

GURPS[®] SPACE ATLAS 3

The Confederacy

A Compendium of Worlds for Interstellar Roleplaying

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STEVE JACKSON GAMES

INTRODUCTION

Using This Book

Space Atlas 3 — The Confederacy contains information on 26 worlds of the Great Spiral Cluster. The GM may photocopy and pass out to his players the pertinent planetary record sheets as needed. This is the standard data located in any average computer.

The GM *should not show* the pages of text to the players, but give them whatever background or information that he feels is necessary or properly asked for. In general, the players can be told general Confederate history or be allowed to read the introductory information on the organizations of the Confederacy. Adventure possibilities and other GM information should remain confidential, however.

Using the World Maps

The world maps of all Confederate planets use the system given in *GURPS Space*. Each map hex represents the same amount of space but the size of a hex depends on a planet's diameter. Multiply that by .07 to determine the distance across one hex.

Unless otherwise specified, the north pole is at the top of the map and the south pole is at the bottom. A circular area centered on each pole is provided to give a more accurate picture of the polar terrain.

The zero meridian line and the equator are shown as dashed lines. Other lighter dashed lines are also shown to connect divided map hexes.

Specific points of interest are shown with a number corresponding to text.



The following material covers 26 worlds of the Great Spiral Sector and their respective star systems. The worlds and their backgrounds are presented as individual roleplaying settings and are designed to be used in any interstellar campaign game. Any or all of the material in this book may also be used with other backgrounds or interstellar communities of the GM's design.

Format

Each planetary listing contains detailed information on the world, along with basic information about the stellar system it belongs to. The GM may take this information and expand upon it as much as desired.

The systems are listed in alphabetical order. Terminology is as defined in the *Stars and Worlds* sections of *GURPS Space*. All stars are main sequence unless otherwise indicated. Star class and subtype are given. For example, a star listed as B4 V is a blue-white star, subtype 4, of class V (main sequence).

Background

The Great Spiral Sector was colonized by a fleet of generation ships. The colonists hit the jackpot when they reached the Great Spiral Cluster. It had enough worlds to allow for population expansion, and they were close enough together to allow for easy interplanetary and interstellar travel. All eleven ships established colonies; nine of the colonies survived (the fate of the other two is a mystery). Once they landed, they cannibalized the generation ships for materials to start the first colonies. They soon discovered, however, that certain technologies were lost to them. They knew about blacksmithing, simple refining and radio, for instance, but did not have the technology for interstellar, or even simple atmospheric, flight — and if they had, they would not have had the tools or materials to implement such technologies.

Over the centuries, the colonies kept in touch with one another, after a fashion. Radio messages were beamed between the various star systems, but the messages were all sent one-way at the speed of light and could take over 200 years to cross the Spiral. The planets of the Great Spiral quickly drifted culturally and linguistically apart.

Eventually, several planets independently redeveloped space travel, then FTL travel, and began exploring their planetary systems. A secondary priority was the re-establishment of communication among the far-flung settlements.

Eventually the colonies began forming alliances, exploring their neighborhoods and trading with each other. But with the increased trade and communication came a new threat.

Piracy

It was inevitable that, as more and more ships began to travel among the stars, that some of their crews would resort to piracy. Within a 30-year span, piracy went from a few isolated cases to a major threat to shipping. The pirates were smart; at no time was the threat to shipping so severe that it threatened to cut commerce altogether. The pirates didn't want to cut off their supply of golden eggs.

Still, dozens of trading ships and hundreds of lives were lost every year to the pirates, along with untold amounts of food, medicine, raw materials and

supplies. To combat this menace, trading-ship captains began traveling in convoys, usually of 12 to 18 ships. They would meet to exchange information on when convoys were leaving, which star systems had reported pirate activity, what commodities were bringing the best prices, etc. These informal associations did not achieve their stated purpose of outwitting the pirates — for one thing, the pirates quickly infiltrated them and used the information for their own ends. However, they were the beginning of the Traders' Guild, which consequently boasts of being an older organization than the Confederacy.

In frustration, the governments of Bossilwick, Caractacalla, Tallamatrix, Mairsus, Bindar and the Trevor system met to organize for their mutual defense. They quickly drew up a plan for a united navy to meet the pirate threat and to provide for mutual defense.

This meeting marked the beginning of the Confederation of the United Worlds of the Great Spiral. From the beginning the organization was called the Confederacy, and it grew as new planets were colonized and developed to the point where they could function on their own and join as equal partners.

Fighting the Battle

At first, the Confederate Navy was a joke. The pirate fleets were better equipped, and more than once they simply bought off the undisciplined and unseasoned Confederate troops without combat. But as the Navy grew and developed and gained more disciplined sailors, the pirate menace began to be beaten back. Convoys of merchantmen were accompanied by flotillas of warships, which surprised and ambushed the pirates. And while the pirate menace has never been completely eradicated (piracy always looks like an easy way to make a buck for some people), it has been beaten back and is no longer the crippling menace it once was.

The navy once turned out to be important for protecting the Confederacy in a different way when Tallamatrix attempted to leave the Union in Y.C. 131.

Map Key

Below are the standard terrain symbols on the maps. For those making up their own, suggested colors are included for specific terrain.

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	

