for the colonists. Wildlife and flora from other Mekpurrr worlds were imported and the climate was changed to accommodate it. There are no dangerous animals to be found outside of game preserves carefully maintained by them.

The armed forces of the Mombusu system are equipped with Mekpurrr ships and ground equipment. They are integrated with the Royal Blarad Navy's Gold Fleet and serve as a 'fire brigade' for the sector and the StarKingdom in general as needed. They currently maintain over ten million robotic soldiers and well over a quarter-million combat vehicles. The battle squadrons have at least a dozen battlecruisers and carriers plus escorts available at any time for sector defense and even more in reserve for system defense. Attacking this planet in anything less than overwhelming force would be a very bad idea.

Nantack III

Star System Coordinate	8.8 HH.5 -21 GCS11.NN/+1000
Stellar Primary	G4iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	16
Nantack III	Type 1 Terran standard – 1 large moon
Orbital distance	510 LS
Length of Year	381 days
Length of Day	22 hours 7 min
Planetary Diameter	13,000 km

Surface Gravity	1.0 G
Temperature Range	-72°C to +75°C
Atmosphere Type	Terran: 1240mm with O2 at 215mm. Weather very similar to Terra
Hydrosphere	70% 3 large continents, 2 sub-continents, some large islands
Star Nationality	Blarad Star Kingdom
Sentient Race	Nantack Humanoids
Population	7,000,000,000
Tech Level	7-8
Star Port Rating	Class AAAAA x 7 (Tech 8 facilities) x15 orbital forts
Social Organization	Multi-government
Societal Strength	5
Xeno Acceptance	8%
Government Type	Monarchy / Republic / Socialist
Government Support	72%/81%/69%
Loyalty Index	48%
Repression Index	22%
Bureaucracy Level	Varies
Corruption Level	2% - 20%
Law Level	11+
Economic Rating	Average Industrial
Gross Productivity	MCR 52,500,000
Per Capita Income	CR 7,500
Tax %/Levy	40% / MCR 21,000,000
Military Spending	15% / MCR 7,875,000
Major Imports	High Tech products, military supplies
Major Exports	Tech 7-8 Manufactured Goods, general tools
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	65%

Nantack III is the home world of the Nantack Humanoids. The natives are similar to Terran humans, but have smaller ears and a set of smooth ridges on their foreheads. They otherwise conform to standard humanoid rules. Discovered by the Blarads when the general tech level was a low 5, the Blarads moved in and set up a colonial administration to help keep the peace. The main groups, over the years, have coalesced around three factions. The Monarchy is currently in favor with the Blarads as they see this as a logical outcome of a society. The Federation would like to see more attention given to the other two sides to prevent discrimination on the basis of government type. Secretly, the G.P.R. would like to convert the Socialists into full blown Communists and have trained agents to subvert them.

These factions have taken their ideas with them to other systems in the Blarad Home sector in which they have established colonies. All of them are under Royal Blarad protection as citizens and the StarKingdom attempts to maintain the peace that has been in place since their arrival.

It was hoped by the Blarads that working with them to keep the peace and increase their technology levels to their current state that the differences would fall to the side. This is not the case. In fact, the factions have become more divided than ever lately, to the point that some of them refuse to communicate with another faction.

It is feared that if an outside force acted upon the StarKingdom that distracted a large amount of the Kingdom's military units, a full blown civil war might erupt between the three sides. This would include their colony worlds as well. While they have few ships of their own (and merchant ships at that), there would be little to stop them from building

their own warships and the war would spread far and wide. The UFP would be hard pressed to support military action against any side as none of the governments are considered repressive. Of course, if the G.P.R. were to be caught actively intervening in this, it could lead to a general war in the heart of Blarad space.

Nikara IV

Star System Coordinate	9.7 GG.1 +46 GCS11.NN/+1000
Stellar Primary	G5iv main sequence star
FTL Conversion	10,000 LS
Planets in System	10
Nikara IV	Type 1 Terran – Ringed
Orbital distance	485 LS
Length of Year	341 Terran Days
Length of Day	29 hours 12 min
Planetary Diameter	10,000 km
Surface Gravity	0.8 G
Temperature Range	-60°C to +65°C
Atmosphere Type	Terran: 750mm with O2 at 175mm. Long days and nights lead to temperature extremes on the poles and middle latitudes. Heavy meteor in-fall currently.
Hydrosphere	77% 4 continents, 5 sub-continents, some large island chains
Star Nationality	Blarad Star Kingdom
Sentient Race	Nikara Humanoids
Population	3,000,000,000
Tech Level	7
Star Port Rating	Class AAAAA x 3 (Tech 10 facilities) x9 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	6
Xeno Acceptance	28%
Government Type	Martial Law
Government Support	56%
Loyalty Index	48%
Repression Index	39%
Bureaucracy Level	Huge amounts of Red Tape to get a permit to leave the planet.
Corruption Level	31%
Law Level	+18
Economic Rating	Poor Industrial
Gross Productivity	MCR 9,000,000
Per Capita Income	CR 3,000
Tax %/Levy	50% / MCR 4,500,000
Military Spending	10% / MCR 900,000
Major Imports	Food, Emergency gear, Tech level 7-8 Starships, small arms for the army
Major Exports	Trade Goods, Labor
Trade Restrictions	None
Trade Acceptance	95%

Nikara IV is a planet in real trouble. The large moon that had orbited it for billions of years was slowed down over time and began to get closer to the planet. When it got within 15,000km., the planet's gravity pulled it apart, forming rings. This was about the time civilized life started on the planet.



Over the years, the Nikara humanoid looked up into their sky and saw the rings as something beautiful to write about. This was the case for centuries. Such was also the case when the Blarads showed up and incorporated the world into the StarKingdom. Technology began to increase with Blarad help and they have recently achieved tech level 7 and begun building their own starships.

About eight years ago, the rings had slowed down enough that large chunks of them began falling out of orbit. Meteor impacts increased dramatically, with little that could be done to prevent it. The orbital forts have tried to blast the larger incoming meteors, but the remains still cause some damage, and even if the damage is minimal, the amount of dust deposited on the planet is immense.

It is estimated that the planet will lose the ability to sustain plant and animal life within twenty-three years. This is a well-known fact and the population is in a panic. The government has declared martial law and has started efforts to move the planet's population out. Some colonies were set up on planets within the system with a type 13 planet (Nikara III) in the process of being terraformed. There could be some room for the home world's population when it is completed in around sixty years, but the crisis is going to be coming to a head much sooner.

Agriculture on the surface has taken a big hit and overall production has suffered too. Workers are applying to emigrate off-world to just about anywhere they are allowed. The Blarad central government, under the orders of the King, has sent hundreds of ships to carry away the population whenever the authorities process the refugees. They are trying to remove the population faster than the mortality rate.

The main bottleneck in the process is the local governments showing favoritism to certain more popular groups and leaving some minority groups at the bottom of the list. Of course, this leads to unrest and outright riots on a huge scale, so much so that the planet is under martial law. No weapons are permitted off of a ship unless under planetary license or for members of the Royal Blarad Army. Taxes are very high in an effort to obtain more starships and emergency supplies to hold off the looming disaster.

Nikara humanoids have a faint reddish tint to their skins with mainly dark colored hair. They are a bit taller than average Terran humans, but leaner than them. Nikarains have four fingers and toes that are capable of fine motor skills. Facial features are mostly human with more roundness than standard Terran humans. Hearing is about 80% that of Terran norms.

SM Notes: With everything falling apart, several criminal

organizations have started a business of indentured servitude in exchange for transport off-planet. The people taken are often sold off to labor pools in other sectors as virtual slaves. The Blarad government is trying to get control over the problem but the profits to be made make this a tough problem to manage.

Another problem is the suspected presence of GPR Special Forces of the KGB stirring up rebellion among the minorities. If proof is found that leads to them being discovered, a major incident could occur, up to and including war between the GPR and the Blarads.

Odpad III

Star System Coordinate	5.3 GG.7 -47 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Odpad III	Type 2 Desert – 1 medium sized moon
Orbital distance	470 LS
Length of Year	376 Terran days
Length of Day	25 hours 12 min
Planetary Diameter	8,000 km
Surface Gravity	0.72 G
Temperature Range	-10°C to +60°C
Atmosphere Type	Terran: 630mm with O2 at 150mm. Dust storms are common
Hydrosphere	14% Mainly icecaps with a few lakes in the high latitudes
Star Nationality	Blarad Client State
Sentient Race	Odpad Humanoid
Population	40,000,000
Tech Level	5-10
Star Port Rating	Class Ax 8 (Tech 7-10 facilities) x6 orbital forts
Social Organization	Open Trading
Societal Strength	6
Xeno Acceptance	3%
Government Type	Plutocracy
Government Support	53%
Loyalty Index	23%
Repression Index	40%
Bureaucracy Level	Varies from place to place
Corruption Level	20%
Law Level	1
Economic Rating	Poor Industrial
Gross Productivity	MCR 140,000
Per Capita Income	CR 3,500
Tax %/Levy	20% / MCR 28,000
Military Spending	10% / MCR 14,000
Major Imports	Basic foods, Scrap
Major Exports	Spare parts, recycled materials
Trade Restrictions	None
Trade Acceptance	82%

Odpad III is, for all intents and purposes, the junkyard of the sector. The inhabitants are not from the planet but where they came from, no one is quite sure. The planet has very few resources so the population has had to become masters of recycling. Once they were contacted by the Blarads, they acquired a few small FTL ships and began collecting

scrap from various systems for centuries. There is invariably an Odpad scout near all decent sized battles, waiting to call in collection ships to clean up the aftermath. Blarad admirals have a good working relationship with these scavengers with the understanding that survivors are to be picked up and cared for until being turned over to the nearest Kingdom authority.

The desert conditions over most of the planet means that junked parts and scrap metal doesn't rust much at all. More valuable parts are stripped from the hulls and put in a planetary database for resale. Some systems are put into use for the population of the town that found it or bought it. As a result, technology levels of civil and military units here vary widely with no standard vehicle or craft in service from place to place. Military and civilian parts from many races and nationalities are here, including some very out of the way races. Blarad Intelligence, as well as Federation Military Intelligence, maintains a post (rented, of course) on the planet to monitor foreign items that they come across and buy them for analysis.

Most of the population lives underground in complexes the size of medium towns of around ten thousand people. Each is run by the most successful merchant and scrap dealer, who contributes some of their earnings to the community in general. A large find of valuable cargo in a salvage could mean a change in leadership overnight in a settlement. There is a loose association of merchants who handle major outside affairs, but in general, the major form of government is the local mayors of the towns. There are many outposts with just a few families scattered around conducting independent business, but most are connected to the planetary database of parts. A 3% tax is charged for using the database, which goes towards planetary defenses. The locals don't resist the charge because they understand the need to protect the planet so business will continue.

Buyers trying to find an old or out of date part or system can find it here most of the time. Ships, big and small, are towed here for salvage, as are ground and air vehicles. Bigger ships are placed in orbit or parked on the one moon pending scrapping. Expert appraisers rate and list everything brought in and the information is logged into the database with a picture along with an accurate assessment and value. Parts can be found for 20% - 70% original cost but most are used and might not have a lot of 'life' left in them. It would be advisable to bring a scanner to assess the part or system yourself.

The Odpad III humanoids have a fair reputation for honest dealings with outsiders. They know that a bad reputation is also bad for business. Some of them might try to scam a customer, but they are usually found by the others and put out of business...permanently. They don't mess around with court systems on the planet, but deal with the troublemaker themselves.

They tend towards small stature and most are very lean with medium complexions. The amount of manual labor they do keeps most of them fit, but leads to them being worn out by the time they reach age sixty. By then, the talented ones become appraisers or dealers. The rest just get by with minor side jobs.

Parada II

Star System Coordinate	3.6 AA.2 +59 GCS11.NN/+1000
Stellar Primary	G5vi Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	8
Parada II	Type 11 Elliptical Orbit – no moon (28
Orbital distance	410 LS – 560LS
Length of Year	376 Terran days
Length of Day	15 hours 47 min
Planetary Diameter	11,000 km
Surface Gravity	0.9 G (Dense)
Temperature Range	-40°C to +70°C

Atmosphere Type	Terran: 780mm with O ₂ at 170mm. Northern Hemisphere exhibits Terran like climates. Southern Hemisphere is intensely hot and dry for ¾ of the planet's year. RAD level 1 in much of the Southern Hemisphere during the summer.
Hydrosphere	45% 4 Large seas in north hemisphere. A few scattered lakes in the South that dry up in the summer.
Star Nationality	Blarad Star Kingdom
Sentient Race	Humanoid Colonists
Population	100,000,000
Tech Level	9
Star Port Rating	Class AAA x 1 (Tech 10 facilities) x3 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	8
Xeno Acceptance	19%
Government Type	Blarad Monarchy
Government Support	78%
Loyalty Index	78%
Repression Index	22%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	6%
Law Level	1-5+
Economic Rating	Average Industrial Mining
Gross Productivity	MCR 1,250,000
Per Capita Income	CR 12,500
Tax %/Levy	35% / MCR 437,500
Military Spending	20% / MCR 250,000
Major Imports	Basic and exotic food
Major Exports	Common metals, precious metals, anti-rad drugs
Trade Restrictions	5% duty on non-Blarad imports
Trade Acceptance	70%

Parada II is a multi-cultural mining planet. The elliptical orbit of the planet and the tilt causes the northern hemisphere to have fairly moderate weather most of the year with the summer a bit warmer than Terra. Most of the colonists have permanent settlements in this hemisphere, with mining and local food production being the major occupations.

The Southern hemisphere is quite a bit different. In the winter months, it is fairly cool with moderate rains. The spring and fall are very warm to hot and precautions should be taken to protect personnel from the stellar primary's heat and UV radiation.

Summer is the toughest time of the year for the native life in the Southern Hemisphere, with severe drought conditions over the entire southern half of the planet. The lakes dry up completely and the animal lifeforms hibernate to survive the harsh summer. The plant life has evolved to resist this environment and the harsh radiation has little effect on the plants. The scientists that first explored the planet discovered the anti-radiation qualities of these plants, which led to the beginning of the colony's next most popular industry: Anti-radiation drugs. This system provides a significant percentage of the drugs needed by the sector for the treatment of radiation sickness.

Most colonist in the Southern hemisphere leave for the north during the four month summer, but a few hardy souls stay behind to monitor

the farms. Anyone landing here is advised to have plenty of water, still-suits and a good knowledge of desert survival. Farms in the south are few and far between.

Postamet III

Star System Coordinate	1.4 HH.2 -29 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Postamet III	Type 3 Desert extreme tilt– 1 medium sized moon
Orbital distance	460 LS
Length of Year	346 Terran days
Length of Day	18 hours 00 min
Planetary Diameter	10,000 km
Surface Gravity	0.9 G
Temperature Range	-45°C to +70°C
Atmosphere Type	Terran: 720mm with O2 at 155mm. Dust storms are common
Hydrosphere	17% Mainly icecaps with a few lakes in the equator latitudes
Star Nationality	Mercantile League
Sentient Race	Humans
Population	10,000,000
Tech Level	10
Star Port Rating	Class AAA x 2 (Tech 10 facilities) x9 orbital forts
Social Organization	Protected Trading
Societal Strength	9
Xeno Acceptance	0%
Government Type	Corporate State
Government Support	97%
Loyalty Index	97%
Repression Index	3%
Bureaucracy Level	Low to medium
Corruption Level	4%
Law Level	18+ for non-company
Economic Rating	Very Rich Industrial
Gross Productivity	MCR 650,000
Per Capita Income	CR 65,000
Tax %/Levy	30% / MCR 195,000
Military Spending	15% / MCR 97,500
Major Imports	Basic foods and precious metals
Major Exports	High tech electronic parts
Trade Restrictions	Corporate Monopoly
Trade Acceptance	90%

Postamet III is administered by the Tetragammetron Corporation, on long-term lease from the Blarad StarKingdom. When the offer came in to have the system under long-term lease to construct a manufacturing complex to build electronic components, the Kingdom jumped at the chance. Trade restrictions were relaxed in exchange for a modest discount for the products offered. Most of the best equipment made here is used by the Blarad military and Royal Civil Service branches. The planet was selected for the difficulty an invading army would face to take them. The weather is extreme in both hemispheres and water is not too common. The planet also has nine orbital forts of one million

tons each for a very solid defense.

Products made here count as Blarad-made for purposes of trade for import duties (so they pay none) as well as export. Mercantile ships can carry these products (under Blarad license) and Mercantile League warships patrol the system. They maintain contact with the Royal Navy and, sometimes, conduct joint maneuvers with them. So far the arrangement has worked for the past ninety-five years and seems to be going strong.

Prema III

Star System Coordinate	6.5 GG.4 +92 GCS11.NN/+1000
Stellar Primary	G5iii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Prema III	Type 1 Terran Arid – no moon
Orbital distance	495 LS
Length of Year	352 Terran days
Length of Day	26 hours 4 min
Planetary Diameter	20,000 km
Surface Gravity	2.0 G (Very Dense)
Temperature Range	-50°C to +60°C
Atmosphere Type	Terran: 810mm with O2 at 220mm. Weather has a number of dust storms from time to time. Protective gear is a good idea.
Hydrosphere	19% Three relatively large seas spaced near the equator, Very Low humidity
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	500,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 1 (Tech 10 facilities) x5 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	9%
Government Type	Blarad Monarchy
Government Support	88%
Loyalty Index	98%
Repression Index	2%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	6%
Law Level	6-9+
Economic Rating	Average Industrial
Gross Productivity	MCR 6,000,000
Per Capita Income	CR 12,000
Tax %/Levy	40% / MCR 2,400,000
Military Spending	20% / MCR 1,200,000
Major Imports	Terraforming equipment, industrial mining gear, general tools, fusion generator fuel (He3, Deuterium), Basic and exotic food
Major Exports	Power Metals, Common metals, precious metals, gems
Trade Restrictions	5% duty on non-Blarad imports
Trade Acceptance	90%

Prema III is a planet undergoing terraforming by the Royal Terraforming Corps. The atmosphere is able to sustain life now and plant life is starting to take shape in and near the three large landlocked seas. As ice is found in the system, it is propelled towards Prema III, where the orbiting forts use special heavy blaster batteries to break up the ice so that no large piece makes it through the atmosphere. The effect is similar to rain, but at this stage, very little reaches the ground in that form. Humidity levels are rising slowly every year, as is atmospheric pressure. The job is expected to be finished in forty years.

In the meantime, mining operations are ongoing near the edges of the seas to remove valuable metals from the area before the seas rise and flood the ore rich area. As a result, non-Blarad imports are given only a 5% import tax, with no tax paid on mining equipment or tools to process ore or that supports mining.

Local farmers are just beginning to be able to grow certain basic crops, but the farms tend to be near the seas as well. This has caused some issues with mining companies requiring land claims to be carefully considered and judged by the Royal Terraforming Corps. These decisions are very carefully weighed and considered before a judgement is given. Knowing how ponderous the Blarad Civil Service is, most mining companies and farmers work out their own agreements so they can bypass the government. The scientists don't mind this and seem to encourage it so they can work on terraforming issues in peace.

Terraforming Notes: The hydrosphere percentage should increase between a half to one percentage point every year till about 50% is reached. Atmospheric pressures will also increase until a goal of 1000mm is reached. Plants, insects, and animals native to the sector are carefully studied before being introduced to the planet, so all imports are carefully scanned and searched for contamination or unauthorized seeds. Processed foods inspected by Blarad authorities are the only permitted foods for import. No animal life is permitted to land without proper license (which takes about eight months to process). Pets can be left in orbital facilities for a nominal charge pending completion of the visit. Violation of this act can lead to heavy fines: 50K credits plus per violation, impounding of the ship and serious prison terms for malicious intent offenses. Investigations commonly take two weeks or longer, depending on the violation and the mood or the investigators.

Raugile III

Star System Coordinate	7.2 CC.7 +82 GCS11.NN/+1000
Stellar Primary	G3v main sequence star
FTL Conversion	10,000 LS
Planets in System	6
Raugile III	Type 1 Terran, 3 small moons
Orbital distance	505 LS
Length of Year	363 Terran days
Length of Day	24 hours 38 min
Planetary Diameter	14,000 km
Surface Gravity	1.1 G (Dense)
Temperature Range	-73°C to +66°C
Atmosphere Type	Terran: 1200mm with O2 at 242mm.
Hydrosphere	75% 4 continents, 4 sub-continents, some small island chains
Star Nationality	Rauwoof Republic
Sentient Race	Rauwoof Caninoids
Population	1,200,000,000
Tech Level	9
Star Port Rating	Class AAAAA x 4 (Tech 10 facilities) x12 orbital forts, moons armed too
Social Organization	Open Society

Societal Strength	10
Xeno Acceptance	2%
Government Type	Republic
Government Support	86%
Loyalty Index	91%
Repression Index	9%
Bureaucracy Level	Relatively Low
Corruption Level	3%
Law Level	1-5 (18+ visitors)
Economic Rating	Rich Agricultural
Gross Productivity	MCR 12,000,000
Per Capita Income	CR 10,000
Tax %/Levy	40% / MCR 4,800,000
Military Spending	20% / MCR 2,400,000
Major Imports	Manufactured goods
Major Exports	Luxury foods, Quoropa leaf (QRD), Mercenaries
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	91%

Raugile III started off as a Blarad outpost world for scientific research in its earliest days, pending settlement by the Blarad government. It was not high on the list due to its relatively low gravity field, and so, colonization was delayed. During the First Bug War, refugees from the Rauwoof Republics asked for help in finding a place to retreat to when their planet was overrun by the Bugs. The Blarads offered them this world and settlement began soon afterwards.

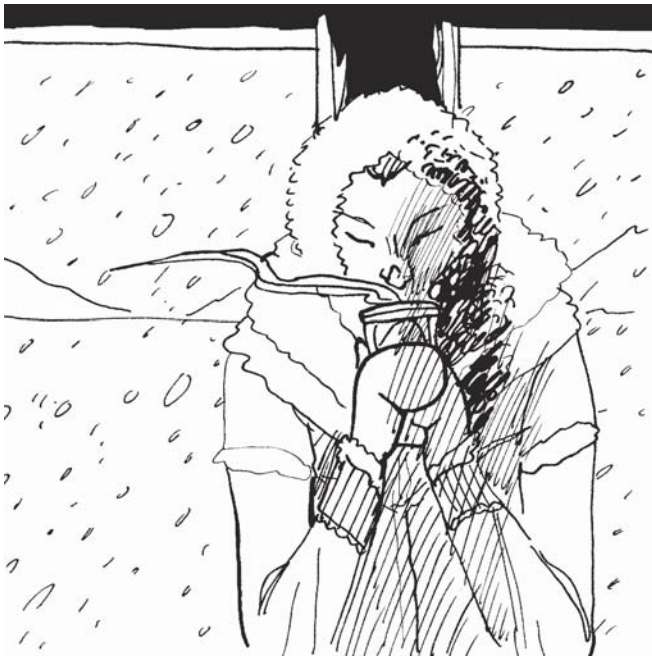
Blarad supply ships making the trip to the beleaguered canines carried emergency supplies out and transported refugees back to Blarad space and then to Raugile III using local ships. An agricultural colony was established using the skills of the Rauwoof in farming. The Quoropa leaf was transplanted here due to the need for medical treatment for the large numbers of wounded troops fighting the Bugs.

The population has steadily increased over the years and has been bolstered by the Hiss'isst Land Grab refugees as well. Quite a few Rauwoof are trained as light infantry and scouts that are formed into mercenary companies for hire. Strict rules govern the employment of these troops to sanctioned parties approved by the government. The Royal Dorad Mining Company uses quite a few of them for various duties. Criminal elements have tried in the past to make use of their services, but very few companies go rogue.

Roya Vosar V

Star System Coordinate	1.5 CC.3 -77 GCS11.NN/+1000
Stellar Primary	M7iii / M5v binary giant and main sequence stars
FTL Conversion	35,000 LS
Planets in System	16
Roya Vosar V	Type 14 Tundra
Orbital distance	6900 LS
Length of Year	11.2 Terran Years
Length of Day	34 hours 02 min
Planetary Diameter	14,000 km
Surface Gravity	1.1 G (Dense)
Temperature Range	-105°C to +13°C
Atmosphere Type	Terran: 1100mm with O2 at 200mm. Weather is extremely cold with violent storms the norm.

Hydrosphere	53% with most seas frozen. Very few lakes near the equator are semi-frozen.
Star Nationality	Blarad Star Kingdom
Sentient Race	Vosar Humanoids
Population	450,000,000
Tech Level	8-9
Star Port Rating	Class AAAA x 1 (Tech 10 facilities) x4 orbital forts
Social Organization	Blarad Commonwealth
Societal Strength	7
Xeno Acceptance	25%
Government Type	Blarad monitored republic
Government Support	63%
Loyalty Index	79%
Repression Index	21%
Bureaucracy Level	Very High
Corruption Level	16%
Law Level	13+
Economic Rating	Average Industrial
Gross Productivity	MCR 3,600,000
Per Capita Income	CR 8,000
Tax %/Levy	30% / MCR 1,080,000
Military Spending	15% / MCR 540,000
Major Imports	*Basic Food* (Cobalt based), Fuels, general tools, cold weather gear
Major Exports	Furs, Gold, Silver, Power metals
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	62%



Roya Vosar V is the home world to the Vosar Humanoids. They have adapted to the extreme cold weather since their settlement here many centuries ago. They share very little in common with the rest of the planet's DNA, so an extra-planetary origin is the most likely explanation. The history of this planet doesn't go back far enough to

mention a transplanting of the race.

The humanoids are similar in appearance to Terran humans, but they have blue skins and sharper facial features than Terrans. The blue skin is due to the blood of the Vosar's being based on cobalt. Strength, agility and intelligence are similar to Terran humans, but the sense of smell has been reduced to about two-thirds that of Terran humans. Overall height and weight conforms to the humanoid chart in Space Opera, Vol 1.

Some animals and plant life appear to have been brought to the system when the humanoids were settled here, and the planet's mineral make-up is a good fit for the limited crops they do grow. They do import food from a colony world in the sector, Vaad II. It was found to be rich in cobalt and suitable for a colony from this planet.

The Vosar humanoids have a republican form of government that is monitored by the Blarad StarKingdom in the form of a Royal Ambassador and observer to the House of the People. If Blarad interests are going to be affected, the observer speaks up and a solution is worked out. The Blarad have been helpful to these people in the past and the Vosar people are full members of the Blarad Commonwealth. Their troops and ships are at the command of Blarad Generals and Admirals during time of war. Equipment is Blarad compatible, but food has to be brought in from cobalt-based sources. As a result, they rarely serve out of the system and never out of the Home Sector (so far). They were helpful during BUG and Klackon Raids in the past and are loyal allies to the crown.

Rugia III

Star System Coordinate	1.8 FF.5 -32 GCS11.NN/+1000
Stellar Primary	G3 / M-O Binary star
FTL Conversion	10,000 LS
Planets in System	9
Rugia III	Type 6 extreme outer ecosphere – no moon
Orbital distance	495 LS
Length of Year	296 Terran days
Length of Day	22 hours 0 min
Planetary Diameter	12,000 km
Surface Gravity	1.1 G
Temperature Range	-81°C to +12°C
Atmosphere Type	Terran: 900mm with O2 at 180mm.
Hydrosphere	87% 2 small continents, some small island groups
Star Nationality	Blarad Star Kingdom
Sentient Race	Various Races
Population	30,000,000
Tech Level	9-10
Star Port Rating	Class AA x1 (Tech 10 facilities) x4 orbital forts
Social Organization	Corporate Society
Societal Strength	6
Xeno Acceptance	3%
Government Type	Royal Company officials
Government Support	68%
Loyalty Index	56%
Repression Index	17%
Bureaucracy Level	Moderate but efficient
Corruption Level	13%
Law Level	1-5
Economic Rating	Average Industrial

Gross Productivity	MCR 300,000
Per Capita Income	CR 10,000
Tax %/Levy	30% / MCR 90,000
Military Spending	15% / MCR 45,000
Major Imports	mining equipment, basic foods, survival gear
Major Exports	Gold, Gems, Power metals
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	60%

Rugia III is the property of the Royal Dorad Mining Company under charter by the King. As such, the company appoints the officials and is responsible for system defense and policing. Company law is fairly straight forward but tends to lean towards the company's benefit most of the time.

Labor contracts are for one planetary orbit with bonuses paid for excellent production. While there are better places to work, there doesn't seem to be a shortage of labor in the system. The company is not overly concerned with the happiness of the laborers, but does encourage quality work. Dissatisfied workers are free to leave early if they pay the cost of their own transportation off world.

SM Notes: Recently the GPR has tried to infiltrate the miner's labor pool in order to foment rebellion and create work stoppages. They have not been very successful for now, but a crisis that gets the main attention of the company elsewhere could give the agents a better chance at success. Company counter-intelligence officers are not fully aware they are under attack.

Sagleon II

Star System Coordinate	8.4 JJ.5 +4 GCS11.NN/+1000
Stellar Primary	G5iii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Sagleon II	Type 7 Terran Arid – no moon
Orbital distance	455 LS
Length of Year	272 Terran days
Length of Day	20 hours 40 min
Planetary Diameter	10,000 km
Surface Gravity	0.8 G (Very Dense)
Temperature Range	-10°C to +82°C
Atmosphere Type	Terran: 770mm with O2 at 175mm. Weather has a number of dust storms from time to time. Protective gear is a good idea.
Hydrosphere	21% One large sea, Very Low humidity
Star Nationality	Blarad Star Kingdom
Sentient Race	Natack Humanoids
Population	150,000,000
Tech Level	7-8
Star Port Rating	Class AAA x 1 (Tech 10 facilities) x3 orbital forts
Social Organization	Very Clanish
Societal Strength	9
Xeno Acceptance	12%
Government Type	Natack Monarchy
Government Support	90%
Loyalty Index	90%

Repression Index	10%
Bureaucracy Level	High for Natacks, visitors, fairly low
Corruption Level	9%
Law Level	11+ (18 for visitors)
Economic Rating	Average Industrial mining
Gross Productivity	MCR 1,050,000
Per Capita Income	CR 7,000
Tax %/Levy	40% / MCR 420,000
Military Spending	25% / MCR 262,500
Major Imports	industrial mining gear, general tools, Basic food, (plus military small arms)
Major Exports	General industrial metals
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	72%

Sagleon II is a colony world of Natack III. They are from the Monarchy faction of that planet and would join that faction in the event of a civil war. The planet is a desert mining colony based around the only sea. The starport is located there, as well as most of the colony's population. There are various outposts with a few people operating the mines rich enough to support independent operations away from the main settled area. They are experts at desert operations and would be tough to beat in a ground campaign. The planet is not very forgiving, especially near the equatorial regions.

Satomi III

Star System Coordinate	9.7 HH.2 +39 GCS11.NN/+1000
Stellar Primary	G5v Main sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Satomi III	Type 2 Terran Steppe – 1 large moon
Orbital distance	500 LS
Length of Year	369 Terran Days
Length of Day	23 hours 46 min
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature Range	-55°C to +70°C
Atmosphere Type	Terran: 1030mm with O2 at 195mm.
Hydrosphere	53% 4 large seas, icecaps
Star Nationality	Blarad Star Kingdom
Sentient Race	Natack Humanoids / some Nikara humanoids too.
Population	1,200,000,000
Tech Level	7-8
Star Port Rating	Class AAAAA x 4 (Tech 10 facilities) x8 orbital forts
Social Organization	Open Socialist
Societal Strength	5
Xeno Acceptance	31%
Government Type	Blarad Monarchy – Vassal
Government Support	52%
Loyalty Index	52%
Repression Index	48%
Bureaucracy Level	Very high, inefficient
Corruption Level	19%
Law Level	18+

Economic Rating	Poor Agricultural
Gross Productivity	MCR 4,800,000
Per Capita Income	CR 4,000
Tax %/Levy	65% / MCR 3,120,000
Military Spending	15% / MCR 720,000
Major Imports	Manufactured Goods, factory parts
Major Exports	Large bulk foods
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	15%

Satomi III is a planet with a major economic problem: run-away socialism. The excessive taxes for social programs eat into investment capital so getting resources to start new businesses with local money is very difficult. The high tax rate also deters outside investors from trying to move operations here as well.

The problem is further compounded by the arrival of Nikara humanoids fleeing from their planet due to heavy meteor activity. They are permitted by Blarad law to freely travel within the StarKingdom and, since Satomi is the closest system to Nikara, it is a prime drop off spot for those unable to afford a longer trip to a different system. This has caused the locals to harbor resentment for the Nikara people, who move in to take the lower paying jobs from Nataacks. This has affected trade too as reflected in the Trade Acceptance index.

The influx of immigrants has really pressed the socialized system of welfare to the breaking point. The government of Nataack III has refused to increase spending for this situation as the monarchists and republican factions don't support the various programs that the socialists use. The matter has been exacerbated by the socialists signing up every Nikara refugee into the socialist faction to take over the government back home by sheer numbers. If the trend continues, a full scale emergency could happen, setting off a chain of events that could lead to a civil war.



Sulin II

Star System Coordinate	2.8 EE.4 +85 GCS11.NN/+1000
Stellar Primary	G5iii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	8
Sulin II	Type 2 Terran Swamp – 2 small moons
Orbital distance	480 LS
Length of Year	343 days
Length of Day	25 hours 16 min
Planetary Diameter	15,000 km
Surface Gravity	1.3 G (Dense)
Temperature Range	-31°C to +68°C
Atmosphere Type	Terran: 1100mm with O2 at 220mm.
Hydrosphere	77% 4 continents, 2 sub-continents, some large islands
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids, other races as well
Population	500,000,000
Tech Level	9-10
Star Port Rating	Class AAAAAA x 2 (Tech 10 facilities) x10 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	9
Xeno Acceptance	6%
Government Type	Blarad Monarchy
Government Support	97%
Loyalty Index	95%
Repression Index	5%
Bureaucracy Level	Moderate, faster than most Blarad systems
Corruption Level	5%
Law Level	1-5
Economic Rating	Average Agricultural
Gross Productivity	MCR 4,750,000
Per Capita Income	CR 9,500
Tax %/Levy	30% / MCR 1,425,000
Military Spending	20% / MCR 950,000
Major Imports	Military gear, Vehicles, Farming equipment
Major Exports	Exotic High-end Foods
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	87%

Sulin II is a former Klackon colony world that was taken a little over a thousand years ago during the First Crab War. It has taken a while to completely rid the planet of the Klackons, but it was declared Klackon-free about two hundred years later.

Colonists were brought in to replace the military garrison and an exotic foods industry was started. A fairly large number of Loodie aquatic humanoids elected to also settle there. Between the two main races and various other settlers, the industry to supply exotic food has held steady ever since.

There are occasional Klackon scouts that enter the system that the Royal Star Navy quickly tracks down and destroys. It is hoped that these continued efforts will prevent a return to the system by the Collective. If they try, the Blarads and their subjects will give them a warm, but painful, greeting.

Tethannis II

Star System Coordinate	5.6 II.4 -94 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	8
Tethannis II	Type 1 Desert – 1 medium sized moon
Orbital distance	460 LS
Length of Year	312 Terran days
Length of Day	17 hours 41 min
Planetary Diameter	18,000 km
Surface Gravity	1.6 G
Temperature Range	-5°C to +70°C
Atmosphere Type	Terran: 1130mm with O2 at 190mm. Dust storms are common
Hydrosphere	21% Mainly icecaps with a few lakes in the high latitudes
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	100,000,000
Tech Level	9-10
Star Port Rating	Class AAAA x 1 (Tech 10 facilities) x4 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	7
Xeno Acceptance	20%
Government Type	Blarad Monarchy – Vassal
Government Support	60%
Loyalty Index	57%
Repression Index	43%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	17%
Law Level	6-9+
Economic Rating	Rich Industrial
Gross Productivity	MCR 1,300,000
Per Capita Income	CR 13,000
Tax %/Levy	40% / MCR 520,000
Military Spending	20% / MCR 260,000
Major Imports	Exotic and basic Foods, Mining equipment
Major Exports	Industrial metals of all types
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	80%

Tethannis II is a colony world of the B'alimer vassal state based on Zariah IV. They are also prepping for a potential conflict but have kept their efforts hidden so far. See Zariah III for more details.

This system was originally under the control of the Royal Dorad Mining Company, but as the colony grew in population, the B'alimer family encouraged loyal subjects to emigrate there. When they had a majority of the workers, a petition was made to the King to turn over the system to the B'alimer vassal state. The King granted the request in exchange for some political support on another unrelated matter.

This was forty years ago and the mining company has not forgotten the loss. Company agents are investigating if there was a conspiracy to take the planet from them between the King and his vassal. What they don't realize is the extent of the problem, and have so far

discovered nothing. Given time, it is likely that something will turn up, but agents that have been identified have been led down false paths and dead ends.

Terridine III

Star System Coordinate	2.3 GG.4 -53 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Terridine III	Type 1 Terran standard – 1 medium sized moon
Orbital distance	4850 LS
Length of Year	353 Terran Days
Length of Day	22 hours 26 min
Planetary Diameter	15,000 km
Surface Gravity	1.3 G (Dense)
Temperature Range	-35°C to +63°C
Atmosphere Type	Terran: 1250mm with O2 at 250mm.
Hydrosphere	77% 6 continents, 2 sub-continents
Star Nationality	Blarad Star Protectorate
Sentient Race	Terridine Saurians
Population	4,000,000,000
Tech Level	5-6
Star Port Rating	Class AAAAA x 2 (Tech 10 facilities) x5 orbital forts
Social Organization	Closed Tribal
Societal Strength	8
Xeno Acceptance	5%
Government Type	Meritocracy /Tribal
Government Support	68%
Loyalty Index	75%
Repression Index	25%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	5%
Law Level	12
Economic Rating	Average Agricultural
Gross Productivity	MCR 22,000,000
Per Capita Income	CR 5,500
Tax %/Levy	30% / MCR 6,600,000
Military Spending	15% / MCR 3,300,000
Major Imports	Factory equipment and tools, manufactured goods
Major Exports	Basic and high end foods, some precious metals
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	58%

Terridine III was discovered after the First Crab War by the Royal Scouting Service. A light cruiser-sized ship entered the system and began a sensor sweep of the area. Finding no artificial electronic emissions, it headed into the inner part of the system to begin scanning for habitable planets.

It soon found Terridine III and saw it was in trouble. An asteroid was heading into the planet about the size of Mars's smallest moon, Phobos. Seeing the planet was inhabited by primitive, but intelligent, creatures, the ship's captain ordered every bit of firepower directed on

the asteroid to try to divert it. For over nine hours, the ship blasted away at the rock and diverted the nearly three-quarter billion ton mass away from the planet.

Observers on the surface couldn't help but notice the display of firepower given by the ship. The natives were only about tech level 2.5 when this incident occurred, but there were a few shamans who tracked the skies closely and knew "The Visitor" (the name they gave the rogue asteroid) was due to arrive again and would be too close for comfort this time. The strange dot sparkling near "The Visitor" appeared to be pushing it away until the danger passed.

First contact personnel landed shortly afterwards and, when a useable language had been learned, the Blarad confessed they had pushed the meteor out of the way. The crew was heralded as heroes when they were adamant about not being gods. This event was used to unite the various tribes into a confederation for the common good. With Blarad supervision, the planet has progressed to a mid-level technology level 5-6. Further work will increase this and the natives are expected to reach tech level 6 within eight years.

The Royal Army, as well as the Scouting Service and Royal Intelligence Service, often recruit the best and brightest for off-planet work. Such service is seen as a great honor as well as a fine opportunity to earn excellent pay by the standards of the planet. Various crops are grown here for export and are sold to pay for factory growth in the expanding manufacturing sector.

Thanatos III

Star System Coordinate	4.3 HH.8 -46 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Thanatos III	Type 2 Terran Swamp – 4 small moons
Orbital distance	490 LS
Length of Year	368 days
Length of Day	27 hours 52 min
Planetary Diameter	16,000 km
Surface Gravity	1.4 G (Dense)
Temperature Range	-23°C to +69°C
Atmosphere Type	Terran: 1130mm with O2 at 225mm.
Hydrosphere	71% 3 continents, 3 sub-continents, some large island groups
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids, other races as well
Population	800,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 3 (Tech 10 facilities) x12 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	7
Xeno Acceptance	23%
Government Type	Blarad Monarchy – Vassal
Government Support	58%
Loyalty Index	56%
Repression Index	44%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	20%
Law Level	6-9+
Economic Rating	Average Agricultural
Gross Productivity	MCR 7,200,000

Per Capita Income	CR 9,000
Tax %/Levy	30% / MCR 2,160,000
Military Spending	20% / MCR 144,000
Major Imports	Military gear, Vehicles, Farming equipment
Major Exports	Basic Food products
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	81%

Thanatos III is a colony world of the B'alimer vassal state based on Zariah IV. They are also prepping for a potential conflict, but have kept their efforts hidden so far. See Zariah III for more details.

Toriga III

Star System Coordinate	8.7 FF.5 -31 GCS11.NN/+1000
Stellar Primary	G6iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	12
Toriga III	Type 1 Tundra – 5 moons
Orbital distance	660 LS
Length of Year	1.2 Terran Years
Length of Day	20 hours 2 min
Planetary Diameter	13,000 km
Surface Gravity	1.1 G
Temperature Range	-69°C to +23°C
Atmosphere Type	Terran: 980mm with O2 at 195mm.
Hydrosphere	49% 4 continents, 2 sub-continents, large icecaps
Star Nationality	Blarad Vassal State
Sentient Race	Natack humanoids
Population	250,000,000
Tech Level	8
Star Port Rating	Class AAAA x 2 (Tech 8 facilities) x7 orbital forts
Social Organization	Aristocratic
Societal Strength	8
Xeno Acceptance	15%
Government Type	Monarchy
Government Support	75%
Loyalty Index	75%
Repression Index	25%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	12%
Law Level	18+
Economic Rating	Average Mining
Gross Productivity	MCR 2,000,000
Per Capita Income	CR 8,000
Tax %/Levy	40% / MCR 800,000
Military Spending	25% / MCR 500,000
Major Imports	Survival gear, Vehicles, Mining equipment
Major Exports	Basic metal and precious metals and furs
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	71%



Toriga III is a colony world of the Natak monarchists. What started off as a hunting colony for the royal family of Natak III quickly turned into a mining colony for the home world with Blarad approval. The Crown Prince of that world is the official governor of the colony and is sometimes joined on hunts by the Blarad Crown Prince, who is a personal friend.

The monarchists have the full support of the Blarad government, but the Republic and Socialist factions are not seen as enemies of the Kingdom; just are not as supportive of the idea of a Natak-wide monarchy. In the event of a civil war, the Blarads would support the Monarchists, but it is doubtful they would send armed troops into the fray as it might cause the Federation to intervene on the behalf of the other two (plus the Socialists might try to get G.P.R. Support, which no one really wants).

Major exports include various metals and excellent furs from the wide range of fur-bearing creatures that inhabit the world.

Ur na h-Alba III (New Scotland)

Star System Coordinate	1.4 AA.3 +64 GCS11.NN/+1000
Stellar Primary	G5v Main sequence Star
FTL Conversion	10,000 LS
Planets in System	12
Ur na h-Alba III	Type 2 Terran Steppe – 1 large moon
Orbital distance	530 LS
Length of Year	391 Terran Days
Length of Day	23 hours 10 min
Planetary Diameter	13,000 km
Surface Gravity	1.1 G
Temperature Range	-60°C to +55°C
Atmosphere Type	Terran: 930mm with O2 at 175mm.
Hydrosphere	60% 4 large continents, icecaps
Star Nationality	Blarad Star Kingdom
Sentient Race	Human
Population	400,000,000
Tech Level	10

Star Port Rating	Class AAAAA x 2 (Tech 10 facilities) x7 orbital forts
Social Organization	Clan Democracy
Societal Strength	8
Xeno Acceptance	2%
Government Type	Blarad Monarchy – Vassal
Government Support	87%
Loyalty Index	98%
Repression Index	2%
Bureaucracy Level	Fairly low by Blarad standards
Corruption Level	3%
Law Level	1
Economic Rating	Rich Agricultural
Gross Productivity	MCR 4,800,000
Per Capita Income	CR 12,000
Tax %/Levy	35% / MCR 1,680,000
Military Spending	20% / MCR 960,000
Major Imports	Manufactured Goods, small arms, military equipment
Major Exports	Large bulk foods, Combat troops
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	88%

Ur na h-Alba III is possibly where the idea of alien abduction originated on Terra. In the late 1100's, an unknown group of starfaring humanoids visited Earth looking for primitive cheap slaves to capture and seed a colony. Records of their exact name are too sketchy to get, but the 'colonists' call them the Coigreach (Gaelic for Foreigner). While specimens from other areas of Earth were collected, the majority of the seventy-five hundred humans came from Northern and Central Scotland. As they were captured, they were stunned and put in coldsleep.

When they awoke, they noticed many things wrong with their situation. The first was that this was not their planet (the moon was the wrong size and appearance, plus the stars were in different locations). There were a lot of ethnic groups and there was no common language. The last was that the crew of the ship was dead or extremely ill, possibly with smallpox. One thing was clear to everyone; they were in a bad situation with no help in sight.

The humans pooled their skills and talents to form a new settlement. Gaelic was agreed upon by the group as the language they would use given that about two-thirds came from Scotland. The ship was scavenged for tools and materials that were used to build a stockade and homes. Scouts were sent out to investigate the planet. Finding no other sentient life, the humans came to the belief that the ship was lost and landed here when the crew contracted an illness that they couldn't fight. This theory gained ground when after years of waiting, no other ship came to retrieve the one that carried them to their new home.

Over the next three-hundred years, the population increased and became more blended genetically. The overall technology stayed at about tech level 3, but refinements progressed as different cultures contributed their techniques to the group. The dominant Scottish theme stayed with the settlement and led to the creation of a new clan system of government. Every adult was giving a chance to speak at clan gatherings, with women being able to exercise a degree influence unknown on Earth at that time.

During the last half of the 1st Crab War, a damaged Blarad destroyer escort warped into the system trying to evade a Klackon pursuit ship. The crew landed near the human city and were quickly surrounded by the local militia, which feared a return of the now fabled Coigreach. When some of the crew exited with visors up and arms extended showing no weapons, the locals were mostly convinced that the

newcomers weren't enemies. After a quick talk using translation programs and a lot of hand gesturing, the Blarad crew told of their Kingdom and the war they were in with the meat-eating Klackons. Working together, the people set up defenses and prepared for a Klackon raid.

Eight local days later, the Klackons landed a pair of "Sand Crab" landers to assault the grounded Blarads. Luring them into close range before engaging, the Blarad Marines and the toughest warriors of the humans fought them side by side. Though the effectiveness of claymores against the tough chitin armor was questioned by the Blarads, actual combat proved that it was possible. While losses were fairly substantial, the Blarad / Human relationship was forged on that battlefield. The humans told of their ancestors' abduction but were unable to give a good location of Earth.

During the time before the rest of humanity was found, the human colonists increased in population and technology. When first contact was made, the Blarads had some understanding of humans which made relations easier to progress to a working partnership. Some other Terrans over the years have migrated to the system to embrace an equality of people and have mixed with the abductees' descendants.

The humans have been used in the Blarad armed forces as combat troops as well as mechanics (with no limits on GTA and other scores, humans make excellent technicians). The Blarads also recruit some of them for the Intelligence services to operate against the Azuriachs and G.P.R. With close to a thousand years of being loyal partners, these agents are totally loyal to the King as well as their individual clans.

Uzara V

Star System Coordinate	5.7 CC.5 -40 GCS11.NN/+1000
Stellar Primary	M8iii Giant Star
FTL Conversion	35,000 LS
Planets in System	14
Uzara V	Type 1 Terran standard – 4 moons
Orbital distance	2750 LS
Length of Year	1.5 Terran Years
Length of Day	26 hours 4 min
Planetary Diameter	30,000 km
Surface Gravity	3.0 G (Very Dense)
Temperature Range	-70°C to +60°C
Atmosphere Type	Terran: 1900mm with O2 at 280mm. Weather tends to be more severe than Terra
Hydrosphere	72% 9 continents, 2 sub-continents Fairly high humidity
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	4,500,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 4 (Tech 10 facilities) x15 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	12%
Government Type	Blarad Monarchy
Government Support	83%
Loyalty Index	95%
Repression Index	5%
Bureaucracy Level	Moderate, very slow, ponderous, but precise

Corruption Level	13%
Law Level	6-9+
Economic Rating	Very Rich Industrial
Gross Productivity	MCR 76,500,000
Per Capita Income	CR 17,000
Tax %/Levy	45% / MCR 34,425,000
Military Spending	25% / MCR 19,125,000
Major Imports	Exotic High –end Foods, Raw Industrial Metals, collapsium
Major Exports	Manufactured Goods, Power Metals, Metal Ingots, precious metals
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	85%

Uzara V is another Blarad colony world settled long ago. The heavier than normal gravity (for a Blarad) was a minor worry at first, but the abundance of mineral resources more than made up for the added weight penalties. A major mining and manufacturing industry was soon set up and has been running ever since.

Major products include commercial manufactured goods and various processed metals in ingot form, including some fairly difficult to make alloys. Systems within the sector can make requests for an amount of material to be made and the skilled workers can mine it and refine it to order. In addition, there is usually an abundance of common materials for sale in bulk for twenty-two to forty percent (20 + 2d10) discount. Alloys for armor and specialized projects can be bought for a ten to twenty percent (2d10) discount. Long term continuing sales relationships can produce further discounts.

There are major gold and silver deposits that can be mined by robotic mining machines going to great depths below the surface to reach them.

Other major deposits are able to be mined from a planet destroyed in the first BUG War. The fragments are drifting in orbit (what was Uzara IV – Type 14 airless, 2000 LS orbit) and are open to mining for anyone who buys a Royal Mining License at a rate of 1000cr / month plus 10% tax on the total haul's value. Meteor miners from all over the quadrant go here to get a chance to mine material found only in a planet's core. This includes Dureum, as described in the Martigan Belt adventure and can sell for 5000cr / gram. It is rare but found in sizable amounts in the remains of the core.

The planet is well maintained by the ursoids and pollution is kept to a minimum. Land that has been mined is required to be put into a state that is not harmful to the environment and conducive to the native life forms if it is in a remote area. As a result, large areas of this massive planet are suitable for hunting and growing crops. Hunters should take into account that the extra gravity makes carrying loads on foot very difficult and the animals being hunted very tough to kill.

Staple crops have been modified to grow in the increased gravity and only rare spices and exotic foods are needed for imports. The basic food needs of the system could be met in the event of blockade. The strong contingent of the Royal Star Fleet ensures that only a major effort to do so would have a chance of succeeding.

The Royal Star Rangers have their training base here. The extra space on the planet combined with the 3.0G field make graduates of the course extremely formidable in battle and missions. Equipment has to be modified to withstand the abuse of having to support the extra weight over long periods of time. Unmodified vehicles suffer twice the normal amount of breakdowns.

Vaad II

Star System Coordinate	6.8 EE.2 +14 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	7
Vaad II	Type 2 Terran steppe – 1 large moon
Orbital distance	510 LS
Length of Year	389 Terran Days
Length of Day	20 hours 13 min
Planetary Diameter	14,000 km
Surface Gravity	0.9 G
Temperature Range	-52°C to +50°C
Atmosphere Type	Terran: 850mm with O2 at 170mm.
Hydrosphere	47% 3 continents, 2 large oceans
Star Nationality	Blarad Star Kingdom
Sentient Race	Vosar Humanoids
Population	1,500,000,000
Tech Level	8-9
Star Port Rating	Class AAAAA x 2 (Tech 10 facilities) x10 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	9
Xeno Acceptance	15%
Government Type	Representative Republic
Government Support	53%
Loyalty Index	68%
Repression Index	32%
Bureaucracy Level	Extreme
Corruption Level	18%
Law Level	10-15+
Economic Rating	Average Agricultural
Gross Productivity	MCR 9,750,000
Per Capita Income	CR 6,500
Tax %/Levy	30% / MCR 2,925,000
Military Spending	15% / MCR 1,462,500
Major Imports	Industrial Metals, Factory tools, Manufactured Goods, Vehicles
Major Exports	*Basic Foods* (Cobalt), Power metals, *Wines*
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	58%

Vaad II is a colony world of the Roya Vosar humanoids that was settled with the help of the Blarad StarKingdom. The planet had been scouted prior to the discovery of the Roya Vosar system. The high levels of cobalt in the soil made a conventional colony too difficult to easily colonize without extensive terraforming efforts.

After the discovery and incorporation of the Vosar humanoids into the kingdom, efforts were made to increase the overall tech level from a low 6 to at least 7. It took forty years, but finally was achieved. It was at that point that Vaad II was offered to the Vosar people as an agricultural colony to help supply the growing population with food unique to their species. The offer was accepted.

The colony started off slowly, but after some adjustments and genetic engineering of plants, Vaad II became self-sufficient and then started exporting food back to Roya Vosar V. Colonial governors were sent to Vaad II to help supervise the colonists and maintain control

over the system under Blarad guidance.

Over time, the colonists wanted to elect their own leadership, including the Governor. They also started insisting on representation in the House of the People on Roya Vosar V. The home world government saw no need to have this happen as their purpose was to supply the homeworld with food and that was being done. Other matters were going to be decided by the older world's leadership. The Blarad ambassador was hesitant to intervene in a subject world's internal affairs without good reason.

The Vosar humanoids of Vaad II now outnumber the home world's population and many of the colonists want to separate from Vosar V to form their own government, but remain under the Commonwealth of the Blarad StarKingdom. The observers and ambassadors have detected no anti-Blarad issues and would like to remain out of this issue. They believe the Vosar people should handle the problem within their own rules and customs.

The home world is unwilling to extend the republic's voting base to include the colony as it would seriously dilute the power of the incumbent politicians and their supporters. While most Vaad II colonists would really hesitate to force the issue by overt means, there is a growing group of separatists that might try to force the issue with hostile actions. They are not anti-Blarad at this point, but that might change if the Blarad are seen as supporting keeping the colonials under the rule of Roya Vosar without representation.

SM Nte: Agents of the GPR have attempted infiltrate the separatists' movement and turn it into a communist rebellion. So far the colonists don't like this idea, but the agents continue to try and they've offered covert support, including armaments.

Visson II

Star System Coordinate	4.3 EE.4 +28 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Visson II	Type 1 Terran standard – 2 medium sized moons
Orbital distance	500 LS
Length of Year	371 Terran Days
Length of Day	23 hours 29 min
Planetary Diameter	14,000 km
Surface Gravity	1.1 G
Temperature Range	-65°C to +55°C
Atmosphere Type	Terran: 1050mm with O2 at 180mm.
Hydrosphere	74% 5 continents, 2 sub-continents
Star Nationality	Blarad Star Kingdom
Sentient Race	Vissonian Humanoids
Population	5,500,000,000
Tech Level	9
Star Port Rating	Class AAAAA x 4 (Tech 10 facilities) x16 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	9
Xeno Acceptance	15%
Government Type	Blarad Monarchy
Government Support	81%
Loyalty Index	85%
Repression Index	15%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	14%

Law Level	6-9+
Economic Rating	Rich Industrial
Gross Productivity	MCR 74,250,000
Per Capita Income	CR 13,500
Tax %/Levy	40% / MCR 29,700,000
Military Spending	25% / MCR 18,562,000
Major Imports	Raw Industrial Metals, Factory tools, Wines, Manufactured Goods, Gold, Silver
Major Exports	Manufactured Goods, Jewelry, Mining equipment, Electronics
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	78%



Visson II was the first planet that the Blarads encountered that had a native population. Most of how the Blarad Ursoids incorporated new planets into their StarKingdom was learned on this planet and dealing with its native people.

The Visson humanoids are typical types found on many worlds in the galaxy. They are a bit shorter and broader than most, with tougher skin than normal. (Armor class J/J/K) Strength is in the normal range for humanoids as given in Vol. 1 of Space Opera. They have risen to tech level 9 thanks to the influence of the Blarads, and are now considered full citizens of the Kingdom.

Vissionians are noted for their fine skills with jewelry. The King and Queen regularly place orders for gifts of jewelry from the master jewelers of the planet. Some of these skills carry over into the design and production of electronics. A lot of the electronic parts used in civil Blarad goods are made here for the whole sector.

They are fully supportive of the Blarad StarKingdom and contribute troops and sailors for the Royal Army and Royal Star Navy. Due to gravity issues, these forces serve on separate ships with other 'normal' gravity subjects. They also make useful garrison troops for the StarKingdom.

Vitellius IV

Star System Coordinate	3.6 JJ.4 -21 GCS11.NN/+1000
Stellar Primary	G5iv Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Vitellius IV	Type 1 Tundra – no moon
Orbital distance	690 LS
Length of Year	1.3 Terran Years
Length of Day	31 hours 2 min
Planetary Diameter	15,000 km
Surface Gravity	1.2 G
Temperature Range	-83°C to +20°C
Atmosphere Type	Terran: 930mm with O2 at 205mm.
Hydrosphere	61% 4 continents, 3 sub-continents, large icecaps
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	480,000,000
Tech Level	9-10
Star Port Rating	Class AAAAAA x 2 (Tech 10 facilities) x8 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	7
Xeno Acceptance	24%
Government Type	Blarad Monarchy – Vassal
Government Support	61%
Loyalty Index	58%
Repression Index	42%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	17%
Law Level	6-9+
Economic Rating	Average Mining
Gross Productivity	MCR 4,560,000
Per Capita Income	CR 9,500
Tax %/Levy	30% / MCR 1,380,000
Military Spending	20% / MCR 920,000
Major Imports	Survival gear, Vehicles, Mining equipment
Major Exports	Basic metal and precious metals and gems
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	77%

Vitellius IV is a colony world of the B'alimer vassal state based on Zariah IV. They are also prepping for a potential conflict, but have kept their efforts hidden so far. See Zariah III for more details.

What originally started off as a Dorad company mining planet has been turned into a colony world of Zariah IV. As discussed elsewhere, the B'alimer family holds quite some sway in the court of King Dorad LII. This planet was turned over to that family one-hundred ten years ago after the two-hundred year mining lease ran out. There is still quite a bit of metal to be mined, including deposits on the various planets in the system.

Most company personnel left when the lease ran out, but some elected to stay and continue under the new administration. There has been a lot of dissatisfaction with the new rulers and some citizens have

requested royal intervention. The Royal Dorad Mining Company has sent some agents to investigate the corruption in the hope that the King with renew the lease with the company. So far, they have not met with success.

SM Notes: Several agents are close to finding out the whole truth behind the B'alimer family. They have investigated the disappearance of two agents on the planet and suspect foul play. Outside adventurers could be hired as freelancers to pick up the investigation. This could be the start of a rebellion against the King.

Vodeon III

Star System Coordinate	6.4 BB.3 -60 GCS11.NN/+1000
Stellar Primary	G4v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	16
Vodeon III	Type 1 Terran Desert Planet – 5 moonlets
Orbital distance	510 LS
Length of Year	330 Terran Days
Length of Day	22 hours 11 min
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature Range	-22°C to +74°C
Atmosphere Type	Terran: 1000mm with O2 at 175mm. Large amounts of dust with sandstorms in the deep deserts being intense. Arid and hot in most areas
Hydrosphere	30% several landlocked seas and lakes at higher latitudes, few oases in the middle latitudes.
Star Nationality	Blarad Star Kingdom
Sentient Race	Vodeon Transhumans
Population	300,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 2 (Tech 10 facilities) x6 orbital forts, moons also fortified
Social Organization	Closed Military
Societal Strength	10
Xeno Acceptance	15%
Government Type	Blarad Supported Military
Government Support	98%
Loyalty Index	98%
Repression Index	2%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	2%
Law Level	11
Economic Rating	Rich Mining
Gross Productivity	MCR 4,200,000
Per Capita Income	CR 14,000
Tax %/Levy	40% / MCR 1,680,000
Military Spending	30% / MCR 1,260,000
Major Imports	General Foods, Desert Equipment, weapons
Major Exports	All Metals in various amounts
Trade Restrictions	15% duty on non-Blarad imports
Trade Acceptance	68%



Vodeon III is the homeworld of the Vodeon transhumans, but more than likely not their planet of origin. It is probable that they were put there by some forerunners too long ago to remember.

When the Blarad landed, the Vodeons were at a tech level 4 for the most part. Compared to the tech 8 Blarads, they shouldn't have been a match and the Blarads had a sense of complacency that led to some early minor victories by the native forces. Stronger measures were started and yielded results. After more than a local year of fighting and raiding, the Blarads attempted negotiations with the Vodeons. A mutual truce was worked out where large amounts of land were set aside for the natives' use. In exchange, the Vodeons agreed to a military partnership in exchange for having their own units and special pay in addition to full citizenship. Given the tenacious nature of the transhumans in combat, the Blarad Army generals counted themselves lucky to stop the fighting and have the natives on their side for a change.

Military units raised here have their own officers and organization. Preferring the ground warfare environment, the Vodeons have no space-based forces, except the orbital fortresses in their system. Sometimes small units of them are used as shipboard marines for special operations and commando raids. They are fierce fighters and won't shy away from hand-to-hand combat with anyone. Armed or unarmed, anyone would be hard pressed to find better soldiers. They hire out only to the Blarad armed forces and the Royal Dorad Mining Company at times.

Zariah IV

Star System Coordinate	3.8 HH.7 -79 GCS11.NN/+1000
Stellar Primary	M8iii / G5v Binary Star
FTL Conversion	35,000 LS
Planets in System	18
Zariah IV	Type 1 Terran standard – 1 large moon
Orbital distance	2950 LS
Length of Year	1.7 Terran Years
Length of Day	27 hours 48 min
Planetary Diameter	23,000 km
Surface Gravity	2.4 G (Very Dense)
Temperature Range	-70°C to +60°C
Atmosphere Type	Terran: 1400mm with O2 at 230mm.

Hydrosphere	80% 7 continents, 1 sub-continent, large islands, high humidity
Star Nationality	Blarad Star Kingdom
Sentient Race	Blarad Ursoids
Population	3,900,000,000
Tech Level	9-10
Star Port Rating	Class AAAAA x 5 (Tech 10 facilities) x21 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	7
Xeno Acceptance	27%
Government Type	Blarad Monarchy – Vassal
Government Support	55%
Loyalty Index	55%
Repression Index	45%
Bureaucracy Level	Moderate, very slow, ponderous, but precise
Corruption Level	19%
Law Level	6-9+
Economic Rating	Very Rich Industrial
Gross Productivity	MCR 62,400,000
Per Capita Income	CR 16,000
Tax %/Levy	45% / MCR 28,080,000
Military Spending	25% / MCR 15,600,000
Major Imports	Exotic High –end Foods, Starships, Factory Tools, Weapon systems
Major Exports	Manufactured Goods, ground vehicles
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	90%

Zariah IV is a Blarad settled planet that has an unusual background. It was settled by one of the few vassal states from Blare III. The Royal family of this vassal state, the B'alimar, have kept a bloodline relatively separate from the main Royal Blarad Thonaval Family, currently under the reign of Tukakar Thonaval VII a.k.a. Dorad LII.

The colony grew and retained the culture of the B'alimer vassal state through deliberate efforts of that family. Within sixty years of colonization, the family relocated to the colony to oversee its governance and have continued to grow ever since. They have remained loyal members of the StarKingdom to this day. The troops from Zariah IV are well trained and disciplined. They purchase starships and arms from the Kingdom to equip them with the latest gear.

SM Note: The B'alimer family has retained this independence from the Thonaval family in the hopes of one day gaining political independence. The ancestral homeland on Blare III is still under their protection and provides some support for these efforts. If a major event should disrupt the StarKingdom, there is a fair chance that the system and other B'alimer colonies could break away to form their own nation. Blarad intelligence is not aware of the extent of the dissatisfaction of the B'alimer ursoids and, as such, have no plans in place to counter it.

Zebilia III

Star System Coordinate	8.7 AA.4 -87 GCS11.NN/+1000
Stellar Primary	M7iv Giant Star
FTL Conversion	35,000 LS
Planets in System	13
Zebilia III	Type 14 low pressure atmosphere – 5 small moons
Star System Coordinate	8.7 AA.4 -87 GCS11.NN/+1000
Stellar Primary	M7iv Giant Star

FTL Conversion	35,000 LS
Planets in System	13
Zebilia III	Type 14 low pressure atmosphere – 5 small moons
Orbital distance	1680 LS
Length of Year	2.1 Terran years
Length of Day	19 hours 15 min
Planetary Diameter	11,000 km
Surface Gravity	1.1 G (Moderately dense)
Temperature Range	-13°C to +54°C
Atmosphere Type	220mm mainly CO2
Hydrosphere	Very little surface water. Ice and water deposits are just underneath the surface in some areas.
Star Nationality	Blarad Star Kingdom
Sentient Race	Research Scientists
Population	At least 100,000
Tech Level	10
Star Port Rating	Class AA x1 (Tech 10 facilities) x3 orbital forts
Social Organization	Blarad Aristocratic
Societal Strength	10
Xeno Acceptance	0%
Government Type	Blarad Military/Science
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Extremely high
Corruption Level	0%
Law Level	20
Economic Rating	Secret Research
Gross Productivity	MCR – NA
Per Capita Income	Government Pay
Tax %/Levy	NA
Military Spending	NA
Major Imports	Government contract only
Major Exports	None
Trade Restrictions	Government contract
Trade Acceptance	100%

Zebilia III was once a forerunner outpost of a long extinct race. It was once much colder but the star has been getting larger over the years since they left. The inner planets are now gone leaving only the outer planets in orbit.

There is a sizable forerunner facility on the planet that shows that there must have been an atmosphere that could sustain life here many years ago. As the core of the planet cooled, the magnetic field that shielded it grew weaker, letting the solar winds carry most of the atmosphere away. The researchers based here have adapted some of the buildings for their own use with specialized buildings constructed for the new residents.

Of main interest is the orbital facility left over from the previous inhabitants. It has been estimated to be over one-hundred forty million tons, but no one is sure. Attempts to move it from orbit have failed thus far. It has multiple globe shaped structures connected by a slab just over six-hundred meters thick and just under eight kilometers long. Docking facilities capable of handling ships over a million tons are at several points throughout the structure. It is theorized that this was a

repair facility for forerunner ships, but scientists are not sure.

No one is permitted into the system without permission. Heavy patrols of the Royal Navy are present in the system and will fire on suspected intruders without warning. A full brigade of armored infantry is stationed on the planet for security, which is extremely tight.

The Tursas Vassal State

During the First Crab War, the Royal Blarad Navy encountered a strange race of starfarers in orbit around a planet with a mostly methane atmosphere. Initial readings showed no life forms, but when the science officer retuned the scanners, he detected a lot of movement on the planet, more than likely caused by sentient lifeforms. As the scans continued, several ships broke orbit and assumed a defensive posture. When no further action was taken by either side, the Blarad captain turned about and left the system while two small ships followed at a discrete distance. The captain submitted his report after contacting his squadron commander.

It was decided to ascertain the nature and allegiance of these new creatures. If they were allies of the Klackon Collective, they would be dealt with. If not, friendly contact would be attempted. A cruiser squadron was sent back to the system under the command of Vice Admiral Kuma, a long time veteran of the scout service and combat commander.

Upon warping into the system, the squadron detected recent debris from a battle. Alien and Klackon starship technology littered the approach to the planet. As they closed in, a battle near the planet was detected on long range scans. When it was found that one of the sides was the Klackons, Kuma ordered all ships to maximum speed and starfighters launched with orders to attack the Klackons only.

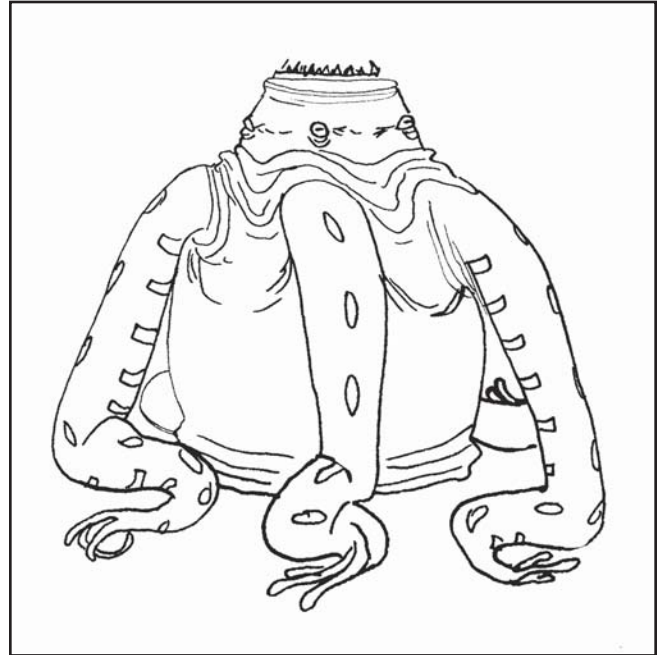
Communications with the alien race were attempted but were unsuccessful. A few of the alien ships fired long range shots at the incoming Blarad ships. A few minor hits were scored, but Kuma ordered his fleet to keep weapons tight. When the range was closed on the nearest Klackon ship (a King Crab), Kuma volleyed his whole squadron at it and launched startorpedoes as well. Alien fire at the Blarad ceased immediately. After taking severe damage from both sides, the Klackons attempted to withdraw, but very few made it out of the system.

After two days of attempting to communicate, a common video frequency was found as well as audio. The attempts at communications didn't go very well, but both sides showed a patience that could only come after fighting side-by-side. Kuma finally ordered a Klackon corpse brought to the flagship's communications room. When he got the attention of the alien, he raised up the Klackon's body to the scanner. The reaction it gave was unmistakably hostile. When Kuma pulled the head off the corpse with his bare hands, the reaction changed. A minute later, a nearby alien ship fired a full volley into a wrecked Klackon ship. Kuma turned to his flag lieutenant and said "If they hate the Klackons that much, they aren't my enemy."

Further work over the next month by contact professionals found out that the race is called the Tursas and that they were methane breathers, apparently genetically engineered to survive in exotic atmospheres such as that present on this planet. They are very cold natured (body temp about -20C) and have six tentacle-like appendages, all the same sized with three 'fingers' on each. Four eyes spaced evenly around the top of the torso give 360 degree coverage and good binocular vision in any direction. One mouth on the top on the 'head' and one hole in the bottom of the torso for waste removal completes the picture.

The other interesting thing about the Tursas is that they are all the same size and approximate weight (give or take 1-2 kg) with extremely little difference in 'DNA' (or whatever they call it on Tursas) from being to being. Weight is about 100 kg and height is right at 1.7 meters. They have skin the equivalent of class 'J' armor. Damage capacity is a 50 for all of the Tursas. Hand-to-hand is a rather low rating of 60 so they

tend to avoid close combat. Carrying capacity is 200 kg. They prefer temperatures below -30C, and can go as low as -70C before survival gear is needed.



Reproduction is by a pod being ejected from the waste orifice about every ten years. This seems to be done in an asexual manner. The pod grows into an adult in about a year and starts to learn whatever job is assigned to it. Technical levels of expertise level off at about skill level 6-7.

They communicate with a system of clicks and chirps that can be quite complex. Since contact, translation voders have been developed to translate the speech into the Blarad common language. The Federation is also tuning in their own voders to get accurate translations, but this is an ongoing process. The Blarad took thirty years to get enough skill to talk about day-to-day events. It was even longer for them to get the idea of becoming a vassal state of the Blarad. A better way of putting the political arrangement is that the Blarad conduct their non-methane breathing business for them and the Tursas cooperate in all other business for them. Ship combat is coordinated by the Blarad on-scene commander. The Tursas seem to have no pride about who commands them in combat and will defer to their allies.

SM Notes: This race will not be a good one for a player-character. The environment and culture are so completely alien that no human could truly understand enough and mimic effectively. Contact with them should be limited to ship communications or a possible rescue mission to help a trapped crew on a planet with an exotic atmosphere.

Tursas V

Star System Coordinate	8.7 CC.2 +64 GCS11.NN/+1000
Stellar Primary	G5iii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Tursas V	Type 6 outer edge
Orbital distance	780 LS
Length of Year	2.8 Terran Years
Length of Day	11 hours 54 min
Planetary Diameter	12,000 km

Surface Gravity	1.0 G
Temperature Range	-100°C to +5°C
Atmosphere Type	Exotic: 650mm with Methane at 90mm.
Hydrosphere	None (water vapor and other elements are frozen)
Star Nationality	Blarad Vassal
Sentient Race	Tursas Aliens
Population	1,500,000,000
Tech Level	8-9
Star Port Rating	Class AAAAA x 5 (Tech 9 facilities) x18 orbital forts
Social Organization	Open but hard to understand
Societal Strength	10
Xeno Acceptance	16% (Blarad 0%)
Government Type	Pure Democracy
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Outsiders – Blarad standardIntra-Planet – Unknown
Corruption Level	0%
Law Level	19+
Economic Rating	Average Industrial
Gross Productivity	MCR 13,500,000
Per Capita Income	CR 9,000
Tax %/Levy	50% / MCR 6,750,000
Military Spending	25% / MCR 3,375,000
Major Imports	Industrial Metals, computer parts, Rare metals
Major Exports	Manufactured Goods, Tursasian Starships
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	88% if merchant goes through Blarad Customs

Tursas V is the 'Home World' (for lack of a better understanding of where they originally came from). It is very cold and hostile to oxygen breathers. The Tursasians find it quite friendly, except in regions near the equator where some water vapor makes breathing difficult and the heat (+5C) is too much for long-term exposure for them. Cooled vehicles are needed for their transit of these areas.

The manufacturing areas of the planet are fairly extensive and are located in areas that have been mined out. Locally produced goods are made for the Tursasian physiology and are difficult for other races to use. Artwork is similarly difficult to understand for outsiders as is foreign art to the Tursasians. There is no market for such items.

If detailed computerized schematics can be given (and translated), practically any tech level 8-9 product can be made at a reduced price (60%-85% of cost). There are no labor laws on the planet and the Tursasians don't really care what the oxygen breathers want with the products. The Blarad, however, do mind and every contract has to go through the Blarad bureaucracy. Weapons made here have to have government approval and that doesn't happen too often.

The Tursasians are not really interested in changing their technology or equipment. They have had this level of technology for as long as they can remember. The Blarad were able to get a few advancements out of their first meeting and exchanges, but nothing ever since. All gifts of higher technology have been accepted, but nothing seems to have been done with them. It is almost like receiving a gift you don't care about but would like to be polite about it.

This planet is also the central location for the building of the Tursasian fleet, both military and civilian. The ships are not for sale to non-Tursasians. Detailed descriptions of them are given in the appendix on Tursasian ships. Tursasian ground forces use Blarad vehicles and weapons as there was no standing army prior to the Blarad contact. Militia units formed the basis of ground defense, but over the years, the Blarads have convinced them to have a small ground reaction force for every planet, just in case of invasion by troops in environmental protection suits. Blarad ground equipment is used by these forces, including vehicles and ASP craft.

Tursasian Colony Worlds

Ejo IV

Star System Coordinate	6.2 DD.4 +37 GCS11.NN/+1000
Stellar Primary	G5v Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	11
Ejo IV	Type 10 eccentric orbit
Orbital distance	760 LS – 1310 LS
Length of Year	4.3 Terran Years
Length of Day	17 hours 12 min
Planetary Diameter	10,000 km
Surface Gravity	1.0 G
Temperature Range	-130°C to 0°C
Atmosphere Type	Exotic: 780mm with Methane at 175mm.
Hydrosphere	None (water vapor and other elements are frozen)
Star Nationality	Blarad Vassal
Sentient Race	Tursas Aliens
Population	80,000,000
Tech Level	8-9
Star Port Rating	Class AAA x 1 (Tech 9 facilities) x3 orbital forts
Social Organization	Open but hard to understand
Societal Strength	10
Xeno Acceptance	16% (Blarad 0%)
Government Type	Pure Democracy
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Outsiders – Blarad standardIntra-Planet – Unknown
Corruption Level	0%
Law Level	19+
Economic Rating	Average Industrial
Gross Productivity	MCR 720,000
Per Capita Income	CR 9,000
Tax %/Levy	50% / MCR 360,000
Military Spending	25% / MCR 180,000
Major Imports	Manufactured Goods, mining equipment
Major Exports	Industrial Metals, Rare metals
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	15% if merchant goes through Blarad Customs

Ejo IV is a very difficult planet to live on given its highly eccentric orbit. The Tursasians have adapted to it, but it is far from an ideal settlement for them. Of course, given the methane laced atmosphere, no one else is going to try to claim it anytime soon.

A steady stream of raw metals come from this planet to keep the home world in supply. Like all colony worlds of the Tursasians, a Navy detachment is based there for system defense.

Inyoka III

Star System Coordinate	9.7 AA.7 -39 GCS11.NN/+1000
Stellar Primary	G5ii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	10
Inyoka III	Type 6 outer edge
Orbital distance	690 LS
Length of Year	2.3 Terran Years
Length of Day	34 hours 4 min
Planetary Diameter	13,000 km
Surface Gravity	1.1 G
Temperature Range	-90°C to -5°C
Atmosphere Type	Exotic: 780mm with Methane at 105mm.
Hydrosphere	None (water vapor and other elements are frozen)
Star Nationality	Blarad Vassal
Sentient Race	Tursas Aliens
Population	1,000,000,000
Tech Level	8-9
Star Port Rating	Class AAAAA x 4 (Tech 9 facilities) x12 orbital forts
Social Organization	Open but hard to understand
Societal Strength	10
Xeno Acceptance	16% (Blarad 0%)
Government Type	Pure Democracy
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Outsiders – Blarad standardIntra-Planet – Unknown
Corruption Level	0%
Law Level	19+
Economic Rating	Average Industrial
Gross Productivity	MCR 9,000,000
Per Capita Income	CR 9,000
Tax %/Levy	50% / MCR 4,500,000
Military Spending	25% / MCR 2,250,000
Major Imports	Manufactured Goods, mining equipment
Major Exports	Industrial Metals, Rare metals
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	81% if merchant goes through Blarad Customs

Inyoka III is a major colony world of the Tursasian nation. The workers here are numerous and their productivity is reliably predictable, as are most Tursasians. The uniformity of this production is repeated here and other systems throughout Tursasian space. This

is the most populous planet of this species other than their home world.

The defenses of the planet are fairly impressive and also only second to the home world. A major part of the Tursasian fleet is based here and serve as part of the Gold Fleet's fast reaction force. Like all Tursasian warships, they are maintained at a high state of readiness. The crews are all at a general skill rating of 7, which seems to be the upper level of their advancement (or the upper level of their desire to advance).

Koulev V

Star System Coordinate	6.8 FF.2 +29 GCS11.NN/+1000
Stellar Primary	G5iii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Koulev V	Type 14 Exotic atmosphere
Orbital distance	750 LS
Length of Year	2.2 Terran Years
Length of Day	16 hours 0 min
Planetary Diameter	8,000 km
Surface Gravity	.8 G (Dense)
Temperature Range	-70°C to 0°C
Atmosphere Type	Exotic: 600mm with Methane at 95mm.
Hydrosphere	None (water vapor and other elements are frozen)
Star Nationality	Blarad Vassal
Sentient Race	Tursas Aliens
Population	300,000,000
Tech Level	8-9
Star Port Rating	Class AAAAA x 2 (Tech 9 facilities) x6 orbital forts
Social Organization	Open but hard to understand
Societal Strength	10
Xeno Acceptance	16% (Blarad 0%)
Government Type	Pure Democracy
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Outsiders – Blarad standardIntra-Planet – Unknown
Corruption Level	0%
Law Level	19+
Economic Rating	Average Industrial Mining
Gross Productivity	MCR 2,700,000
Per Capita Income	CR 9,000
Tax %/Levy	50% / MCR 1,350,000
Military Spending	25% / MCR 675,000
Major Imports	Manufactured Goods, mining equipment
Major Exports	Industrial Metals, Rare metals
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	75% if merchant goes through Blarad Customs

Koulev V is a typical Tursasian colony world dedicated to mining for the home planet. The growing population helps contribute to the overall GDP of the Tursasians. Various metals are mined and transported to their home world and return with manufactured goods and mining equipment.

Madu VII

Star System Coordinate	5.8 FF.2 +34 GCS11.NN/+1000
Stellar Primary	M8iii Giant Star
FTL Conversion	35,000 LS
Planets in System	19
Madu VII	Type 6 outer edge
Orbital distance	7450 LS
Length of Year	5.3 Terran Years
Length of Day	27 hours 15 min
Planetary Diameter	14,000 km
Surface Gravity	1.2 G
Temperature Range	-130°C to -15°C
Atmosphere Type	Exotic: 780mm with Methane at 110mm. CO2 and other trace gases present.
Hydrosphere	None (water vapor and other elements are frozen)
Star Nationality	Blarad Vassal
Sentient Race	Tursas Aliens
Population	500,000,000
Tech Level	8-9
Star Port Rating	Class AAAAA x 1 (Tech 9 facilities) x6 orbital forts
Social Organization	Open but hard to understand
Societal Strength	10
Xeno Acceptance	16% (Blarad 0%)
Government Type	Pure Democracy
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Outsiders – Blarad standardIntra-Planet – Unknown
Corruption Level	0%
Law Level	19+
Economic Rating	Average Industrial Mining
Gross Productivity	MCR 13,500,000
Per Capita Income	CR 9,000
Tax %/Levy	50% / MCR 6,750,000
Military Spending	25% / MCR 3,375,000
Major Imports	Manufactured Goods, Mining equipment
Major Exports	Industrial Metals, Rare metals
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	72% if merchant goes through Blarad Customs

Madu VII appears to have been “terraformed” by the Tursasians long ago, using a plant that slowly consumes common minerals and converts them to methane. The atmosphere is quite easy for them to breathe, but deadly to others.

This colony is devoted to mining, as is the system. Blarad agents are on hand to negotiate the mining on other planets in the system at reasonable rates and offer the protection of the Royal Blarad Navy, as well as their vassal’s (allied) Navy.

Sapa VIII

Star System Coordinate	2.4 II.4 +49 GCS11.NN/+1000
Stellar Primary	A1b- supergiant star
FTL Conversion	50,000 LS
Planets in System	23
Sapa VIII	Type 5 outer edge
Orbital distance	7450 LS
Length of Year	91 Terran Years
Length of Day	31 hours 12 min
Planetary Diameter	11,000 km
Surface Gravity	0.9 G
Temperature Range	-110°C to -10°C
Atmosphere Type	Exotic: 640mm with Methane at 120mm. CO2 and other trace gases present.
Hydrosphere	None (water vapor and other elements are frozen)
Star Nationality	Blarad Vassal
Sentient Race	Tursas Aliens
Population	700,000,000
Tech Level	8-9
Star Port Rating	Class AAAAA x 2 (Tech 9 facilities) x12 orbital forts
Social Organization	Open but hard to understand
Societal Strength	10
Xeno Acceptance	16% (Blarad 0%)
Government Type	Pure Democracy
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Outsiders – Blarad standardIntra-Planet – Unknown
Corruption Level	0%
Law Level	19+
Economic Rating	Average Industrial Mining
Gross Productivity	MCR 6,300,000
Per Capita Income	CR 9,000
Tax %/Levy	50% / MCR 3,150,000
Military Spending	25% / MCR 1,575,000
Major Imports	Manufactured Goods, Mining equipment
Major Exports	Industrial Metals, Rare metals
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	72% if merchant goes through Blarad Customs

Sapa VIII is a colony world of the Tursasian aliens. There is a mining colony settled on the planet and various mining outposts are present on the other planets within the system. There are several planets much closer to the stellar primary that are mineral rich, but the amount of effort needed to work them by the Tursasians is considered too much. The Dorad Royal Mining Company is considering the prospect of setting up operations here, but nothing firm has been settled at this time.

The very long range FTL convergence zone for the system makes it a fairly long haul into the system, but the defense of the system is easier in that there will be plenty of warning of an approaching invader.

Thubane Viii

Star System Coordinate	2.2 DD.2 +28 GCS11.NN/+1000
Stellar Primary	G5iii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Thubane Viii	Type 4 outer edge
Orbital distance	1100 LS
Length of Year	2.4 Terran Years
Length of Day	33 hours 12 min
Planetary Diameter	6,000 km
Surface Gravity	.65 G (Dense)
Temperature Range	-90°C to -30°C
Atmosphere Type	Exotic: 520mm with Methane at 85mm.
Hydrosphere	None (water vapor and other elements are frozen)
Star Nationality	Blarad Vassal
Sentient Race	Tursas Aliens
Population	100,000,000
Tech Level	8-9
Star Port Rating	Class AAAA x 1 (Tech 9 facilities) x3 orbital forts
Social Organization	Open but hard to understand
Societal Strength	10
Xeno Acceptance	16% (Blarad 0%)
Government Type	Pure Democracy
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Outsiders – Blarad standardIntra-Planet – Unknown
Corruption Level	0%
Law Level	19+
Economic Rating	Average Industrial
Gross Productivity	MCR 950,000
Per Capita Income	CR 9,500
Tax %/Levy	50% / MCR 475,000
Military Spending	25% / MCR 2,37,500
Major Imports	Manufactured Goods, mining equipment
Major Exports	Industrial Metals, Rare metals
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	15% if merchant goes through Blarad Customs

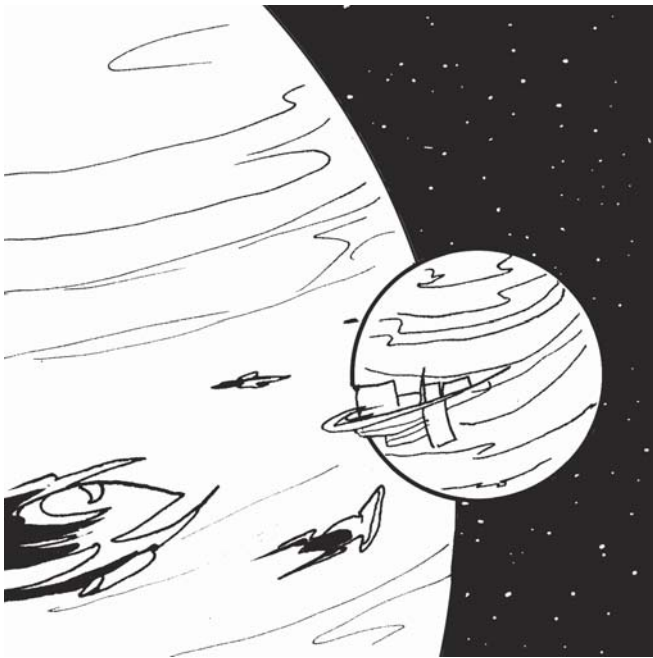
Thubane Viii is in orbit around a Type 20 gas giant roughly the size of Jupiter. It orbits every seven Terran days about the gas giant and is protected by its magnetic field from solar radiation. It orbits at about 3.5 LS away from it and has a minimal axial tilt.

Being a dense planet, Thubane Viii is a good source of heavy metals used in the factories of Tursas V. It imports goods from the mother planet, but does very little business with other planets. If an outsider wants to do business there, it is advisable to have a pre-arranged contract in hand before going there. It is not that the population is hostile. They just don't want much in the way of non-Tursasian goods. Ships may land for repairs though and the ground staff of the single port is quite competent in assisting in repairs through Blarad translators.

Zimja III

Star System Coordinate	2.6 AA.8 +62 GCS11.NN/+1000
Stellar Primary	G5iii Main Sequence Star
FTL Conversion	10,000 LS
Planets in System	9
Zimja III	Type 14 outer edge
Orbital distance	1000 LS
Length of Year	12.7 Terran Years
Length of Day	63 hours 51 min
Planetary Diameter	12,000 km
Surface Gravity	1.1 G (Dense)
Temperature Range	-80°C to -20°C
Atmosphere Type	Exotic: 840mm with Methane at 195mm.
Hydrosphere	None (water vapor and other elements are frozen)
Star Nationality	Blarad Vassal
Sentient Race	Tursas Aliens
Population	400,000,000
Tech Level	8-9
Star Port Rating	Class AAAAA x 3 (Tech 9 facilities) x12 orbital forts
Social Organization	Open but hard to understand
Societal Strength	10
Xeno Acceptance	16% (Blarad 0%)
Government Type	Pure Democracy
Government Support	100%
Loyalty Index	100%
Repression Index	0%
Bureaucracy Level	Outsiders – Blarad standardIntra-Planet – Unknown
Corruption Level	0%
Law Level	19+
Economic Rating	Average Industrial
Gross Productivity	MCR 3,900,000
Per Capita Income	CR 9,750
Tax %/Levy	50% / MCR 1,950,000
Military Spending	25% / MCR 975,000
Major Imports	Manufactured Goods, mining equipment
Major Exports	Industrial Metals, Rare metals, Methane Gas
Trade Restrictions	10% duty on non-Blarad imports
Trade Acceptance	15% if merchant goes through Blarad Customs

Zimja III is a typical mining planet for the Tursasians, and a rich one in mineral resources. It is rich in methane gas as well and seems to be producing more every year. Sometimes large methane carrying freighters land here to transport a cargo of the gas to another colony or for use with the Tursasian Navy. The colony population is growing as well and is expected to double within the next ten years.



Extent of the Blarad StarKingdom

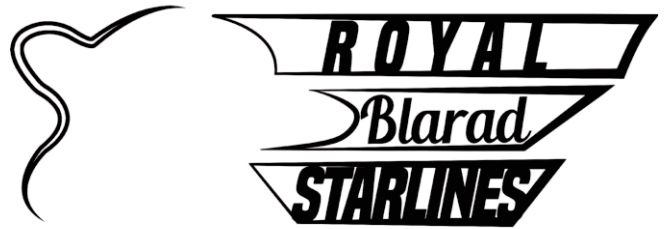
The Quadrant map coordinates for the Star Kingdom in the Milky Way galaxy are as follows: The Blarad Home Sector is located at GCS 16.LL.+600. The list of sectors under firm control are as follows: 15.LL.+400, 15.MM.+400 with 16.LL.+400 and 16.MM.+400 being contested with the Realm of the Hissist. These are under the operational control of the Red Fleet of the Star Kingdom.

15.KK.+600, 16.KK.+600, 17.KK.+600, 15.LL.+600, 16.LL.+600 (Home sector), 17.LL.+600, 15.MM.+600, 16.MM.+600, 17.MM.+600 are all firmly under the Blarad's control with 16.JJ.+600, 14.KK.+600 and 14.LL.+600 being split between the Kingdom and the Federation. The Gold Fleet has operational control of these sectors.

16.JJ.+800, 16.KK.+800, 17.KK.+800, 16.LL.+800 and 17.LL.+800 are in firm control with 15.LL.+800 being contested with the Ranan and 18.LL.+800 being contested with the Azuriach Imperium. These are under the operational control of the Green Fleet.

Current Status of the Blarad StarKingdom

At the time of this writing (2551 A.D.), the Kingdom has influence in sixteen sectors and a major presence in seven more totaling nine-hundred seventy-eight planets. These include vassal states as well as Blarad colonies and close allies. There are a few scattered outposts of the StarKingdom in other sectors, mainly of a military nature or allied planets. The total economy of the Star Kingdom is about 1,800,000,000 MCR with around 450,000,000 MCR available for defense spending with 50,000,000 more added during times of crisis or invasion. This includes maintenance of local system defenses and militia. About two-thirds goes towards the Royal Fleet and Royal Army for expeditionary work. Total population is 280 billion inhabitants with 93 billion of them Blarad Ursoids.



The Kingdom operates a regular starlines between the various planets in the sector, as well as out of sector travel to other parts of the StarKingdom, as well as allied nations. No civil travel is sponsored into warzones or to governments hostile to the Blarads. Part of the ship's budget is from the defense spending of the Kingdom to have the ship in readiness in the event of emergency. As such, it is very uncommon to find a starship not on its regularly scheduled route and such would arouse a high level of suspicion by any Blarad government personnel or civil authorities. An incident report would need to be filed and the ship inspected by the Royal Navy before being allowed to land. As such, the captains and crew of these ships keep a very tight schedule and are really hesitant to delay their schedule. Armed marshals are on each ship to prevent acts of aggression and crime taking place onboard ship.

Rates are as follows:

1st Class (High Passage) CR 180 / LY

2nd Class (Middle Passage) CR 110 / LY

Economy Class (Low Passage) CR 60 / LY

Cold Sleep - CR 25 / LY

Bulk Cargo - 90t minimum - CR 12 / ton / LY

Regular Cargo - CR 20 / ton / LY

Blarad and Allied Vets get a 20% discount on passenger rates. These include the UFP, Mekpur Confederation, Rauwoof Republics, and any vassals of the StarKingdom.

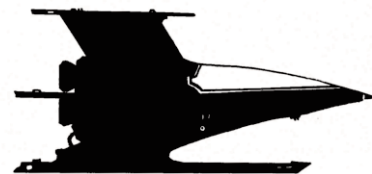
Ships vary in size and frequency with more populated planets having more frequent routes with larger ships. The given rates apply to the Royal Blarad Starlines and not for independent traders. All ships of the starline are subsidized by the Royal Navy and are therefore part of the Blue Fleet (Naval Reserve), which is subject to recall to active duty during such times as the government deems fit.

Tursasian Starships

The following pages present Tursasian StarShips of War. Though Tursasian merchant shipping exists, members of the various starfaring races would not serve aboard them as crew or travel on them as passengers due to both gravity and atmosphere required for their Tursasian crewmembers.

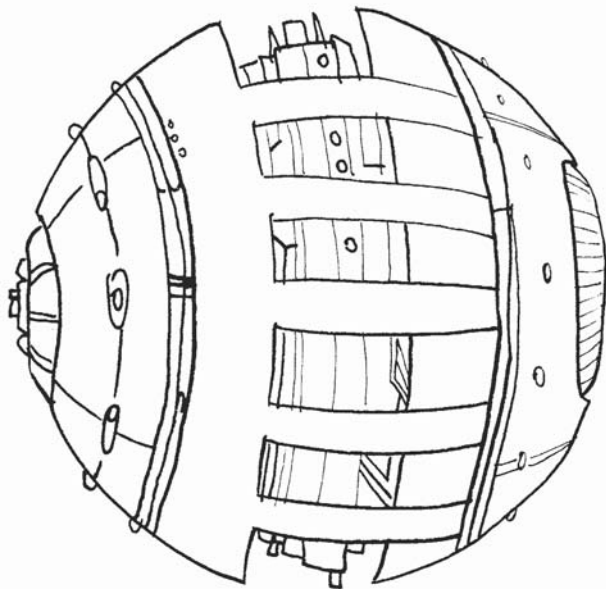
Similarly, deck plans are not provided as the only contact a non-Tursasian would have with a Tursasian ship would be long-range communication or contact in combat.

Lacking a surface sea planetary background, the Tursasians did not employ StarFighters until exposed to Blarad vessels. They have modified ships to act as StarFighter Carriers and use a modified version of the Blarad Kaar'dal StarFighter.



TURSASIAN FRIGATE

Displacement – 15,625t Spherical Hull
 Crew – 148 (24 Astronauts, 100 Technical, 24 Marines)
 Sick Bay – 12 Cold Sleep – 24
 Cargo Bays – 1,500t
 Damage Control – Standard
 Powerplant – AMC Reactor – 20% Emergency Power
 Fuel Capacity – 10,000 units
 Ship Boat Deck – x3 Launches, x3 Pinnace, x1 Shuttle
 Main Battery – 3x2 Nova*200 turrets
 Secondary Battery – 8 Nova*25 twin mount turrets
 Star Torpedo Launchers – 2x4 ST*257 (plus 2x4 ST*157)
 TISA – 230 LS
 FTL Drive – 35 LY
 Armor - +10 – (Damage Capacity – 8,000 Points)
 Battle Screen #1 +13 – (4,000 Points)
 Battle Screen #2 +10 – (4,000 Points)
 Computer – Mk. VIII
 Aux Computer – Mk. VII
 EW/ECM – 13
 Sensors – 3500 LS
 Com Systems – 2LY
 Cost – 800 MCR



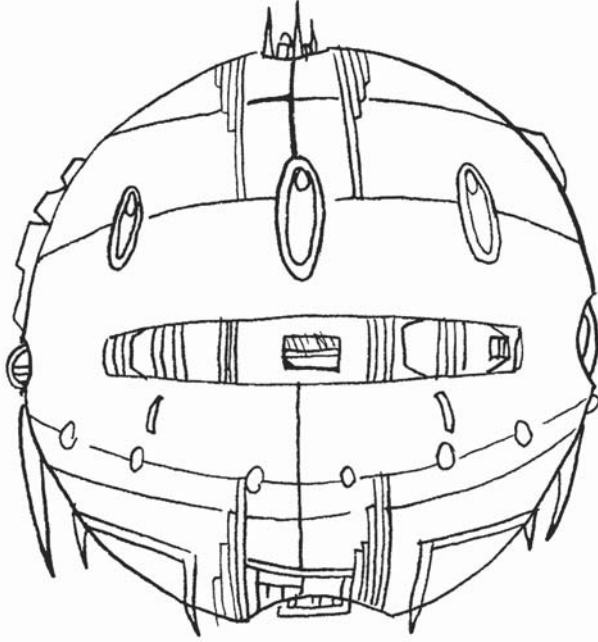
Description: The frigates of the Tursasians are the smallest warships designed and manned by the Tursasian Fleet. It displaces half the mass of the destroyer escorts of this race. As on all Tursasian ships, the marine complement is rather low for a ship this size. Like all the spherical shaped ships, the total number of main guns are reduced, but the caliber is increased one size up.

The ship is a sphere with the main guns arranged on the surface equal distance apart from each other (top, bottom, port, starboard) with all main guns able to fire forward and aft. $\frac{3}{4}$ can fire port or starboard. The secondaries can fire half of the total in any direction. The ship is designed to keep the enemy's ships at a distance and attrite the shields down before the bigger ships of the fleet show up and deal the death blow. They are common patrol ships and convoy escorts, as well as close protection for larger warships.

The spherical shape gives good protection for the vitals of the ship at the least amount of cost for armor. (1/72 penetrating hits score critical hits) No StarFighters are carried

TURSASIAN DESTROYER ESCORT

Displacement – 31,250t Spherical Hull
 Crew – 230 (35 Astronauts, 150 Technical, 45 Marines)
 Sick Bay – 25 Cold Sleep – 50
 Cargo Bays – 2,000t
 Damage Control – Comprehensive
 Powerplant – AMC Reactor – 20% Emergency Power
 Fuel Capacity – 15,000 units
 Ship Boat Deck – x4 Launches, x4 Pinnace, x1 Shuttles
 Main Battery – 4x2 Nova*250 turrets
 Megabolt – 1x MB*500 triple turret mounted in the bow.
 Secondary Battery – 8 Nova*50 twin mount turrets
 Star Torpedo Launchers – 2x6 ST*257 (plus 2x6 ST*157)
 TISA – 220 LS
 FTL Drive – 35 LY
 Armor - +15 – (Damage Capacity – 16,000 Points)
 Battle Screen #1 +15 – (8,000 Points)
 Battle Screen #2 +11 – (8,000 Points)
 Computer – Mk. VIII
 Aux Computer – Mk. VII
 EW/ECM – 13
 Sensors – 3500 LS
 Com Systems – 2LY
 Cost – 2,500 MCR



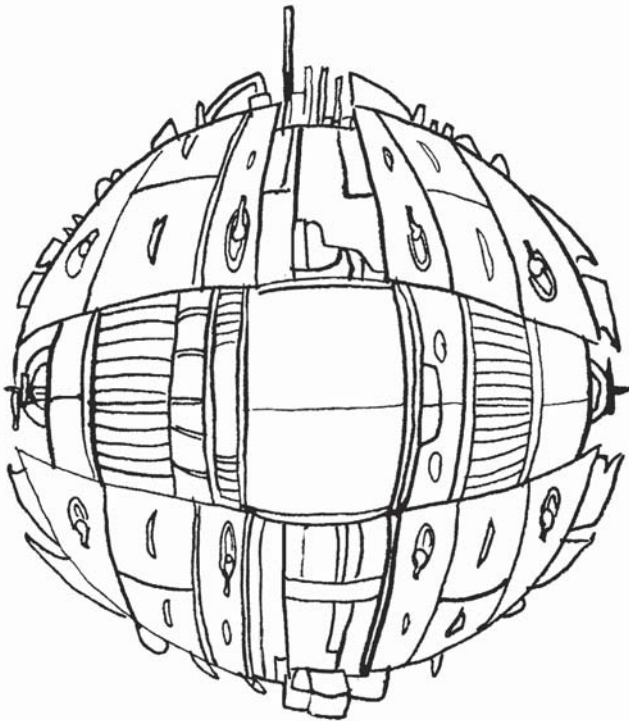
Description: The destroyer escorts of the Tursasian Fleet are quite formidable. It displaces half the mass of the destroyers of this race. As on all Tursasian ships, the marine complement is rather low for a ship this size. While many of the star nations have converted the megabolt turret to a smaller caliber main gun turret with megabolt cannonade, the Tursasians have retained the massive mount, giving it quite a punch. Like all the spherical shaped ships, the total number of main guns are reduced but the caliber is increased one size up. This is the smallest Tursasian warship to be outfitted with a megabolt.

The ship is a sphere with the main guns arranged on the surface equal distance apart from each other (top, bottom, port, starboard) with all main guns able to fire forward and aft. $\frac{3}{4}$ can fire port or starboard. The secondaries can fire half of the total in any direction. The MB*500 has a front 180 degree firing arc. The ship is designed to close the range on enemy ships and deal damage with the megabolts.

The spherical shape gives good protection for the vitals of the ship at the least amount of cost for armor. (1/72 penetrating hits score critical hits) No Starfighters are carried.

TURSASIAN DESTROYER

Displacement – 62,500t Spherical Hull
 Crew – 400 (75 Astronauts, 250 Technical, 75 Marines)
 Sick Bay – 35 Cold Sleep – 75
 Cargo Bays – 3,000t
 Damage Control – Comprehensive
 Powerplant – AMC Reactor – 20% Emergency Power
 Fuel Capacity – 75,000 units
 Ship Boat Deck – x6 Launches, x6 Pinnace, x3 Shuttles
 Main Battery – 4x2 Nova*300 turrets
 Megabolt – 1x MB*500 triple turret mounted in the bow.
 Secondary Battery – 10 Nova*50 twin mount turrets
 Star Torpedo Launchers – 2x6 ST*375 (plus 2x6 ST*157)
 TISA – 200 LS
 FTL Drive – 35 LY
 Armor - +20 – (Damage Capacity – 35,000 Points)
 Battle Screen #1 +17 – (17,500 Points)
 Battle Screen #2 +13 – (17,500 Points)
 Computer – Mk. IX
 Aux Computer – Mk. VIII
 EW/ECM – 13
 Sensors – 3500 LS
 Com Systems – 2LY
 Cost – 4,500 MCR



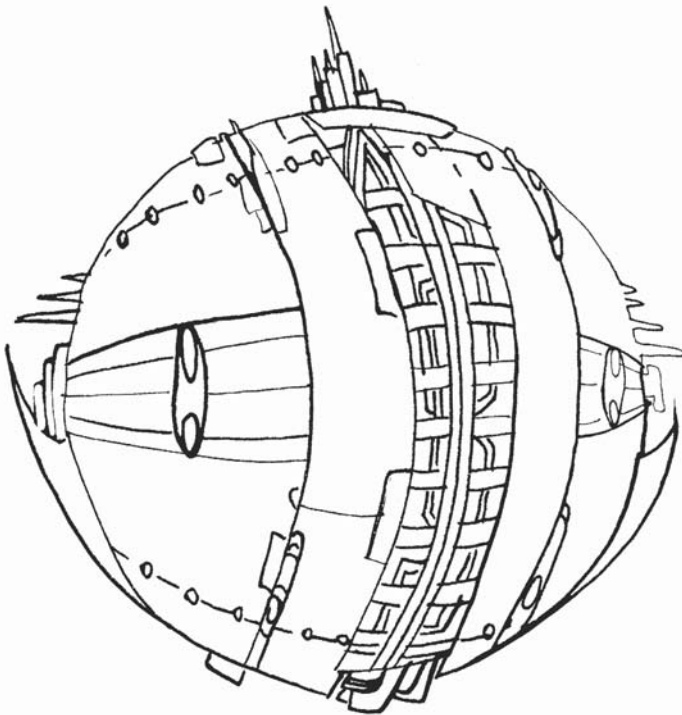
Description: The escorts of the Tursasian Fleet are the destroyers. It displaces half the mass of the light cruisers of this race. As on all Tursasian ship, the marine complement is rather low for a ship this size.

The ship is a sphere with the main guns arranged on the surface equal distance apart from each other (top, bottom, port, starboard) with all main guns able to fire forward and aft. $\frac{3}{4}$ can fire port or starboard. The secondaries can fire half of the total in any direction. The MB*500 has a front 180 degree firing arc. The ship is designed to close the range on enemy ships and deal damage with the megabolts.

The spherical shape gives good protection for the vitals of the ship at the least amount of cost for armor. (1/72 penetrating hits score critical hits) No Starfighters are carried.

TURSASIAN LIGHT CRUISER

Displacement – 125,000t Spherical Hull
 Crew – 875 (125 Astronauts, 600 Technical, 150 Marines)
 Sick Bay – 75 Cold Sleep – 150
 Cargo Bays – 5,000t
 Damage Control – Comprehensive
 Powerplant – AMC Reactor – 20% Emergency Power
 Fuel Capacity – 150,000 units
 Ship Boat Deck – x6 Launches, x6 Pinnace, x6 Shuttles, x2 Landers
 Main Battery – 4x2 Nova*350 turrets
 Megabolt – 1x MB*500 triple turret mounted in the bow.
 Secondary Battery – 12 Nova*75 twin mount turrets
 Star Torpedo Launchers – 2x6 ST*375 (plus 2x6 ST*157)
 TISA – 190 LS
 FTL Drive – 27 LY
 Armor - +25 – (Damage Capacity – 75,000 Points)
 Battle Screen #1 +20 – (37,500 Points)
 Battle Screen #2 +15 – (37,500 Points)
 Computer – Mk. X
 Aux Computer – Mk. IX
 EW/ECM – 13
 Sensors – 3500 LS
 Com Systems – 2LY
 Cost – 6,500 MCR



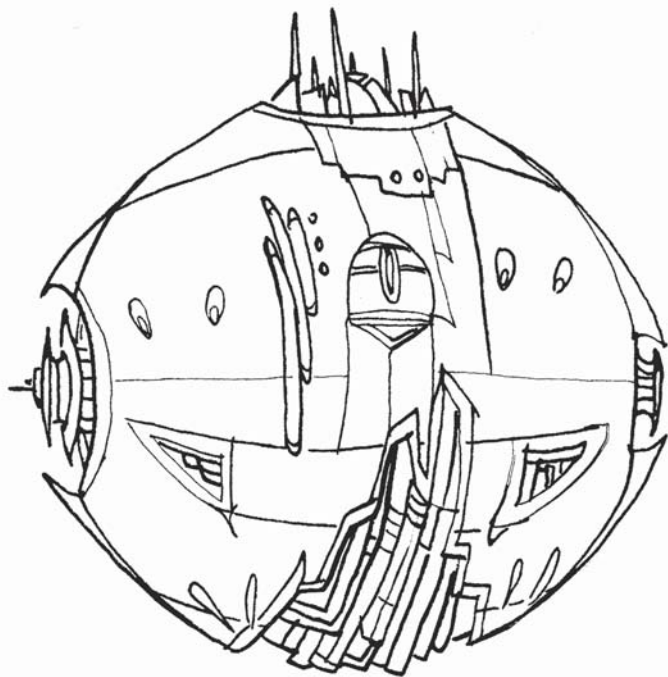
Description: The eyes of the Tursasian Fleet are the light cruisers. It displaces half the mass of the heavy cruisers of this race. As on all Tursasian ships, the marine complement is rather low for a ship this size.

The ship is a sphere with the main guns arranged on the surface equal distance apart from each other (top, bottom, port, starboard) with all main guns able to fire forward and aft. $\frac{3}{4}$ can fire port or starboard. The secondaries can fire half of the total in any direction. The MB*750 has a front 180 degree firing arc. The ship is designed to close the range on enemy ships and deal damage with the megabolts.

The spherical shape gives good protection for the vitals of the ship at the least amount of cost for armor. (1/72 penetrating hits score critical hits) No StarFighters are carried.

TURSASIAN HEAVY CRUISER

Displacement – 250,000t Spherical Hull
 Crew – 1,550 (250 Astronauts, 1,000 Technical, 300 Marines)
 Sick Bay – 150 Cold Sleep – 300
 Cargo Bays – 10,000t
 Damage Control – Comprehensive
 Powerplant – AMC Reactor – 20% Emergency Power
 Fuel Capacity – 200,000 units
 Ship Boat Deck – x12 Launches, x12 Pinnace, x12 Shuttles, x3 Landers
 Main Battery – 4x2 Nova*400 turrets
 Megabolt – 1x MB*750 triple turret mounted in the bow.
 Secondary Battery – 20 Nova*75 twin mount turrets
 Star Torpedo Launchers – 3x6 ST*775 (plus 3x6 ST*157)
 TISA – 180 LS
 FTL Drive – 27 LY
 Armor - +30 – (Damage Capacity – 150,000 Points)
 Battle Screen #1 +23 – (75,000 Points)
 Battle Screen #2 +16 – (75,000 Points)
 Computer – (x2) Mk. X
 Aux Computer – Mk. IX
 EW/ECM – 13
 Sensors – 3500 LS
 Com Systems – 2LY
 Cost – 25,000 MCR



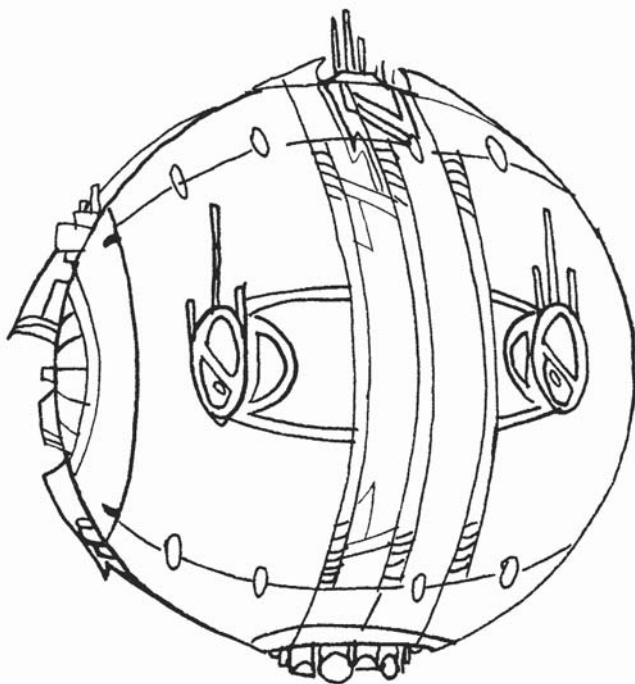
Description: The second biggest of the Tursasian warships is the heavy cruiser. It displaces half the mass of the battleship of this race. While the Tursasians have another name for the ship class, it conforms to the norms of other nations heavy cruisers. Again, the marine complement is rather low for a ship this size.

The ship is a sphere with the main guns arranged on the surface equal distance apart from each other (top, bottom, port, starboard) with all main guns able to fire forward and aft. ¾ can fire port or starboard. The secondaries can fire half of the total in any direction. The MB*750 has a front 180 degree firing arc. The ship is designed to close the range on enemy ships and deal damage with the megabolts.

The spherical shape gives good protection for the vitals of the ship at the least amount of cost for armor. (1/72 penetrating hits score critical hits) No StarFighters are carried.

TURSASIAN BATTLESHIP

Displacement – 500,000t Spherical Hull
 Crew – 2,500 (300 Astronauts, 1,800 Technical, 400 Marines)
 Sick Bay – 250 Cold Sleep – 600
 Cargo Bays – 20,000t
 Damage Control – Comprehensive
 Powerplant – AMC Reactor – 20% Emergency Power
 Fuel Capacity – 400,000 units
 Ship Boat Deck – x24 Launches, x24 Pinnace, x24 Shuttles, x6 Landers
 Main Battery – 4x3 Nova*750 turrets
 Megabolt – 1x MB*1000 triple turret mounted in the bow.
 Secondary Battery – 20 Nova*100 twin mount turrets
 Point Defense Guns – 20 Nova*25 twin mount turrets
 Star Torpedo Launchers – 3x6 ST*775 (plus 3x6 ST*157)
 TISA – 140 LS
 FTL Drive – 17 LY
 Armor - +40 – (Damage Capacity – 300,000 Points)
 Battle Screen #1 +30 – (150,000 Points)
 Battle Screen #2 +25 – (150,000 Points)
 Computer – (x2) Mk. XI
 Aux Computer – Mk. IX
 EW/ECM – 13
 Sensors – 4000 LS
 Com Systems – 2LY
 Cost – 60,000 MCR



Description: The biggest of the Tursasian warships is the Battleship. While fairly small by the major powers' standards, it fulfills the role of heavy hitter in a fleet action. The Blarads managed to convince them to upgrade their main battery to the Nova*750 from the smaller Nova*500. The Megabolt turret was kept and the main battery was not fitted with Megabolt cannonades at the request of the Tursasians. They do not adapt to change very well.

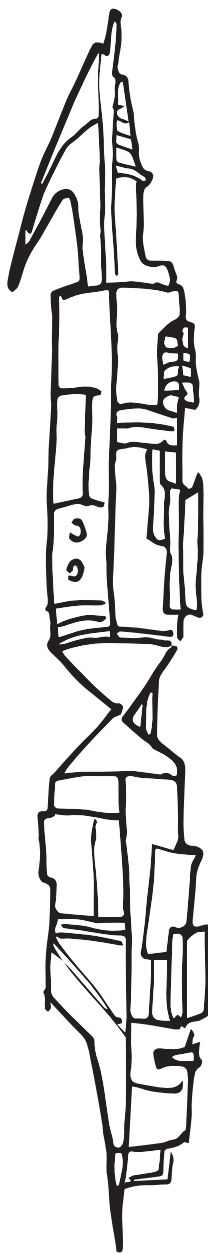
Like all Tursasian ships, it carries a smaller than normal marine detachment as the Tursasians make poor close quarters combat troops. As such, they carry smaller crews and have a limited role in landing troops on enemy planets. Their main defense has been the methane rich air that they breathe and the very cold temperatures they live in keeps most would be attackers at a safe distance on the ground.

The ship is a sphere with the main guns arranged on the surface equal distance apart from each other (top, bottom, port, starboard) with all main guns able to fire forward and aft. $\frac{3}{4}$ can fire port or starboard. The secondaries and point defense can fire half of the total in any direction. The MB*1000 has a front 180 degree firing arc.

The spherical shape gives good protection for the vitals of the ship at the least amount of cost for armor. (1/72 penetrating hits score critical hits) No Starfighters are carried.

TURSASIAN ESCORT CARRIER

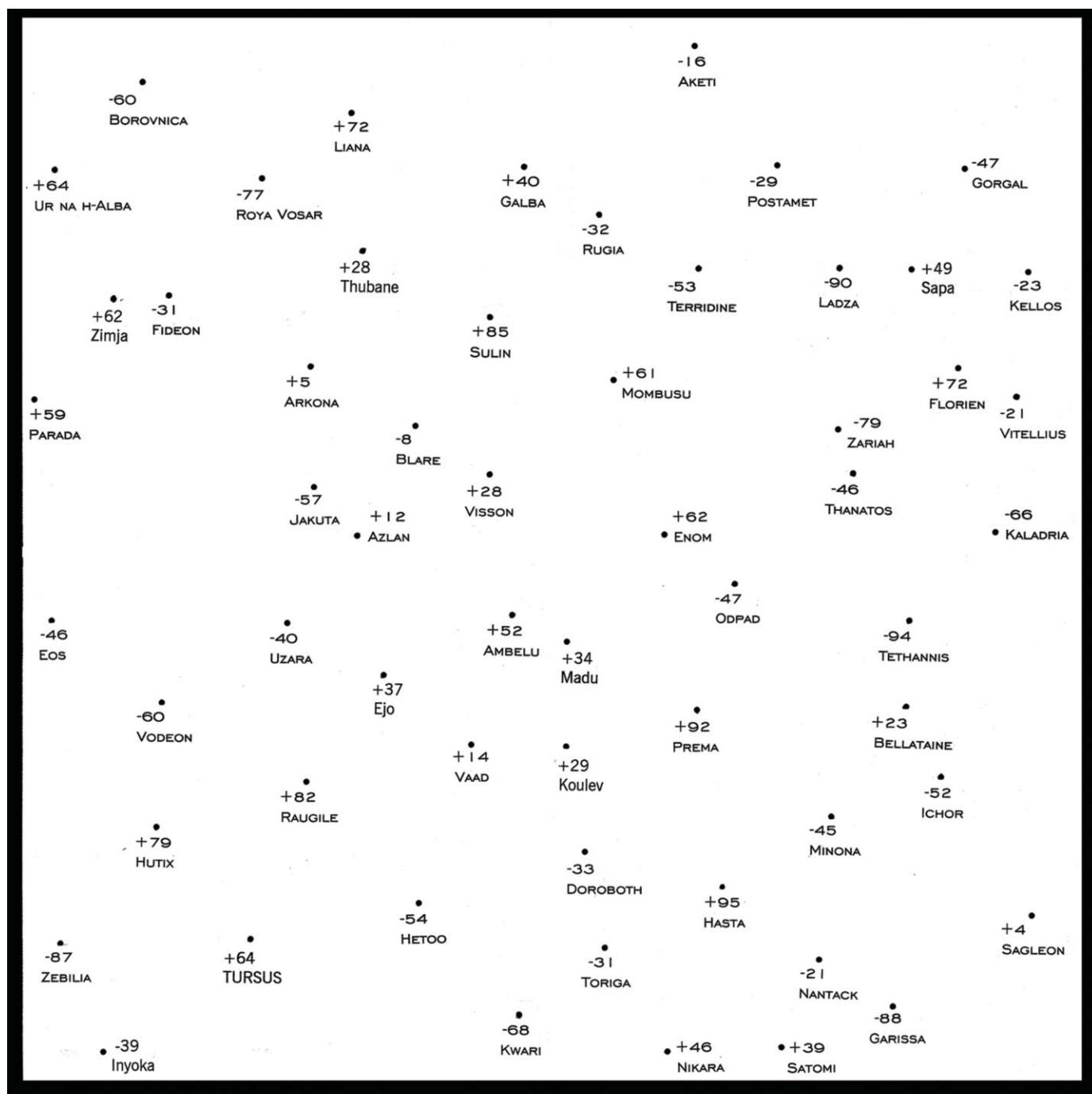
Displacement – 100,000t Modular Hull
 Crew – 640 (140 Astronauts, 500 Technical)
 Sick Bay – 50 Cold Sleep – 100
 Cargo Bays – 10,000t
 Damage Control – Standard
 Powerplant – AMC Reactor – 20% Emergency Power
 Fuel Capacity – 100,000 units
 Starfighters – x36 Blarad Kaar'dal Starfighters
 Ship Boat Deck – x6 Launches, x6 Pinnacle, x6 Shuttle, x6 Landers
 Main Battery – 8x2 Nova*150 turrets
 Secondary Battery – x24 Nova*50 twin mount turrets
 Star Torpedo Launchers – 2x6 ST*375 (plus 2x6 ST*157)
 TISA – 140 LS
 FTL Drive – 17 LY
 Armor - +4 – (Damage Capacity – 40,000 Points)
 Battle Screen #1 +15 – (20,000 Points)
 Battle Screen #2 +10 – (20,000 Points)
 Computer – Mk. X
 Aux Computer – Mk. IX
 EW/ECM – 13
 Sensors – 3500 LS
 Com Systems – 2LY
 Cost – 3000 MCR



Description: The Escort Carriers of the Tursasian Fleet are the most recent addition to the Tursasian Fleet. It is rather small for a true carrier and is really just a modified freighter based on a modular hull. There is no marine complement. The main guns are of a small nature and mainly designed for self-defense. There are a large number of secondary guns for missile and fighter defense. The firing arcs of all guns are 360 degrees which helps defend the ship and make up for the lack of armor. It is fast enough to keep up with the battleships but shouldn't be considered a true warship.

Civil convoys often have at least one of these escort carriers with them. The 36 starfighters are Blarad made but are modified for Tursasian physiology. They operate in six flights of six craft.

The modular hull of the escort carrier makes the ship prone to critical damage from penetrating hits. (1/12 penetrating hits score critical hits) It should avoid direct battle if possible.



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