

# GURPS® SPACE ATLAS 2

## *The Corporate Worlds Sector* *A Compendium of Worlds for Interstellar Roleplaying*

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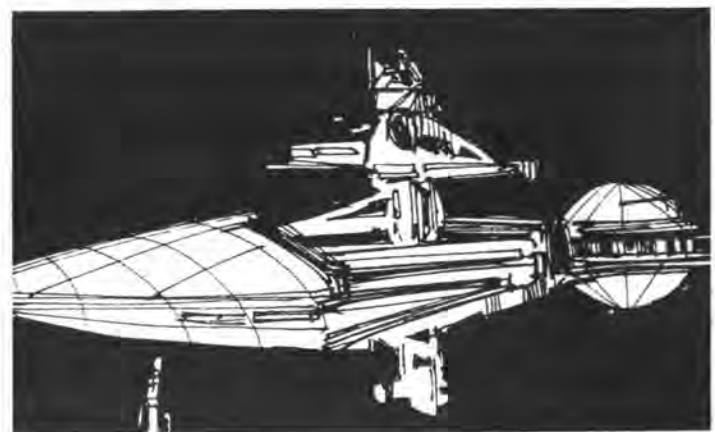
## Contents

<b>INTRODUCTION</b> .....	2	Faagrin (S'siris I): restricted, heavy mining .....	34
Normal-space map .....	9	Jiren (Opal Dew I): dim world, thallit, waiwaisenazi .....	36
Jumpline map .....	10	Kaziin (Kailos I): zoological research, wildlife preserves .....	38
Table of Distances .....	11	Obelix (Uderzo I): just coming out of a long winter .....	40
Alpenshore (Travis Reguli Beta II): water world, floating cities .....	12	Perido (Gagalis III): prohibited, researching the ursinoid Quar .....	44
Arantas (Arantas Beta II): restricted, biochemical research .....	14	Puzzle (T:21 GS KS I): Precursor relics .....	46
Asmiar (Benes V): agricultural world, cooperatives .....	16	Salsam (Biaret III): agricultural world, lost contact .....	48
Beethoven (Drax III): broadcasting, artists' colonies .....	18	Sevi (Quandas II): agricultural world, will-o'-the-wisps .....	50
Belvera (Normale II): quarantined, the Curse .....	20	Shelvimayas (Turnadot I): poisonous atmosphere, algae harvest .....	52
Center (artificial satellite of Gyro I): meeting point, shipyard .....	23	Sylvan (Param IV): orbital factories, outsector trade .....	54
Dante (Cadigal V): ready to be terraformed .....	24	Taucente (Ferox V): Bourse homeworld, Lifecult .....	56
Devil's Icebox (Hades III): heavy mining, hell-world .....	26	Thishri (Dekko IV): mining planet, disputed ownership .....	58
Dieri (Kolos II): Mittelsohn homeworld, megacities .....	28	Tien Men (Eilon II): Xin Wu homeworld .....	60
Dyrnebi (Zelbar I): AmBio homeworld, AI production .....	30	Veritas (Joy II): primary agricultural, religious .....	62
En Diri (Tessell IV): domed cities, mind research .....	32	<b>INDEX</b> .....	<b>64</b>

## Using This Book

*Space Atlas 2* contains 25 Planetary Records, which the GM may photocopy and hand to his players when they are seeking information about a planet. This is the "publically available information" that would be contained in any standard database.

The GM should *not* show the pages of text to the players. Instead, he should give them only as much of this information as he thinks their backgrounds — or later investigations and experience — entitle them to. In general, the players can be told the general history of each world, but not all the details of its present situation. Material marked "GM's Information," and the material given as adventure ideas for each planet, should definitely remain confidential.



# STEVE JACKSON GAMES

# INTRODUCTION

## World Maps

The world maps use the system given in *GURPS Space* — an “equal-area icosahedral” projection. Each hex represents the same amount of space. The size of a hex depends on the size of the planet. Multiply the world’s diameter by .07 to determine the distance across one hex.

Unless specified otherwise, the north pole is at the top of the map, in the hex formed by the joining of the five points. Because this tends to splinter the polar areas, a circular area centered on the North Pole is also shown at the top of the map, and an area centered on the South Pole is shown at the bottom.

The zero meridian line and the equator are shown as dashed lines. Lighter dashed lines connect hexes that are divided on the map. If this map were cut out and folded up, it would form a 20-sided “globe.”

Specific points of interest are shown by a letter, keyed to text. Note that if (for instance) a town and starport symbol appear in adjacent hexes, the starport is actually in the town hex unless the description says otherwise.

## Map Key

This key shows suggested colors, for those making their own maps, and standard black-and-white symbols.

Ocean:	
Dark blue	
Freshwater Sea:	
Light blue	
Marsh/Swamp:	
Yellow-green	
Plain/Steppe:	
Light green	
Icy/Barren:	
White	
Mountain/Volcanic:	
Dark brown	
Hilly/Rough:	
Light brown	
Forest/Jungle:	
Dark green	
Desert/Barren:	
Rust-red	
Urban/Populated:	
Crosshatched lines	
Major city	
Capital	
Restricted area	
Important starport	

This book includes descriptions of 25 worlds in their respective star systems. The material is designed to fit into any interstellar campaign, but all were designed with a “corporate state” theme in mind. They are individual entities; you can link them as you choose. Some adventure seeds, however, are provided which link two or more of the worlds. If you want to use the entire “Corporate Worlds Sector,” we’ve provided maps (see pp. 9-11) so you can do so. Other worlds of your own design may be added as well.

## Format

Each listing provides detailed information on the world, along with general information about its star and the other planets in the system. These are the facts that should prove most important to starfarers initially. The GM may further develop the individual systems, generating details of the other planets — their physical details, native life if any, and so on.

The systems are listed in alphabetical order by the names of the worlds. Terminology is as defined in the *Stars and Worlds* section of *GURPS Space*. All stars are main sequence unless otherwise indicated. Star class and subtype are given; a star listed, for instance, as “G3 V” is a type G star, subtype 3, of class V (main sequence).

## Background

Today, in our reality, space is underutilized. The only entities with sufficient resources to “develop” space are national governments and the largest corporations (which must currently go through government space programs).

In the history of the Corporate Worlds, the large corporations recognized the great value of space early on. Manufacturers saw a virtually limitless store of resources surrounded by perfect vacuum and no gravity (making almost perfect spheres ridiculously easy to form, for instance). Communications companies made their investment in space pay off within a few short years through the use of satellites. Restauranters and hotel chains knew people in space would need places to eat and sleep. And so on.

It didn’t take long for the corporations to distance themselves from the efforts of the “political governments” to control them. In particular, once FTL travel was discovered, the corporations could expand quickly enough to escape any attempt to control them from the outside.

This does not mean that the corporations run wild, of course. Most operate on a philosophy of enlightened self-interest. If they kill the goose that lays the golden egg, there will be no gold tomorrow. Each corporation does the things it does best, and lets the others do the same. All cooperate when necessary. Kaziin (p. 38) is a good example of this; the Kaziin Zoological Corporation is a subsidiary corporation designed for a specific purpose, to the benefit of all.

## Control Ratings

Assume a Control Rating (p. S122) of 4 for these worlds unless specified otherwise. On some it will be higher (Faagrin, for example, has a CR of 6, if not more); it will rarely be lower. The CR of a planet may also change with circumstances. Alpengore, for instance, has different CRs depending on how near the cities you are, and top-level officials of Xin Wu enjoy an effective CR of 1 on Tien Men.

## Alternate Backgrounds

No matter what your campaign background, you will be able to use these worlds. You may have to change the background and politics a bit, of course. Here are some suggestions for building the Corporate Worlds into campaigns using different sorts of interstellar government:

### Anarchy

By strict definition, the Corporate Worlds are in anarchy, since there is no external government to control them. The corporations are the law, and in theory, those not happy with their laws are free to go elsewhere. In practice, this may be difficult, since all of the known useful worlds have already been claimed; but it does happen sometimes.

So this sector may be used as-is in an anarchic background. One addition to make: the sector's border worlds will be more heavily militarized unless their neighbors are also corporate or are very trustworthy.

## Alliance

The Corporate Worlds are an anomaly; they are not really governments, but they serve the same function. The Alliance Council voted long ago to treat corporate entities as de facto governments on a case-by-case basis, and this rule is applied in the Corporate Worlds.

Most of the larger corporations are members of the Alliance. Aberhard Enterprises (see the entry on Faagrín), notably, is not. Veritas *is* a member; the Alliance was quick to admit it when the people "threw off the corporate yoke," and only later discovered their embarrassing error.

## Federation

With its ostensibly democratic, but strait-laced, approach, the Federation had some difficulty in assimilating the Corporate Worlds. Thus far, the Federation has stuck to its "one world, one membership" policy. This has caused some chafing in the Federation Assembly, since this effectively gives larger corporations like Mittelsohn and Xin Wu several votes.

To qualify for Federation membership, the corporate planets must guarantee certain basic civil rights to their inhabitants. Most had little trouble meeting these requirements. But some of the more paternalistic companies — Mittelsohn, for instance — had to relax some of their local controls when they entered the Federation. No Federation member world has a CR worse than 4.

Faagrín has refused to join; its rulers do not want the scrutiny that Federation membership would bring. Veritas applied for membership but was refused.

Those worlds which aren't dominated by a single corporation can be assumed to have weak political governments, of the sort described for Alphenore (p. 12). They will be Federation members.

Center is, of course, the Federation sector capital; Survey, Patrol and Fleet are all headquartered here. A second artificial world, dubbed "Metacenter" is under construction in the system, to serve as a Federation shipyard and naval base. In a Federation campaign, the "disagreement" on Thishri simply can't take place; the Federation Fleet would suppress it.

## Imperial Galaxy

The Corporate Worlds are a thriving sector on the fringe of the Empire. The Emperor is very happy with this particular sector; they pay their taxes on time and police themselves, leaving him free to deal with more important matters. The Imperial satrap for the Corporate Sector has a "live and let live" attitude, which he will maintain as long as the corporations stay in line — and not one minute longer.

The satrap for the Corporate Worlds is Prince Stevan Steiros. He is an intense man in his mid-thirties who took over some three years ago when the former satrap died of old age. The Corporate Worlds were a reward for his suppression of a rebellion in the Bright Fire Nebula sector; the sector's worlds govern themselves, leaving the Prince free time to pursue his favorite hobby, the study of history. His monograph on the history of the rise of the Corporate Worlds is considered a classic.

Prince Stevan rules from a palace on Beethoven. All the Imperial Services maintain their chief offices there. The Sector Fleet is headquartered on Beethoven, but most of the fleet is actually based on Center for fastest reaction time. This leads to constant internal power-jockeying between the "palace" officers on Beethoven and the "fleet" officers at Center!

There is an Imperial presence on any world with more than a few dozen residents. On smaller worlds, there is an Imperial General Agent to make sure all the reports are submitted on time and that no important laws are broken. On corporate homeworlds and large settlements, there will be everything from an Agent In Charge to a cell of the Imperial Secret Police to agricultural extension agents. While the Secret Police has infiltrated the corporations, Corporate Security has also infiltrated the Secret Police!

Some of the corporations have direct ties to the Imperial family. Prince Stevan, for example, has invested heavily in Crocyden. In particular, 60% of Aberhard Mining Enterprises is owned by Prince Antoniu Aberhard (Antin's great-grandson). Amallion Aberhard is Antoniu's nephew; he was given the job as security chief of AME because his uncle knew he would get results.

## Animal Descriptions

Where detailed descriptions of animals are given, they follow the format of the *GURPS Bestiary*. Most of the headings are self-explanatory. Size refers to size in hexes. Habitats are abbreviated as follows:

- A = Arctic
- D = Desert, including all dry areas and scrub woodlands
- F = Forest, including all temperate forests
- FW = Fresh-Water Aquatic
- J = Jungle, including any tropical forest
- M = Mountain
- P = Plains, including all grassland, steppes, and so on
- S = Swamp
- Sub = Subterranean
- SW = Salt-Water Aquatic

\* means a special ability or attack — see text.

# indicates exceptions to the given entry — see text.

## Tech Levels

We have assumed that the base Tech Level of the campaign is 10. If your campaign has a different TL, you can scale the TLs given accordingly. For a campaign with a higher base TL, the corporate HQ worlds (and probably some others) should be increased to campaign maximum.

Outposts, mining camps, and so on generally have equipment with the base TL of the campaign, but very limited manufacturing or repair facilities. If a world has a low general TL but higher-TL items can be bought there but not built or repaired, the higher TL will be shown in parentheses: TL9(10) would mean a TL9 world that had some TL10 equipment. An entry of TL10 (imported) means that TL10 equipment is freely available, but isn't built there . . . though it may be repaired if the world has a PR of more than 6.

## 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. An "S" page reference means a page in *GURPS Space*; "BY" refers to the *GURPS Bestiary*.