

GURPS® Space

STARDEMON

Spacefarers Unlock an Ancient Secret

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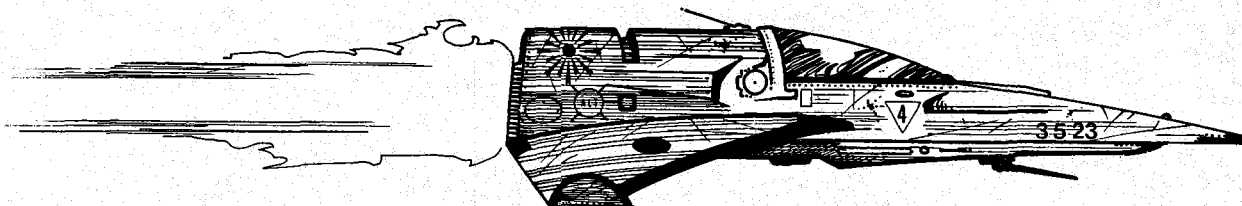
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ANSON (Abstoric II)

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

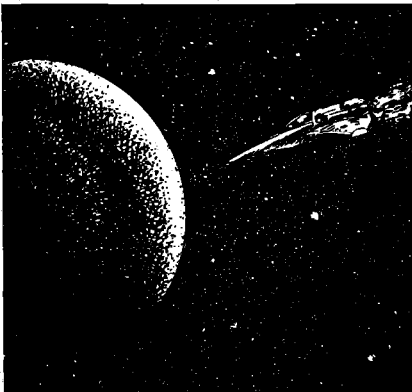
Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have home computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set* (Third Edition). Any page reference that begins with a B refers to a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set* (Third Edition). There are also references to *GURPS Space*; they are preceded by S (e.g., p. S68).



Anson is a fairly busy place, at least for an out-of-the-way, low-tech dirtball. Once a thriving colony, it was abandoned and nearly forgotten. Anson collapsed to barbarism, and fought its way back to civilization with a stubborn pride.

(GM's information: This is what any simple database program will provide when queried on the subject of Anson.)

Anson was colonized long ago. A geologically old world, it had a wide variety of native life, but no intelligence. Development progressed rapidly, with many separate colonies and industries taking advantage of the virgin system.

During this period of rapid expansion, Anson was still heavily dependent on outside technology. When the Long Night fell, Anson suffered more than most. As the ships stopped coming, shortages of high-tech equipment degenerated into nuclear war. The world slumped into a Dark Age of squabbling city-states, with knowledge of the rest of the galaxy reduced to myth. By the time the planet was rediscovered, about a century ago, Anson was just reaching Tech Level 7 in most fields, and was finally under a loose global government.

The planet is ruled by the elected government of Ceebolt, the major southern landmass. The major northern landmass, Thaldar, is divided into three separate countries: Valdaaw, Stjaga and Viga. All owe nominal allegiance to Ceebolt, but squabble among themselves via espionage, guerrilla warfare and terrorism. Ceebolt does not squelch this — after all, if the northern lands could set aside their differences and combine against Ceebolt, they could be a significant threat. Anything that doesn't hurt the *Ceebolt* economy is "overlooked."

There is only one spaceport, a Class III facility some 200 miles outside Ceebolt's capital, Tostum. It is strictly quarantined by the local military. The "Startown" area is rowdier than most, since it is the only place on the planet for high-tech entertainment.

The quarantine is a strict planetary policy. The government wants no chance of another Long Night. Therefore, most imports of advanced technology (TL8+) are prohibited to make sure the world remains self-sufficient.

Any TL8+ equipment brought on-planet must be placed in storage within the spaceport grounds. The few items that are imported are strictly for research use, so that they can be copied on-planet. A very few TL8-9 items (mostly medicines) are now produced locally, but at triple the normal cost.

The people of the planet cannot get most of the technology they have seen and heard about, but they crave as much information as they can get about the rest of the galaxy. Entertainment/documentary tapes bring 150% the normal price, provided that they use TL7 equipment, and offworld entertainers are usually in high demand.

The technology quarantine means little trade comes to the planet. Most of Anson's exports are native meat and vegetable products, which they skillfully market as "gourmet foods."

Ceebolt has purchased several retired survey ships and warships, and has six space stations. It also has an aggressive home-built air force, with a "shoot first and ask questions later" policy toward unannounced ships. This makes technology smuggling a lucrative but dangerous business — see Chapter 7.