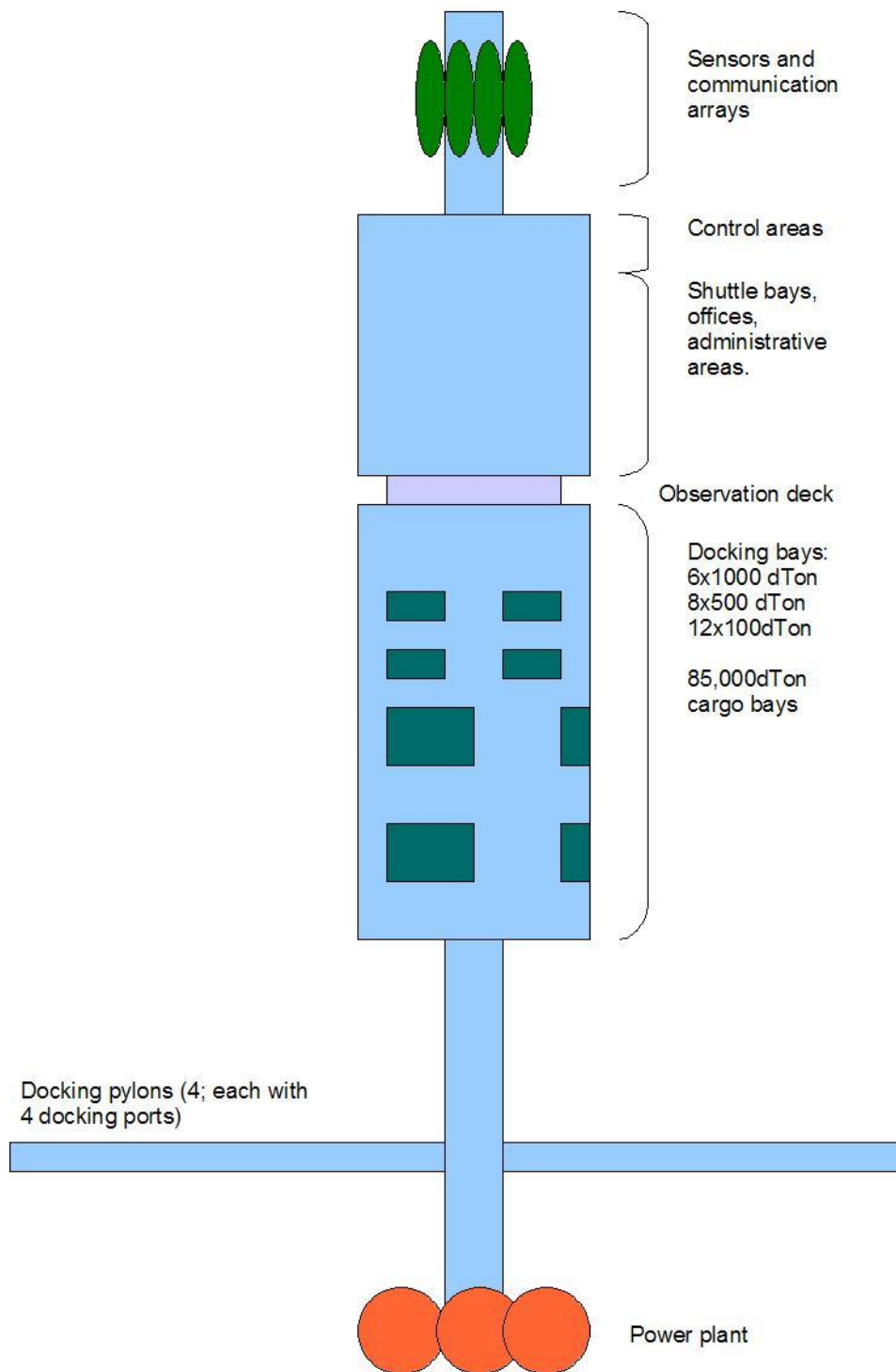
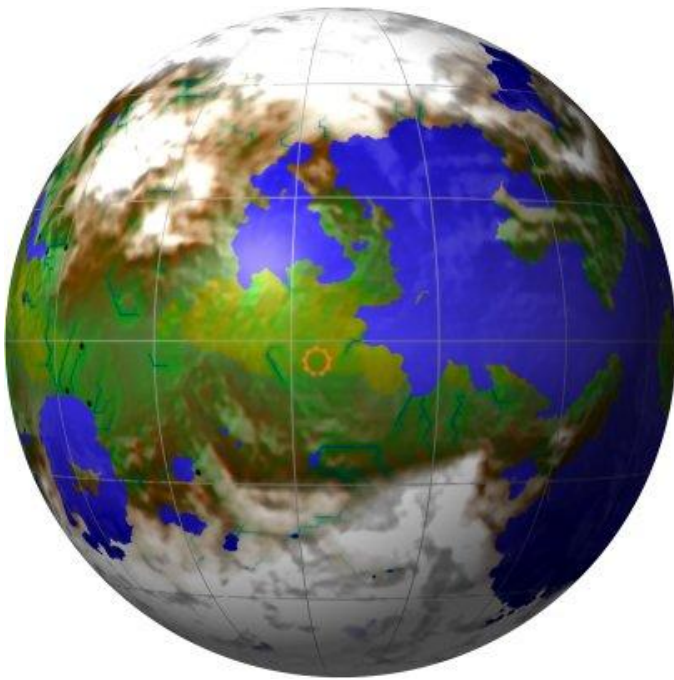






ell – A Travel Guide

# Alell / Regina Subsector / Spinward Marches 1706 B-46789C-A

Welcome to Alell, off the cross-roads but in the Main!

Alell is allied with the Third Imperium, located on the spinward edge of the Regina subsector in the Spinward Marches.

Alell has a population of well over 200 million people. Most of our inhabitants are Solomani, but there are a smattering of Vilani, Darrians and other humaniti, as well as a few Aslan, Vargr and other races.

## Overview

The majority of the population lives along a narrow strip along the equator. Icy tundras and frozen seas cover the majority of the planet.

There are several ice resorts scattered throughout the tundras. These resorts have the usual winter sports such as skiing, snowboarding, ice fishing and so on. There are also tundra-hunts, where guides take either hunters (strictly licensed; off-planet permits generally take about 1 week to process and the guides supply all weapons) or photo-tourists to hunt the fabled ice bears. Ice bears are only vaguely ursinoid, and look more like a large cross between a polar bear and a seal. The adult female can reach weights of 800 kilograms and be almost 3 meters tall. The males are generally two thirds the size of females and are more difficult to find. Ice bears can slide rapidly over the icy fields they live in, and can hold their breath for almost an hour as they hunt under the ice flows for their primary food, the fish that live in great schools.

Alell maintains 24 GPS satellites, which also serve as communication relays. There are two GPS systems available for use, one encrypted and used only for official council agencies with an accuracy to 3 cm, and the open Imperial standard accurate to about 2 meters. Most vehicles carry the standard GPS system, both for navigation as well as tracking if necessary. Rules prohibit the disabling of GPS tracking equipment.

Allel is fairly far out from it's sun at 2.8 AU. While it takes 1,241.5 standard days for each year, Allel maintains the Imperial Standard Calendar for business and local calendar needs. The 3.4 local year is called a triyear, and most citizens celebrate local birthdays as special.

Each day is just under 30 hours long at 29.679 hours. The Calendar Compliance Committee has some interesting documentation and rules for matching Imperial dates to local dates.

|   |        |           |               |
|---|--------|-----------|---------------|
| 0 | Mahnut | G10013B-9 | Research base |
|   | 8      | YS00000-0 |               |
| 1 | Orphu  | F12013A   | Research base |
| 2 | Illium | G30021E-9 | Colony        |
|   | 1      | YR00000-0 |               |
|   | 4      | YS00000-0 |               |
| 3 | Ionnus | G56012D-A | Research base |

|   |         |           |                          |
|---|---------|-----------|--------------------------|
|   | 7       | H200000-A |                          |
| 4 | Hocken  | G10072B-A | Mining                   |
| 5 | Allel   | B46789C-A | Primary                  |
| 6 | Eannius | G200100-9 | Research base            |
| 7 | Thell   | G700100-9 | Glisten Tracking Station |
| 8 | IoAllel | G10016E-9 | Scout Listening Post     |
|   | 8       | YS00000-0 |                          |
|   | 10      | YS00000-0 |                          |

## A Brief History

Alell was colonized by the Solomoni in 163. After a two year journey, Captain Teresa del Millovich and her crew decided that Alell was where they wanted to stay. While some histories paint a more bleak image of the ship not being able to continue, the generally accepted version is that Alell was the original destination. While the atmosphere is standard, the planet is small and somewhat cold. Most settlements are along the equator, where moderate temperatures and invigorating shallow seas aided in the rapid colonization of Alell.

The original settlement, Lucifer, rapidly grew into a thriving metropolis over the next few centuries. As of 1100, there are over 12 million people living in Lucifer and is the current capital.

Agriculture is one of Alell's strongest exports. Despite the inhospitable polar regions, the equatorial belt is a lush, rich environment. There are significant ore deposits in both polar regions.

When the Imperium came calling after more than a century of independence, Alell, under the control of Captain Johaan Smith, accepted Imperial rule along with improved technology. Not long after integration with the Imperium, Alell became well known as a tourist mecca, with several resorts, hunting lodges, dude ranches and fishing companies available.

153 (LY0)– original ship's landing with Captain Teresa del Millovich and the Solomani colony vessel *Sweet Alabama*. Approximately 20,000 original colonists in low passage survived. Initial UWP: 1706 X-46749C-8. This is local year 0.

209 (LY16)- the remote vacation area near the Ekun Mountains becomes Ekun Town, a growing tourist town with a permanent population over 1000. Access is via the growing monorail train system.

255 (LY30) - Dali formerly incorporates as Alell's third city. The Council on Environmental Impacts is formed and headquarters here.

291 (LY40.6) – Captain Johaan Smith signs treaty with the Third Imperium, and Alell is now part of the the Imperium. Rapid expansion of base population from neighboring worlds.

300 (LY43) – Formal resolution accepted to use Imperial Standard Calendar dates. This spawned several committees and lobbies for the integration of calendar systems.

305 - Ekun Town becomes a major off-world tourist attraction, and a local spaceport is constructed. Full time residential population is more than 3000.

352 – Octagon Society opens branch, in the newly incorporated city of Agadip.

400 – First Official Commemoration Festival. Captain Stubbin declares the first official celebration. Celebrates from around the sector tour Alell.

415 – First Survey: UWP: 1706 C-46669C-8

453 – in honor of the 300<sup>th</sup> anniversary of Alell's founding, Imuku starts construction. This is to be a leading science and research city. The Council of Scientists is created, but there is some contention between this council and the Council of Environmental Impact. After more than 2 years of legal maneuvers, the Council of Scientists is decreed to cover off-world science.

502 – Imperial University of Alell opens its doors after 23 years of development.

668 – Dali formally incorporates. Dali also contains the largest Vargr population, with about 5000 full time residents. Dali's principle export is fish and wild game.

899 – Wapawab University opens in Agadip. Initial Bwap faculty staff is about 40% of the 200 full time professors.

1063 – Second Survey: UWP: 1706 B-46869C-9

1083 – Zhodani invasion (Fourth Frontier War)

## Visiting Alell

When coming to Alell, all starships must broadcast a valid Imperial transponder code. There are no gas giants, and the primary refueling for the system is located on Alell itself, although the other planets in the system do support basic unrefined refueling at their local spaceports, where applicable.

The main planet, Alell, is a fairly cold planet, with a sub-tropical equator surrounded by large tundras and frozen seas. It has a rich biosphere, with a large variety of native life as well as several non-native flora and fauna that generally coexists peacefully.

If leaving the starport, there are several permits and officials you have to go through to get a temporary visiting visa. In fact, leaving Alell also requires going through an entirely different set of officials and permits.

|                                    |                                                                                                              |
|------------------------------------|--------------------------------------------------------------------------------------------------------------|
| Landing permit                     | 2d6 hours (-1/Admin or Legal)                                                                                |
| Exit permit                        | 2d6 hours (-1/Admin or Legal)                                                                                |
| On natural 12 of either roll above | 1d6 days (-1/Admin or Legal, minimum 1 day)<br>may require the visiting of several administrators and clerks |

If a ship is armed, and not Imperial or local Navy, customs inspectors need to arrive on-board to lock down ship armaments. This takes an additional 2d6 hours, and there is a service fee of Cr100/weapon (for example, a triple turret will cost Cr300). For official ships from other recognized Imperial governments, the inspection still takes place, but weapons are not locked not. The ship's master, in any case, will need to counter-sign the legal documents in triplicate, and have a copy in the ship's safe as well as with him or her at all times. Failure to comply leads to fines.

Accommodations at Alell Down range from basic to the sublime. As tourism is one of Alell's major sources of revenue, most of the accommodations are over-priced, although bargains can be found. Startown is your typical downport startown. Due to both Vargr sensibilities (about 5% of the port population is Vargr) and the Alell traditions, there are a lot of bright fabrics hanging from buildings. With the ocean breezes it can be either quite enchanting or quite the headache inducing visual overload. Unlike most startowns, there is a bit more governmental oversight and a local police force specifically created to patrol the downport. The Downport Police official name is theAlell Downport Urban Patrol, but locally called the Downers.

There is a Travellers Aid Hotel and offices just outside the starport boundaries. While there are several information kiosks in the starpport proper, the original maintained its facilities on Alell proper for political and financial reasons.

## Major Cities of Alell

The capital, Lucifer, has most of the official offices for Alell. The Alell Tourist Authority, the 3<sup>rd</sup> largest employer in Lucifer, has a 35 story building full of offices as well as several satellite facilities. Most of the starport officials have full-time residences here and maintain small apartments either at Alell Down or the highport. Lucifer is well known for its varied garden parks. Access to the downport is via monorail, which takes about 6 hours. There is a recruiting office here for the 4518<sup>th</sup> Lift Brigade here,

and there are training grounds a few hundred kilometers north of Lucifer.



Illustration 1: Mountain Balandic Bighorn - native to Ekun Mountains (Brynn Metheney)

Ekun Town has hunting lodges and cabins, as well as luxurious spa hotels. There are some natural hot springs, and several spas use them. It is also one of the larger exporters of the trake berry. Several wineries create various trake-based wines, and these are often exported. The Naval base on Efate is a large importer of these wines. One of the more elusive game is the Mountain Balandic Bighorn. While a domesticated version is herded, their wild cousins provide interesting hunts. By law they can only be hunted by single shot rifles, and few permits are given to hunt this fleet relative to the goat.

Dali is primarily a fishing town, with hunting enclaves spread throughout the 800 kilometer wide island. It is reachable by boat or island hopping planes. It is well known for its deep-sea fishingtrips as well as its hunting expeditions.

Imuku has few accommodations. There are several universities and colleges, and people from the entire sub-sector show up for some of the symposiums. It has the air of a college town – lots of small pubs and boutique type of shops.

Agadip is best know for it's Wapawab University. This institution has a large Bwap faculty, and produces some of the finest bureaucratic personnel on the planet. Placed between the Agorra Mountains and Phlinn Lake, Agadip also has a significant number of vacation homes. Several off-world personalities maintain properties in this beautiful region.

There are 3 small Aslan holdings and 4 minor Vargr towns.

## Transportation on Alell

Alell's primary transportation system is the monorail that connects most major cities. There are trains running every 4-6 hours. Most major cities also boast of airports, using fixed-wing planes for transportation. Most of the planes are sub-orbital and supersonic, but more expensive per ticket than the government-subsidized high-speed rail system. Smaller planes are also quite common. Grav vehicles are starting to become more popular, but currently the regulations in their use have been fairly strict. Most ground vehicles are hydrogen-fueled, and fuel stations are fairly common.

The rules for using non-local vehicles are quite extensive, and require significant permits to operate on Alell. It is usually faster and less expensive to rent locally.

Boating is also a popular transportation method, and there are several cruise lines based at Alell Down as well Lucifer and other cities.



Illustration 2: Monorail Approaching Lucifer (from deviantArt/highdarktemplar)

All vehicles are required to have two way GPS tracking devices. All rentals also contain system over-ride devices as well as emergency broadcast systems. Using non-local vehicles requires a three day waiting period, a visit to 4 different bureaucracies, and two permits. Grav vehicles require an additional bureaucracy and permit, and generally takes an additional two days to process. All off-world vehicles require the installation of an official GPS tracking device. It is illegal to remove or modify the device. See Section 42, Paragraphs 45-65 in the official *Guide to Alell* for further details.

|                                  |                                                                                                |
|----------------------------------|------------------------------------------------------------------------------------------------|
| Rental permits                   | 2d6 minutes (-1 per Admin, Legal, licensed sill for the particularl vehicle type being rented) |
| Driving permits                  | 1d6 hours (-1/Admin, Legal)                                                                    |
| GPS permits if using own vehicle | 3d6 minutes<br>(Cr 20/day rental if you don't have a compatible GPS system)                    |

Snow vehicles are quite common on both polar regions.

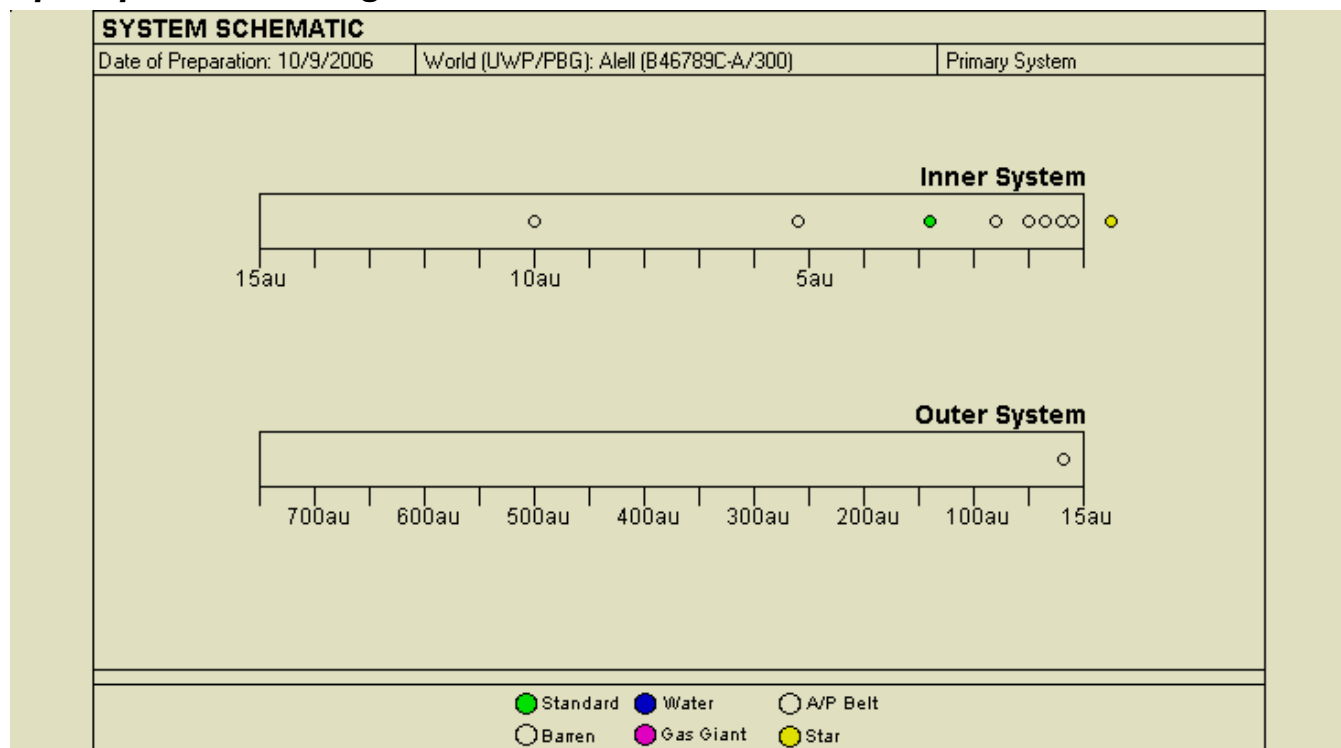


## Alell system

Alell contains nine planets and six moons. The primary is a G3-IV star. There are no gas giants, nor any asteroid belts.

|                        |               |
|------------------------|---------------|
| ● Primary Star - G3 IV |               |
| ○ 0 Mahnmur            | G10013B-9     |
| ○ 8 Bink               | YS000000-0    |
| ○ 1 Orphu              | F12013A-A Re  |
| ○ 2 Illium             | G30021E-9     |
| ○ 1 Skitt              | YR000000-0    |
| ○ 4 Eon                | YS000000-0    |
| ○ 3 Ionnus             | G56012D-A Re  |
| ○ 7 Halys              | H2000000-A Re |
| ○ 4 Hocken             | G10072B-A Re  |
| ● 5 Alell              | B46789C-A Ri  |
| ○ 6 Eannius            | G24071B-9     |
| ○ 7 Thell              | G200100-9     |
| ○ 8 IoAllel            | G10016E-9     |
| ○ 8 Scamander          | YS000000-0    |
| ○ 10 Karian            | YS000000-0    |

## Spaceport – Alell High and Alell Low





**From the Traveller Adventure**

Starport: Alell Down Starport is classified as type B, providing good quality facilities, with some capacity for ship repair and the construction of interplanetary craft. A Travellers' Aid Society hotel and office is located just outside the starport boundary. Refined fuel is available at Cr500 per ton; unrefined fuel is available at Cr100 per ton. Alell Down's companion facilities, Alell Orbital Starport, provide services, refueling, and maintenance for unstreamlined ships calling on the world.

The Alell Starport has a high port, an Imperial downport and three non-Imperial spaceports located at Alell proper. Several of the other system planets also maintain smaller spaceports, and there are a few private spaceports as well.

Approximately 8000 people travel through the Alell system weekly, with about 57,000 tons of cargo. Many of these people never leave the port, merely using Alell as a stay over for longer trips. However, there is a significant number of tourists making Alell their destination. Alell caters to these tourists, and there are literally hundreds of tourist companies to make the proper permits and permissions easier and less of a burden.

Alell High is almost a century old, replacing an older and smaller highport. Most systems are running well with the occasional breakdown. Highport staffs almost 100 system maintenance workers alongside several hundred officials and administrators to handle the paperwork. It is a cylindrical base about 600 meters high. While not officially named Alell Grande, it is advertized that way in many tourist brochures, and the largest hotel in the high port is the Alell Grande.

Most of the tech for Alell High is about TL 9, with more recent additions of TL A and occasional TL B equipment. The air system has had the most updates but still has a metallic smell that maintenance has been unable to remedy. Most corridors are 3M wide, with cargo hold areas often 6M wide between cargo and landing bays. Maintenance shafts occur approximately every 30M, usually behind semi-hidden hatches requiring a special ratcheting tool to open (most maintenance workers carry a basic tool set which includes this ratchet). Most of the maintenance corridors are called Jeffries tubes. No one knows why.

System defense consists of a single squadron of 10 system defense boats and 15 customs frigates. These are based at Alell Low with additional facilities at the high port for routine maintenance and refueling. There are no Imperial Marines garrisoned locally.

Alell High is a cylindrical port with essentially two sections. Total height is almost 600 meters, and

about 200 meters in diameter. Total volume is approximately 1.3 billion dTons. The upper section houses the communication and sensor arrays, control systems, administrative offices, housing, entertainment, consulates and the like. It is approximately 200 meters high, not including the sensor/communications pylon. There are also 12 100dTon docking bays for shuttles, as well as 5000dTon of cargo (usually local storage and supplies, but there are some high-security cargo bays located in the upper station. The floors are numbered 0 for the sensor array cluster at the top, through 65 for the level just above the observation ring. Each level is 3 meters, although several levels combine decks, particularly at the shuttle bays, and the fuel decks. There are 24 personnel elevators and 4 medium cargo elevators that extend from deck 1 through deck 200. See appendix A for a deck by deck breakdown.

The lower section contains the primary docking bays and cargo facilities, fuel depots, several control modules, as well as the power core off the extended lower pylon, along with four docking tubes at the bottom. This section is over 400 meters, with levels starting at 100 and going to 165. Each level is a base 6 meter height, with some levels combining decks for docking bays and large storage bays. The lower pylon is 300 meters long, and 25 meters wide. There are two large cargo elevators, 4 medium cargo elevators and 6 passenger elevators that extend from the docking tubes to level 101. 2 medium cargo and 2 passenger elevators extend from the docking tubes to deck 1.

The fusion generators are at the bottom of the lower pylon, along with some additional sensor arrays. There are also several emergency power systems spread throughout the port, along with the standard emergency systems. Alell Highport also has 100 small maneuver drives for orbital maintenance.

Each docking tube has four sets of docking clamps for ships up to 20,000dTon, for a total of 16 docking clamps. External docking is permitted for most ships, but requires Imperial standard docking clamps. These clamps are controlled via one of the 22 control modules in Alell High. There are manual over-rides, requiring that same ratchet most maintenance workers carry. Multiple airlock attachments are available, ranging from standard personnel airlocks to cargo airlocks with a 6.1x4.8m opening.

Sandwiched between upper and lower sections is the Observation Ring, a 4.5 meter high band encircling the entire station. Floor to ceiling ports give the visitor an exciting view of the traffic moving about the port. Except for the occasional support column, this ring goes completely around the station. Plants, comfortable seating, and small restaurants dot the 10 meter expanse between the core and the external viewports. Protective shields can drop into place from the upper and lower sections. The Highport Hotel has suites facing this promenade deck which go for a premium daily rate.

A note on the elevator system. Security passes are required to access several of the administrative levels and all the control levels. Decks 1 through 15 all require security levels to gain access to.

Alell High has 150,000 tons of bays and cargo areas (6x1000dTon 8x500dTon 12x100dTon in lower section; 24x60dTon for shuttles in the upper section; 85,00 tons cargo bays).

Alell Low maintains about 200,000 tons of cargo storage and landing bays (5x1000 ton bays, 25x500 ton bays, 50x200 ton bays, 25x100 ton bays; 167,600dTon cargo space). Approximately 70% of the cargo space is rented on a permanent lease, the remaining 30% for rent on a first come, first serve basis.

There are 50 shuttles for highport/lowport access, including 3 500 ton lighters as well as several ships boats of varying ages. There are about 600 staff dedicated to the shuttle service, which runs 29/7 (the days are 29.6 hours long).

The port maintains 6 50 ton shuttles for personnel transfers between high and low ports. There are personnel flights every 6 hours to and from Alell Highport.

Total staff is about 7800 SPA workers. Alell Starport is unionized. There are several unions: Cargo Local 144 controls the cargo loading/unloading processes, Ship Services Local 9 controls the ship services (cleaning, system resupplies, etc), Dockworkers Union controls the actual warehousing, Ship Maintenance Local 455 handles essential ship maintenance functions. There are often conflicts between the various unions.

There are several trading posts located here, and most Megacorporations maintain offices at the starport, usually at both low and high.

The 'startown' is located outside the XT line, and is a minor city of approximately 450,000. Secondary cargo storage and brokerages are located here, as well as the TAS Hotel. The unions are even more powerful and diverse in startown. Despite the 'Downers', or because of the Downport patrols, several unions have their own enforcement forces.

## **Alell Down Port**

Located on the edge of Fara Ocean, Alell Downport is a large and rambling port. Facilities exist for ships up to 5000 tons, along with maintenance and refueling facilities. Facilities range from open landing pads for all size ships, to enclosed landing bays for ships up to 3000 tons displacement.

There is a direct monorail to Lucifer at the port, with trains running every four hours. The express train takes about six hours to make the trip and runs every 8 hours. The other trains make stops at intervening cities.

The Down port contains the following:

- A port warden's office.
- An immigration office (Clerk and Immigration officer).
- A starport security service. ('security enforcer' and 'security supervisor').
- A customs office ('inspector').
- A Department of Registration ('Administrative clerk', 'supervisor', 'secretary to the administrator').
- A starship safety inspector.
- A starship regulation office ('clerk' and 'supervisor').
- A starship movement control officer.
- A Department of Customs ('supervisor')
- A starship movement control archive ('librarian').
- A Department of Immigration ('supervisor').
- A starship movement control local office (clerk).
- An Alell Navy Port Defense Squadron Officer.

Some offices are actually in Lucifer, due to early laws and rules. While inconvenient at times, this is the law on Alell:

- A clerk in the Department of Registration.
- A passport office in Lucifer (supervisor).

- An Immigration office in Lucifer (clerk).
- An Imperial assistant consul.
- A supervisor in the Department of Trade and Commerce.

## Society

Alell's native population are of average height and weight of most Imperial citizens. They tend to dress in voluminous outfits that tie tightly at the wrists and ankles. With the lesser standard gravity (0.53G) some visitors have likened crowds as 'flocks of butterflies'. They speak Galanglic as their primary language, although the local Aslan enclaves and Vargr townships speak Galanglic as a secondary language at best.

90% of the world's population lives along the equator, with a few settlements in the frozen tundras that cover almost half of the planet.

Being a rich planet, much of the population lives in single-family style homes, even in the larger cities. Many families own vacation homes near the many ice resorts scattered about.

Every year, from days 105-111, Alell celebrates its founding:

*From the Traveller Book:*

Annually, the government sponsors a week-long celebration of the initial settlement of Alell. During those seven days, work comes to a stand-still, and citizens can spend their time commemorating the establishment of this society in which they live. There are parades, parties, vacations, all manner of enjoyable diversions. The Commemorative Society is responsible for organizing the celebration. It has the power to tax any citizen one week's labor (in kind, in money, or in goods at wholesale) in order to support the activity. Some citizens, such as entertainers and servants, actually contribute their time during the week of celebration. Government officials are exempt from service, although some are taxed to provide their normal duties and are given time off later. Local chapters of the Commemorative Society stage local celebration ceremonies; the central chapter of the Society produces the lavish celebration in the capital. Members: About 5% of the population has joined the Commemorative Society. Members contribute their labor in the continuing organization of the celebration. Members probably contribute more time and labor than the general population. The Captain (Alell's head of government) generally judges the quality of the Commemorative Society members by the quality of the celebration. A good celebration will bring recognition to the Society's many members; this recognition translates into political power with the government's impersonal bureaucracy. Many of the Society's members are individuals who need to deal with the government, and use their positions within the Society to help them.

## Education on Alell

Alell is the home of several colleges and universities, as well as a plethora of trade schools. There is an official branch of the Imperial University located in Lucifer. The Alell University Council controls the creation and accreditation of the universities. Alell University is well known for its MBA program, and there are branches in most major cities.

At the college level, there are hundreds of colleges. The table below lists the major colleges.

| University or college        | Location | Standing |
|------------------------------|----------|----------|
| Imperial University of Alell | Lucifer  | 12       |

|                             |                 |    |
|-----------------------------|-----------------|----|
| Alell University at Lucifer | Lucifer         | 12 |
| Alell University at Dali    | Dali            | 11 |
| Alell University at Agadip  | Agadip          | 10 |
| Alell University at Imuku   | Imuku           | 13 |
| Alell College               | Lucifer         | 12 |
| Illum College               | Illum           | 9  |
| Wapawap University          | Agadip          | 12 |
| The Mala Institute          | Alla Fresmon    | 4  |
| Alell Orbital University    | Alell High Port | 8  |

## ***Law Level C – we're watching you***

The local police form a formidable force on the planet. There are many rules and laws, and most public areas are monitored 29 hours a day. Loitering is in itself a minor crime. Travelers leaving the starport are required to read the 'Visitors Guide to Alell: Laws to Live By', a 2,100 page book. It is also available for download into personal readers. They must sign off on having downloaded a copy, in triplicate, and keep a copy not only of the downloaded document but also the form indication that they've downloaded the official copy.

Fortunately, although the law level is extremely strict, the laws themselves are straight-forward. Despite the local government's insulation from the population, few people are concerned about the sheer number of laws and the ever-present police. Even Startown tends to be much safer than other system's startowns.

## ***Government***

Government type 9: Impersonal Bureaucracy. Government by agencies which are insulated from those governed.

There are 6 primary councils that rule the planet. Each council has a limited number of seats, but may use several agencies to help fulfill their roles. There are dozens of supporting councils that may not have direct legal authority, but can sway the primary councils decisions. There are three major political parties and several smaller political parties, but they hold little sway over most of the government. The only council that is voted in is the People's Council. The other councils are via appointment, with approval by the People's Council a requirement.

The primary council is the Captain's Table, which has been in existence since the original colonization in 153. This council oversees all the other councils, including the People's Council, and is primarily an inherited position for the three members, known as the Captain, First and Second. They establish no direct laws or rules, but their suggestions are usually passed into law as necessary, and treated if not.

The People's Council oversees most of the other councils, and is the only council that is voted into power for 1 local year terms. One year is 1,241 standard days (3.4 standard years). While they have no

direct power, they can over-rule the other councils with majority vote. There are 4 members in the People's Council. Some of their agencies deal with legal, moral and cultural issues.

The Legal Council maintains the myriad of rules and laws that Alell has. There are seven head council members, and they are chosen by other council members.

The Enforcement Council controls the police and planetary security. There are six council members, all from various police or military backgrounds. This Council has the largest number of agencies, from world police level, to local intelligence agencies. They maintain offices at all space ports, the high and low ports, and in most cities. They maintain control over the system defense boats, but not the custom frigates, which are maintained by the Extra-planetary council.

The Intra-planetary Council concerns itself with the entire Alell system. It integrates the enforcement and judicial agencies for the various colonies and research stations spread across the system. There are four council members that usually come from the various space agencies this council controls. They are in charge of the local system defense squadron and the customs frigates that inspect incoming and out-going vessels. The various starport unions have representatives in several of the lower level councils.

The Extra-planetary Council concerns itself with Alell and the Imperium. The four members of this council deal with the legal aspects of the Imperial starport. They collect taxes from the starport but are not in charge of the customs frigates that inspect cargoes. They have an exceptionally large legal staff. Their primary offices are located in the high port. They are also in charge of the custom frigates.

## ***Tourists***

Tourism is a booming industry on Alell. Most extra-planetary tourists are from Efate. Of the 17,000 passengers moving between the systems yearly, more than 10,000 are tourists. While Alell has a rising technological level, the much higher technology residents of Efate prefer what they consider a rustic environment.

There are currently 10 large resort complexes that cater to the general population, and dozens of smaller tourist resorts that cater to the more personal tastes. While the large resort complexes utilize the latest technologies, many of the smaller ones supply only basic net access and power systems.

## ***ISS Survey Information***

### SIZE RELATED DETAILS

1. Basic World Type: Planet
- 2a. Planet Diameter: 4,200 miles (6,720 km)
- 2b. Planet Density: Molten Core, 1.06 terra
5. World Mass: 0.133 terra
6. World Gravity: 0.53 terra
7. Planet Orbit Period:
- 7a. Stellar Mass: 1.9 sol
- 7b. Orbital Distance: 2.8 AU
- 7c. Orbital Period: 1,241.511 standard days
9. Rotation Period: 29.679 standard hours
10. Axial Tilt: 34 degrees
11. Orbital Eccentricity: 0.01
12. Seismic Stress Factor: 0.0

### ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: Standard oxygen-nitrogen mix
2. Surface Atmospheric Pressure: 0.85 atm
3. Surface Temperature:
- 3a. Stellar Luminosity: 1.53
- 3b. Orbit Factor: 223.523
- 3c. Energy Absorption: 0.7
- 3d. Greenhouse Effect: 1.1
- 3e. Base Temperature: -9.668 degrees C
4. Orbital Eccentricity Effects: Tc=0.3 degrees C, Tf=-0.3 degrees C
5. Latitude Temperature Effects: (Hex Row=Degrees C)  
1=+15, 2=+10, 3=+5, 4=0, 5=-5, 6=-10, 7=-15, 8=-20, 9=-25, 10=-30, 11=-35 degrees C
- 6a. Axial Tilt Base Increase: 20.4 degrees C
- 6b. Axial Tilt Base Decrease: -34 degrees C
- 6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)  
1=0, 2=0.25, 3=0.5, 4=0.75, 5=1, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees
- 7a. Length of day and Night: 14.839 standard hours
- 7b. Rotation-Luminosity Effects: 1.53
- 7c. Daytime Rotation Effects: 0.765 +per hour of daylight, 1,007.246 absolute maximum plus temperature
- 7d. Nighttime Rotation Effects: 1.0 -per hour of darkness, 39.5 absolute maximum minus temperature
11. Temperature Worksheet: See separate section
12. Native Life: Does not exist
13. Atmospheric Terraforming: Has not occurred
14. Greenhouse Effect Terraforming: Has not occurred
15. Albedo Terraforming: Has not occurred

### HYDROSPHERE RELATED DETAILS

1. Hydrographic Percentage: 68%
2. Hydrographic Composition: Liquid water
3. Tectonic Plates: 5
4. Hydrographic Terraforming: Has not occurred
5. Terrain Terraforming: Has occurred
6. Resources and Goods:  
Natural Resources: Ores, Crystals

Processed Resources: Agroproducts, Metals

Information Resources: Recordings, Artforms, Documents

7. Weather Control: Is practiced

## ***Other planets of interest in the Alell System***

### **Mahnmut**

Mahnmut hosts a small but higher-tech research station. The primary focus of research deals with high-temperature material manufacturing. There is a 30 member team of scientists, along with the requisite security and administration officer, located on a small sub-surface station buried near the northern hemisphere. The small class G spaceport only has facilities for two craft, one berth which contains an emergency ships boat especially insulated to handle the high temperatures this close the system primary.

#### WORLD DETAILS

-----

NAME: Mahnmut

UWP: G10013B-9

PBG: 300

ALLEGIANCE: Third Imperium

STELLAR DETAILS: Primary Star: G3 IV

SATELLITE DETAILS: Number: 1

Satellite 1: UWP:YS00000-0, Orbit: 8

#### STAR SYSTEM ORBITAL ZONES

1. Orbital Zones: Primary Star: 0 (Bodies Orbit around Primary Star)

#### SIZE RELATED DETAILS

1. Basic World Type: Planet
- 2a. Planet Diameter: 1,200 miles (1,920 km)
- 2b. Planet Density: Molten Core, 1.06 terra
5. World Mass: 0.002 terra
6. World Gravity: 0.134 terra
7. Planet Orbit Period:
- 7a. Stellar Mass: 1.9 sol
- 7b. Orbital Distance: 0.2 AU
- 7c. Orbital Period: 23.701 standard days
9. Rotation Period: 38.5 standard hours
10. Axial Tilt: 34 degrees
11. Orbital Eccentricity: 0.01
12. Seismic Stress Factor: 5.5

#### ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: None
2. Surface Atmospheric Pressure: 0.0 atm
3. Surface Temperature:

- 3a. Stellar Luminosity: 1.53
- 3b. Orbit Factor: 836.345
- 3c. Energy Absorption: 0.9
- 3d. Greenhouse Effect: 1.0
- 3e. Base Temperature: 878.647 degrees C
- 4. Orbital Eccentricity Effects: Tc=0.3 degrees C, Tf=-0.3 degrees C
- 5. Latitude Temperature Effects: (Hex Row=Degrees C)  
1=+9, 2=+6, 3=+3, 4=0, 5=-3, 6=-6, 7=-9, 8=-12, 9=-15, 10=-18, 11=-21 degrees C
- 6a. Axial Tilt Base Increase: 20.4 degrees C
- 6b. Axial Tilt Base Decrease: -34 degrees C
- 6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)  
1=0, 2=0.25, 3=0.5, 4=0.75, 5=1, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees
- 7a. Length of day and Night: 19.25 standard hours
- 7b. Rotation-Luminosity Effects: 1.53
- 7c. Daytime Rotation Effects: 1.53 +per hour of daylight, 176.202 absolute maximum plus temperature
- 7d. Nighttime Rotation Effects: 20.0 -per hour of darkness, 921.318 absolute maximum minus temperature
- 11. Temperature Worksheet: See separate section
- 12. Native Life: Does not exist
- 13. Atmospheric Terraforming: Has not occurred
- 14. Greenhouse Effect Terraforming: Has not occurred
- 15. Albedo Terraforming: Has not occurred

#### HYDROSPHERE RELATED DETAILS

- 1. Hydrographic Percentage: 0%
- 3. Tectonic Plates: 1
- 4. Hydrographic Terraforming: Has not occurred
- 5. Terrain Terraforming: Has not occurred
- 7. Volcanoes: 5
- 8. Resources and Goods:  
Natural Resources: Radioactives, Compounds  
Information Resources: Recordings, Documents
- 9. Weather Control: Is not practiced

# Orphu

Orphu also contains a small, 30 person research station. This research station is a privately owned station.

## WORLD DETAILS

-----

NAME: Orphu

UWP: F12013A-A

PBG: 300

TRADE CODES: Research Station

ALLEGIANCE: Third Imperium

STELLAR DETAILS: Primary Star: G3 IV

## STAR SYSTEM ORBITAL ZONES

1. Orbital Zones: Primary Star: 1 (Bodies Orbit around Primary Star)

## SIZE RELATED DETAILS

1. Basic World Type: Planet
- 2a. Planet Diameter: 1,200 miles (1,920 km)
- 2b. Planet Density: Molten Core, 1.06 terra
5. World Mass: 0.002 terra
6. World Gravity: 0.134 terra
7. Planet Orbit Period:
- 7a. Stellar Mass: 1.9 sol
- 7b. Orbital Distance: 0.4 AU
- 7c. Orbital Period: 67.035 standard days
9. Rotation Period: 33.75 standard hours
10. Axial Tilt: 34 degrees
11. Orbital Eccentricity: 0.01
12. Seismic Stress Factor: 0.75

## ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: none
2. Surface Atmospheric Pressure: 0.0 atm
3. Surface Temperature:
- 3a. Stellar Luminosity: 1.53
- 3b. Orbit Factor: 591.385
- 3c. Energy Absorption: 0.9
- 3d. Greenhouse Effect: 1.0
- 3e. Base Temperature: 541.337 degrees C
4. Orbital Eccentricity Effects: Tc=0.3 degrees C, Tf=-0.3 degrees C
5. Latitude Temperature Effects: (Hex Row=Degrees C)  
1=+9, 2=+6, 3=+3, 4=0, 5=-3, 6=-6, 7=-9, 8=-12, 9=-15, 10=-18, 11=-21 degrees

C

- 6a. Axial Tilt Base Increase: 20.4 degrees C
- 6b. Axial Tilt Base Decrease: -34 degrees C
- 6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)  
1=0, 2=0.25, 3=0.5, 4=0.75, 5=1, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees
- 7a. Length of day and Night: 16.875 standard hours
- 7b. Rotation-Luminosity Effects: 1.53
- 7c. Daytime Rotation Effects: 1.224 +per hour of daylight, 996.749 absolute maximum plus temperature
- 7d. Nighttime Rotation Effects: 8.0 -per hour of darkness, 407.169 absolute maximum minus temperature
- 11. Temperature Worksheet: See separate section
- 12. Native Life: Does not exist
- 13. Atmospheric Terraforming: Has not occurred
- 14. Greenhouse Effect Terraforming: Has not occurred
- 15. Albedo Terraforming: Has occurred

# Illium

Illium, the third planet, boasts of two uninhabited moons. Over 300 people live on this planet, and are in the process of attempting to cool the planet. Several approaches are being worked on, including adding high temperature-tolerant algae, circulating air via deep wells. The most interesting and technologically daunting project is Project Shades. A large mirror, several kilometers in diameter, is being built to block the sun. High tech space workers are always wanted for this job.

## WORLD DETAILS

-----

NAME: Illium

UWP: G30021E-9

PBG: 300

ALLEGIANCE: Third Imperium

STELLAR DETAILS: Primary Star: G3 IV

SATELLITE DETAILS: Number: 2

Satellite 1: UWP:YR00000-0, Orbit: 1

Satellite 2: UWP:YS00000-0, Orbit: 4

## STAR SYSTEM ORBITAL ZONES

1. Orbital Zones: Primary Star: 2 (Bodies Orbit around Primary Star)

## SIZE RELATED DETAILS

1. Basic World Type: Planet
- 2a. Planet Diameter: 3,200 miles (5,120 km)
- 2b. Planet Density: Molten Core, 1.06 terra
5. World Mass: 0.056 terra
6. World Gravity: 0.398 terra
7. Planet Orbit Period:
- 7a. Stellar Mass: 1.9 sol
- 7b. Orbital Distance: 0.7 AU
- 7c. Orbital Period: 155.189 standard days
9. Rotation Period: 31.714 standard hours
10. Axial Tilt: 34 degrees
11. Orbital Eccentricity: 0.01
12. Seismic Stress Factor: 0.0

## ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: None
2. Surface Atmospheric Pressure: 0.0 atm
3. Surface Temperature:
- 3a. Stellar Luminosity: 1.53
- 3b. Orbit Factor: 447.045

- 3c. Energy Absorption: 0.9
- 3d. Greenhouse Effect: 1.0
- 3e. Base Temperature: 342.581 degrees C
- 4. Orbital Eccentricity Effects: Tc=0.3 degrees C, Tf=-0.3 degrees C
- 5. Latitude Temperature Effects: (Hex Row=Degrees C)  
1=+12, 2=+8, 3=+4, 4=0, 5=-4, 6=-8, 7=-12, 8=-16, 9=-20, 10=-24, 11=-28  
degrees C
- 6a. Axial Tilt Base Increase: 20.4 degrees C
- 6b. Axial Tilt Base Decrease: -34 degrees C
- 6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)  
1=0, 2=0.25, 3=0.5, 4=0.75, 5=1, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees
- 7a. Length of day and Night: 15.857 standard hours
- 7b. Rotation-Luminosity Effects: 1.53
- 7c. Daytime Rotation Effects: 1.53 +per hour of daylight, 94.184 absolute maximum  
plus temperature
- 7d. Nighttime Rotation Effects: 20.0 -per hour of darkness, 492.465 absolute  
maximum minus temperature
- 11. Temperature Worksheet: See separate section
- 12. Native Life: Does not exist
- 13. Atmospheric Terraforming: Has not occurred
- 14. Greenhouse Effect Terraforming: Has not occurred
- 15. Albedo Terraforming: Has not occurred

## Ionnus

Ionnus is Illium's sister planet – they are nearly the same distance from the sun, and nearly in the same orbit. Their paths cross within 1/10 an AU approximately every 120 years, causing severe tidal quakes. Ionnus hosts a small tectonic research station, privately owned.

### WORLD DETAILS

-----

NAME: Ionnus

UWP: G56012D-A

PBG: 300

TRADE CODES: Research Station

ALLEGIANCE: Third Imperium

STELLAR DETAILS: Primary Star: G3 IV

SATELLITE DETAILS: Number: 1

Satellite 1: UWP:H200000-A, Orbit: 7

### STAR SYSTEM ORBITAL ZONES

1. Orbital Zones: Primary Star: 3 (Bodies Orbit around Primary Star)

### SIZE RELATED DETAILS

1. Basic World Type: Planet
- 2a. Planet Diameter: 5,200 miles (8,320 km)
- 2b. Planet Density: Molten Core, 1.06 terra
5. World Mass: 0.259 terra
6. World Gravity: 0.663 terra
7. Planet Orbit Period:
- 7a. Stellar Mass: 1.9 sol
- 7b. Orbital Distance: 1.0 AU
- 7c. Orbital Period: 264.98 standard days
9. Rotation Period: 30.9 standard hours
10. Axial Tilt: 34 degrees
11. Orbital Eccentricity: 0.01
12. Seismic Stress Factor: 0.0

### ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: Standard oxygen-nitrogen mix
2. Surface Atmospheric Pressure: 0.85 atm
3. Surface Temperature:
- 3a. Stellar Luminosity: 1.53
- 3b. Orbit Factor: 374.025
- 3c. Energy Absorption: 0.9
- 3d. Greenhouse Effect: 1.1

- 3e. Base Temperature: 293.536 degrees C
- 4. Orbital Eccentricity Effects: Tc=0.3 degrees C, Tf=-0.3 degrees C
- 5. Latitude Temperature Effects: (Hex Row=Degrees C)  
1=+15, 2=+10, 3=+5, 4=0, 5=-5, 6=-10, 7=-15, 8=-20, 9=-25, 10=-30, 11=-35  
degrees C
- 6a. Axial Tilt Base Increase: 20.4 degrees C
- 6b. Axial Tilt Base Decrease: -34 degrees C
- 6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)  
1=0, 2=0.25, 3=0.5, 4=0.75, 5=1, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees
- 7a. Length of day and Night: 15.45 standard hours
- 7b. Rotation-Luminosity Effects: 1.53
- 7c. Daytime Rotation Effects: 0.765 +per hour of daylight, 2,166.999 absolute  
maximum plus temperature
- 7d. Nighttime Rotation Effects: 1.0 -per hour of darkness, 84.98 absolute maximum  
minus temperature
- 11. Temperature Worksheet: See separate section
- 12. Native Life: Does not exist
- 13. Atmospheric Terraforming: Has not occurred
- 14. Greenhouse Effect Terraforming: Has not occurred
- 15. Albedo Terraforming: Has not occurred

# Hocken

Hocken, although an airless world, hosts a huge population of approximately 30 million. Most of these are miners working the various mines. While about 20% of the mines are government owned, the remaining mines are private ventures. Several Megacorporations maintain mining rights to various mining fields.

## WORLD DETAILS

NAME: Hocken

UWP: G10072B-A

PBG: 300

TRADE CODES: Research Station

ALLEGIANCE: Third Imperium

STELLAR DETAILS: Primary Star: G3 IV

## STAR SYSTEM ORBITAL ZONES

1. Orbital Zones: Primary Star: 4 (Bodies Orbit around Primary Star)

## SIZE RELATED DETAILS

1. Basic World Type: Planet
- 2a. Planet Diameter: 1,200 miles (1,920 km)
- 2b. Planet Density: Molten Core, 1.06 terra
5. World Mass: 0.002 terra
6. World Gravity: 0.134 terra
7. Planet Orbit Period:
- 7a. Stellar Mass: 1.9 sol
- 7b. Orbital Distance: 1.6 AU
- 7c. Orbital Period: 536.282 standard days
9. Rotation Period: 30.188 standard hours
10. Axial Tilt: 34 degrees
11. Orbital Eccentricity: 0.01
12. Seismic Stress Factor: 0.0

## ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: None
2. Surface Atmospheric Pressure: 0.0 atm
3. Surface Temperature:
- 3a. Stellar Luminosity: 1.53
- 3b. Orbit Factor: 295.693
- 3c. Energy Absorption: 0.9
- 3d. Greenhouse Effect: 1.0
- 3e. Base Temperature: 134.169 degrees C
4. Orbital Eccentricity Effects: Tc=0.3 degrees C, Tf=-0.3 degrees C

- 5. Latitude Temperature Effects: (Hex Row=Degrees C)  
1=+9, 2=+6, 3=+3, 4=0, 5=-3, 6=-6, 7=-9, 8=-12, 9=-15, 10=-18, 11=-21 degrees C
- 6a. Axial Tilt Base Increase: 20.4 degrees C
- 6b. Axial Tilt Base Decrease: -34 degrees C
- 6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)  
1=0, 2=0.25, 3=0.5, 4=0.75, 5=1, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees
- 7a. Length of day and Night: 15.094 standard hours
- 7b. Rotation-Luminosity Effects: 1.53
- 7c. Daytime Rotation Effects: 1.53 +per hour of daylight, 62.297 absolute maximum plus temperature
- 7d. Nighttime Rotation Effects: 20.0 -per hour of darkness, 325.735 absolute maximum minus temperature
- 11. Temperature Worksheet: See separate section
- 12. Native Life: Does not exist
- 13. Atmospheric Terraforming: Has not occurred
- 14. Greenhouse Effect Terraforming: Has not occurred
- 15. Albedo Terraforming: Has not occurred

## Eannius

Eannius is another high population world of about 30 million people. Most of these are bonded employees to the several companies mining and doing research on world.

### WORLD DETAILS

-----

NAME: Eannius

UWP: G24071B-9

PBG: 300

ALLEGIANCE: Third Imperium

STELLAR DETAILS: Primary Star: G3 IV

### STAR SYSTEM ORBITAL ZONES

1. Orbital Zones: Primary Star: 6 (Bodies Orbit around Primary Star)

### SIZE RELATED DETAILS

1. Basic World Type: Planet
- 2a. Planet Diameter: 2,200 miles (3,520 km)
- 2b. Planet Density: Molten Core, 1.06 terra
5. World Mass: 0.017 terra
6. World Gravity: 0.266 terra
7. Planet Orbit Period:
- 7a. Stellar Mass: 1.9 sol
- 7b. Orbital Distance: 5.2 AU
- 7c. Orbital Period: 3,142.089 standard days
9. Rotation Period: 29.365 standard hours
10. Axial Tilt: 34 degrees
11. Orbital Eccentricity: 0.01
12. Seismic Stress Factor: 0.0

### ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: Standard oxygen-nitrogen mix, with high oxygen taint
2. Surface Atmospheric Pressure: 0.45 atm
3. Surface Temperature:
- 3a. Stellar Luminosity: 1.53
- 3b. Orbit Factor: 164.021
- 3c. Energy Absorption: 0.9
- 3d. Greenhouse Effect: 1.05
- 3e. Base Temperature: -35.85 degrees C
4. Orbital Eccentricity Effects: Tc=0.3 degrees C, Tf=-0.3 degrees C
5. Latitude Temperature Effects: (Hex Row=Degrees C)  
1=+12, 2=+8, 3=+4, 4=0, 5=-4, 6=-8, 7=-12, 8=-16, 9=-20, 10=-24, 11=-28  
degrees C
- 6a. Axial Tilt Base Increase: 20.4 degrees C

- 6b. Axial Tilt Base Decrease: -34 degrees C
- 6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)  
1=0, 2=0.25, 3=0.5, 4=0.75, 5=1, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees
- 7a. Length of day and Night: 14.683 standard hours
- 7b. Rotation-Luminosity Effects: 1.53
- 7c. Daytime Rotation Effects: 0.918 +per hour of daylight, 544.259 absolute maximum plus temperature
- 7d. Nighttime Rotation Effects: 3.0 -per hour of darkness, 71.145 absolute maximum minus temperature
- 11. Temperature Worksheet: See separate section
- 12. Native Life: Does not exist
- 13. Atmospheric Terraforming: Has not occurred
- 14. Greenhouse Effect Terraforming: Has not occurred
- 15. Albedo Terraforming: Has occurred

## Thell

Thell holds a small spaceport. Little traffic goes by here. It is a listening post for tracking incoming and outgoing vessels. Glisten maintains the tracking station, and the system is generally manned by an ex-Scout or two. An automated monthly resupply ship restocks the station.

### WORLD DETAILS

-----

NAME: Thell

UWP: G200100-9

PBG: 300

ALLEGIANCE: Third Imperium

STELLAR DETAILS: Primary Star: G3 IV

### STAR SYSTEM ORBITAL ZONES

1. Orbital Zones: Primary Star: 7 (Bodies Orbit around Primary Star)

### SIZE RELATED DETAILS

1. Basic World Type: Planet
- 2a. Planet Diameter: 2,200 miles (3,520 km)
- 2b. Planet Density: Molten Core, 1.06 terra
5. World Mass: 0.017 terra
6. World Gravity: 0.266 terra
7. Planet Orbit Period:
- 7a. Stellar Mass: 1.9 sol
- 7b. Orbital Distance: 10.0 AU
- 7c. Orbital Period: 8,379.41 standard days
9. Rotation Period: 29.19 standard hours
10. Axial Tilt: 34 degrees
11. Orbital Eccentricity: 0.01
12. Seismic Stress Factor: 0.0

### ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: None
2. Surface Atmospheric Pressure: 0.0 atm
3. Surface Temperature:
- 3a. Stellar Luminosity: 1.53
- 3b. Orbit Factor: 118.277
- 3c. Energy Absorption: 0.9
- 3d. Greenhouse Effect: 1.0
- 3e. Base Temperature: -110.133 degrees C
4. Orbital Eccentricity Effects: Tc=0.3 degrees C, Tf=-0.3 degrees C
5. Latitude Temperature Effects: (Hex Row=Degrees C)  
1=+12, 2=+8, 3=+4, 4=0, 5=-4, 6=-8, 7=-12, 8=-16, 9=-20, 10=-24, 11=-28  
degrees C

- 6a. Axial Tilt Base Increase: 20.4 degrees C
- 6b. Axial Tilt Base Decrease: -34 degrees C
- 6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)  
1=0, 2=0.25, 3=0.5, 4=0.75, 5=1, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees
- 7a. Length of day and Night: 14.595 standard hours
- 7b. Rotation-Luminosity Effects: 1.53
- 7c. Daytime Rotation Effects: 1.53 +per hour of daylight, 24.919 absolute maximum  
plus temperature
- 7d. Nighttime Rotation Effects: 20.0 -per hour of darkness, 130.294 absolute  
maximum minus temperature
- 11. Temperature Worksheet: See separate section
- 12. Native Life: Does not exist
- 13. Atmospheric Terraforming: Has not occurred
- 14. Greenhouse Effect Terraforming: Has not occurred
- 15. Albedo Terraforming: Has not occurred

## IoAllel

IoAllel is another small listening post. While it seems odd to have listening post on a system this far out, IoAllel has a high-elliptical orbit above the plane most of the other planets occupy.

Both listening posts use laser communication systems, effectively tight-beams.

### WORLD DETAILS

-----

NAME: IoAllel

UWP: G10016E-9

PBG: 300

ALLEGIANCE: Third Imperium

STELLAR DETAILS: Primary Star: G3 IV

SATELLITE DETAILS: Number: 2

Satellite 1: UWP:YS00000-0, Orbit: 8

Satellite 2: UWP:YS00000-0, Orbit: 10

### STAR SYSTEM ORBITAL ZONES

1. Orbital Zones: Primary Star: 8 (Bodies Orbit around Primary Star)

### SIZE RELATED DETAILS

1. Basic World Type: Planet
- 2a. Planet Diameter: 1,200 miles (1,920 km)
- 2b. Planet Density: Molten Core, 1.06 terra
5. World Mass: 0.002 terra
6. World Gravity: 0.134 terra
7. Planet Orbit Period:
- 7a. Stellar Mass: 1.9 sol
- 7b. Orbital Distance: 19.6 AU
- 7c. Orbital Period: 22,993.1 standard days
9. Rotation Period: 29.097 standard hours
10. Axial Tilt: 34 degrees
11. Orbital Eccentricity: 0.01
12. Seismic Stress Factor: 0.0

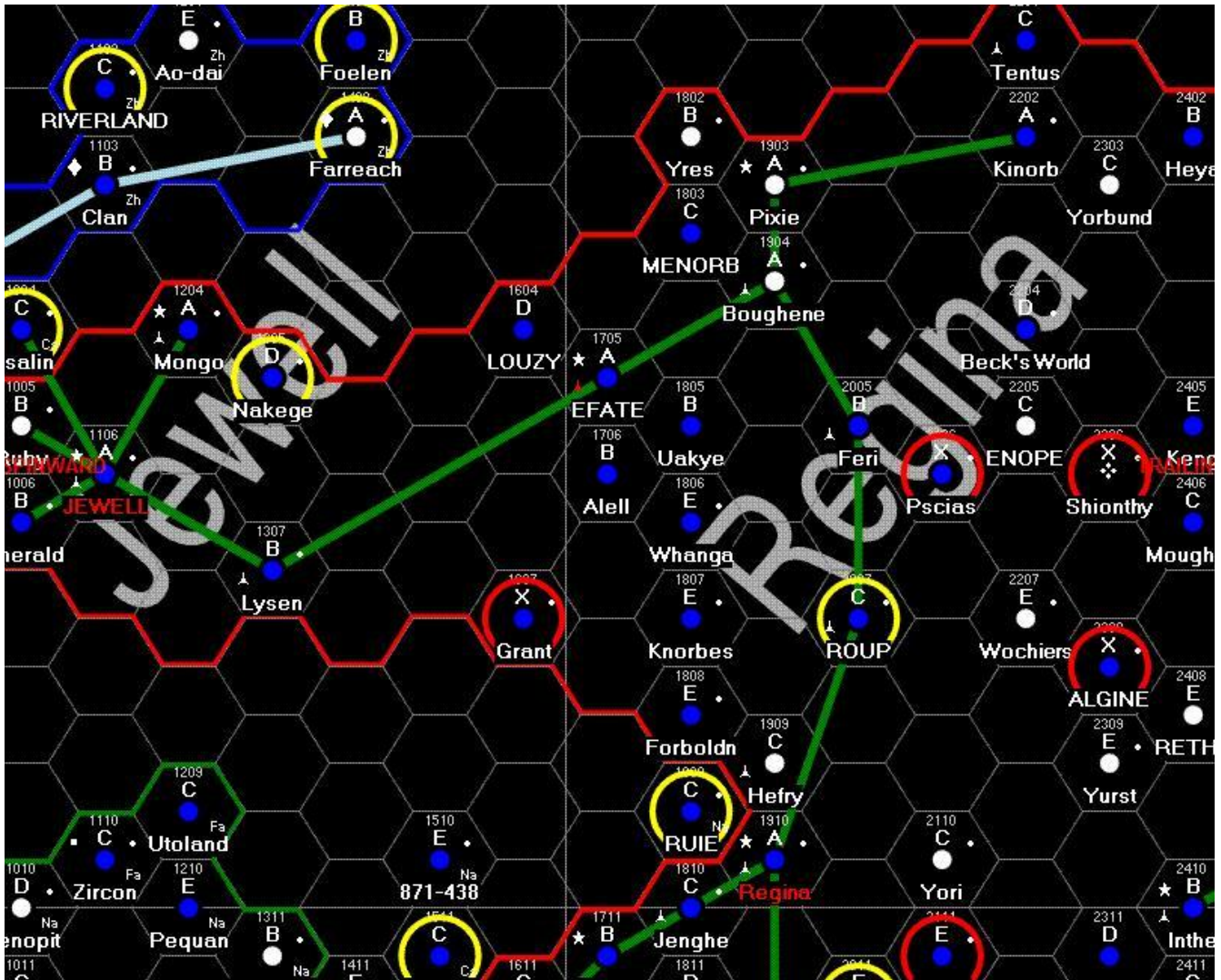
### ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: None
2. Surface Atmospheric Pressure: 0.0 atm
3. Surface Temperature:
- 3a. Stellar Luminosity: 1.53
- 3b. Orbit Factor: 84.484
- 3c. Energy Absorption: 0.9
- 3d. Greenhouse Effect: 1.0

- 3e. Base Temperature: -156.666 degrees C
- 4. Orbital Eccentricity Effects: Tc=0.3 degrees C, Tf=-0.3 degrees C
- 5. Latitude Temperature Effects: (Hex Row=Degrees C)  
1=+9, 2=+6, 3=+3, 4=0, 5=-3, 6=-6, 7=-9, 8=-12, 9=-15, 10=-18, 11=-21 degrees C
- 6a. Axial Tilt Base Increase: 20.4 degrees C
- 6b. Axial Tilt Base Decrease: -34 degrees C
- 6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)  
1=0, 2=0.25, 3=0.5, 4=0.75, 5=1, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees
- 7a. Length of day and Night: 14.548 standard hours
- 7b. Rotation-Luminosity Effects: 1.53
- 7c. Daytime Rotation Effects: 1.53 +per hour of daylight, 17.799 absolute maximum plus temperature
- 7d. Nighttime Rotation Effects: 20.0 -per hour of darkness, 93.068 absolute maximum minus temperature
- 11. Temperature Worksheet: See separate section
- 12. Native Life: Does not exist
- 13. Atmospheric Terraforming: Has not occurred
- 14. Greenhouse Effect Terraforming: Has not occurred
- 15. Albedo Terraforming: Has not occurred

# Appendices

## Appendix 1: Alell in the Marches



Traveller map:

<http://www.travellermat.com/?x=-97.222&y=74.432&scale=105.172&options=887&style=poster>

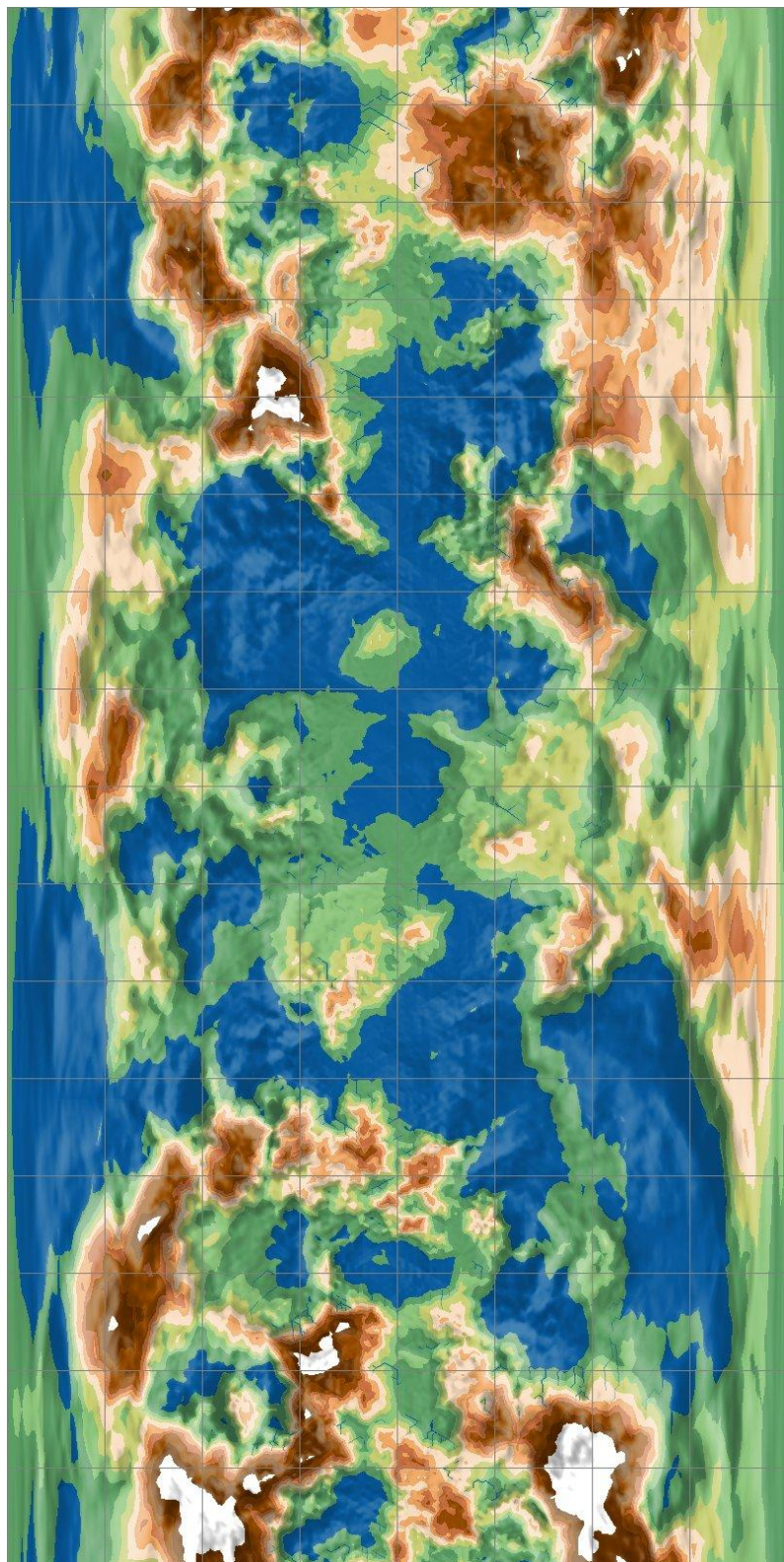
Candy:

<http://www.travellermat.com/?x=-97.222&y=74.432&scale=105.172&options=887&style=candy>

## Appendix 2: Alell High Port Decks

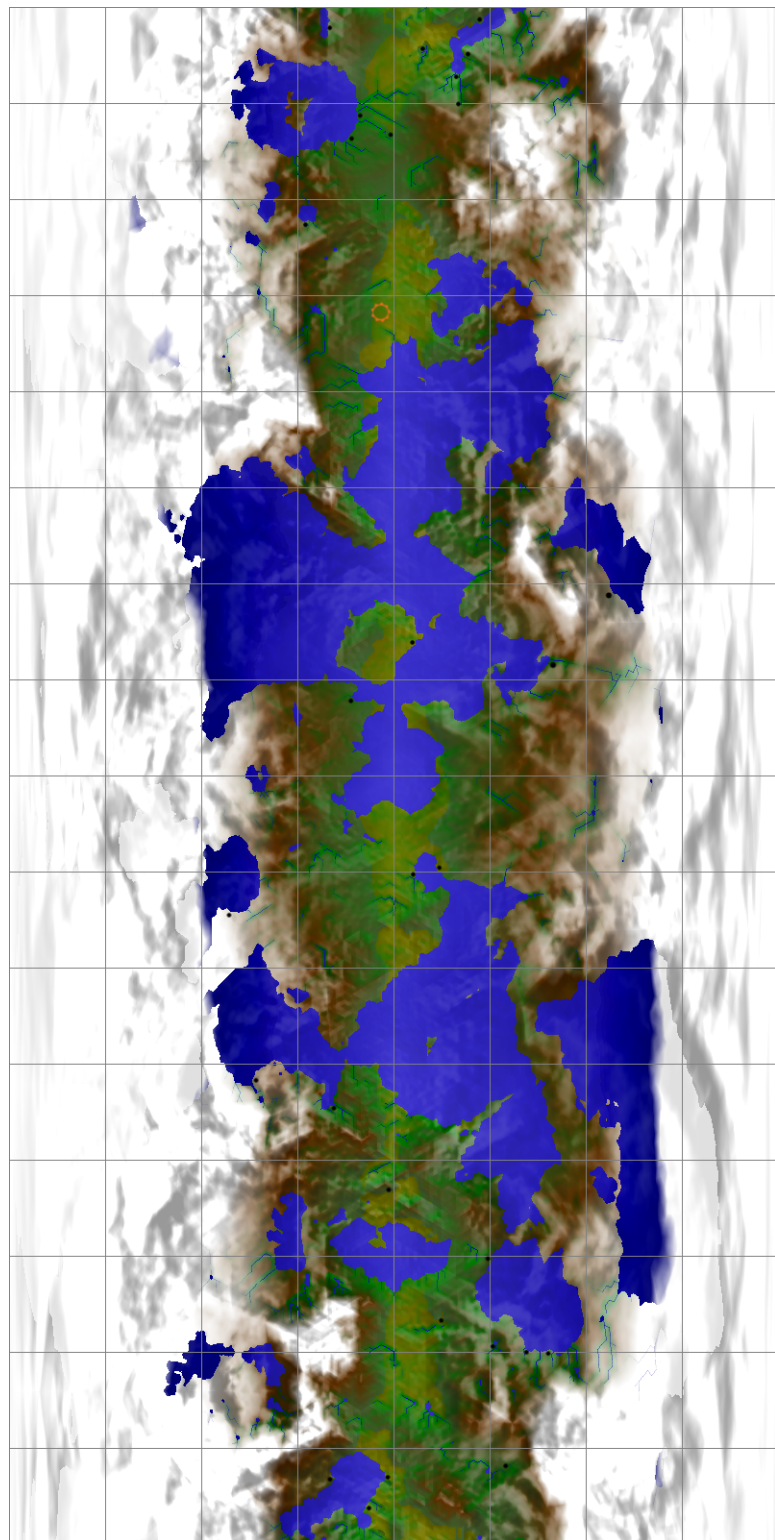
| Deck number      | Description                                              | Notes                                                                                                                                                                                    |
|------------------|----------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0                | Upper sensor pylon                                       | Contains the communication arrays and sensor controls. Access via Jeffries tube to various internal maintenance systems                                                                  |
| 1-2              | Sensor and communication control                         | Computer and communication systems accessing the sensors and communication systems                                                                                                       |
| 3-7              | Flight decks                                             | Flight control modules, mapping systems, primary cargo/passenger system controls, emergency life support system                                                                          |
| 8-15             | Administrative offices                                   | Administrative offices, some staterooms for overnight stays, 4 50 dTon shuttle bays for administrative personnel                                                                         |
| 16-20            | Secured cargo, fuel depots                               | 4 50dTon secured cargo bays, 4 1000dTon fuel tanks, 2 emergency power generators                                                                                                         |
| 21-24            | Cargo offices                                            | Offices for cargo company officials, additional computer systems, 2 50 dTon shuttle bays, 2 100dTon fuel tanks. Most in-port supplies are maintained here (food stuffs, water, etc)      |
| 25-60            | Offices                                                  | Various offices, consulates, travel agencies and the like. Generally the closer to the observation ring, the fancier the offices. Most consulates are located at level 60 when possible. |
| 61-65            | Hotel and services level                                 | The cheaper high port hostel and restaurants are located here, along with the remaining 6 shuttle docks, fuel tanks, life support systems, emergency power systems                       |
| Observation Ring | 4 meter high, floor to ceiling viewports, soft carpeting | The High Port hotel and better restaurants, stores, chandlers and tourist stuff                                                                                                          |
| 100-105          | Cargo offices, cargo bays                                | More cargo company offices, and several 100-500dTon cargo bays                                                                                                                           |
| 106-115          | Small ship bays, cargo bays                              | 12 100dTon docking bays, fuel storage, total of 2000dTon cargo storage                                                                                                                   |
| 116-130          | Medium ship bays, cargo bays                             | 8 500 dTon docking bays, fuel storage, total of 8000 dTon cargo storage                                                                                                                  |
| 131-165          | Large ship bays, cargo                                   | 6 1000 dTon bays, fuel storage, total of 25000 dTon cargo storage. The primary internal bay maintenance facilities are located here.                                                     |
| Docking pylon    | Docking pylon, 4 docking tubes                           | Facilities for up to 16 ships (4 per docking tube), cargo slides and elevators to main storage. External maintenance facilities are located on boom 2.                                   |
| Power plant      | Lowermost section on lower docking tube                  | High security clearance required, hazmat suits located near areas that require it. Additional sensor system access                                                                       |

### ***Appendix 3 – Relief Map***

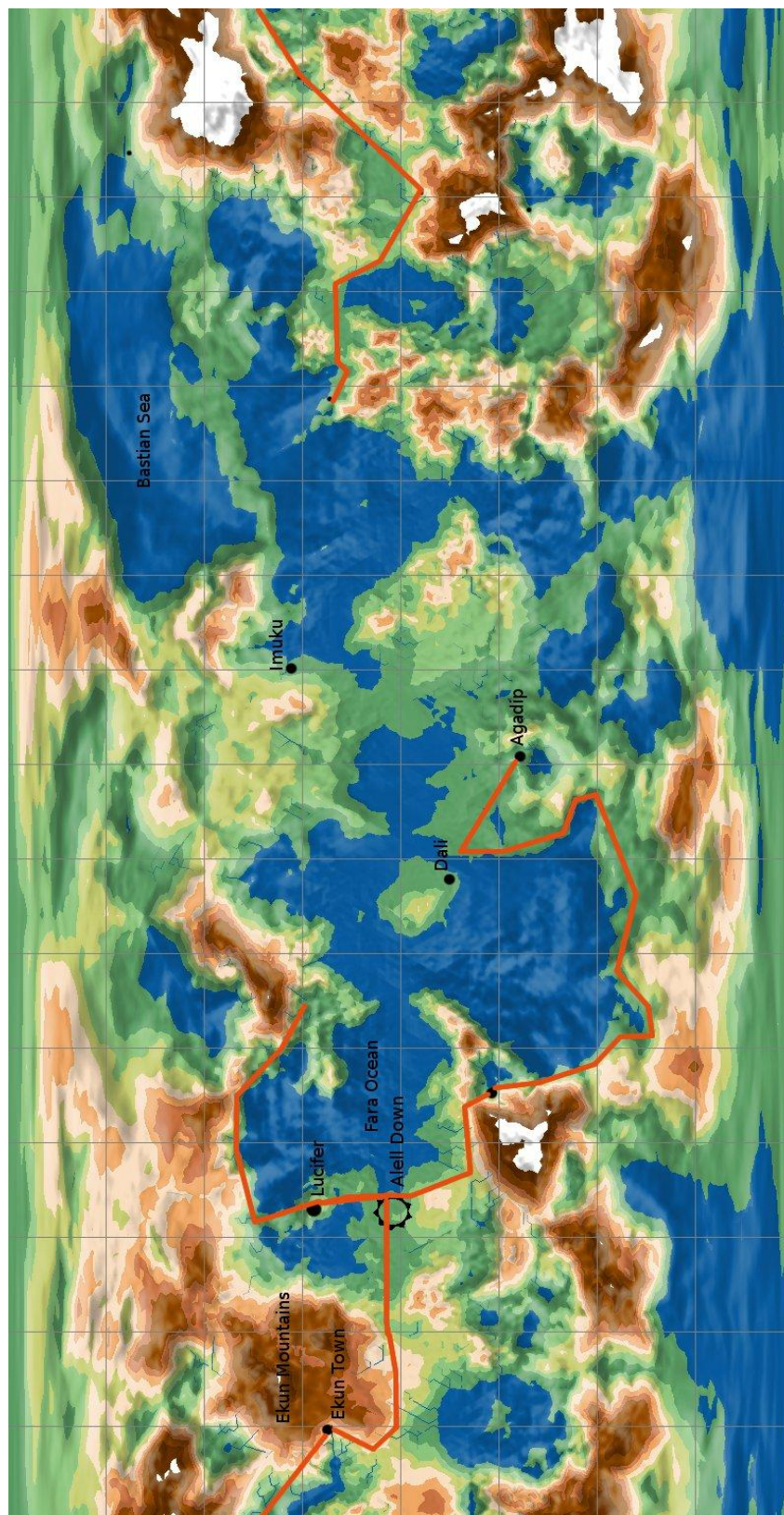




## Appendix 4 – World Map



## Appendix 5 – World Map 2



Alell – A Travel Guide



## **Appendix 6 – Corporations**

### **Merchant Companies**

#### **B'All Shipping**

Alell/Regina Sector/Spinward Marches

Im-3323-36-PubS-WTrade-2445-34

Shipping firm with over 4,000 employees. One of the primary non-military shippers to the Naval base at Efate, as well as a primary bulk carrier between the systems.

B'All was formed in 845 from three ex-employees from Remashirahim Shipping. While now on relatively friendly terms, the first half century saw a lot of inter-company rivalry. Several legal battles later, the companies managed to resolve their differences. B'All eclipsed Remashirahim Shipping by 1024, and generally transports higher quality products.

B'All consists of 25 starships. Ten are 5000dTon dedicated bulk traders transferring products between Efate and Alell, 3 are 1000dTon vessels doing primarily the mail run between Efate and Boughene. There are 6 additional 1000dTon vessels plying the main down as far as Jenghe. While these

cargo routes barely manage a profit, the corporate headquarters apparently sees growth potential despite the low technological abilities of these systems. The remaining vessels are smaller vessels picking up smaller but valuable cargoes that the major carriers do not carry. B'All craft

can be found as far as 4 parsecs out from Alell, primarily in the Regina sub-sector.

B'All is a publicly traded company.

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#### **Remashirahim Shipping**

Alell/Regina Sector/Spinward Marches

Im-1315-15-Fam-WTrade-1566-56

An old, respected shipping firm from 815, Remashirahim Shipping was the vision of a single dedicated trader, Uurererera Remashirahim. Working from a single far trader, this remarkable woman managed to create a small shipping empire of over 600 employees. However, when three of her grandchildren left to form their own shipping company, and managed to take over almost half of her more profitable trade routes, company growth stalled then reversed itself through a series of minor trade wars. By the time of Uurererera Remashirahim's death in 890 at the age of 102, Remashirahim Shipping was down to under 300 employees and 16 vessels. While maintaining stricter control over their employees, Remashirahim Shipping as of 1105 has 86 employees and 8 cargo vessels, and while friendly rivals

with B'All Shipping, there is still some tension there.

Remashirahim Shipping remains a family-owned company, specializing in high-value, high security transportation. The current CEO, Mariirumi Kagiire, was knighted in 1083 for their responsiveness in aiding Naval supplies during the Fourth Frontier War for the 4518th Lift Infantry.

Remashirahim Shipping has the monopoly on the trake berry\* trade to the Officer's Club at the Naval base. While a relatively small percentage of Remashirahim Shipping's trade, the trake berry contract allows Remashirahim Shipping access to Imperial Navy officials. This access has led to several additional contracts for the firm, including a regular mail call between Efate and Boughene. Vessels primarily ply the Efate/Alell route.

\*see the *Traveller Adventure*, page 144.

## **Tourist companies**

**Oungriks Hunting:** located in Ekun Town, Oungriks is an older Vargr who leads hunting expeditions. She employs more than a dozen hunters, all Vargr, who are all quite competent. Hunting trips are from one to four weeks. While specializing in hunting ice-bears, they hunt on all three major continents.

**Awilakh Fishing.** An Aslan fishing lodge located in Dali. They have a dozen fishing vessels, ranging from four person local boats, to larger, deep sea vessels. Awilakh's sister, Aileaiyl, actually runs the operations, while Awilakh pilots the largest vessel, the *Teahtou'arl*.

**Crazy Bob's Rentals** located at Alell downport, in startown, Crazy Bob has been renting vehicles to off-world visitors for more than a decade. Most of his cars are older models, all running but with the occasional blemish. He handles all the bureaucratic paperwork for you in less time. Recently he's expanded into renting 'gently used' grav vehicles. Cars rent for Cr6-60 per day, depending on model and passenger capacity and luxury options. Grav vehicles rent at Cr100-600 per day with a significant security deposit of Cr1000 held in escrow. Insurance is required and runs Cr1-6/day depending on the vehicle rented. *Referee option: Crazy Bob may be able disable government-required GPS tracking devices.*

**EverReady Rentals** A higher-end rental company. While more expensive than Crazy Bob's, the vehicles are in significantly better conditions. They also handle all the legal paperwork.

## **Megacorporations on Alell**

**Delgado Trading, LIC** has three mining sites in the northern polar regions. They maintain a small office in Lucifer. Delgado employs approximately 1000 people.

**General Products, LIC** supplied the air system for Alell Highport. They maintain an office at the high port and several offices at the downport. They sell parts primarily to the starport for ship maintenance. They employ over 5000 employees.

**Hortalez et Cie, LIC** maintains a large bank at Alell Highport. They have invested significant credits into the building of the high port and maintain a 10% ownership of the high port. There are less than 100 employees of Hortalez et Cie in the Alell system.

**Ling-Standard Products** has two large mining camps in the southern polar regions. They have offices in Lucifer, and both the high and low ports. Approximately two thousand people are employed by Ling-Standard on Alell.

**Sharurshid** maintains three 300 ton trading vessels at permanently leased down ports. They have been actively attempting to get the Traka berry wine transport for Efate from B'All shipping since 1096. They also do significant high-end trading of s'ra sushi to Efate.

**Zirunkariish** maintains several banking offices in most cities and both High & low starports. They employ about 3000 people in over 100 banks. They offer investment opportunities as well.

## **GURPS Trade Numbers**

Note:

WTN - world trade number; rates a world's economy & tendency to engage in interstellar trade. Based on population, tech & port info.

BTN - Bilateral Trade Number indicates trade between systems. Based on WTN, proximity, and relative trade classifications.

Alell

World Trade Number : 4

Rich

Gross World Product: 9376

### ***Bilateral Trade Numbers:***

Alell <--> Efate (WTN 5.5, BTN 9.5)

GCr7/year (Cr7 billion)

720 kdTon/year, averaging 2000dTon daily

17,000 passengers/year

Alell <--> Boughene (WTN 3.5, BTN 6.5)

MCr10/year

1000dTon/year (~25dTon weekly, primarily specialized)

10 passengers/year

Alell <--> Uakye (WTN 2.5, BTN 6.5)

MCr8/year

800 dTon/year

10 passengers/year

Alell <--> Whanga (WTN 1.0, BTN 5)

Cr400,000/year

45dTon/year

## ***Appendix 7 – Thanks!***

Thanks to GDW & Far Future Enterprises:

"The Traveller game in all forms is owned by Far Future Enterprises. Copyright 1977 - 2008 Far Future Enterprises."

Fellow Travellers at COTI. Especially Hans (Rancke2) for listing a LOT of data on Alell.

I've used and abused several sources for this document. It also assumes a big ship universe with a lot of traffic based on GURPS:Far Trader. For a small ship universe probably dividing cargo and traffic by 10 would be good.