

Galaxy Map

January 1st, 2251

For The Tyrants Fear Your Might

A Quest to Defeat Galactic Tyranny

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FOR THE TYRANTS FEAR YOUR MIGHT

The History of the future begins with the The Long Hot Decades, a period of environmental collapse, ideological extremism, political radicalism, violent conflict, and global chaos stretching from the end of the twenty twenties until the start of the 2070s.

Ask any schoolchild of the twenty-third century about this period and they will tell you that the first truly universal Human civilization nearly came apart during these decades.

North America collapsed into Anarchy, Europe retreated behind its seawalls, the nations of the Pacific flooded and collapsed, and the rising powers of East Asia and Africa struggled mightily to keep the torch of Human Progress alive.

In the moment of Humanity's greatest crisis since the Eruption of Mount Toba, Humanity's salvation emerged amidst the misery: The Korolev-Chandrasekar Gates and the Interstellar Charters.

From the depths of Human genius emerged the Korolev-Chandrasekar gates, a revolutionary technology for creating artificial wormholes that gave humanity access to the stars, and the nearly formed Solarian Treaty Organization sent explorers racing towards Sol's nearest neighbours searching for the resources to save Earth and nurture her suffering inhabitants.

And racing behind the STO's explorers were the first of the great Interstellar Charters: privately owned entities of vast scope and nearly unlimited remit in their territories licensed by the STO and the fading UN to operate for the betterment of mankind as a whole.

Under these dynamic new entities Earth was rejuvenated over the next half century into the beating heart of a vital and thriving interstellar civilization: The Solarian Compact.

That was two centuries ago, and the Interstellar Charters have only grown more powerful since.

Each Stellar Charter hypercorporation is a nation unto itself, possessing worlds, fleets, armies, and populations in pursuit of ever growing profits, and while the Compact is strong enough to bring any single one of the Charters into line it cannot hope to corral all of them...



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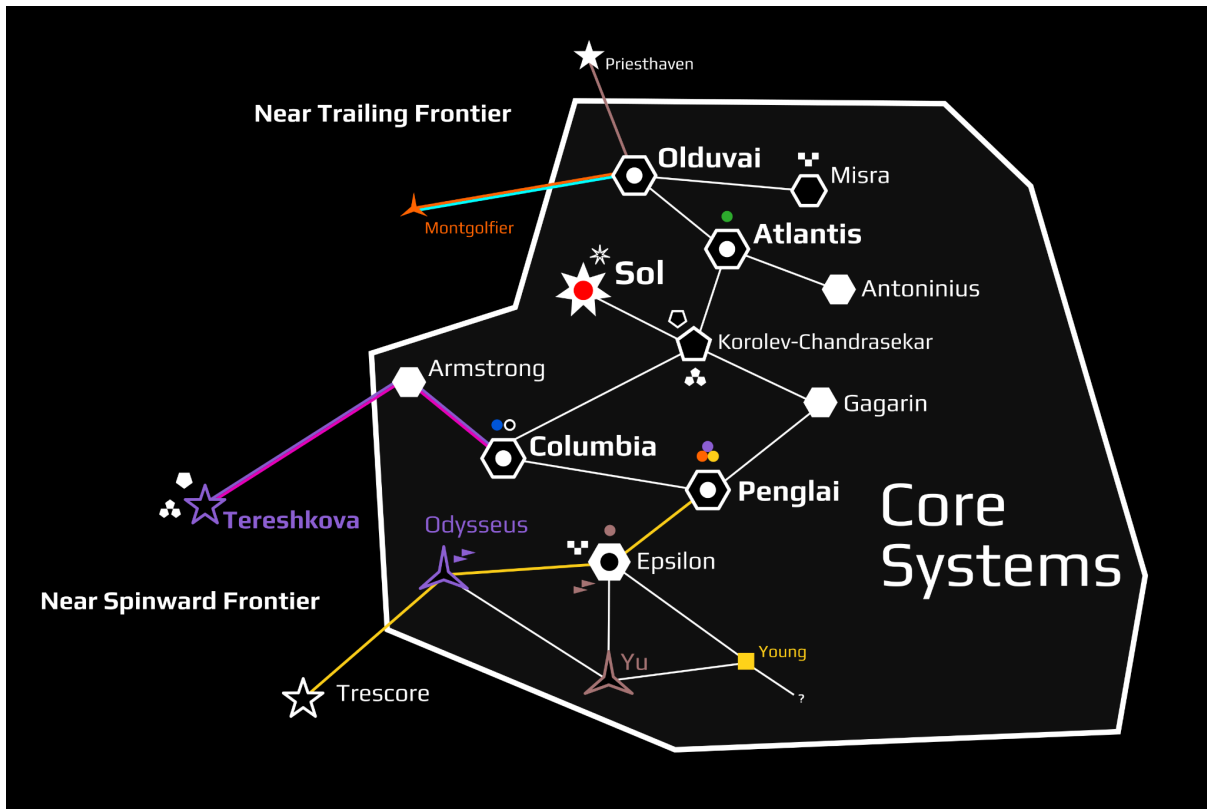
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CORE SYSTEMS



Known as the Core Systems, the First Colonies, The Daughters, or The Sisters, these are the Heartworlds of not just the Solarian Compact, but the entire Human race, this is where Sol herself and the beating heart of Human culture and industry reside.

From the fractious and waning nations of Sol to the vibrant streets of Penglai, to the grand Bishop Rings of Epsilon, and the voidborn Spacer populations, the Core systems are all directly represented by the Parliament of the Solarian Compact which sits on Earth herself.

From her seat on the floor of the Parliament in old New York, the Prime Minister oversees the richest and most powerful state in Human history, the first government in all of Human history to have united the entire species as one.

Nearly 78% of the Human species lives in the core worlds and hold the vast majority of the Compact's industry and economic output.

Antoninus:

System Name: Antoninus

Political Status: Antoninus System Republic (System Republic)

Charter Presence: Various

System Population: 23 Million

System Bodies:

1, Julio-Claudian

-Small rocky planet, very hot, no atmosphere.

2, Flavian

-Small rocky planet, very hot, no atmosphere.

2a, Vespasian

-Small moon.

3, Nerva-Antonine

-Large Jovian

3a, Nerva

-Moon

3b, Trajan

-Moon

3c, Hadrian

-Moon

3d, Antoninus

I, Pertinax

-Asteroid belt

5, Severan

-Small Jovian, anaemic ring system.

Notable Features:

Pantheon: Orbiting the Third planet's fourth moon, the Antoninus O'Neill cylinder is the sole major inhabited location within the system and is the paper headquarters to thousands of Charter Subsidiaries, and houses a surprising fraction of the Compact's financial sector.

History: Antoninus (Then known as the Bluford system) was discovered shortly after Atlantis during the initial wave of system discoveries made by the Solarian Treaty Organization, but with its lack of potentially habitable worlds, was seen as an afterthought compared to other more promising systems in Earth's vicinity.

In the following years, some colonization rights were bought out piecemeal, but the system largely languished in obscurity - that is, until Egypt and Russia usurped control of the Atlantian colonisation project from the ailing European Union in the mid 2080's. Seeing a possibility of regaining some points at home among the hardliners displeased at Europe being sidelined, the right wing parties of the European Union, at that time still in power in many European Nations, purchased full colonization rights to Bluford (Now renamed "Antoninus") and began funding a large space habitat - one that would be "pure of the undesirables" that had twisted Atlantis away from its original vision.

The system was renamed after Antoninus Pius, the Roman Emperor who oversaw that Empire at its height, while the habitat would be a O'Neill cylinder named after the Pantheon, similar to the then newly-proposed Lemuria habitat in Sol but much smaller in scale.

This turned out to be a boondoggle, with the development of the habitat coming in significantly over budget and behind schedule, and was a target of mockery across the worlds. Indeed, the construction of the habitat was likely a contributor to the famous "Pink May" colour revolutions that lead to the voluntary resignation of multiple EU governments. However, a legal quirk would lead to long lasting consequences - Antoninus's legal code was set by its founding nations at the time it was founded.

As the EU's membership began to transition away from their more regressive laws, the Antoninus system, which was directed largely by "true believers", failed to follow suit. This made Antoninus a relatively popular destination for EU citizens unhappy with their nations changing political tides, yet wealthy enough to afford the move. With this influx of wealthy immigrants, construction of the habitat was able to complete by 2087 - aided by the willing investment of several corporations that had grown accustomed to certain privileges granted by the EU and saw a chance for their continuation.

This turned out to be a wise investment, as by the time of the creation of the Solarian Compact and the Charters in 2099, Antoninus would become an invaluable safe haven for money laundering and legal chicanery - aided by prodigious lobbying from the then proto-Charters during the Compact's establishment, Antoninus's legal code would be grandfathered into the Compact as a permanent loophole as Antoninus would be granted the status of a full System Republic.

Historically, almost every charter has maintained at least a skeleton crew of accountants and lawyers on the Pantheon habitat to make use of the lax legal code, and over the past century and a half this has grown into a thriving financial sector which supplies most of Antoninus's wealth. While some embrace the local norms, most Charter representatives transferred to Pantheum usually regard the inhabitants as backwards and regressive, but as a "necessary evil", leading to some resentment brewing against the Charters as "out of touch elites" among the natives.

Augments remain unable to legally marry non-augments in Antoninus, remain banned from government positions, and while augments do have "voting rights" - as mandated by the Solarian Compact's "liberal and democratic" requirement - augments are only able to vote for representatives in a lower house that cannot pass binding legislation. Birth control and abortions are both illegal.

A significant minority of inhabitants of Antoninus are augments, both descendants of the servants of the original settlers and new arrivals - desperate enough to accept the relatively high wages offered by the Charters despite knowing full well the issues they will face.

Notes:

-A full seven percent of the system government's annual budget is spent fending off civil rights cases launched by internal and external actors each year.

-Many Charter subsidiaries are officially headquartered out of Antoninus, and threatening to relocate top level Charter headquarters to Antoninus is a regular threat used to keep said Charters receiving immense subsidies from their host system governments.

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/post-23520031>

Armstrong:

System Name: Armstrong

Political Status: Armstrong System Republic (System Republic)

Charter Presence: Various
 System Population: 3.2 Million

System Bodies:

1,
 Rocky planet
 1,
 Asteroid Belt
 2,
 Gas Giant
 2a-n
 -Moons

Notable Features:

Apollo Station: The main habitat in Armstrong, Apollo is a smaller McKendree cylinder which is famously divided into thirds, with one section for the locals own needs, an area for general visitors, and one area exclusively reserved for the use and discretion of Apollo's elite clientele.

History: Named for the first Human to set foot on an extra-Terrestrial body in 1969: Lieutenant Neil Armstrong of the United States of America's National Aeronautics and Space Administration, Armstrong was a system without terraforming candidates settled in 2124 to serve as a research outpost for a partnership of several dozen Sol-based research firms who wanted deep space laboratories without having to pay for Charter assistance in the frontier or pay taxes to settled systems in the First Colonies.

The new colonists, promising scientific advancements unhindered by the crony capitalists in the Charters or the Compact's various big governments, were able to find investors willing to bankroll the construction of a smaller McKendree cylinder that would serve as the central inhabited facility within Armstrong.

As the colony grew, it was able to apply for and receive System Republic status from the Compact, which enabled them to set their own internal taxation policy and legally fend off Charter attempts to assert control over Armstrong's local industries.

Religiously neutral in political and economic matters, and quickly earning a reputation for discretion and efficiency, Armstrong's medical facilities have become the leading choice for treatments both necessary and elective by the Charter and Compact Elite.

Increasingly, the Armstrong scientific establishment has bent more and more towards catering to elites, including by segregating areas of the station off for the exclusive use of their elite clientele in order to preserve privacy and avoid stress.

Notes:

-Apollo is famously the home of the Itou Rest Clinic, a destination for celebrities to recover from harmful addictions and other medical afflictions.

Atlantis:

System Name: Atlantis

Political Status: Atlantean Colonial Union (Sovereign Commonwealth)

Charter Presence: All, Cernunnos de Jure Headquarters

System Population: 11.9 Billion

System Bodies:

-TBD

Notable Features:

Atlantis: The namesake planet of the system and sole inhabited world, Atlantis is a place of open oceans and vast continents not unlike the homeworld, making its terraforming almost painless compared to some of the other First Colonies.

Its large population is seen as perhaps the most restive in the core and the most skeptical of Charter and Compact power, despite the government often caving on Social Democratic concessions to the populace in its first century of independence.

History: One of the earliest Earthlike worlds discovered by the Solarian Treaty Organisation, Atlantis's colonization rights were granted to the waning power that was the European Union, but due to domestic distraction and funding constraints, regional colonization rights on Atlantis were often sold to corporate partners and granted to up and coming world powers like the Second Russian Republic and the Arab Socialist Republic of Egypt.

With colonization starting in the early 2060s, the height of the Long Hot Decades, Atlantis was often seen as an optically safe dumping ground for the European Union's politically inconvenient refugee population, leading to Atlantis's initial population being largely made up of English, South Asian, and American Refugees as well as often serving as a penal colony for Europe's criminals and political dissidents.

With Atlantis largely seen by its European patrons as a sideshow and dumping ground, their partners in the Egypt and Russian governments were able to usurp control over the colonization project in the early 2080s. Shortly afterwards, in 2099, Atlantis was invited to send representatives to the newborn Solarian Compact's Parliament, leading to formal independence from Sol in 2110 as a Sovereign Commonwealth.

Since then, whenever a Black Summer or Great Black Summer has broken out on Earth, it has been joined by uprisings on Atlantis. To combat this, the local government has repeatedly given ground on Social Democratic programs.

However, in recent decades the Atlantean government has begun to roll back these measures and implement limited austerity across the system. Not enough to trigger revolts, but certainly enough to make modern protests regain some of their old militancy and radical timbre.

Notes:

-De Jure Headquarters for Cernunnos Botanicals

Columbia:

System Name: Columbia

Political Status: United States of Columbia (Sovereign Commonwealth)

Charter Presence: All, Ares de Facto Headquarters

System Population: 10.8 Billion

History: One of the earliest Earthlike worlds discovered by the Solarian Treaty Organisation, Columbia was the most arid and barren of the initial colonization wave and was thus sold to the Columbia Foundation, which represented a coalition of billionaire oligarchs and NGOs associated with the American diaspora with colonization beginning in the mid 2060s.

Though the initial wave of colonists came from the so-called “Blue Americans” who represented the wealthy middle class liberal tradition of the former United States of America, a need for labour and a desire for national unity led the Columbia Foundation to invite the remnants of the “White” factions of the American Warlord Period to participate in the colonization effort.

Founded under a vision of fidelity to the American dream and a desire to prove the indomitability of the soul of the United States of America and liberalism in the face of the red flags of the (North American) Democratic Federation, Columbia is fiercely loyal to the Compact and the dream of Charter prosperity.

In 2099, Columbia was invited to send representatives to the newborn Solarian Compact’s Parliament, leading to formal independence from Sol in 2105, making it the earliest of Earth’s colonies to achieve independence, an achievement Columbians are proud of.

Today, Columbia is often known as the “Gilded World” in reference to what many see as a return to American Gilded Age wealth and social inequality, and Columbian politics are home to some of the Core’s most militant populist movements, while also being the heartland of both the Justice and Development Alliance Party’s Separatist Tendency and the Party of Human Rights and Liberty’s Bioconservative faction.

Notes:

-Ares Conflict Solutions’ central command is located here, while the company itself is de jure headquartered out of Mars in Sol

-Home of the Solarian Central Bank

-Flag is the flag of the United States of America with 26 stars to represent the remaining 26 “States” that remained “Loyal” to the US Federal government at the time of its final collapse in 2034

Epsilon:

System Name: Epsilon

Political Status: United Habitats of Epsilon (Sovereign Commonwealth)

Charter Presence: All, MSI Headquarters

System Population: 13.8 Billion

Notable Bodies:

Niven: Named after the famous 20th century science fiction author who first popularized the idea of ringworlds, Niven is one of two Bishop Rings built in the near empty goldilocks zone of Epsilon, along with its twin, Banks.

Niven has the higher population of the twins at 4.2 billion, but administrators still believe that the structure is only at some sixty percent capacity.

Banks: Named after the famous 20th century science fiction author who posited utopian societies via technological advancement, Banks is one of two Bishop Rings built in the near empty goldilocks zone of Epsilon, along with its twin, Niven.

Banks has the lower population of the twins at 3.8 billion, but administrators still believe that the structure is only at some fiftyish percent capacity.

History: First charted in the 2060s during the initial wave of exploration and colonization, the hastily designated "Epsilon" system was quickly marked for exploitation by the early Interstellar Charters, and the resources easily extracted there supplied much of the early colonization efforts and were (mistakenly) attributed with lifting Earth out of the Long Hot Decades.

In recognition of Epsilon's wealth and importance, it was invited to send representatives to the first Solarian Compact Parliament in 2099, and later achieved independence in 2115, becoming the de facto capital of the nomadic "Spacer" peoples.

With the growth in importance and prosperity of Epsilon as one of the First Colonies in the early 2100s, it was deemed unsuitable that much of Epsilon's population was scattered between various smaller habitats. In order to correct this issue and put Epsilon permanently on the map, the United Habitats of Epsilon took the lessons learned with Lemuria in Sol and applied them to a much larger structure: a pair of Bishop rings 461km in radius x 230km in width, designated Niven and Banks.

With construction begun in 2115, the two space colonies were synonymous with Epsilon's independence from Earth's oversight. With ready access to resources and the expertise of the spacer population, first stage construction was finished in 2123, two years ahead of schedule.

Second stage construction, including delivery of air and establishment of an initial ecology, was completed on schedule in 2133, and the rings were opened for immigration.

Somewhat to the amusement of outside observers, only a small portion of Epsilon's existing population chose to relocate to Niven and Banks. Instead, the two mega structures were filled primarily with immigrants from Sol lured by the famous prosperity of the system.

The completion of the Bishop Rings put Epsilon in good stead to support the third wave of colonisation in the 2140s, with both United Starhaul and Mississippi Shipping Interstellar based out of Epsilon.

This cohabitation became deeply awkward when the Second Frontier War broke out between the two during the decade. For the five long years that the most widespread war in Human history lasted, the United Habitats of Epsilon Space Force kept the peace between the two rivals, leading to the awkward situation of hundreds of thousands dying in the frontiers while the competing executives lived and worked in the same system and even attended the same parties and events in something approaching a frosty peace.

After MSI's consolidation of United Starhaul, Epsilon remained the headquarters of what was considered the largest and richest interstellar Charter, a distinction that remains to this day with nearly all of MSI merchant lines being fabricated in Epsilon's sprawling spacecraft yards.

Notes:

- Epsilon is famous for its people's long roots in spacing and for being the headquarters of Mississippi Shipping Interstellar and thus the most heavily trafficked system in history.
- The famously practical Epsilons wear their system's fairly bland name as a mark of pride
- Has the largest and most numerous space craft yards in the Compact
- Home of the Epsilon Platinum Circuit, where racers from all over the Compact come to ply their craft in a no-holds-barred race through a circuit which is changed every year and the details kept secret.

Gagarin:

System Name: Gagarin

Political Status: Gagarin System Republic (System Republic), Void Dwellers' Compact

Charter Presence: Various

System Population: 26 Million Permanent Residents

System Bodies:

1, Dobrovolsky

-Rocky

II

-Asteroid Belt

2, Patsayev

-Venusian

3, Volkov

-Gas Giant

3a-d

-Rocky moons

Notable Features:

Soyuz Cluster: *A large cluster of habitats, these stations have grown over time around the main refuelling platform on the Korolev-Chandrasekar to Penglai run.*

Nearly all the inhabitants on these habitats are of Spacer stock and thus there is no need to keep these habitats at a regular level of gravity that would be comfortable to baselines.

Baikonur: A habitat with a population of roughly 23 Million permanent residents. As one of the beating hearts of the Spacer culture, most Interstellar Spacers will travel to and through Baikonur at some point in their lives if only to say that they did.

History: Named for the first Human to enter space in 1961, Colonel Yuri Gagarin of the Union of Soviet Socialist Republics' Space Program, Gagarin was one of the first systems surveyed by the Solarian Treaty Organization during Humanity's first halting steps into the stars. Gagarin saw little initial development as it had no terraforming candidates and was far less mineral rich than Epsilon or other First Colony systems.

However, by the time the Compact was formed in 2099, Gagarin was recognized as the shortest path between Earth and Penglai as the Korolev-Chandrasekar to Penglai route via Gagarin was, owing to the placement of jump points in the system, slightly shorter than the route that passed through Columbia.

As interstellar travel picked up and more craft passed through Gagarin, the initial inhabitants, already known for rapid and efficient refuelling practices, began to provide more services. From craft inspections to repair yards to entertainment, Gagarin began to provide services to their primarily Spacer customers, often at a heavily reduced cost or for favours owed.

As the population increased, the sedentary inhabitants of Gagarin built Baikonur Station, a small McKendree cylinder that would be a fixed address for families, patients recovering from injury, or anyone else choosing to step back from the nomadic Spacer way of life that didn't want to live in the more conventional gravity facilities of Misra.

By the early 2130s the Gagariniks began agitating for the Solarian Compact to grant Gagarin home rule and the status of a full System Republic, a request that was granted in 2137, making Gagarin the second "Spacer Republic".

In 2140, the two Spacer System Republics formed the Void Dwellers' Compact. The Void Dwellers' Compact was a sub-federal union intended to strengthen the ties between the two explicitly Spacer Republics and strengthen their hand as the voice for an independent Spacer power block within the Compact.

Though Gagarin hasn't grown much past 20 million permanent residents at any one time, as one of the beating hearts of the Spacer peoples, many within the nomadic element of that community elect to visit Baikonur at one point or another in their travels, a pilgrimage vital to the local economy.

Notes:

- Reputed to produce some of the best spacers in the Compact
- Member of the Void Dwellers' Compact

Korolev-Chandrasekar:

System Name: Korolev-Chandrasekar

Political Status: Compact Administrative Zone, Navy of the Solarian Compact Fleet Base

Charter Presence: All

System Population: 450 Million

System Bodies:

N/A

Notable Features:

Korolev Station: One of the four large cylindrical stations that dominate the Korolev-Chandrasekar system, Korolev station is the Solarian Navy's headquarters, the site of much of its administrative apparatus and home to the families of Naval personnel stationed in the system.

It is otherwise off limits to civilian personnel.

Chandrasekar Anchorage: One of the four large cylindrical stations that dominate the Korolev-Chandrasekar system, Chandrasekar is the largest dedicated military craft yards in history, this central facility is where the Navy's craft are born, crewed, refitted, mothballed, and put to rest.

This massive station also produces much of the Navy's logistical needs for the 1st, 2nd, 3rd, and 7th Fleets as well as housing their crews when their craft are in the yard.

Ziskind Station: One of the four large cylindrical stations that dominate the Korolev-Chandrasekar system, Ziskind is named after the Solarian Compact's First Defence Minister and is the home of the Solarian Navy's primary training centre, Ziskind Academy.

All Solarian Naval officers spend several years attending Ziskind before receiving their commissions.

Devi Station: One of the four large cylindrical stations that dominate the Korolev-Chandrasekar system, Devi station is the civilian hub of Korolev-Chandrasekar. Trade, repairs, inspections and so forth are conducted on and around Devi station.

System History: Named for the two scientists who led the team that discovered how to conduct interstellar travel via the jump points and developed the original gate schematics, Korolev-Chandrasekar is a nearly empty system, notable only for being the first system outside Sol that any Homo sapiens sapiens had travelled to. It is Sol's only link to the outside galaxy, a trade crossroads, and governed directly by the Solarian Compact.

During the initial colonization of the First Colonies, a series of temporary habitats and refuelling stations were built by the Solarian Treaty Organization's Deep Space Exploration Agency to support the colonization and exploration of the nearby systems.

Even as colonization took hold the system remained important as a major crossroads and hub system, and when the Solarian Compact was formally declared in 2099, the system was chosen as a compromise candidate to house the newborn Navy of the Solarian Compact.

For the past century and a half the Solarian Navy's presence in Korolev-Chandrasekar has only grown, with the system's population being one of the largest purely spaceborn populations in the Compact.

While Korolev-Chandrasekar is a Compact Administrative Zone overseen by the Compact's Parliament, in practice the Korolev-Chandrasekar system is entirely owned and operated by the Navy of the Solarian Compact.

Notes:

-Headquarters of the Solarian Navy

-The Solarian Navy's 2nd, 3rd, and 7th Fleets are based in Korolev-Chandrasekar

Misra:

System Name: Misra

Political Status: Misra System Republic (System Republic), Void Dwellers Compact

Charter Presence: Various

System Population: 61 Million

System Bodies:

N/A

Notable Features:

Phoenix Station: Named for the craft that Colonel Misra used in her historic first interstellar trip from Sol to Korolev-Chandrasekar, Phoenix station is the centre of life in the Misra System Republic.

While Phoenix station houses Misra's government and over half its population, it is most famous for housing the Station of Phoenix Academy of Celestial Engineering and Research, which has produced some of the most celebrated inventors and engineers of the last two centuries.

History: Named for the first Human to enter an extra-Solar system in 2057, Colonel Prisa Misra of the Solarian Treaty Organization's Deep Space Exploration Agency, Misra was surveyed by the STO in 2071.

Being a system without terraforming candidates, Misra was mostly ignored until it was settled in 2110 during the second settlement wave. This colonization was conducted by retired Spacers who disagreed with the heavy Charter presence in Epsilon and disagreed with the United Habitats regulatory policies.

With an almost laser-like focus these Spacer groups set out to have their newly settled system qualify to be a System Republic under the Solarian Constitution. Though there were some difficulties, mainly a dispute with United Starhaul, the Misra System Republic officially joined the Solarian Compact in 2121, and promptly set to work expelling Charter operations in favour of non-Charter companies and cooperatives.

When Gagarin also became a System Republic in 2137, the two System Republics formed the Void Dwellers' Compact in 2140. The VDC was a sub-federal union intended to strengthen the ties between the two explicitly Spacer Republics and strengthen their hand as the voice for an independent Spacer power block within the Compact.

When Voyageur Interstellar was bought out by Omoikane Technologies in the mid 2140s, many of those employees unwilling to put up with the change in management retired to Misra and worked with the local government to found the Station of Phoenix Academy of Celestial Engineering and Research. With the expertise of former Voyageur employees and other engineers and professors lured in from across the Frontiers, SPACER rapidly became one of the most highly respected names in Void Engineering, developing many craft, including the original design for the popular Switchblade line of small craft.

Despite self-consciously remaining a smaller school by Core standards, SPACER has still become the primary industry of sparsely inhabited Misra, with many other engineering firms existing to test and develop new craft and technologies alongside SPACER students, graduates, and teachers.

Notes:

-Member of the Void Dwellers' Compact

Odysseus:

System Name: Odysseus

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane

System Population: 1.2 Million Permanent Residents

System Bodies:

1

-Hot Jupiter

2

-Asteroid Belt

3

-Super-Jupiter

3a

-Icy Super-Earth

3b

-Icy Super-Earth

4

-Icy High Density

5

-Icy Super-Earth

Notable Features:

Odysseus II: One of the largest Asteroid Belts ever recorded in any surveyed system, the total mass of the belt has been calculated as a little larger than 1.5 times the mass of Mars, or a little over 400% larger than the asteroid belt in Sol. The amount of stellar objects floating

in the void has been a treasure trove of data on orbital dynamics, astrophysics, and astronomy in general. While the mineral contents of the belt has made many mining interests salivate with envy, Omoikane has kept the belt free of human habitation and installations to obtain better data on tracking large masses of free floating objects. There are multiple objects within the belt that approach the size of Sol's Pluto planetoid.

Odysseus IIIa: The most habitable planet in the system is still just outside of the goldilocks zone. With the Goldilocks zone being almost completely taken up by Odysseus II, Odysseus III has quite a few natural satellites, of which IIIa is one.

As such IIIa experiences regular meteor showers. Residents on the surface in their hardened bunkers report it is very beautiful-if you aren't in the impact zones.

These hardened underground bunkers are full of supercomputers and databanks for Omoikane Exploration Corps and its system maps spread across the moon with backups spread throughout.

While there is a small permanent population, it can double in size when "asteroid season" approaches. This is when the bulk of Odysseus II catches up with the orbit of Odysseus III leading to more research opportunities and more need for anti-asteroid activities from the local space patrol.

Odysseus IIIb: Omoikane's exploration wing's administrative headquarters is based on IIIb, meaning that the system's population can grow or shrink dramatically depending on the current traffic.

While there are valid concerns about having such vital operations take place on a moon that experiences almost constant meteor showers and minor asteroid impacts, the Exploration Corps of Omoikane believes that the system makes a good training location as any crews that cannot deal with Odysseus's difficulties will not survive on the isolated frontiers.

Less dramatically, the local space patrol's constant vigil to keep anything dangerous from impacting the planet and damaging sensitive equipment has led to multiple breakthroughs in anti-asteroid impact technologies and best practices.

System History: One of the first systems discovered during the first settlement period of 2050 to 2099, the uniquely active orbits of the system made colonization a risky proposition to the early Charters.

However as technology and practices advanced, the Compact put Odysseus up for bidding in 2135, and the resulting bidding war between Rhodes and Voyageur Interstellar nearly turned into the Second Frontier War until Voyageur gave up claims to another system in exchange for Odysseus, seeing it as the more valuable of the two for research purposes.

While Rhodes executives were unhappy to lose out on such a treasure trove of resources, they were happy to avoid having to expend resources on a fruitless war. While initially the system only had a few habitats orbiting around Odysseus V, the corporate reorganisation of Voyageur Interstellar into Omoikane Innovations Group led to a major shake up.

With the establishment of the Omoikane Explorer Corps and its headquarters in Odysseus, the Charter saw a greater need for room to house supercomputers and databanks for exploration data and expanded habitats to house the analysts and the Exploration Corps' training facilities.

With that in mind Odysseus IIIa and IIIb were selected as the "most habitable" of the system's bodies and all operations were moved to them, allowing better observation of various celestial phenomena.

Notes:

-The system is practically full of comets. The amount of objects flowing through various orbital paths in the system is so numerous that Omoikane has multiple supercomputer clusters operating on Odysseus III's moons tracking them all, producing terabytes of orbital data every year.

-The system is notable for persistent rumours among the conspiratorially inclined. These (unsubstantiated) rumours include: Odysseus being the home of several non-human intelligences, the origin point of Augment genelines, and the site of a war between ancient alien species.

-The system is home to the Omoikane Exploration Corps headquarters and its main Academy, which all Exploration Corps personnel travel through at some point.

-Many of the System's inhabitants still consider themselves heirs to the legacy of Voyager Interstellar rather than employees of Omoikane.

-Home Port of an Omoikane in-house fleet, the Exploration Security Unit

Original Submission: yeastmobile

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-383?post=23302317#post-23302317>

Olduvai:

System Name: Olduvai

Political Status: Olduvai Federal Republic (Sovereign Commonwealth)

Charter Presence: All

System Population: 8.5 Billion

System Bodies:

Notable Features:

Olduvai: A world of forests and mountains, with a pair of long continents in the northern and southern hemispheres, Olduvai's settlement was based around a number of what are essentially city states recognized as individual provinces within a federal republic.

Thanks to the close ties between Olduvai and their patron countries of old Earth, Olduvai maintains the closest ties to Sol of any First Colonies world and is often known as "Sol's Closest Daughter".

Mirroring that, much of Olduvai's politics are conducted along patronage lines rather than the bi-partisan ideological balancing between Daughters and Sisters that their neighbouring Core systems find themselves embroiled in.

History: One of the earliest Earthlike worlds discovered by the Solarian Treaty Organisation, Olduvai's colonization rights were granted to a coalition of African nations at the height of the "African Century" and colonization began in earnest in the late 2060s.

Unlike the other early colonization authorities, the African Colonization Organization did not see their colony as a refugee destination, dumping ground, or resource colony. Instead, the ACO saw the colonization scheme as an opportunity to preserve and export the rich traditions and cultures of Africa on their own terms, fully intending to set up healthy and self-sufficient colonies.

To that end, instead of dumping refugee populations into precarious terraforming situations overseen by distant governments and the early Interstellar Charters, the ACO's plans involved settling Olduvai on a community by community basis, intending each new settlement on the planet's rocky and heavily forested surface to be a sustainable and self-sufficient society capable of quickly reaching economic independence from Earth.

Somewhat ironically, this involved and hands-on policy led Olduvai to achieve full independence only in 2131, the last of the First Colonies to do so, despite Olduvai having sent representatives to the Compact's founding parliament in 2099. To this day, Olduvai retains the closest relations with their founding nations of any of the First Colonies.

Over the past century and a half, Olduvai has conducted itself with a fairly isolationist and inward looking colonial policy, maintaining a base level of autarky and self-reliance that no other major system has yet attempted, with Olduvai being one of the least financialized of the First Colonies, though in recent decade the famous insularity of Olduvai politics has begun breaking down as the other Colonies and Charters attempt to breach their home grown markets.

Notes:

- The heartland of Daughter sentiment and a bedrock for the Party for Human Rights and Liberties.
- Olduvai has something of a patchwork of local cultures, a "Mosaic" rather than the Compacts usual "Melting Pot".
- Rivals and allies of Penglai

Penglai:

System Name: Penglai

Political Status: United Peoples of Penglai (Sovereign Commonwealth)

Charter Presence: All, Omoikane, Rhodes, and HI Headquarters

System Population: 16.7 Billion

System Bodies:

N/A

Notable Features:

Penglai: A very hospitable world of oceans and archipelagos, Penglai is often considered the beating heart of humanity as a spacefaring species, the leading edge of a cosmic cosmopolitan culture where all of human history and culture is fused into a single glorious whole.

Penglai prides itself on being open and welcoming to all people regardless of creed, genetics, or origins, and Penglai's politics are often very community focused, with local territorial districts and municipalities constantly being redrawn to try to keep up with the waxing and waning of new cultures and communities, much to the frustration of the Compact Parliament whose Ridings have not substantially shifted in a half century.

Penglai is also known for the volatility of its Compact level politics as ideology often takes the lead over local concerns, and has been a stronghold of both major parties and the main recruiting ground for a hundred parties who have come and gone since 2099.

History: One of the earliest Earthlike worlds discovered by the Solarian Treaty Organisation, the oceanic Penglai was the first wave colony most in need of terraforming, and colonization rights were granted to the People's Republic of China and their allies after a lacklustre bidding campaign; the majority of China's efforts were instead spent on stemming the effects of the Long Hot Decades around the Pacific Ocean and housing the large refugee population that China was inadvertently creating by being the only stable power on the Eurasian side of the Pacific Ocean.

With that in mind, Penglai's colonization began in the mid 2060s and lagged behind the other First Colonies until China struck upon the idea of subcontracting the dangerous terraforming work to the displaced governments and refugee populations of the Pacific, with the rapidly waning governments of New Zealand, Australia, Indonesia, and the Phillipines taking the lead in the second wave of colonization and terraforming efforts.

Even after Penglai sent representatives to the formation of the Solarian Compact in 2099 and achieved independence in 2112, the colony was still the recipient of the largest immigration streams in Compact space, leading to independent Penglai becoming known as a multicultural melting pot spread across the world's hundreds of islands and archipelagos, the majority of that population ironically having fled the destruction and rising tides of Earth's Pacific Ocean.

This welcoming nature later led Penglai to become known as a immigration destination for Augment populations across Compact space as the system boasted the most progressive equal rights legislation in the galaxy, and a near-vanishingly small rate of bioconservative-inspired hate crimes.

This prosperity attracted more prosperity and those seeking to to benefit from it, and Penglai has become the headquarters of three of the Charters, with their Penglai campuses hosting some of the wealthiest individuals in human history, their desire to keep their pulse to Interstellar Humanity's unofficial capital greater than their desire to dodge taxes.

A highly educated workforce, progressive governments, and diverse population has made Penglai into the crown jewel of the First Colonies and the system is known today for its vibrant cultural milieu, violent clashes between labour unions and private police, and technological sophistication.

Notes:

- Penglai hosts the headquarters of the Hermes-Ishtar, Omoikane and Rhodes corporations.
- Rivals and allies of Olduvai

Sol:

System Name: Sol

Political Status: Various Nations with direct representation, Compact Capital

Charter Presence: All, Ares de jure Headquarters

System Population: 21.5 Billion

System Bodies:

(Add Sol's planets later)

Notable Bodies:

Lemuria: Humanity's first so-called "Megastructure," Lumeria is a McKendree cylinder named after a mythical lost continent in Earth's mythology.

Lemuria's construction was announced in 2080 and would be considered the crowning achievement of the Solarian Compact's predecessor, the Solarian Treaty Organization. At the time, Lemuria was popularly sold as marking the formal end of the Long Hot Decades and the start of Humanity's existence as a spaceborn species, and would provide jobs and habitation for much of humanity while Earth recovered from a near total ecological collapse.

With construction beginning at Earth's L3 lagrange point in 2084, the 200km plus radius Lemuria would serve not just as a habitable voidstructure, but also pioneer the techniques that would later be used to build the full sized Bishop Rings in Epsilon.

With construction beginning in 2085, it wasn't until 2105 that Lemuria was opened to general immigration (though initial settlement had begun nearly a decade before), and became the destination of choice for those not desperate enough to seek their fortunes in the new interstellar colonies but who still desired to leave the scarred confines of Earth and the hardscrabble colonies on Mars or Jupiter's moons.

While a dozen other similar colonies were planned for Sol, the waning influence of Sol paired with the shift in economic prominence to the first colonies meant that Lemuria ended up being the first and last of its kind.

In 2251, Lemuria's population has reached a sleepy 3.6 Billion, with the colony's main economic activity being the administration of Compact space travel regulations, housing the headquarters of the Solarian Marshalls, and serving as a retirement colony for Sol's middle class.

Mars: Long a dream of Humanity, the terraforming of Mars began in earnest in 2055, with the goal of opening up new economic frontiers and relieving the pressure of refugee populations on Earth's remaining developed nations.

Though terraforming got off to a good start, by the 2070s a shift in investment opportunities and the discovery of more viable terraforming candidates in the interstellar frontier led to Mars being reduced to something of an afterthought, though one with a population of over a hundred million.

As a consequence of Mars being backburnered for terraforming investment, the "greening" of Mars increasingly fell on the back of populations genetically augmented for survival in thin air and cold conditions.

Baseline settlement is centered around "Musk Valley" (The renamed Valles Marineris), with territory outside of the Valley either being under Charter ownership or under the mandate of the Compact's Office of Solarian Extraterrestrial Affairs.

Territory under the mandate of the COSEA is nearly entirely inhabited by groups of nomadic contract workers known alternately as "Green Martians," "Sparrows," or "Eeceetees" (Short for Environmental Contract Technicians) whose augmentations were initially subsidised by the Solarian Treaty Organization's Office of Colonial Affairs.

These contractors continue to carry out the now generational task of providing a low cost management of the Martian environment by using soil bacteria, decomposers, and self sustaining soils to shepherd the growth of inhabitable areas almost comfortable to baseline life.

The slow use of contractor populations is heralded by COSEA as the greatest terraforming success of the colonial era, as while the process is slow, once it became self sustaining under the guardianship of contractor populations, the cost for terraforming has been driven close to zero as Environmental Contract Technician work groups have become self sustaining (Even recruiting near universally internally).

When regions greened by ECT groups have reached habitability criteria set by COSEA, they are secured by COSEA and sold off to private interests.

On several occasions in the last two centuries, contractor populations have gone on strike in order to secure better working conditions, higher pay, and a greater say as to disposition of the lands they've greened, but each time the Martian Legislature has enforced back-to-work legislation as ECT's are considered essential workers under Martian Law.

Mars is considered a Sovereign Commonwealth with representation in the Compact Parliament and observer status in the United Nations and has a population northwards of 3 billion. (Over 1 billion of that number are augmented, giving Mars one of the highest non-baseline to baseline population ratios in the Compact.)

Earth: *The Birthworld of Humanity and all complex life. You live here in the year 2022.
Population 14.6 Billion*

History: *An exhaustive history of the Sol system and its only naturally inhabitable world, Earth, birthplace of Homo sapiens sapiens would be much too long for this overview, so we will begin in the heat of the Long Hot Decades.*

With Earth suffering from the effects of climate change and political upheaval, Earth's remaining powers turned to the void as the great frontier that would save them, hoping that its resources would keep Earth's governments alive long enough that the Long Hot Decades could be brought back under control and order restored.

And in 2055, a miracle: the discovery of interstellar travel, the wormholes, and the gates that could link systems, dubbed the "Korolev-Chandrasekar" gates after the leaders of the joint Russian-EU team that made the discovery.

Within only a handful of years, the United Nations Security Council, United Nations Office for Outer Space Affairs, and the Global Climate Relief Organization had combined to form the Solarian Treaty Organization, which oversaw the construction of the first Korolev-Chandrasekar gate to link Sol and the similarly named Korolev-Chandrasekar system permanently.

Though limited exploration had been conducted before the completion of the Sol-Korolev-Chandrasekar gate, in the aftermath the newly created Interstellar Charters led the way in the exploration and exploitation of what would become the Core Systems, leading to a renewal of life in the waning powers of Earth.

With the growth of the extra-Solar Colonies, the STO was reorganized into the Solarian Compact in 2099, with every inhabited system granted representation in the Solarian Parliament that was ceremonially founded in the ruins of the old UN Headquarters in the reclaimed New York district of Atlantic City.

With the growth of the Compact also came a waning of the prestige and influence of Earth's nations, as first the majority of the wealth, and then the majority of the population was relocated outside of Sol.

While today Earth herself is becoming a backwater, the legacy infrastructure created across Sol in the first colonial period of 2050 to 2099 keeps the Sol system relevant as an economic keystone in the current era.

Notes:

- Location of the Solarian Navy's 1st Fleet
- Various National Fleets exist, as well as the SDFs of Mars and Titan

Young:

System Name: Young

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Epsilon Representation

Charter Presence: Hermes-Ishtar

System Population: Several Hundred Permanent Residents

System Bodies:

1, SoCal

-Venus sized eccentric orbit.

2, Itoigawa-Shizuoka

-Superearth. Tectonically active.

I

-Asteroid belt

3, Hornos

-Earth sized icy planet eccentric orbit.

4

-Jovian

4a-c

-Moons

5

-Small Rocky Planetoid

Notable Features:

SoCal: With livable temperatures one month out of the year at its aphelion, there are seeded engineered extremophile local flora that will bloom in that month, bringing oxygen levels ever closer towards being inhabitable sometime in the 24,000s.

Itoigawa-Shizuoka: A tectonically active planet with small oceans, constant magma flows and shifting plates make this planet dangerous for humans to stay on too long. Has been seeded with extremophile Flora for some decades now.

Hornos: An icy planet with some surface water that allows for some seeded extremophile flora to bloom in the warm months at the planet's perihelion.

History: One of the first systems discovered during the Solarian Treaty Organization's original exploration efforts, Young was seen as a curiosity by most with no inherently special qualities due to none of the planets being suitable for longer term habitability, no noticeable resources worth the effort to mine for, or any easily terraformable orbital bodies-that is, until Disney purchased it. The company decided that it had found the perfect niche for the system to fill: Being one big film shoot. Disney proceeded to set up operations in the system, before disaster struck and the company was acquired by Ishtar Entertainment.

Notes:

-Was often used by Hermes-Ishtar and Ishtar before it to film due to its incredibly iconic and scenic locales which telegraph "deep in the frontiers" better than any frontier system could.

Original Submission: yeastmobile

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-430?post=23540311#post-23540311>

Yu:

System Name: Yu

Political Status: Charter Economic Zone, Mixed Ownership, Epsilon Representation

Charter Presence: Majority Ares owned, Lakshmi mixed ownership with Primary MSI

System Population: 250 Million official permanent residents, 20 million seasonal guest workers, up to 50 million guests during high seasons.

System Bodies:

Lakshmi

-Nearly Tidally locked Planet

Nike

-Gaia, Earthlike

3

-Jovian

3-a

-Airless, Low Density

4

-Icy

Notable Features:

Lakshmi: Nicknamed "The Las Vegas of Space", Lakshmi is a near-tidally locked planet similar to Mercury with a variety of 'vacation domes' that cater to vacationers from the core worlds. The domes range from the middle-class oriented Green Dome to the ultra wealthy Lotothie Dome. The so-called "Planet of Sin" has entertainment, gambling, and vacation spots for anyone in the core who can afford to get off-system for a vacation.

While Lakshmi's location next to the Core and... liberal interpretations of Compact Law have kept it very profitable, there have been numerous attempts to regulate it. These attempts have fizzled into near-nothing as while MSI owns the planet, they have generously allowed others to buy dome-plots. Nearly every charter, as well as the Solarian Navy all have casinos within the domes of Lakshmi, and all derive considerable profits from them.

Nike: A goldilocks zone planet, Nike was theoretically habitable with very little terraforming. However, due to multiple charters settling on the planet, constant low level sabotage and skirmishing (broken by periods of Solarian Navy oversight when these conflict threatened to spiral out of control) lead to Nike only being unified in 2212 by Ares Conflict Solutions, leading to it being underdeveloped compared to most inner system planets. Since then it has acted as a major weapons and ammunition manufacturer for Ares, supplied by raw materials from its two moons.

History: Named for the first Human to set foot on an extra-Terrestrial planet in 2037: Major Xiu An Yu of the Peoples' Republic of China's China National Space Administration, Yu was a borderline terraforming prospect settled during the third settlement wave of 2155.

While the terraforming of Nike was auctioned off by the Compact Parliament to a number of Charter buyers in order to prevent conflicts over planetary ownership, sole ownership of

Lakshmi was sold to MSI after Zhang Enterprises subsidiary Patriotic Eagle Peacekeepers exchanged their stake in the valuable terraforming prospect Nike for complete control of barren Lakshmi.

While Lakshmi's economic success was determined by MSI's plan to attract tourism with relaxed gambling and financial laws, Nike's terraforming progress was massively set back after the outbreak of the Third Frontier War in 2178 when the fighting in the frontier spilled over into groundside skirmishing between Charter forces on Nike, eventually necessitating the deployment of the Solarian Navy and Marshalls to restore order.

Nike continued to be caught between Charters until the end of the Fourth Frontier War in 2212, when Ares was granted full ownership in the Solarian Central Bank-brokered peace settlement. Since then, Nike has become a major centre of resource production for Ares subsidiaries.

During all this conflict, Lakshmi-based observers would place bets on the ongoing conflicts, turning the system's low level conflict into a tourism selling point, with several "Danger Tour" packages promising vacationers the opportunity to control a drone from orbit during the metal-on-metal conflicts between Charter recon parties.

After the end of the Nike conflicts, Ares and MSI struck a deal that saw the Charters jointly construct a colosseum complex on Nike that would showcase Ares weapons of war in staged gladiatorial conflicts while Lakshmi-based guests could gamble in real time on the events.

Since then the "Nike Colosseum" has become a major tourism attraction, with the mecha-on-mecha fights held in especially high regard and real robot teams from across the Compact travelling to Nike every three years to compete in the Zhang Enterprises-hosted "Winged Victory Cup".

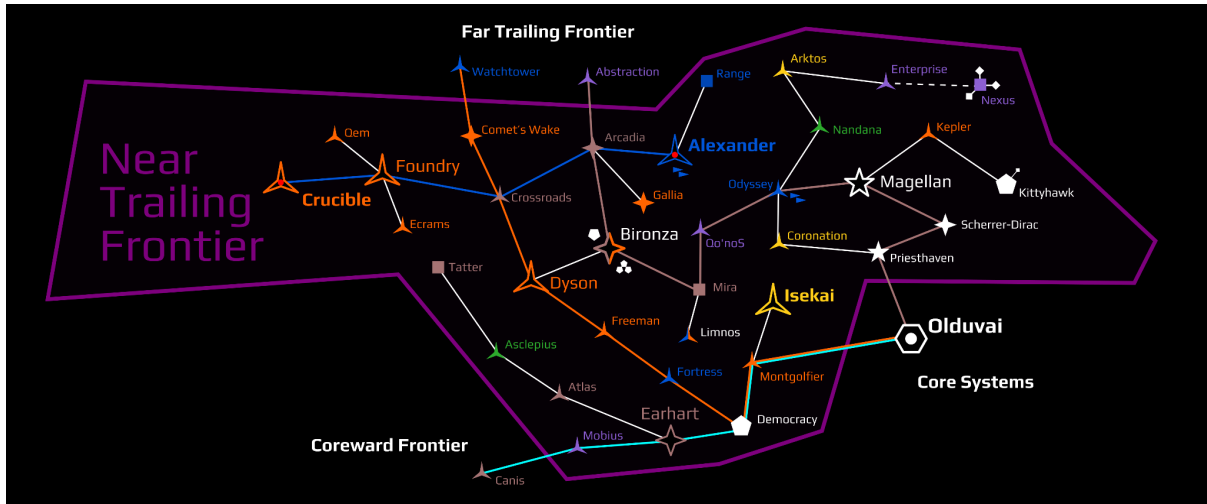
Notes:

- Originally held in trust by the Compact, Yu was divided between numerous companies that provided physical security for peacekeeping operations in North America.
- Lakshmi has turned down full colonial representation on several occasions to remain a Charter Economic Zone and remain exempt from regulations that are usually enforced in nearly all the so called "core systems"

Original Submission: clockworkchaos

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-376?post=23281095#post-232810951>

NEAR TRAILING FRONTIER



One of the first two regions that mankind expanded into around the turn of the twenty-first to twenty-second centuries, the Near Trailing Frontier was the focus of much of the Charters' early expansion efforts, and the bulk of the species outside the Core Systems lives here.

As the Near Trailing saw the first expansion of Humanity, it also saw the first expansion of Humanity's vices, as the First and Second Frontier Wars were mainly fought in the Near Frontier, as two implacably opposed coalitions of Charters struggled for supremacy over the first half of the twenty-second century.

From the vast refineries of Rhodes' pocket empire around Crucible and Foundry, to Ares' fleet anchorages and Alexander, and Hermes-Ishtar's fantastical megastructures in Isekai, and the great work planned for Dyson this region is where the Charters dreamt their biggest dreams and built their greatest works.

Almost 12% of the Human race lives in the Near Trailing, which also holds the majority of the Frontiers' industry and resource wealth.

Alexander:

System Name: Alexander

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 2.5 Billion Permanent Residents

System Bodies:

Athene

-Terrestrial

- 1a
- Airless Moon
- 2
- Martian
- 3
- Gas Dwarf
- 4
- Martian
- 5
- Jovian
- 5a
- Icy
- I
- Asteroid
- 6
- Jovian
- 6a
- Airless
- Diadochi
- Gas Giant
- 7a (Ptolemy Soter)
- Icy
- 7b (Cassander)
- Icy
- 7c (Lysimachus)
- Icy
- 7d (Selucus Nicator)
- Icy

Notable Features:

Athene: The sole inhabitable Earthlike planet in the Alexander system, Athene is covered in three continents that make up some 41% of the surface area, giving Athene a wide range of environmental conditions, dominated by mountains and deserts.

Athene is the headquarters of numerous Ares subsidiaries and is considered a closed planet to anyone not in Ares employ or granted resident status by being related to or in service of an Ares employee.

Diadochi: Diadochi and its many moons are the anchorage for several private security fleets that operate under Ares corporate oversight.

Nerio Base: This station hosts Mars Interstellar Security's Trailing headquarters as well as its three battlegroups in orbit of Ptolemy Sotor.

The Aerie: The headquarters of Ares subsidiary Frontier Operations in orbit of Cassander, this station hosts Frontier Operations' two battlegroups.

High Guard Station: *The Trailing headquarters of Ares subsidiary Ares High Guard, AHG's two battlegroups are based out of this station orbiting Lysimachus.*

Valentine Station: *Named after the founder of Ares subsidiary Athene Expeditionary Fleets, this station in orbit of Seleucus Nicator houses AEF's two battlegroups.*

System History: *Discovered by Voyageur Interstellar in 2132, Ares bought settlement rights in 2150 and began settlement in 2152, intending for Alexander to be a closed system and the heart of Ares operations.*

As the system grew with the founding of several officers' academies and training camps for enlisted, the civilian population grew even more rapidly thanks to a generous retirement package and so-called "anchor immigration".

As the population expanded, Ares was able to expand their fleet facilities to match, striking several deals with Rhodes to exchange physical security for cheap materials from Crucible.

Notes:

-While the large civilian population would seemingly defeat the purpose of a closed system, it advances the idea of a "Closed System" as Ares High Command sees high population growth as the first step towards a self-sufficient recruiting population from which they will be able to recruit freely and exclusively. The official policy is to make Alexander a "Military with a System attached".

- At retirement, all Ares recruits are offered the chance to take their pension in the form of permanent living and use title to open lands on Athene, with a further subsidy for bringing their extended families with them. This is known as "Anchor Immigration" and is a major contributor of the so-called "Poverty Draft" of the credulous, though Ares' competitors charge that this program is merely military serfdom with extra steps.

Arcadia:

System Name: Arcadia

Political Status: Arcadian Colonial Republic (Colonial Republic), de facto Charter control, Epsilon Representation

Charter Presence: Cernunnos, MSI, various

System Population: 500 Million (Disputed)

System Bodies:

1

-Hot gas giant

2

-Hot terrestrial world

3

-Sunbathe, Very warm terrestrial world, light atmosphere

4

-Prairie: Terraformed dry world

4a

-Big moon

4b

-Another big moon

4c

-Yet another big moon, terraforming candidate

5

-Caia, super-earth, terraforming candidate

6, Terraforming Candidate

gas giant

Notable Features:

Sunbathe: Although terraforming of Sunbathe began in the early days of frontier settlement, the attempt was abandoned due to the cost of the large sunshades required for the project to continue. Despite this setback, colonization proceeded anyway in the shadow of the first two Frontier Wars.

Sunbathe has many underground habitats, and in its wettest polar and subpolar regions has heavily genetically engineered plants farmed by workers in environmental suits - the oxygen pressure is too low for human survival. It also has many, many orbital habitats and space stations, and its actual output of plant material is much higher than its reported output.

Sunbathe's main outputs are underground-farmed food, surface-farmed luxury cash crops, usually ones adapted to dry conditions, and a variety of pharmaceuticals. It also is famous for sun-dried preserved food, such as its range of dried fruits and jerkies, including such novel protein sources as cassowary, tiger, and eagle, as well as the more typical range of domestic animal jerkies. These product lines are similar to Prairie's, but more expensive due to marketing.

Sunbathe's crime sector is enormous and is rumoured to be backed by MSI. A mob boss's ludicrously expensive raisins, grape wine, or bean-derived substances probably come from here or from Prairie. Just about everyone on Sunbathe is involved in something de jure illegal, ranging from illicit copyright bypass rings to gun-running to smuggling to outright slavery. Sunbathe's police force has long since openly turned into just another gang, no more legitimate than any other large gang.

Cernunnos executives here are also often involved in organized crime, downplaying the farmable area of their fiefdoms and the number of people involved. At least of these executives is even the head of their own gang and routinely participates in criminal activities.

Prairie: A very tectonically active world due to its many large moons. A large number of its water and some of its air shipments were instead dropped on its moons, which was slightly cheaper than making sure they actually hit Prairie. (The difference was pocketed by the terraforming crews.) Water spreads out but Prairie has very large highlands; many of these are effectively dead, though the dust blowing off them does keep its viable areas very fertile.

Most of Prairie that is actually viable to farm in is either massive ranches, massive plantations, or smaller farms. Some areas are cities with multi-layered integrated farms of varying levels of verticality making up part of their land area. Other, less farmable areas are

just plain cities. However a large percentage of the arable land mass is taken up by ranches and animal husbandry.

Unlike Sunbathe, Prairie's organized crime presence is merely heavy and not near-ubiquitous. Cernunnos has de jure control over almost half the planet and even some of the orbitals.

Caia: One of two planet related scams in the system, Caia was named as such as part of an attempt to divert colonization resources from Gaia. Though the plot was immediately caught out, nobody has bothered to change the name since (and workplaces orbiting Caia are advertised again these days, bringing in a steady trickle of people who either have difficulty reading Latin letters or are just gullible to be forcibly recruited).

Terraforming Candidate: An attempt to defraud investors of resources by diverting them towards a sure-fire "Terraforming Candidate" which actually got someone to invest in trying to terraform a gas giant. The executive involved has never actually checked up on their project and still believes it's a real, viable candidate for terraforming. To this day, he continues to funnel billions of dollars and many ships into it, all of which are immediately divvied up between Arcadia's gangs via the auspices of operating as the "Arcadia System Space Patrol".

History: Discovered in 2118, Arcadia was bought by United Starhaul, which began terraforming efforts on both Sunbathe and Prairie in the hopes of dominating the agricultural market in the Trailing Frontier and leverage two inhabited worlds for permanent domination of the area.

Even when the First Frontier War broke out and United Starhaul's opposition to Mississippi Shipping Interstellar brought them into the war, colonization continued, though with vastly reduced resources, even as Arcadia became the major Trailing theatre of the war. Starhaul supplied many of their own and allied craft from the system, demanding increasing obedience from the colonists.

Being on the victorious side of the First Frontier War briefly seemed to improve Arcadia's prospects as Starhaul focused much of their attention on colonization of Sunbathe and Prairie. However, this focus left them vulnerable when the Second Frontier War between United Starhaul and MSI kicked off, and Arcadia was once again a battlefield between the Charters as MSI and Ares combat forces swept through the system, devastating everything in their path while Starhaul desperately attempted to stave them off by turning most of the system's civilian craft into auxiliary combat craft.

The Second Frontier War left Arcadia an empty husk of its former self. With the defeat of United Starhaul by MSI, many of Starhaul's possessions were folded into MSI's assets, beginning a long period of neglect by MSI, which had a policy of avoiding terraforming and planetary colonization projects wherever possible.

However, into this neglect stepped first organized crime, attracted by the lack of oversight, and then Cernunnos, by the dream of completing Starhaul's agricultural project. And with Cernunnos' investment, the system entered another boom period.

However, this burst of prosperity was quickly ended as President and CEO Caulder was forced to choose between completing the Arcadia project and sending resources to settle the far more fertile Gaia, a choice which Caulder settled by fully endorsing the Gaia project and cutting the budget for Arcadia by 90%.

Since then, the latter two Frontier Wars have also been hosted by Arcadia, though no longer as a front line theatre, and the system has been neglected by the Charters and the Compact and left to decay into the state it is in today.

Notes:

- Highest reported crime rate in Compact Space
- Charter scientists claim that if Sunbathe's atmosphere thickens any more the surface temperatures will become uninhabitable at night as well as during the day
- Sunbathe has a number of Ares subsidiaries hired on as police, and are shockingly considered the most honest force on the planet despite their rampant corruption.
- Due to environmental conditions favouring crops inedible by Homo sapiens sapiens, Prairie's main exports are animal based and include kefir, zebra steaks, lionsblood pudding, and kangaroo sausage!
- System censuses are difficult and the official population of 500 million may be off by as much as 25% in either direction, between the made-up-for-tax-purposes dependents, the fake tenants, the faked deaths, the rampant slavery, and the many people being smuggled into or out of the system.
- This extends to tracking the number of *space habitats*, since extra ones are made with slave labour or fappers cracked to take some unofficial currency or other, while others only exist on paper and were used as money laundering fronts.
- Arcadia was a major front in several Frontier Wars and many of its orbitals and planets were the site of battles between Charter mercenaries.
- Unexploded ordnance and drifting derelicts have been left behind to be picked over by scavengers to this day.

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/page-385?post=23315418#post-23315418>

Arktos:

System Name: Arktos

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Olduvai Representation

Charter Presence: Hermes-Ishtar

System Population: 7,000 Permanent Residents

System Bodies:

1, Borealis Major

-Terrestrial world with active magnetosphere.

1a, Borealis Minor

-Small moon orbiting Borealis Major

|

-Sparse belt of rocky or icy objects orbiting very far out

Notable Features:

The Hermitage: *Private estate of Grigori Dostoevsky, located near north pole of Borealis Major*

History: First fully surveyed in 2113 by Voyageur Interstellar, this system was considered a so-called "drift" system and was purchased by private investors interested in development of new forms of Faster Than Light travel who wanted a test system.

However, these plans fell through and the company was quietly bought out by Hermes Communications who also found little to recommend the system and spent the time until their merger with Ishtar in 2139, ignoring the system.

The new Hermes-Ishtar attempted to lure tourists to view the frequent and intense auroras, but the system's remote location meant it would only by the barest of margins turn a profit. Things continued in this same fashion for nearly a century until the unexpected arrival of a famous and influential Hermes-Ishtar visionary executive.

Marketed (under protest) as something of a troubled genius, Grigori "No really, just call me Greg" Dostoevsky purchased a hotel location that the planetary government was threatening to shut down, and turned it into a private estate where he would end up living for the next several years. Officially, this was in hopes that a change in scenery would break him from the "creative stagnation" to which he attributed the lacklustre success of his latest work.

Arktos has benefited greatly from his patronage, both in terms of investment (with Mr. Dostoevsky paying out of his own pocket to ensure access to basic luxuries) and in terms of publicity (with long distance photographs of The Hermitage being featured in promotional media, often with a suitably striking aurora in the background).

Notes:

-Rumours say that Mr Dostoevsky had gotten into a shouting match with a rival H-I visionary, and wanted to go somewhere that his ego wouldn't have to put up with any others of similar size or fragility.

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-431?post=23566588#post-23566588>

Asclepius:

Map Designation: NT-25

System Name: Asclepius

Political Status: Charter Economic Zone, Cernunnos Ownership, Epsilon Representation

Charter Presence: Cernunnos

System Population: 12,000 Permanent Residents

System Bodies:

- 1,
- Small Jovian
- 1,
- Large asteroid belt

Notable Features:

Paean Station: A medical station which everyone in the system lives within, dedicated to researching various diseases and cures for them.

History: Discovered by Voyager Interstellar in 2123 and acquired by Pachamama in 2130, the system was planned to be expanded into a large network of isolated stations and BSL-5 laboratories that would headline Pachamama's new viral and bacterial threat research wing and possibly even handle future xenological microscopic threats.

However, this was not to be, as the bankruptcy of Pachamama in the terraforming bubble collapse of 2136 led to Asclepius being left with a single core facility and no funding.

Passed between a number of private firms, Asclepius eventually found its way into the hands of Cernunnos along with Pachamama's research in the early 2160s.

Cernunnos however declined to continue Pachamama's plans, as Caulder has his own goals, ideas, and power base in the Far Trailing Frontier.

Instead, Asclepius would languish as a neglected laboratory conducting minor research on novel pathogens to this day.

Notes:

-In 2250, there was an outbreak of a xenopathogen triggered by improper materials handling on the part of a recently transferred manager. This loss of time, money, and effort has not served to improve Cernunnos' executives opinions on the Asclepius system.

Original Submission: Thalton

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/post-23617426>

Atlas:

Map Designation: NT-26

System Name: Atlas

Political Status: Charter Economic Zone, MSI Ownership, Penglai Representation

Charter Presence: MSI

System Population: 105 Million

System Bodies:

- 1,
- Asteroid Belt
- 1,
- Venusian

- 2, Tenere
- Hot Earthlike
- 2a, Berber
- Rocky moon
- 3,
- Jovian

Notable Features:

Tenere: Loosely settled by a nearly entirely augment population whose geneline was specifically created with Tenere in mind, these populations are mostly nomadic and live with a fairly low tech baseline. They have very little contact with Berber Base and even less with the outside galaxy, as they can't afford the purchase of fabricated goods.

Instead, the populace lives by hunting and harvesting the few extremophile plants and animals introduced during the initial colonization.

The loose coalition of elected clan chiefs that "governs" Tenere is overseeing a plan to terraform Tenere on their own terms.

Tenere Storm: A Kessler cascade that swamps the upper and middle orbitals of Tenere, preventing easy travel to and from the surface.

Berber Base: A base built on Tenere's moon and staffed by a small team of cleaners hired by MSI, the staff of Berber base is slowly clearing the Tenere Storm.

History: Tenere was discovered by Voyager Interstellar in 2118, and picked up by Pachamama in 2120 as part of their colonization program for the Near Trailing, and to support United Starhaul in the charter's dispute with MSI for control over the Near Spinward Frontier.

By the time the First Frontier War broke out in 2125, United Starhaul and Pachamama had shipped several hundred thousand colonists planetside and lavishly outfitted them with the latest in warm weather survival gear, and started construction of massive sunshades in orbit as well as the usual networks of orbital infrastructure.

However, during the First Frontier War an MSI aligned battlegroup engaged with a United Starhaul Force based out of Atlas, and in the fighting, Tenere's orbitals were ravaged with the remains of warships, sunshades, solar collectors, comms satellites, weapons platforms and more breaking up into a Kessler cascade.

Though Pachamama retained control over the system at the end of the war, the process of cleaning up the orbitals would take years to decades, and costs would build all through that period, while the budget furnished to the Pachamama governor in charge of the cleanup was a mere pittance due to Tenere's lack of importance to the Charter as a whole.

Instead of giving in to despair, the local governor, one Mariko Karimi, instead set out to reduce the burden on the trapped colonists and terraforming specialists as much as possible.

Using her connections to Mars and the Pachamama genetics wing, she shipped in several hundred of the nomadic Environmental Contract Technicians from Mars who had spent nearly three quarters of the last century providing low cost management of the Martian environment by using soil bacteria, decomposers, and self sustaining soils to shepherd the growth of inhabitable areas almost comfortable to baseline life.

Along with the Martian Sparrows, she shipped down dozens of medical professionals who were equipped with the latest in desert adapted geneline augmentations. These premium augmentations (meaning that they would breed true) would make following generations smaller and slighter, give them large, almost rabbit-like ears for cooling, a change in protein structures, and genetically modified helicobacter strains in the bladder that would assist in the breakdown of urea and other metabolic byproducts, virtually eliminating the need to urinate.

And finally, Karimi deployed tens of thousands of low cost caches that carried the latest in Pachamama's experimental plant and animal specimens designed as keystone species for the formation of a robust ecological web that would turn Tenere into, if not a paradise, at least a world adapted to support the Tenere colonists until the orbitals could be cleared, no matter how long that would take.

Perhaps a couple of decades at most.

Then Pachamama collapsed in the first terraforming bubble collapse in 2136, and when United Starhaul inherited the system, they showed no inclination to speed up the reclamation process, choosing to cut the budget instead as Tenere was a non-factor in their Great Game against MSI.

When the Second Frontier War came, a cut off US fleet attempted a last stand at Berber base, inadvertently making the obstruction of Tenere's orbitals much worse and seeding them with unexploded ordnance, rogue drone swarms, and hunter-killer mines.

Though MSI has subsequently inherited the system as a spoil of conquest, they've shown little more interest in spending the money to clean the orbitals quickly and appear to be working even slower than the previous two Charters.

All the while, for the past century the populace below has grown and expanded, forming their own unique culture and becoming fully dedicated to their own idea of what the terraforming and governance of Tenere will look like.

Notes:

- Spacer tales say that Mariko Karimi and her inner circle adopted the Tenere augmentations and made the risky landing on Tenere after Pachamama collapsed, taking the latest technologies of the 2130s with them. Others say that she leads the colony to this day.
- Tenere is derisively called "Sandbox" or "Bunnytown" by the MSI cleanup crews.
- MSI is carefully following the progress of the Tenere terraforming efforts and expects to swoop in and take over once the hard work of ecological establishment has been completed by the current colonists.

Bironza:

Map Designation: NT-6

System Name: Bironza

Political Status: Bironza Colonial Republic (Colonial Republic)

Charter Presence: MSI, Rhodes

System Population: 1.545 Billion

System Bodies:

1,

-Krasnoye Nebo, Terraformed Terrestrial Planet

2

-Pushya, Terrestrial Planet

3-Kilrovo, Super-Earth

4-Sakharov, Terrestrial Planet

5-Asteroid Belt

6-Provets, Jovian

Notable Features:

Krasnoye Nebo: The sole terraformed planet in the system, the most common image of Krasnoye Nebo in the popular imagination is snowfall against the background of the red dwarf around which the planet orbits.

Pushya: A world not conventionally inhabitable but rich in rare earth metals, Pushya was originally settled as a penal colony, and though that time has long since officially passed conditions still haven't much improved.

Kilrovo: A world not conventionally inhabitable but rich in rare earth metals, Kilrovo was originally settled as a penal colony, and though that time has long since officially passed conditions still haven't much improved.

Sakharov: With plentiful and valuable reserves of various radioactive substances on its surface, such as Thorium and Uranium, Sakharov is home to one of Bironza's main resource extraction colonies.

For maximum safety Rhodes guidelines require that proper safety gear be worn at all times, a stipulation not always followed.

Provets: A Jovian lying at the edge of the system, Provets contains vast quantities of deuterium. This has led to the creation of an orbital station to extract both it and any less prominent but still useful deposits of rare materials from its moons.

Kolchak Base: The home port of the Solarian Navy's 5th Fleet.

Vladivostok Anchorage: This station was built by Bironza and heavily subsidizes the independent mercenary forces stationed out of it.

At the moment, Extrabarría's Extraordinaries and the Trailing Independent Battlegroup both base themselves out of Vladivostok Anchorage, much to the discomfort of the 5th Fleet.

History: First surveyed by Voyager Interstellar in 2124, Bironza was identified as a resource rich system to match Potosi in the Near Spinward, and the acquisition of both Bironza and Potosi by the United Starhaul-Rhodes alliance at once triggered the First Frontier War

United Starhaul found itself in a war situation with a new resource rich colony at its disposal and was forced by circumstances to avoid the usual bidding and settling process, instead bidding for penal contracts and directing domestic development in a top down centrally planned manner that was called "Free Market Developmentalism" by United Starhaul and "Anarchist Tyranny" by its critics.

United Starhaul maintained close relations with Pachamama Gardens and the terraforming Charter was handed the contract for terraforming Krasnoye Nebo, but even at their quickest pace the imported penal labourers and contract colonists had begun to see damaging levels of attrition.

To solve this, United Starhaul launched recruitment drives on worlds with heavy cold weather Augment populations, such as Titan, as well as in the colder regions of Columbia, Atlantis, and most especially Earth north of the Arctic Circle.

Though these recruitment drives would never hit United Starhaul's most optimistic numbers, the combination of incoming voluntary colonists, contract colonists, and penal colonists managed to keep pace with the demands of US's long range planning documents for Bironza.

Though the rate of resource extraction balanced against colony expansion was barely keeping pace with projections, United Starhaul's board, worried by the collapse of Pachamama and the increasing friction with Rhodes, demanded that the pace of development be increased.

To that end, one of the penal colony administrators, Joseph "Redeyes" Hiltunen (nicknamed for his deliberately primitive looking cybernetics) was selected to serve as director of the entire colony for a four year term. Then another, and another, and another.

United Starhaul's investors were delighted by Redeyes' productivity, which was derived in large part by a proliferation of penal colonies staffed and overseen by United Starhaul's "Frontier Security Bureau", whose Trailing Frontier section increasingly became Hiltunen's personal fiefdom, much as Bironza had.

Hiltunen's personal status and power only grew as the Second Frontier War raced towards ignition, as Bironza's wealth was seen as a key plank in United Starhaul's war plans.

And when the Second Frontier War turned against United Starhaul, Hiltunen turned against the men and women who made him and cut a separate peace with MSI at the eleventh hour, promising MSI a cut of the resources if they would push for Bironzan accession to a Colonial Republic at the war's end.

Hiltunen then “freely and fairly” won Bironza’s first Presidential election and under the new colony’s constitution became a near-absolute ruler both de jure and de facto.

MSI, willing to play the long game, took advantage of the fact that Krasnoye Nebo and Bironza as a whole had suffered constant shortages under this system of strict rationing leading to what would become the other major hallmarks of the system: crime and corruption. As official systems failed to provide what was needed, MSI infiltration (before, during, and after the War) and simple necessity led to a thriving underground free market of “honest criminals” willing to provide whatever good people needed for a price. This would prove to be the one thing Hiltunen and his Frontier Security Bureau goons were unable to crush until Hiltunen died of a cybernetics related brain clot in 2153.

(It is said by many that this was a deliberate assassination, but others hold that Hiltunen’s paranoia meant that no capable doctor would treat him for fear of being taken to one of the Penal Colonies.)

While Redeyes’ successors would be less oppressive, they by and large kept in place the same system for Bironza for the next four decades.

Ironically, it was the Third Frontier War and the fortune that Bironza made selling resources to all sides that set the stage for the system’s collapse, as the postwar economic slump hit Bironza especially hard, and protests against constricting rationing turned into larger protests against the top heavy planning demands and restricted markets, before then spreading out of control.

As the headquarters of the Frontier Security Bureau burned next door to him, Hiltunen’s last Bironzan successor stepped down, leaving a power vacuum that would very nearly trigger a civil war, or worse yet, allow anarchists to take over.

As Bironza was a Colonial Republic, its rising anarchy was a major news story in the First Systems, causing the Compact Parliament to move fast to restore order. In a compromise between PHRL and the ruling JDAP coalition, plans were drawn up to reform the system’s politics and avoid the deployment of Solarian Marshals or Solarian Naval Infantry.

In line with the desires of the JDAP government’s Frontier wing, Bironza would seek a future based around small businesses with previously monopolized property put up for sale to local entrepreneurs instead of out-of-system Charters. In order to satisfy the latter, Bironza’s become a colonial republic able to elect its own government and, in a move desired by both, would use the heavy industry and plentiful resources in the system to support the construction of a fleet base for the Solarian Navy in the Near Trailing Frontier.

However, despite the hope of the people, the free market did not bring the widespread prosperity for all it promised. The previous system meant that the common citizen of Bironza simply did not have any of the capital needed to buy any of the property being put up for auction. Instead, these businesses would be bought up by those few with the money on hand to buy them, MSI aligned criminals and executives of the old regime. This has led to

the rise of what critics refer to as a “Mafia State” based around a few rich criminal oligarchs extracting whatever value they can from the system's plentiful natural resources.

Despite these dark clouds, the restoration of democracy and breaking up of “crony capitalist monopolies” were hailed as a success by many First Colony observers who also championed the rise of a series of new Bironzan Presidents that has most recently resulted in the ascension of one Vovan Nipit, a former regime planner and FSB forensic accountant whose four terms have brought steady economic growth and stability to the troubled system.

Nipit has sought to not just restore Bironza’s economy, but also its pride, championing a Bironzan spirit and near-revanchist rhetoric that both blames and claims United Starhaul, Hiltunen, and even MSI for Bironzan proto-nationalism when and where it suits him.

Despite rumours of Nipit's four terms being won illegitimately and a worrying accretion of independent mercenary forces to bases neighbouring the SolNav anchorages, the bottomless need for resources of neighbouring Foundry, Dyson, and Alexander have made both Bironza and Nipit sought after allies in the Trailing Frontier.

Notes:

- Home port of the Solarian Navy's 5th Fleet
- Heavily backed by MSI and Rhodes

Original Submission: masterofmadness

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-431?post=23583154#post-23583154>

Comet's Wake:

System Name: Comet's Wake

Political Status: Comet's Wake Colonial Republic (Colonial Republic), Columbia

Representation

Charter Presence: Rhodes

System Population: 3 Million

System Bodies:

1, “Arcadia”

-Terrestrial Planet

2

-Dry rocky planet

3

-Dry rocky planet

4

-Ice planet

Notable Features:

Arcadia: This former agricultural world's habitable regions have suffered soil erosion and are constantly encroached upon by the heavy metal-laden indigenous environment.

History: *Discovered by Voyager Interstellar in 2131, the system was ignored for settlement purposes and relegated to be a so-called “pass through” system under the ownership of United Starhaul.*

Little changed when the system was seized by MSI in the aftermath of the Second Frontier War. However, in 2152, the up and coming company Biological Basics, the predecessor to Cernunnos, purchased the system for an experiment with the ideology and process of colonisation.

This ground breaking initiative was known as “Economical Terraforming”. No longer would the terraforming process be a risky, lengthy endeavour, where humans could not hope to walk upon the planet or see financial return for years, decades, or centuries depending on the planet. Now results would occur as soon as they were needed, no matter the natural environmental conditions.

Economical Terraforming was built on 3 fundamental pillars :

- 1. Humanity First*
- 2. Engage Stakeholders*
- 3. Eco-economical integration*

The first pillar is the simplest pillar. Humanity first demands that the terraforming program must focus on putting humans on the surface as fast as possible. This inspires hope, and the stringent demands on human habitation motivates every worker on the project. People rarely care about a system they can only see as a glittering star far in the distance. They care far more when they know that the work they do produces the air they breathe. Thanks to Humanity First incentives, human habitation of Arcadia could commence within 3 years of terraforming start, whereas the conventional plan had called for a 6 decade heavy metal leaching phase before the work on the human biosphere would even commence. Human habitation had been so far in the future that it was not even included in the original financial projections that led Pachamama to dismiss terraforming the planet out of hand.

The second pillar is all about managing the project. Traditionally, terraforming projects were seen as huge, top-down incentives, with major organizations having total control and ownership of the project, and economic activity being limited to subcontractors. This unwieldy structure was slow and required the investment of massive amounts of capital over huge periods of time. By engaging stakeholders, economical terraforming takes advantage of its Humanity First pillar by recruiting its employees and suppliers into the project, turning them from passive subjects into active participants. By investing in their own share of the terraformed world, they can share in the boons of the terraforming, providing synergetic incentives and reducing the need for upfront capital gathering.

The third pillar is eco-economical integration. Terraforming needs to create a stable ecology, but it also needs to create a stable economy. Without economic returns, the terraformed wilds are worthless. Eco-economical integration preaches the building of economy and ecology in concert, shaping the environment as needed and tying major ecological systems and major economic keystones together in a harmonious whole.

The terraforming process in Comet's Wake applied all 3 pillars at once, creating a world built around agricultural export. For seven years, the program posted record-breaking profits, with high agricultural yields achieved even before total atmospheric habitability was acquired. By the end of the 2150s, the newly christened Cernunnos declared the Humanity First terraforming experiment a success and began a sell-off of its remaining stake in the planet to the inhabitants to free up capital for spinning additional ecological terraforming projects, and Comet's Wake pursued the status of Colonial Republic with the Solarian Compact, a request that was granted in 2166.

However, over the following decades the inhabitants discovered that they'd been left in the lurch by Cernunnos, who had taken Arcadia's best years and left the locals holding the bag and unable to afford the follow-on phases of terraforming. Subsequently, the inhabitants were only able to make good on the costs of regular maintenance in such a dangerous natural environment by selling mineral rights to the rest of the system to Rhodes mining subsidiaries.

As expected by independent xenobiological observers, the introduction of large amounts of hydration to the terraforming world has caused widespread erosion, and with the local population unable to capitalize on further economic opportunities and lacking wider infrastructural investment, the colony has begun to fall into decay. As a result, damage to major cliffs surrounding agricultural areas has led to heavy metals leaching into agricultural areas. For now, this is being managed by relocating hardier Augment workers to the affected fields and habitation areas, but as local stakeholders fail to make the required investments, the problem will only grow.

Notes:

-The population is in constant decline and many consider that the system will be all but abandoned by the turn of the century, returning to its natural state of being a pass through system.

Original Submitter: 10ebbor10

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/post-23402050>

Coronation:

System Name: Coronation

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Penglai Representation

Charter Presence: HI, various

System Population: 5 million

System Bodies:

1

- Asteroid belt

2

- Rocky dwarf planet, no atmosphere

3

- Rocky planet, toxic atmosphere, terraforming in progress

4

- Tiara, Earthlike, most populous body in system

4-a, Sceptre,

-rocky moon, thin atmosphere, terraforming in progress, small permanent population

-4-b Signet

-rocky moon, no atmosphere

5

- Regalia, gas giant, large ring system, many moons including:

- Dais, rocky moon, no atmosphere, several arcology habitats

Notable Features:

Regalia: *Rhodes maintains mining operations in the inner system and the rings of Regalia.*

Dais: *MSI uses Dais as a transport hub and refuelling station for ships travelling from the Core Worlds to the Trailing Frontier.*

Tiara: A technically habitable world with an unusually high number of orbital habitats, most settlement is focused on the southern hemisphere where Omoikane subsidiaries lease several small branch offices on Tiara for psychological and sociological research and HI maintains a small industrial base to supply its operations in the Trailing Frontier.

Tiara is perhaps best known for being the site of the popular media franchise "King of Hearts."

History: Discovered in 2095, and named Lodestar, this system passed through many hands until it was acquired by Hermes-Ishtar in 2170 as part of its buyout of a smaller company that had unsuccessfully pursued the idea of setting up a hospitality industry on Tiara. For several years thereafter, the system had little to recommend it; they managed to turn a small profit by leasing mining and docking rights to Rhodes and MSI, but Lodestar remained an overlooked backwater.

Eventually, however, one of the more highly placed of H-I's "visionary creators" - a top-level executive named Mara de Almas - decided to make use of Lodestar for a pet project. She bought the naming rights to the system, renamed it to "Coronation" and its planets to the entries listed above, and personally funded the construction of several habitats to be placed in orbit around Tiara. To fill these habitats, she hired a number of H-I's up-and-coming creators (as well as a much larger number of support staff) and arranged them into teams, assigning each team to a habitat.

Then, she revealed the purpose of all these actions: the Tiara habitats would produce media on a "survival of the fittest" basis.

What that meant was this: each habitat would be given complete freedom to run its operations as it saw fit - but their creations would compete for a sharply limited number of funding slots from H-I and De Almas herself. They would write their own contracts for their employees, set their own production schedules, even release their own advertisements. They were also free to poach employees from other habitats if they were able, spy on each other, and generally do whatever was necessary to ensure their opponents' projects never

came to fruition (short of endangering anyone's life). If they were given the go-ahead by de Almas and H-I, they would be showered with riches and promotions.

If not... the slide into obscurity would be painful.

The resulting reality show - titled King of Hearts as a triple pun on the Coronation setting, the necessity of stirring the emotions of the audience, and high-stakes bluffing games - quickly became a hit among wealthier Core World audiences, especially those inclined toward Sister Party politics. It remains highly popular in those demographics as it enters its ninth season, though recently some controversy has arisen over rumours of H-I interference in the supposedly unregulated contest and concerns about the psychological health of the contestants.

In one notable instance, a habitat-company that had decided to operate as a worker cooperative went bankrupt after an unusually high rate of spying and sabotage, with a record-low three of their projects over the course of an entire year being approved by H-I or de Almas. H-I's subsequent narrative has painted them as well-intentioned but naive, trying to construct a utopian system in a world ruled by competition and self-interest - but theirs was notably the only habitat absent from a leak revealing that the rate of depression and anxiety among show contestants was dramatically elevated.

Notes:

-N/A

Original Submitter: Kirook

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-383?post=23301777#post-23301777>

Crossroads:

System Name: Crossroads

Political Status: CEZ, MSI Ownership, Gagarin Representation, Void Dwellers Compact

Charter Presence: MSI, Various

System Population: 3.5 Million Permanent Residents

System Bodies:

1,

-Small rocky world

I,

-Sparse asteroid belt

3, Pit Stop

-Jovian planet

3a-d,

-Moons

Notable Features:

Newton's Cradle and Bar and Grill: *A smaller McKendree cylinder orbiting Pit Stop, it contains a majority of the system's refueling, maintenance, repair, and shore-leave*

installations, as well as the basing facilities for an MSI "customs" squadron, a small Ares mercenary flotilla, and a permanent SolNav detachment.

History: Discovered in 2124 by Voyager Interstellar explorers, it was initially considered for purchase by Rhodes but passed up due to its paucity of mineral resources, and its subsequent acquisition by MSI is seen in hindsight as one of the bigger missed opportunities in the history of mankind's expansion to the stars.

Tempers cooled somewhat when the system administrator managed to negotiate reduced tolls for Rhodes vessels passing through in exchange for a reciprocal discount on mining and manufacturing equipment, reducing the overhead costs of running maintenance on passing ships or expanding the orbital habitats. Cernunos (Biological Basics at the time) would later get in on the action as well, offering secondhand food production facilities in exchange for favourable treatment.

Today, Crossroads is something of a spacer's paradise, a place where a space trucker can get a nice greasy burger and fries in reduced gravity... as long as you don't mind vat-grown meat (Spacers, as a rule, don't care), among other things.

Notes:

- One of the beating hearts of Spacer culture
- Member of the Void Dweller's Compact
- Considered unacceptably gauche and classless by anyone with a positive asset to debt ratio that isn't an MSI executive.

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-430?post=23546677#post-23546677>

Crucible:

System Name: Crucible

Political Status: Charter Economic Zone, Rhodes Ownership, Penglai Representation

Charter Presence: Rhodes

System Population: 4.1 Billion

System Bodies:

1

-Molten

2

-Airless

3

-Airless

Pacifica

-Terrestrial

5

-Icy

5a

-Martian
I
-Asteroid
6
-Brown Dwarf
6a
-Jovian
II
-Asteroid
7
-Jovian
III
-Asteroid
8
-Jovian
8a
-Icy

Notable Features:

Pacifica: The sole habitable world of the Crucible system, requiring little terraforming to be comfortable, Pacifica is an oceanic world with many picturesque archipelagos and smaller continents.

The world is where Rhodes workers live between quarter-long contracts in Foundry, Qem, and Ecrams, supporting their families on the hardship pay they incur on these long separations.

While manual and technician caste workers rest with their families in cheap rental complexes while unemployed between contracts, Security, Clerk, Administrator, and Executive caste workers and families live on Pacifica's upper levels, with entire logistical chains duplicated in order to independently serve each caste and higher quality goods reserved for the higher castes.

Though Pacifica's beaches and waterfront life are competitive with that of worlds such as Elysium and Penglai, membership in Pacifica's exclusive clubs and resorts is limited to Rhodes executives, their guests, and honoured Rhodes allies.

Despite this, Crucible's distance from the First Colonies leaves it considered a hardship posting by its executive caste who do everything they can to return to the core, no matter the cost.

History: Discovered shortly after the settling of Foundry in 2129, Pacifica was designated a top percentile terraforming candidate, ensuring that it was rapidly snapped up by a Rhodes riding high from the end of the First Frontier War. Rhodes rapidly purposed the world to house all its workers for the nearby systems.

In order to maintain a close watch over the supply chain, quality assurance and final manufacturing is conducted on Pacifica and the Crucible system whenever possible instead of in the system of extraction.

This leaves the system a hive of industry as cargo and passenger freighters move to and fro on their appointed rounds, Pacifica's orbitals always busy with craft.

Rumours fly that as a result of Rhodes' constant economizing and disregard for their lower caste workers, the death and injury rate for their workers is at least two orders of magnitude higher than reported and this is hidden by information control and the constant shuffling of workers between sites.

Notes:

- The system is home to several underground unions, which are grudgingly tolerated by the Clerks and Administrators, as they are able to use contacts within these organizations to make low level concessions that prevent trouble from reaching the ears of the Executives.
- It's said that the surest way to have your concerns recognized is to confront an executive personally at a beach or club and tell them what is really going on in their name.
- Persistent attempts by workers to beg executives for relief and to inform them of the true state of conditions at worksites has led to increased security measures around them.

Democracy

Map Designation: (NT-5)

System Name: Democracy

Political Status: Compact Administrative Zone, Atlantis Representation

Charter Presence: All

System Population: 5000 permanent residents

System Bodies:

Near Democracy Belt

- Asteroid belt close to star

1

- Small terrestrial planet

Far Democracy Belt

- Asteroid belt further from star

Liberty Bell

- Ringed Jovian

Beautiful Future

- Small terrestrial planet with no significant atmosphere. Notable green colour due to high levels of copper

Notable Features:

Omoikane™ Presents Democracy Station (With Promotional Consideration from MSI™ and Hermes-Ishtar™, Now Featuring Cernunnos™ GreenAir™ For Better Respiratory Health): *A small space station with docking, refueling, and minor repair facilities. The station features a number of cozy public spaces, as well as recreational areas such as bars and gyms, for the various spacers having to pass through on longer journeys.*

Every last centimetre of space on this station is covered in advertisements. Walls are messes of posters half a dozen deep, doors light up with excited graphics for the latest technology 20 years ago. People on the station are vastly outnumbered by standing cardboard cutouts advertising uncountable bargains. Entire rooms have been lost to the mass of ad material, obscured from view by poorly placed signs and holograms and forgotten about. These rooms also contain advertisements, just for older businesses. The PA system buzzes with a constant drone of radio ads, zoned out by all who work there.

History: Even when Democracy was first discovered in 2110, only MSI and the Compact itself were interested in owning it. The planets, while pretty, were not suitable for terraforming, and mineral deposits on Beautiful Future and the asteroid belts weren't worth the effort of extraction. The only useful selling point for the system were its 2 additional potential gate locations, marking it as a potential chokepoint in the future. The owner of this system would be able to profit off of any traffic needing to come to or from whatever systems lay beyond it, and while MSI smelled profit, the Compact had other plans.

To the Compact, this early step outside of the Core systems was a symbol of an exciting new frontier. This would be a place spacers would travel through for decades to come as Humanity manifested their destiny out in the cosmos.

So they kept it, had an architect design as beautiful and glamorous a space station as the budget would allow, and called it Democracy. Whenever spacers would stop here they would walk through its sparkling halls and know that history had been won and the future was beautiful, and it looked like this. Then they decided they could recoup the costs by selling ad space, and now spacers forced to stop and refuel here barely leave their ships for fear of being visually attacked by roving gangs of ads.

Notes:

-N/A

Original Submission: Mr BreaksIt

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/page-384?post=23304201#post-23304201>

Dyson:

System Name: Dyson

Political Status: Charter Economic Zone, Rhodes Ownership, Atlantis Representation

Charter Presence: Dyson Engineering Corporation, Ares High Guard

System Population: 10 Million

Notable Features:

The Pile: An artificial asteroid belt created by carefully releasing project materials in a pre-calculated orbit. In order to prevent theft or loss, a number of physical security firms have been hired to conduct permanent patrols for piracy and rogue celestial elements. Tugs have also been chartered to stay on station and nudge any wayward packages back into orbit.

Kardashev Base: Located in the inner system, Kardashev is a ring habitat built around Dyson's sole planetary body. Kardashev is Dyson's primary habitat and the location of the joint science project that oversees the design and construction of Dyson and is the home port of the majority of the freighter fleet that works tirelessly to ship resources to The Pile.

Though at this time the Dyson Engineering Corporation mainly oversees the stockpiling of resources and hosts investor inspections several times a year, its onboard science team has gotten very good at saying a lot of impressive words to mean very little.

The Bits: Several dozen repositioned asteroids with attached habitats that serve as watchposts, search and rescue bases, and support bases for the small fleet of patrol craft and tugs that service The Pile.

History: Discovered by Voyager Interstellar in 2128, Dyson was initially regarded as a bust and desultory bidding saw it fall into the hands of Rhodes out of a sense of habit if nothing else.

However, Junior Rhodes Executive Arkady Malinkov saw more than a nearly empty system; he saw the chance of a lifetime.

Hiring Ishtar Marketing Group subsidiary Valiant Sales, Malinkov started one of the Compact's all time great sales campaigns: Promising retail investors the rights to eventual real estate on a Dyson sphere. Wooing investors with a silver tongue and polished marketing, his pitch went viral as up to 1.1% of the Human race was sold on the dream of the Dyson Sphere. Even if the Sphere's construction and completion date was nebulously far in the future, the investment would make anyone who bought in now rich beyond their wildest dreams.

In the meantime the newly founded Dyson Engineering Corporation promised that the research and development undertaken during the project would begin showing dividends long before then and Valiant Sales began a media blitz to make DEC investors into a social community, spearheading the creation of games, movies, books, and fan meetups, and scientific conferences all revolving around the Dyson Sphere concept and Malinkov's DEC in particular.

Though Malinkov became rich beyond his wildest dreams, after a decade without forward momentum the DEC was dogged by accusations of being a scam, until in December 2138 Malinkov broadcast live from Dyson the arrival of the first shipment of materials into Dyson and being launched into what would later be called "The Pile".

Since that date, DEC has sourced cheap materials of all kinds from across the Trailing Frontier in order to show continual progress on The Pile. While the cost to do so and maintain the logistical infrastructure in Dyson is several hundred thousand SolCoin a year, the return on investment from the "Dyson Galaxy" eager for more news and endless progress on the project has made it more than worth it as even reputable financial institutions have bought into Malinkov's vision.

Notes:

-Home to a permanent Battlegroup operated by Rhodes Site Security as well as a hired battlegroup from Ares to dissuade thievery.

Earhart:

Map Designation: NT-27

System Name: Earhart

Political Status: Earhart Colonial Republic (Colonial Republic), de facto Charter control, Columbia representation

Charter Presence: MSI, Ares, various

System Population: 1.2 Billion

System Bodies:

1

-Rapidly spinning barren planetoid.

2

-Sahel, Earthlike with two continents separated by small oceans. Warm with large deserts, but still within the Goldilocks zone.

3

-Erie, Earthlike with five continents, separated by oceans that freeze in the winter. Could be considered a "Boreal" world because of its frigid climate while still being comfortably habitable on the equator. On the other "end" of the system's goldilocks zone.

4

-Glaciated Super-Earth.

5-a

-Jovian, High-Density.

5-b

-Icy.

6

-Icy.

Notable Features:

Earhart I: A small Omoikane outpost orbits the planetoid, doing research on its uniquely fast spin.

Sahel: A world colonized mostly because it could be, it was one stuck in legal limbo for decades along with its sister Erie. This didn't prevent plucky frontiersmen from trying to set up shop before the legal dispute was over. With a few MSI outposts dotting the surface before the legal battle was ended, Ares evicted these settlers once ownership was passed to them. Officially they were all given transport to Erie and sent on their way, giving Ares some pre-established spots to start colonization from.

Home to a surprisingly low population nearing two hundred million, the planet has been used by Ares as a training ground in extreme weather conditions, mostly extreme heat near the equator. As a majority of the population is centered around the wetter, cooler Polar regions, Ares has large sections of the planet sectioned off to trial new weapon systems in warm environments.

Sadly lacking in easily exploitable mineral resources or anything natively edible, the planet has become somewhat of a tourist destination, being home to beautiful "Mediterranean" vistas on the coasts, and guided trips through the outback on camel or off-road vehicle. In the summer months of the polar regions, all day parties have been celebrated with locally sourced Wine. Some of the best Wineries in the whole galaxy are located here as the climate is almost perfect for large plantations of grapes. These plantations are rented from Ares controlled areas of the planet by Cernunnos subsidiaries.

The strict military hierarchy of Ares combined with the almost laid back feeling of the Mediterranean climates of where all the civilian and tourist populations live gives an amusing culture clash, but one that does not cause much friction.

Erie: MSI organized crime basically runs the planet. With large, rich mineral deposits all throughout the icy wastes and permafrost of the planet, the exports being routed through the MSI waystation are quite lucrative. While most of the population lives in the Boreal rainforests of the equator, there are many underground cities and outposts near rich resource extraction sites all the way up to the poles of the planet.

With a population almost reaching one billion, the colonization of the planet has had its ups and downs. As they always say, you can always add more layers in the cold, but you can't get more naked in the heat. Massive heating is needed to keep colonists from freezing in their homes, though rumours of abandoned towns in the tundra lost to power failures and the cold are just that, rumours. The heating needs are helped by a surprising abundance of useful geothermal sites on the planet, and some hot springs have been found to be quite enjoyable. This has helped foster a small tourism industry of people who enjoy cooler climates, with a warm, relaxing hot spring treatment to even it out.

With Sahel nearby, the planet's upper classes have the luxury of being able to escape to a beautiful, warmer, climate whenever the harsh winters of Erie are too much, making up a large part of Sahel's tourism industry. Though, of course, that is not to say the planet is not beautiful on its own. Outside of the cities, one can find reindeer herds and snow-peaked mountains year round on the equator, and auroras near the poles for those brave adventurers that either visit or live up there.

Colonization from the North American Reconstruction Zones, mostly from Inuit populations accustomed to the cold, has led to igloos and sleds dotting the less inhabited countryside. Accusations that these populations are involved in illegal smuggling between settlements cannot be corroborated by any local authorities.

History: First discovered by Voyageur Interstellar surveyors in 2113, colonization of Earhart began in earnest only in the late 2140s.

The excessive length of time between discovery and official colonization (though plenty of unofficial colonization happened in the intervening time) was due to a technical dispute during the bidding process, one that kept either United Starhaul or Mississippi Shipping Interstellar from claiming the system.

This dispute would later lead to the system being a front in the First Frontier War and would be one of the triggers of the Second Frontier War.

Eventually, under the auspices of the Parliamentary Committee that arbitrated the end to the war, MSI was granted full ownership over the system, whereupon MSI promptly sold Sahel to Ares in order to square several of the debts they owed to the mercenary Charter.

Afterwards, colonization proceeded without any notable incidents, aside from hosting a battle during the Fourth Frontier War.

Notes:

-N/A

Ecrams:

System Name: Ecrams

Political Status: Charter Economic Zone, Rhodes Ownership, Penglai Representation

Charter Presence: Rhodes

System Population: 2,750,000 Average

System Bodies:

Ecrams A:

1

-Molten

2

-Airless

3

-Airless

4

-Oceanic

I

-Asteroid

5

-Jovian

5a

-Icy

5b

-Icy

Ecrams B

1

-Airless

2

-Airless

3

-Airless

4

-Jovian

4a

-Icy

5

-Icy

6

-Neptune

Notable Features:

Shoop: A station built around a rogue planetoid that lies between the two stars, Shoop is the location of most of Ecrams' permanent facilities.

History: Discovered in 2129, Ecrams was handed over to Rhodes in the settlement ending the First Frontier War, and has served as a feeder system for Crucible and Foundry for the century since.

Enterprise:

System Name: Enterprise

Political Status: CEZ, Omoikane Owned, Gagarin Representation, Member of the VDC

Charter Presence: Omoikane

System Population: 28,000

System Bodies:

1, Shatner

-Small Rocky Planet

2, Stewart

-Jovian

2a, Berman

-Fuel refinery

3, Brooks

-Jovian

4, Mulgrew

-Super-Earth

I- Asteroid Belt

6, Bakula

-Jovian

7, Martin-Green

-Rocky planet

Notable Features:

Roddenberry: The primary habitat within the system. Roddenberry was once a beautiful example of Voyageur's house style, but since then the station has been de-orbited and replaced with a newer Omoikane model with a greater emphasis on bulk housing - a necessary move given how crowded the old station was getting. The nameplate of the original Roddenberry station was extracted and is still displayed in a place of pride.

Berman: A fuel refinery that coordinates efforts to skim valuable gases from the Stewart and Brooks Jovians.

Pillar: One of Omoikane's largest shipyard stations, and the coordination hub for mining efforts in the local asteroid belt.

History: Discovered in 2118 by Voyager Interstellar, Enterprise was promptly highlighted as an excellent hub area to base further exploration out of - believed to have good access to both what would be later called the Trailing Frontier and access to Nexus, a 4-way potential gate system that Voyager saw as a likely next target for exploration. The system was purchased in 2123, shortly before the outbreak of the First Frontier War.

During the war a number of orbital facilities were rapidly constructed once the Enterprise system became operational, though the full buildup of the system would not be complete until 2131. Throughout the 2130s, Enterprise remained Voyager's premier operational base for exploration across the known galaxy, having over 100k permanent residents at its height and many times that in visitors.

While preliminary scouting of the systems past Nexus was conducted at this time, market analysts at Voyager felt that, with the cash reserves of the other charters being finite, it would be more profitable to focus exploration in only one direction, as too many systems being auctioned simultaneously would risk flooding the market and crashing prices. As such, Enterprise's focus remained first and foremost on mapping out the Trailing Frontier via the Comet's Path and the Arcadian Run.

A series of rapid events would seal Enterprise's descent into obscurity - first, the Compact placed Odysseus up for auction in 2135, and Voyager depleted a great deal of its cash reserves to acquire what was seen as a premier system and a natural base for exploration into the Spinward frontier. As part of the belt-tightening that ensued, there was a reduction of maintenance throughout Enterprise, leading to an extremely dangerous and nearly catastrophic leak aboard Berman in 2138, which likely contributed to the population of Enterprise - almost entirely composed of spacers - voting to become a member of the Void Dweller's Compact in 2141, shortly after its founding.

Any good that might have come from this would be interrupted by the Second Frontier War and the resulting reorganization of Voyager Interstellar into the new Omoikane Charter.

Omoikane's new corporate owners saw the hotbed of labour activity in Enterprise as a liability, and went out of their way to sideline the system, establishing the new Omoikane Explorers Corps and its headquarters in Odysseus, and transferring a great deal of personnel and equipment away from Enterprise. Enterprise continued to press on as Omoikane's trailward operational base, but it was now firmly second-fiddle to Odysseus, and once exploration moved on to totally new frontiers in the Coreward, Far Spinward, and Far Trailing frontiers, Enterprise's role in exploration became largely vestigial, with the primary modern role of the system being to serve as a shipyard and naval port. No further exploration of the systems past Nexus is planned.

Notes:

-Member of the Void Dweller's Compact

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-438?post=23621974#post-23621974>

Fortress:

System Name: Fortress

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 2 Million

System Bodies:

1, Huntsville

-Small, Rocky planet

2, Cold Lake

-Jovian

3, Edwards

-Jovian

4, Patuxent

-Small, Rocky planet

Notable Features:

Blackbird: Large habitat constructed in the late 2220's, main source of system housing.

Nighthawk: "North" Gate Defense system. Redesigned in the 2280's to match a "last bastion of humanity" aesthetic.

Raider: "South" Gate Defense system. Redesigned in the 2280's to match a "last bastion of humanity" aesthetic.

History: Discovered by Voyager Interstellar in 2115, and purchased jointly by Rhodes and United Starhaul in 2120 in order to secure passage through the Comet's Trail.

With the outbreak of the First Frontier War, the system became heavily fortified, and several battles were fought between the opposing sides of the First Frontier War, and the system was only reinforced by Rhodes and United Starhaul during the period between the First and Second Wars.

However, Rhodes defecting to join MSI in the Second Frontier War meant that the system was no longer a unified fortress, but two warring camps each determined to deny passage to the other side.

Though United Starhaul won the "Fortress Civil War", they would later lose the system to the newborn Ares Charter which took the system as a spoil of war and reduced the system to a barely maintained pass through and toll system.

Fortress would have remained unimportant if not for the new system commander who was installed in 2165. The quirks of Commander Blanchet were tolerated - though her strange insistence on her station being prepared to defend the core systems from an alien invasion were kooky, they did lead to her maintaining higher-than-usual discipline among her staff, and Fortress operated with distinction during the Third Frontier War, helping to secure the base of the Comet's Trail for Ares. Starting in the 2190s, however, the system began to acquire a different sort of notoriety.

Blanchet's conspiratorial mindset had fed in on itself in the intervening decades, but it was in the 2190s that her self-hosted political show would truly begin exploding in popularity, as she tied every conspiracy she found into a cohesive narrative for her viewers. The Article 15 Working Group was being manipulated by aliens, as was Hermes-Ishtar's more "woke" programming through alien contact in the Dumuzid system. Cernunnos was tainted and creating inhuman homunculi from stolen baby blood, Omoikane had found satanic rituals through studying the stars. While these messages and their attendant threats of lawsuits from the other charters were concerning to Ares, more important to them was the number of viewers Blanchet was able to capture - a source of potential income far more lucrative than any pass-through system.

Blanchet was told to tone down the rhetoric to non-libelous levels and moved to her "own" video host, and despite her warped worldview has proven a quick learner when it comes to staying within the bounds of what is legal to publish, and not technically including any calls to action in her videos. Especially after the Cronus disaster in 2227, her show has exploded in popularity, having viewers all across the core worlds and much of the frontier, and proving especially popular in Columbia and Asgard. She now intersperses her deranged ramblings with all sorts of promoted products - "genetically pure" and "untainted" foods from Cernunnos, "anti-AI software protection" from Omoikane, "live VI parental content adjustment" from H-I, and so on, all sold at ludicrous markups to her credulous audiences and enriching the very elites she claims to be fighting.

For Ares in particular, the largest money maker has been the Blackbird habitat, where Blanchet's fans can come visit temporarily to see their idol record her speeches live in front of an audience, or come stay permanently - an option that has been ticking up in popularity over time with her most devoted adherents, as they become convinced that only Blanchet's military genius and political insight can keep them and their families safe from a hostile galaxy.

Notes:

-N/A

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/page-438?post=23624131#post-23624131>

Foundry:

System Name: Foundry

Political Status: Charter Economic Zone, Rhodes Ownership, Penglai Representation

Charter Presence: Rhodes
 System Population: 75 Million average

System Bodies:

Furnace

-Molten

1a

-Airless

2

-Ice

3

-Martian

I

-Asteroid

4

-Ice

5a

-Martian

5b

-Martian

6

-Ice

II

-Asteroid

7

-Jovian

III

-Asteroid

8

-Jovian

8a

-Icy

8b

-Icy

8c

-Martian

Notable Features:

Furnace: The beating heart of Humanity's resourcing operations, this molten world is the single most resource rich body ever discovered. Furthermore, Rhodes has found it easy to conduct resourcing operations on Furnace, freighters and platforms of all kinds surrounding the planet at all times.

Though labourer and technician career path worker casualties are high, the rapid turnover in workers travelling to and from Pacifica on quarterly contracts keeps the numbers of deaths and injuries obscured, but the fatality rate is calculated at several thousands per year by Rhodes' internal auditors.

Rhodes continues to attract volunteers for this dangerous posting by obscuring the location of fatalities, providing a hardship bonus, and promising surviving family members a chance at enrolling in more exclusive certification programs in compensation.

To Rhodes executives, the low cost of extraction balanced against family compensation is considered worthwhile.

Gordian Station: Named as such for the confusing tangle of habitats and work sites that orbit in the middle system, Gordian station is where the raw resources mined from Furnace are refined and packaged for shipment back to Pacifica for final processing and quality control.

The security presence on Gordian is unusually high due to a militant union presence inside the complex, one that's coherent enough to have weathered years of rapid contractor turnover and even launched several wildcat strikes for better conditions.

So far, none of the strikes have long survived the combination of Rhodes' deployment of security battalions and oxygen deprivation, though several strikes stood a chance of surviving one or the other, much to the annoyance of Foundry's onsite management.

The Whirlies: While the majority of the regional population lives on Pacifica, a substantial spacer population remains in the outer planets and belts of the system in clusters of habitats called "the Whirlies". Rhodes allows these habitats to remain in place provided that their inhabitants provide regular resource deliveries.

History: Discovered in 2125, the promising wealth of Foundry and the neighbouring systems was the latest in a long line of tensions which triggered the First Frontier War in 2125, a war which ended in victory for the Charter coalition that included Rhodes, who received the system in Parliamentary Committee during the arbitration process that ended the war.

Shortly afterwards, Rhodes began settling the system in 2128, but the discovery of Crucible immediately afterwards ended those plans as Rhodes shifted their plans to full settlement on sunny Pacifica and simply ship in workers to Foundry, Qem, and Ecrams for short contracts and temporary housing on site.

While much of the refining happens on site by manual labourers and technicians at the Gordian facilities, final inspection is conducted under the oversight of the Executives on Pacifica in the Crucible system.

Notes:

- In recent years upwards of 91% of Furnace's annual output has been diverted to the Dyson system as part of mutual agreement that increases both scarcity (and thus price) of materials and improves Dyson's valuation.
- The population of the Whirlies is steadily increased by contract workers fleeing Gordian or Furnace, usually unattached workers without families on Pacifica.
- There is a small but consistent level of piracy based out of the Whirlies, written off as the cost of doing business by Rhodes Administrators and Clerks who receive "trade incentives" from Whirly inhabitants to look the other way, provided the piracy levels are kept low.

Freeman:

System Name: Freeman

Political Status: CEZ, Rhodes Ownership, Misra Representation, Void Dweller's Compact

Charter Presence: Rhodes

System Population: 160,000

System Bodies:

1,

-Unnamed rocky body

2, Kardashev

-Rocky body within habitable zone, but too small to be terraformed

3,

-Unnamed rocky body

I

-Unimpressive asteroid belt

5, Nikolai

-Gas giant

5a-v

-unnamed moons

6,

-Unnamed rocky body

Notable Features:

Gordon: *A station housing workers, and refining facilities based in the inner system*

Morgan: *A station housing workers, and refining facilities based in the inner system*

History: *Discovered by Voyager Interstellar surveyors in 2121, the system was considered an uninteresting pass through system that was just valuable enough for Rhodes to pick it up in 2123.*

Though the outbreak of the First Frontier War saw the system ignored for nearly a decade, the growth of the Dyson project meant that Freeman was suddenly targeted for major development.

However the Second Frontier War saw Freeman's spaceborn infrastructure destroyed and its populace scattered (mainly to Pacifica in Crucible). Afterwards, though the system attempted to rebuild, it would never reach the prosperity of the Golden 30s ever again, as the main thrust of exploitation by Rhodes has been further Trailing.

Notes:

-Member of the Void Dweller's Compact

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23641924>

Gallia:

System Name: Gallia

Political Status: Gallian Colonial Republic, Atlantis Representation

Charter Presence: Rhodes

System Population: 36 million

System Bodies:

3, Nova Terra

-Earthlike, terraforming candidate

5, Rio Tinto

-Barren world, Rhodes owned

Notable Features:

Nova Terra: The third world in the Gallian system, Nova Terra is a terraformed world of savannahs, deserts, and jungles, and home to a population that survived first the Gallian Starvation, then a near abandonment by its investors, and are now fairly insular, with a focus on local autarky and holding a deep distrust of the Charters.

Rio Tinto: The fifth planet in the Gallia system and a barren rock, Rio Tinto is under the ownership of Rhodes Mining, drawn by the planet's unusually high stock of easy to access radioactives.

History: First discovered in 2125 by Voyageur Interstellar, the third planet in the system was identified as a terraforming candidate, and settlement rights to the Gallia system were bought up by a coalition of First Colonies investors hoping to bypass the increasingly monopolistic practices of the Charters.

The initial colonization and terraforming proceeded according to plan with nearly two million new colonists living in domes across Nova Terra's surface. Though resources were tight, the support of Gallia's investors kept them well supplied.

This changed with the escalation of tensions that led up to the outbreak of the Second Frontier War in 2142. As part of these tensions, disputes over pay and IP rights violations led a Voyageur fuel cracking station in Qo'noS refusing to sell fuel to a MSI tanker fleet, which led to MSI being unable to refuel their own platforms further down the chain.

This lack of fuel caused the colony ship CFV Zephyr to miss their colonization timetable, inadvertently leaving the Nova Terra colony without vital geo-engineering equipment, activation genes, ration reserves, and microfauna necessary for crop cultivation, leading to a situation of compounding starvation, warlordism, and systems collapse. The deaths of nearly half a million of Nova Terra's two million souls followed before substantive help was able to arrive a year later, with the initial relief attempts from nearby Arcadia stymied by corporate surge pricing and the opening stages of the Second Frontier War.

The only thing that prevented a total disaster was regional Spacer networks providing aid for nearly nothing to each faction regardless of legality and eating the cost themselves.

The resulting outrage was the straw that broke the camel's back in an escalating series of outrages caused by inter-charter conflicts and the hastily called parliamentary inquiry into the Gallian Starvation resulted in a major regulatory overhaul that was later folded into the settlement that ended the Second Frontier War.

The Nova Terra colony itself was never truly able to recover, as the infamy of the Gallian Starvation dissuaded new immigrants and investors and Gallia found itself spending most of its income and political capital avoiding the same fate as the Arcadia system.

Today, while Nova Terra's terraformation into a world of savannahs, deserts, and jungles is completed, Gallia is a fairly insular system with few imports and exports and a desire for autarky that conflicts with the desire of Rhodes to expand operations across Gallia, promising to restore the future denied by the Starvation.

Notes:

- Site of the Gallian Starvation of 2140-2142
- Population tends to be insular and resentful of the Charters and put heavy restrictions on their operations.
- Lingering fondness for Spacers.

Isekai:

Map Designation: NT-22

System Name: Isekai

Political Status: Charter Economic Zone, Hermes-Ishtar Owned, Atlantis Representation

Charter Presence: Hermes-Ishtar, Cernunnos, Omoikane various

System Population: 1.6 Billion Permanent Residents

System Bodies:

Isekai 1

-Venusian

2, Yankee

-Planet, Terraformed

1a, IOS (Isekai Operating System)

-Orbital Station, Datacenter

1b 'Jump'

-Moon

Isekai 3

-Rocky planet

Isekai 4

-Jovian

Isekai 4a, Lotus

-Moon, Terraformed

4b-g

-Moons

Notable Features:

Akihabara station: The gateway to the Isekai system, all commercial non-industrial traffic into the system is filtered into the Akihabara system. Also serving as a stop on the Trailing leg of the Grand Tour, Akihabara is in many ways as much a gift shop as a transit hub.

Every client who signs up for an adventure within the system is prepared at Akihabara before being delivered to their new lives on Yankee, Lotus, or Chronicle. Oftentimes this includes cybernetic and genetic augmentation in order to enhance abilities and increase client safety. Many employees who pass through Akihabara are also modified to fit the roles they have been hired to play.

Yankee: This world is divided into dozens of separate biomes both mundane and exotic. Each of these "Realms" is a different cohesive setting which a paying client can be dropped into to live out a role of their choosing within the overarching narrative, be that one of many heros, villains, or other supporting characters.

While the majority of the NPCs in these Realms are simulated by drones and VI, each Realm still has tens to hundreds of thousands of paid actors who cycle through the Realms to live out their characters' lives day in and day out for months or years at a time.

Lotus: A world of both wastelands and Edens, the scattered paradisiacal "Estates" are owned by Charter executives, political movers and shakers, high profile celebrities, and anyone else HI's board approves of and would like to influence.

Hermes-Ishtar procurers can reputedly grant anything that an estate owner could ever desire in these scattered pleasure palaces. Even in off-seasons where the owner is away from the palace (sometimes up to decades of absence), thousands of servants remain behind to conduct maintenance and remain ready to restart full operations at a moment's notice.

Chronicle: By far the most heavily inhabited location within Isekai. A Bishop Ring built by Hermes-Ishtar between the Third and Fourth Frontier Wars, Chronicle has three purposes: to serve as the central server for all extant original hard copies of all Hermes-Ishtar Intellectual Property, to serve as a general communications archive that can be picked through at the leisure of HI analysts and Marketeers, and to provide space for the highest and most exclusive adventure Package HI provides.

While the various cities of Chronicle house the workers or archival facilities that are Chronicle's main official purpose, vast swaths of territory are set aside for the personal private use of the highest paying HI clients. Instead of being worked into existing worlds as is done on Yankee, on Chronicle a client's preferred story is defined in exacting detail and an entire world is built around their narrative as they proceed as the most important person in their Realm.

The most famous personal Realm is that of the longest running Isekai client: former United Starhaul exec Carter Pham, who checked in to Isekai in 2155 and has remained in Isekai ever since, including a transfer from Yankee to the newly constructed Chronicle as it's first Realm scale client. Reputedly six entire full-time teams of writers and nearly sixty thousand people are delegated to his Realm, which now hosts new "adventurers" who flock to the

banner of a humble traveler who became the undisputed emperor of all the land after being exiled from his homeland.

IOS: A modified torus station that has been in the station since Pachamama's time, IOS is the central office of all adventure package operations in Isekai. All narratives, Realm maintenance, employee dispatch, management, and client relations are centrally controlled from this station.

Expanded after the formation of OTAKU and the acquisition of Omoikane technologies, IOS also houses advanced drone prototyping, testing, construction, storage, and deployment facilities as well as VI and AGI servers for communications with Yankee below.

History: First charted by Voyageur Interstellar in 2111, this system was both a so-called "dead end" system and also featured two terraforming candidates, one far more marginal than the other.

Naturally a system with terraforming candidates so close to the First Colonies was snapped up by the Pachamama Gardens Charter in 2115. Pachamama intended to use the system as a demonstration of their skills and to be a future headquarters.

Initially designated Pachamama, after the Charter itself, the system was intended to be the Charter's custom built headquarters and a showpiece for all their skill and ingenuity. Pachamama 2 was designated Magrathea, and the moon Pachamama 4a was designated Lotus.

Magrathea was to be the home to a variety of biomes from across Earth as well as experimental news ones created by Pachamama. And this variety would serve as a showcase of what the Charter could accomplish and what their clients could expect. Lotus was to be a world designed to be a paradise for the human body, a real life Eden.

For the first two decades Pachamama made exceptional progress, with Lotus being carefully shaped into a paradise, and the various ecologies of Magrathea being carefully seeded and shepherded towards their final forms.

And then, in 2136, the terraforming bubble collapsed and took Pachamama with it. While many of the now-defunct Charter's assets were stripped by Rhodes, the core of the old business was able to rally around their former ambition - but this wasn't enough to rebuild the Charter or see the ambitious terraforming project through to completion. Instead, the projects languished in an increasingly tenuous holding pattern for another two decades, as a series of former Pachamama executives tried to sell their ambitious project to a galaxy that had passed them by.

In the aftermath of the Second Frontier War, Hermes-Ishtar made a bid to finally subsume the remnants of Pachamama, absorbing the remnants left in the Pachamama system with a promise to complete the terraforming project.

As Hermes-Ishtar workshopped how to proceed, they quickly came to an agreement over what to do with their new system. Renaming the system Isekai, they decided to cater to a

clientele that would pay obscene amounts of money to live out their fantasies for the rest of their lives, or pay merely excessive amounts to participate in the adventures of their dreams for months to years.

Pachamama was named “Yankee” after a classic work of literature, and its various Biomes divided into regions that were dedicated to a different franchise or setting. Individuals could pay to live their lives as heroes or villains or whatever role they chose for as long as their money held out.

Lotus, only half terraformed with its uninhabitable wastelands punctuated by pockets of Eden, was parceled out into private estates for the wealthy, for celebrities, and for those who Hermes-Ishtar decided to favour.

Focusing on providing a unique experience that couldn’t be found anywhere else, Isekai became something of a fixture on the Trailing Grand Tour, a destination for retiring executives from the First Colonies, and Hermes-Ishtar’s main hub in the Trailing Frontier.

As Hermes-Ishtar grew, they brought aboard the up and coming Cernunnos Botanicals to assist them with maintaining and even expanding Pachamama’s terraforming work, selling much of the now defunct Charter’s knowledge to the new Charter as it attempted to expand into and dominate the terraforming field.

Cernunnos contributed an increased ability to modify clients and participants to match the needs of the setting as well to create increasingly fantastical monsters to terrorize the Realms, serve the villains, and challenge the heroes.

With the support of Cernunnos, and increasing investment, HI built the Bishop Ring “Chronicle” between the Third and Fourth Frontier Wars. Chronicle would be both an archive of massive proportions, home to billions of Hermes-Ishtar Employees, and also the fullest expression of their adventure package.

In recent decades Omoikane has been brought on board with HI and Cernunnos to provide technical support with specialist drone construction and operation, leading the adventure package side of Isekai’s operations to be spun off into the jointly held OTAKU Corporation.

While the fringes of the Frontier have moved well away from Isekai, the system still serves as Hermes-Ishtar’s greatest asset in the Trailing and the heart of all operations in that Frontier and one that is constantly being refitted for the needs of tomorrow.

Notes:

-Stock in jointly held OTAKU, the company that now operates Isekai’s adventure services, has soared recently on news that OTAKU has struck a deal with SiLaTek to install several hundred thousand NH-CAVIs across Isekai in order to “enhance seamless scenarios” and automate increasingly convoluted technical requirements that require a VI to operate up to thousands of drones in a Realm at once.

-Signing up to work for several years in a Realm is often considered a cheap way to be augmented, as OTAKU is fully willing to provide genetic augmentation for free as part of the onboarding process.

-As HI's spinward capital, Isekai hosts three H-I physical security battlegroups belonging to two outfits: Ishtar's Champions, and Hermes' Custodians.

Original Submitter: Tatbee

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-383?post=23301345#post-23301345>

Kepler:

System Name: Kepler

Political Status: Charter Economic Zone, Rhodes Ownership, Olduvai Representation

Charter Presence: Rhodes, Omoikane, Hermes-Ishtar

System Population: 122,000 Permanent Residents

System Bodies:

1

-Tidally locked Planet

2, Curiosity

-Thin atmosphere, desert planet

3,

-The Twins, Co-orbital planets

I, "Kepler Circuit",

-Asteroid field

5-a

- Dwarf planet, on its way to becoming a Planet

Notable Features:

The Twins: 2 formerly co-orbital planets. After the Kepler Accident of 2163 one Twin is projected to fall into the sun within 300 years, while the other is on a course beyond the asteroid belt.

The Kepler Circuit: The asteroid field known as the Kepler Circuit consists of the shattered remains of what was Kepler 4 prior to the Kepler Incident of 2163. Nowadays it is the final circuit in the high-G, no-holds-barred slingshot race tour by Hermes-Ishtar.

History: Discovered by Voyager Interstellar in 2116 the system was purchased by Rhodes in 2118 for resources to fuel gate construction.

The system slowly grew in population and economic strength with a colony placed on the borderline habitable Curiosity, until 2163 when a Rhodes attempt to shift the orbits of several outlying bodies to ensure easier mining access went catastrophically wrong and disrupted the orbits of nearly the entire system.

Keplar was deemed unsuitable for further human colonization, the burgeoning settlement on Curiosity was abandoned, and the system's population of settlers was replaced with one of fascinated scientists as MSI sold Omoikane front line tickets to the disruption .

Nowadays, the system is mostly known for slingshot racing through the ruins of the outer system in the "Kepler Circuit", which is sponsored by Rhodes and Omoikane under the management of a Hermes-Ishtar subsidiary.

Notes:

-The Kepler Cup is the Trailing Rival of the Gridiron Cup, and the best competitors from each are often summoned to Epsilon to compete in the Epsilon Platinum Circuit

Original Submission: cilax

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-374?post=23236452#post-23236452>

Kittyhawk:

System Name: Kittyhawk

Political Status: Compact Administrative Zone, Sol Representation

Charter Presence: N/A

System Population: 120,000 Permanent Residents

System Bodies:

1,

-Rocky Planet

I

-Asteroid Belt

2, Wright

-Jovian

2a-q

-moons (various)

Notable Features

Wright Anchorage: *The headquarters and home port of the Navy of the Solarian Compact's 11th fleet.*

Wright Flyer Station: *A closed station where the Solarian Navy's best scientific and engineering minds work on implementing the technology that gives the Navy their qualitative edge (qualitative edge not guaranteed).*

History: *Discovered by Voyager Interstellar in 2121, the outbreak of the First Frontier War saw the Solarian Navy purchase the system to serve as their base in the Trailing Frontier.*

With the expansion of human settlement and deployment of the 5th Fleet to Bironza in the 2180s, Wright Anchorage was left nearly abandoned and was nearly sold off, until the Admiralty realised that they could relocate top secret weapons projects to the closed system due to its isolation and previously existing facilities.

The 11th Fleet, formerly a paper formation based out of Korolev-Chandrasekar, was relocated to Kittyhawk and the system officially declared fully closed instead of restricted.

For the last three quarters of a century, a small fleet formation based in the system has conducted weapons tests and produced the occasional prototype that is then put into production in Korolev-Chandrasekar.

Notes:

-11th Fleet is often an assignment for officers at the end of their careers so that they can be rapidly promoted before retirement

Limnos:

System Name: Limnos

Political Status: CEZ, Joint Ares-Rhodes Ownership, Columbia Representation

Charter Presence: Ares, Rhodes

System Population: 21 Million

System Bodies:

1

-Radiation-blasted rock.

2

-Ifri. Near-terrestrial. Extremely hot, with both deserts and rainforests.

3

-Aspiration. Devastated formerly-terrestrial world.

3a

-Aspiration Secunda, Aspiration's moon. Lifeless rock.

4

-Cocidi. Glacial, with a breathable atmosphere.

5

-Glacial.

6

-Jovian

7

-Jovian

8

-Snowball.

8a

-Listening Post Charlie. Captive Asteroid around the 8th planet.

Notable Features:

Ifri: Ifri is a planet of sweltering heat. Only barely in the Goldilocks zone, and only barely even a terraforming candidate, there is no remaining permanent habitation on the planet. Remnants of various exploratory mines litter the burning world's surface, but economical deposits were never found.

Though terraforming has been considered for Ifri, the marginal nature of its candidacy and no compelling financial reasons for initiating such a capital intensive project have as of yet left the planet untouched.

Ifri Alpha: Hanging in orbit, skeleton crews of Ares personnel keep the lights on between deployments of Ares Extreme Conditions Orientation Task Forces to Ifri's surface to learn how to operate in extreme heat and extreme cold both, both in rural conditions and within the abandoned Rhodes structures. Fatalities among those deployed are commonplace, and the crews of the outposts, a motley cross-section of Ares odds-and-ends, heavily augmented as they are, grow increasingly alienated from the work, as they are treated with veiled disgust by the officers of the recruits passing through - seen as washouts and burnouts all.

Cocidi: Cocidi lies outside the Goldilocks zone, and is almost an ice ball. Rhodes exploratory mining was attempted here, also, to no gain. Cocidi is notable, however, as its atmosphere is close enough to Terrestrial that exposure causes only limited, later-life respiratory issues.

Cocidi Beta: Hanging in orbit, skeleton crews of Ares personnel keep the lights on between deployments of Ares Extreme Conditions Orientation Task Forces to Cocidi's surface to learn how to operate in extreme heat and extreme cold both, both in rural conditions and within the abandoned Rhodes structures. Fatalities among those deployed are commonplace, and the crews of the outposts, a motley cross-section of Ares odds-and-ends, heavily augmented as they are, grow increasingly alienated from the work, as they are treated with veiled disgust by the officers of the recruits passing through - seen as washouts and burnouts all.

Aspiration: Aspiration was a jewel of a world once, a prime terraforming candidate initially settled by the now defunct Pachamama Charter. It was later sold to Rhodes during Pachamama's liquidation when it was found to contain vast untapped reserves of moderately profitable natural resources. Rhodes' mining facilities dot Aspiration's various continents, and the planet is ruthlessly strip-mined.

The work is dangerous, as the atmosphere grows increasingly toxic, the ecosystem crushed beneath the great treads of strip-mining equipment. Rhodes employees die on Aspiration with such alarming regularity, it is often referred to as "Expiration" in local parlance and by the executives on site to manage the planet - who rarely, if ever, leave their well-maintained base on the planet's moon. The different mines on the planet are in direct competition for medical coverage, as the quality of care is ranked relative to the value added to the company by the work of the miners.

Listening Post Charlie: Listening Post Charlie is a small unmanned Ares station on the outskirts of the system, where observations of the various Ares training forces are stored. Additionally, the station logs all comings and goings from Aspiration, for marketing and resale purposes.

History: Discovered by Voyager Interstellar in 2122, Limnos was originally purchased by Pachamama Gardens in 2124 as part of the Terraforming boom, with terraforming beginning the next year on Aspiration.

However, the collapse of Pachamama in 2136 meant that the system was acquired by Rhodes who immediately set about surveying the system for mineral riches.

Though most of the system ended up a bust, the moderately habitable Aspiration was deemed rich enough for full exploitation to begin in earnest, with Rhodes dropping all intentions to continue terraforming beyond the bare minimum necessary to preserve the status quo.

During the Second Frontier War, Rhodes allowed Ares mercenary units to train in and stage from Limnos on their way to the front lines. Afterwards, seeing a use for bleeding specialist units on Ifri and Cocidi, Ares negotiated a joint ownership of the system with Rhodes in exchange for wiping out part of the money owed by Rhodes to Ares for their mercenary services.

The system has seen little change since that date, with many Ares recruits rotating through the system over the last century, more than a few being buried there, and many Rhodes employees and contractors also leaving their blood on Aspiration.

Notes:

-N/A

Submitter: veteranMortal

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/page-375?post=23239512#post-23239512>

Magellan:

Map Designation: (NT 13)

System Name: Magellan

Political Status: Magellan Frontier Republic

Charter Presence: MSI, Cernunnos, Hermes-Ishtar

System Population: 1,650 Million

Notable Features:

Magellan III: The sole inhabited world in the Magellan system, this warm world is mostly land, and post-terraforming it exists with large inland deserts surrounded by strips of jungle along the coasts where the majority of the population lives.

Said population is mainly concerned with agricultural activities, which supply the Core and Near Trailing Frontier and the industries required to support those activities.

As an accident of corporate policy, Magellan III possesses an extra redundant set of infrastructure, one set being for the initial colonists, and one for the use of the Charters and their contractors.

History: Magellan III was discovered by Voyageur Interstellar in 2110, and was snapped up by a coalition of Olduvai, Penglai, and Earth-based national projects.

Named after the first expedition to circumnavigate the globe, Magellan was the last gasp of government led colonization projects before they were overtaken by the superior resources and influence of Charter led expeditions.

Founded with a multicultural vision of hosting a diverse array of populations drawn from across Sol and the First Colonies, Magellan III's settlement was conducted with an eye towards not having a single cultural or ethnic group be dominant, and also included Augment and Spacer populations as equal member communities of the initial colonization wave.

The technical side of Terraforming was overseen by Pachamama under contract to Magellan's settlement coalition.

For a generation the project went smoothly, even through Pachamama's dissolution during the collapse of the Terraforming bubble, until the course of the Second Frontier War destroyed the subsidized export model that Magellan was operating under, leading to the system being de facto part of Mississippi Shipping Interstellar's corporate territory.

With the economy strangled over the course of the fighting, Magellan's government declared bankruptcy and the system was placed under direct oversight of the Compact's Parliamentary Committee on Colonial Governance, where operating rights in the system were farmed out to the companies that would eventually form Cernunnos and Hermes-Ishtar, who both operated in the system, though all these operations were subordinate to MSI's previously existing interests.

As part of the rise of Cernunnos to Charter status, the company began building larger and larger plantations and agricultural districts along Magellan's coasts and near interiors. However, the company quickly grew tired of the local population's high rate of unionization and astonishingly high willingness to support strike actions.

To counter this, Cernunnos implemented an offworlds contractor priority hiring policy, going as far to build an entirely separate set of logistical infrastructure and closed corporate cities to house these new workers separate from the existing colonial population of Magellan III.

Over the next century, this situation led to Magellan diverging into two different worlds, one for the original colonists (creatively dubbed "Coastals" for the location of the majority of the early founding cities), who had been left behind economically but compensated with a shocking willingness for mutual aid and social solidarity across communities, and a second world for the Charters and their contractors that was in many ways a microcosm of the Compact's Core, including its astronomical income inequality.

In 2234, Magellan regained independence, albeit one dominated heavily by Charter interests. To the surprise of many, the Magellan Frontier Republic's early governments were dominated by fragile coalitions between voters representing the Coastals and the system's Spacer population by the simple expedient of Cernunnos' plantation contractors not being legally considered permanent residents or citizens of Magellan III.

Though attempts to bridge the physical and cultural worlds of the system's two populations were stymied by Charter action, these governments did manage to implement a muscular immigration policy and social welfare net in Coastal communities and began promoting themselves abroad as a system with strong legal rights for augment populations.

This naturally led Magellan's immigration rate to increase, especially attracting minority groups who found themselves welcomed into Coastal communities and fast tracked for jobs and benefits by hiring them into a series of government created projects to restore the environment destroyed by a century of Charter exploitation.

Charter Contractors, especially those working on Cernunos' plantations, saw these new immigrants "bypassing" them economically and began to agitate for better conditions and higher wages.

The Charter response was to send agents into their plantations to stir up baseline supremacist sentiment and give money to First Colonies organizations and news sources that would turn Magellan into a far-right cause célèbre and sow dissent between the Coastal and Contractor populations.

Notes:

- All attempts to grant Charter Contractors voting rights have been blocked by Charter lawyers.
- Riots have been increasingly frequent on Magellan III, and there is discussion that the Compact Parliament should once again revoke the system's sovereignty and assume direct management.
- Though First Colonies media often hold up Magellan as an augment-dominated government oppressing baseline populations, Augments make up a mere 15% of the population, merely being a well integrated component of Coastal culture.

Mira:

System Name: Mira

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI

System Population: 5000

System Bodies:

9a

-A small moon in the outer system

Notable Features:

Damien's Place: A small MSI owned repair and refueling station in the outer system owned and operated by a retired MSI mercenary captain who served in the First and Second Frontier Wars.

Damien's Place also houses Mira's S&R craft.

History: A so-called "pass through system" with nothing to recommend it, Mira was discovered by Voyageur Interstellar in 2120, and sold to Mississippi Shipping Interstellar in 2124 as part of an effort by MSI to control United Starhaul's lines of travel and communication.

While some desultory skirmishing happened in Mira during the First Frontier War, it was the Second Frontier War that saw Mira's most infamous incident: the destruction of the passenger liner CFV Blue Horizon by United Starhaul aligned mercenary groups and the subsequent actions by those mercenaries to prevent any rescue of Blue Horizon's escape pods until they were able to track down one pod with stolen industrial secrets, an act which led to the deaths of two hundred and twenty uninvolved civilians and which continues to live on in Spacer lore as the prime example of violation of their taboo against deny S&R craft access to escape pods.

After the Second Frontier War, MSI built a small refueling and repair station in the system.

Notes:

-Contains a small memorial to the CFV Blue Horizon

Mobius:

System Name: Mobius

Political Status: Charter Economic Zone, Omoikane Ownership, Atlantis Representation

Charter Presence: Omoikane, various

System Population: 50 million

System Bodies:

several relatively uninteresting planets

3, Klein

-Theoretically a terraforming candidate

Notable Bodies:

The Diamond: While the primary is considered "uninteresting", Mobius contains a so-called "diamond star", an extremely old white dwarf that has cooled to a mere 2,700 degrees Celsius.

Klein: A theoretical terraforming candidate whose settlement began mainly to support the scientific teams studying the Diamond but has not taken on a life of its own, Klein is not self-sufficient and is largely reliant on imports of food and other supplies.

History: Discovered in 2110 by Voyager Interstellar, the system has been designated a protected site by the Compact Parliament, though this is largely symbolic, as there is little that could be done to affect a star .95 the sun's mass.

For nearly a century, Mobius was home to a joint research team made up of members from several research institutes, universities, and other organizations who gradually attracted support staff and other settlers.

However, as part of a privatizing push in the early 2200s, the Mobius system was designated a Charter Economic Zone and the ownership rights were auctioned off to Omoikane, despite an outbreak of protest in the First Colonies that was easily weathered.

Notes:

-Informally called "Asshole Star" by spacer crews due to the need to add shielding for ships near it and the annoyance that can cause.

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-397?post=23344807#post-23344807>

Montgolfier:

System Name: Montgolfier

Political Status: Charter Economic Zone, Rhodes Owned, Olduvai Representation

Charter Presence: Rhodes

System Population: 5 Million

System Bodies:

1

-A Venus like hothouse planet

2, Etienne

-Terrestrial, terraforming candidate

2a, Memorial Belt,

Ring system around Etienne with mining colonies

2a

-Dwarf planet

I, Remembrance

-asteroid belt

3

-Ice giant

4a

-Airless moon

5

-Super-Earth, has a thin atmosphere

6

-Icy planet with a mining colony

Notable Features:

Etienne: A world with a troubled history, Etienne is on its second terraforming project, the first having ended in a complete ecological collapse that killed the majority of the original colonists.

At the moment, a Cernunnos subsidiary hired by Rhodes is engaged in rebuilding the shattered ecology, aided by the Compact War Graves commission and other First Colonies NGOs interested in preserving the memories of those killed almost a century and a half ago in the Montgolfier Collapse.

History: *Charted by STO explorers in 2069, Montgolfier was considered a valuable terraforming candidate and was held in trust for the people of Earth by the United Nations component of the STO for eventual settlement in the name of all mankind.*

In 2079, a reorganization the Solarian Treaty Organization changed Montgolfier's status into being one of the first systems entirely marked as a Charter Economic Zone and it was subsequently sold to Charter interests for colonization, where it was bought by United Starhaul and Pachamama with the intention of terraforming the second planet, Etienne, and making it the anchor of all future Trailing operations.

Terraforming proceeded without much incident until the collapse of Pachamama in the terraforming bubble burst of the mid 2130s.

The subsequent economic hardships, only compounded by suddenly finding themselves on the frontlines of the Second Frontier War in the early 2140s, led to uncontained rioting and even revolution, despite the best efforts of MSI and Ares occupation forces to subdue the populace.

Rumours swirled of a Compact intervention to the point that MSI and Ares withdrew from the system, save for a token force that would ensure that United Starhaul and its allies would not reclaim the system.

Though the events of the immediate aftermath of MSI's withdrawal are unclear, what is known is that left to their own devices and without the funding and experience of the Charters, Etienne's populace was unable to maintain the complex terraforming process inherited from Pachamama and damaged during the Second Frontier War.

What followed was a total systems collapse so quick and so total that only a few million inhabitants were able to be evacuated by Charter rescuers as the atmosphere dissipated and chaos spread rampantly. It is almost certain that a major error was made by untrained operational crews that poisoned the atmosphere before failing entirely.

Those few millions rescued by a hastily gathered rescue mounted by the Solarian Navy, nearby System Defense Forces, and the joint forces of MSI and Starhaul putting aside their difference were resettled on other colonies deeper in the Trailing Frontier.

Afterwards, though Rhodes gained the system during the settlements that ended the Second Frontier War, the deaths of over five hundred million souls made re-terraforming a controversial prospect for decades. Eventually sentiment faded enough that Rhodes was able to strike a deal with the Compact War Graves Commission and a coalition of First Colonies NGOs and watchdog groups: Rhodes would proceed with a slow terraforming and recolonization and those groups would be allowed to find and bury those killed in the Collapse without Charter interference.

Work has proceeded slowly due to these stipulations as all new ground broken must be overseen by a team of archaeologists.

Notes:

- Site of the second greatest loss of life to an ecological catastrophe in human history
- Persistent rumours accuse either the Charters, the Compact, or some other shadowy force of having engineered the Etienne Collapse in order to destroy a revolutionary project in its womb.
- The descendants of the relocated Etienne inhabitants have been denied any claims for a stake in the recolonization or even any special ability to apply for resettlement.
- There is a dark joke common in the field that half the species' archaeologists are employed on Etienne cataloguing the hundred million dead in the terraforming failure.

Original Submission: Joppe

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23496130>

Nandana:

System Name: Nandana

Political Status: Charter Economic Zone, Cernunnos Ownership, Olduvai Representation

Charter Presence: Cernunnos

System Population: 250,000

System Bodies:

- 1, Aleph
 - Earthlike
- 2, Bet
 - Small Rocky
- 3 Gimel
 - Small Rocky
- 4, He
 - Small Rocky
- 5, Vav
 - Small Ice Ball

Notable Features:

Kerberos Station: *An observatory operated by Cernunnos to record various terraforming methodologies and their outcomes.*

History: Discovered by the Solarian Interstellar Survey Corps in 2108. Through the vagaries of chance, this system ended up with a whopping four of its planets within a potential habitable zone post-transforming. However, with most of these planets having a gravity around 30% of earths, and the paucity of resources naturally existing within the system, it was nevertheless unsuitable for settlement, especially once it became clear that the branch it was on would remain a dead end for the foreseeable future. Pachamama purchased the system when it was put up for auction in 2120, seeing it as a useful testbed where they could trial new and extreme terraforming methods without putting anything valuable at risk.

The first terraforming attempts were begun in 2122, and operated for only a handful of years before the first frontier war broke out and the system was seized by Voyageur Interstellar in 2127 in order to secure the approach to Enterprise and Nexus. This greatly impacted the

experiments and led to several of the planets' atmospheres going "rancid" from neglect during the early critical years of Pachamama's extreme measures. The system was returned to Pachamama as part of the post-war settlement and the Charter attempted to re-terraform the planets, seeing the new and more hostile atmospheres as a perfect testbed for new terraforming methodologies. This project would again be interrupted by Pachamama's bankruptcy in 2136, with Rhodes inheriting the projects and terminating them over the objections of the project leads.

The system languished as a curiosity for decades under Rhodes ownership until Cernunnos purchased the system for a pittance from Rhodes in 2251, interested in breaking into the terraforming market themselves and seeing use in a testbench system of their own. Bet, Gimel, Dalet, and He are once more several years into a terraforming attempt, and so long as nothing enormous happens to shake up the galaxy, all signs are that this might be the attempt where the terraforming experiments finally bear fruit.

Notes:

N/A

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-438?post=23624131#post-23624131>

Nexus:

System Name: Nexus

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: None

System Population: None

System Bodies:

1,

-Small Rocky Planet

2,

-Super-Earth

3,

-Small Rocky Planet

4,

-Asteroid Belt

5,

-Jovian

6,

-Large Rocky Planet

Notable Features:

N/A

History: *Discovered in 2123 by Voyager Interstellar, further heavy expansion down Nexus and its four jump points were planned by the Charter, but never executed, leaving the system potentially valuable but empty.*

Notes:

- Uniquely, this system is owned by a Charter but has no gates to or from the system.
- The system is closed due to no S&R infrastructure being present.
- Rumours of squatters in this system have been conclusively disproven by repeated Omoikane and Solarian Navy Expeditions.
- A common conspiracy theory revolves around an Alien Polity that lies past Nexus and that Nexus is left as a Demilitarized Zone to avoid provoking a war between Alien and Human.

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-438?post=23621974#post-23621974>

Odyssey:

System Name: Odyssey

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 30,000 permanent residents, up to 900,000 seasonally.

System Bodies:

1

- Small Rocky Planet: *Limat*

2

- Small Rocky Planet: *Mazu*

3

- Modest Jovian: *Poseidon*

3a

- Waterworld Moon: *Ceto*

3b, c, d, e, f

- Additional uninhabited moons: Eurybia, Phorcus, Thaumias, Nereus, Halia

Notable Features:

Ceto: A waterworld moon orbiting its parent Jovian, and located within the habitable zone after some minor atmospheric terraforming, Ceto has no "surface" to speak of, but many extremely large artificial "islands" have been constructed to hold shipyards and permanent residences (most notably, a prestigious officers' academy), some of which are regularly moved to create appropriate island terrain for various naval maneuvers.

A large number of Ares oceanic fleets are present across the moon's vast waters, ranging in technological level from the original age of sail to the most modern naval supremacy technology Ares can muster. Gorgon and its attendant fleet hovers in orbit around Ceto in permanent station, occasionally participating in space-fleet exercises.

A tourist park has been built on one of the floating islands, allowing visitors to go on a truly thrilling pirate themed adventure.

History: Discovered in 2100 by the Solarian Interstellar Survey Corps and initially bought by United Starhaul, Odyssey was granted to Ares in 2182 after the conclusion of the Third Frontier War. Shortly afterwards, the Odyssey system was put to use in Ares' high level fleet officer training pipeline.

There is a train of thought common among some Ares executives which holds that the lineage of all modern space-fleet tactics have antecedents in millenia of naval tactics.

As such, a facility was constructed to offer up-and-coming Ares and second-tier Solarian Navy officers (with lineages distinguished enough to pay for it) a chance to cut their teeth in true battle exercises with recreations of ancient technology. Throughout the intensive program, students will progress from the very earliest known sea battles to the modern day, giving them a strong backing for moving on to more advanced space combat programs.

For maximal authenticity, fleet battles are performed by real crews, using the most real ammunition that Compact law will allow, as students face off against one another in command of enemy fleets to ensure that the spirit of competition allows the best talent to rise to the top.

Since 2228, when an uprising took place among the naval crews after higher-than-expected casualties following a fleet exercise and had to be put down with spaceborn assets, it has become standard Ares policy to ensure that families are not split amongst opposing fleet crews, to avoid misplaced sympathy with the simulated enemy.

Ceto has successfully updated its branding to overcome this distasteful period, and the cheerful (and scantily clad) visage of the goddess Ceto is happy to wave hello to welcome next year's wave of students!

Notes:

N/A

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-382?post=23300355#post-23300355>

Priesthaven:

Map Designation: NT-17

System Name: Priesthaven

Political Status: Priesthaven Frontier Republic (Frontier Republic)

Charter Presence: Various

System Population: 250,000 Permanent Residents

System Bodies:

1a,

- Mercury-like
- 1b,
- Small gas planet
- 2,
- Natural Mars-like
- 3,
- Glaciated, Significant atmosphere
- 4,
- Theophont, Glaciated, Significant atmosphere

Notable Features:

Theophont: A world of towering glaciers trawling a bleak landscape, where the only heat - and life - is formed around hotspots of geothermal activity which form oases of a sort, bringing heat and life to what is otherwise a very dark rock.

Communities of monks, priests, and a handful of laymen who have not been initiated into the monastic orders have formed over the years in carefully maintained environmental bubbles around these spots, where they make a living farming, weaving, and, of course, brewing.

History: First charted by Solarian Treaty Organization explorers in the frantic early days of interstellar exploration in 2070, Priesthaven (then the Anders system) was designated a Charter Economic Zone and put up for auction where it was won by the young MSI Charter after a brief bidding war with United Starhaul.

Shortly after the end of the First Frontier War in 2129, an anonymous MSI Executive apparently feeling pangs of conscience due to the bloodletting changed the system name to Priesthaven and donated the records of the system and full colonization rights to religious communities - all of them.

Monks and ascetics of every religion were invited to establish their own monasteries and other such structures on the planet, though there was an initial bias towards Christianity. They now make a small living debating the nature of divinity, weaving fine clothing, and brewing many different sorts of drink - their cider is particularly famed.

Eventually the system was recognized as a Frontier Republic to resolve the irregularities of its status as a Charter Economic Zone where the owning Charter had given up its rights.

Notes:

- Considered a hotbed of "Black" Catholicism much to the dismay of the "White" Pope in Rome.
- "Going to Priesthaven/Went to Priesthaven" is used as a term by Spacers for getting so drunk or high that one experiences a moment of epiphany, religious or otherwise.

Original Submission: Voikirium

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-431?post=23558395#post-23558395>

Qem:

System Name: Qem

Political Status: Charter Economic Zone, Rhodes Ownership, Penglai Representation

Charter Presence: Rhodes

System Population: 2,650,000 average

System Bodies:

Qem A

1

-Venusian

1a

-Airless

2

-Gas Dwarf

2a

-Ice

5a

-Jovian

5b

-Jovian

6

-Jovian

7

-Jovian

7a

-Icy

I

-Asteroid

Qem B

I

-Asteroid

Notable Features:

Qem Oort Cloud: *Due to an accident of system formation, the Qem Oort Cloud has a higher level of resources than normal - not enough to justify increased worker activity, but it is a minor curiosity studied by Clerks from Pacifica University.*

Faryeet Manor: *The sole body orbiting Qem B, Faryeet was briefly the vacation home of a Rhodes executive in the 2190s, but has since been abandoned except for a small team of housekeepers that are rotated out to Pacifica on a quarterly basis, as the facility must be maintained in the event that the Executive returns.*

History: *Discovered in 2129, after the First Frontier War, Qem was handed over to Rhodes in the settlement ending the war, where it has served as a feeder system for Crucible and Foundry for the century since.*

Notes:

-N/A

Qo'noS

System Name: Qo'noS

Political Status: Charter Economic Zone, Omoikane owned, Penglai Representation

Charter Presence: Omoikane

System Population: 100,000

System Bodies:

2, Praxis

-Jovian

2a, Gorkon

-Airless moon

Notable Features:

Gorkon Station: Named for a cinematic figure, Gorkon station is the oldest continuously operating fuel cracking station in the Near Trailing Frontier, and is required by Parliamentary law to provide fuel up and down the chain.

History: Discovered by Voyager Interstellar in 2117, Qo'noS was immediately identified as a prime location for a fuel cracking station and was picked up by Voyager in order to support their continued exploratory efforts.

Since then Gorkon station has continued to provide fuel to many of the nearby systems, though its glory days of supplying the Voyager Exploration Corps have long since passed it by.

Qo'noS is perhaps infamous for being the accidental instigator of the Gallian Starvation of 2140-2142 when a pay and IP rights dispute led to Gorkon station preventing MSI tanker fleets from using Praxis' fuel, triggering a tragic series of events that led to the deaths of nearly half a million people on Nova Terra.

Notes:

-Would be a member of the Void Dweller Compact except for Omoikane interference

Range:

System Name: Range

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: Several Hundred

System Bodies:

1, Bullseye

-Jovian

2, Trickshot

-Jovian

Notable Features:

Bullseye: A Neptune/Uranus sized jovian planet with thirteen moons in stable orbits. No habitats, but there are orbiting solar collectors supplying small mineral extraction operations to supply the Range IIb "Clay Pigeon" drone factory.

Trickshot: A Saturn-sized Jovian planet with rings to match. Two moons in stable orbits, one housing the "Clay Pigeon" drone factory that the system is famous for.

History: Discovered by Voyager Interstellar surveyors in 2125, Range was originally given the designation "Ohwenah" from a random name generator.

With a lack of anything of particular note, Ares was able to pick up the system at a practical steal in 2151, shortly after their acquisition of Alexander.

After acquiring it, the system was named after what is essentially its only function, being a firing range for Ares voidcraft based weaponry.

Being at a galactic deadend beyond the Alexander system, trespassers are not something to be worried about, allowing the system to be closed off for testing of confidential and experimental weaponry against "Clay Pigeon" drones. The drone factory is the only permanent, inhabitable part of the system, where Ares personnel come to build drones, before departing the system again for other postings. Simple to manufacture and requiring few resources, the drones can be built quickly and cheaply, and then sent off at various orbits around the system. While Ares itself uses the system a majority of the time, it does allow private Compact citizens to book time slots to go and experience recreational void "combat". Sometimes the time slots can be booked weeks at a time, and other times the system lays empty for months at a time except for the debris dirtying up eccentric orbits.

Notes:

N/A

Original Submission: yeastmobile

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-381?post=23298819#post-23298819>

Scherrer-Dirac

System Name: Scherrer-Dirac

Political Status: Scherrer-Dirac Colonial Republic, Atlantis Representation

Charter Presence: Various

System Population: 210 Million

System Bodies:

1

- Curie, Extremely hot, Mercury-like planet.

2

- Einstein, Hot ball of rock, tidally locked to the system's star, some mining operation takes place on the cold side.

3

- Asteroid belt, significant mining takes place here for local industry and some small amount of export.

4

- Becquerel, Jovian with 27 moons and an extensive ring system, only the most important moons are listed here but all bear the name of a famous physicist.

4-a

- Heisenberg, rocky moon with unique geological makeup. Most populated body in system.

4-b

- Planck, icy moon with liquid water under the ice shelves.

4-c

- Pauli, rocky moon, mineral-rich.

4-d

- Hertz, icy moon, settled.

5

- Schrödinger, Icy World

Notable Bodies:

Heisenberg: Contains four large settlements built around university campuses, as well as numerous small research outposts staffed by unlucky or unpopular grad students along the entire surface. This moon, notable for its unique geological makeup, is hoped to reveal insights into the formation of Jovian systems and is being extensively studied. Moreover, millions of people now call this moon their home as habitats have quickly grown.

Plank: Icy moon with liquid oceans below the surface, a search for single-celled life under the ice shelves is still ongoing. There are a handful of research outposts where specially-built submarines are sent down to take samples or explore.

Pauli: Mineral-rich, small moon, this is where a significant part of the system's mining and manufacturing takes place. As part of their tuition voucher labour program, the ruling sub-deans have financed extensive manufacturing plants that now produce consumer goods under a license contract for several Charters. This is the second-most populous body in the system.

Hertz: Containing a very pleasant gravity of 0.7 g, this moon is well situated to admire Becquerel's ring system. The third most settled world in the system, Hertz is where the more well-off students from Heisenberg go to let off some steam and where visitors and tourists traveling through often take a break. Still, the world does not have enough to offer to attract many out-system visitors.

History: Discovered in 2104, the rights to the system were initially purchased by Ishtar Entertainment when an executive read about a Jovian's moon containing 'unique geological features not seen anywhere else in the galaxy'.

To the crushing disappointment of the Ishtar executive that organized the rush purchase, said geological features are far less attractive to tourists than the name might suggest, consisting mostly of a slightly different chemical makeup of sediment and some mountains that are higher than they should be. As one surveyor sent to scout the location as a tourist destination put it: 'this rock is of no interest to anyone without a PhD in Geology or an unhealthy kink for slightly off-colour rocks'.

Ishtar managed to cut their losses by selling the system below its nominal value to a conglomerate of universities, writing off the difference between nominal value and purchase price as a charitable donation to get, barely, back into the black.

The new owners renamed the system as well as every planet, moon, and planetoid after a scientist or two and built several geological research outposts on Heisenberg. As time went on, local operations grew until satellite campuses were founded on Heisenberg. Many students of geology visited the system for a semester or two as part of their studies, with some sticking around for advanced research. The location of the campus, out in the frontier but still part of a prestigious Sister university, drew interest from locals that could not afford the expensive trip to Atlantis and back, not to mention the high cost of living and tuition fees. The sub-deans quickly took advantage of this interest, generously enabling less fortunate frontier families a 'chance for a high-quality education' via a special system:

Local workers can be paid partially in study vouchers which can be used to pay tuition fees for the local university branches, enabling one to get a bachelor's degree with the name of a Sister-tier University after just a few decades of below minimum wage labour, with barely any debt to your name. It is estimated that over 60% of the workers in the system receive payment partially in tuition waivers, either to save up for their own education or to finance that of a relative.

Using this cheap labour force, the sub-deans began to extend their mandates quite a bit. University employees now mine the local asteroids or manufacture goods for export, providing a steady stream of income for the owners in tasks not in any way related to the running of the local campuses.

Notes:

-N/A

Original Submission: Elero

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23258592>

Tatter:

System Name: Tatter

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI

System Population: Several Hundred Permanent Residents

System Bodies:

1,

-Small rocky world

2,

Modest rocky world, no atmosphere, tidally locked with star

I

-"Junkheap" artificial asteroid belt

3

-Modest Jovian

Notable Features:

Junkheap: Similarly to the other "dead end" systems in the Frontier, the Tatter system is used as a general purpose dumping ground for anything MSI has no further use for in the Coreward and Trailing Frontiers, and the junkheap is where those craft have been left to drift.

History: Discovered in 2130, the system was purchased by United Starhaul, who used it as a junkyard for their craft.

Following the conclusion of the Second Frontier War and the dissolution of US, the system was purchased by MSI, and while for a time there were MSI scavenging teams picking through United Starhaul's old junk for potentially useful information or technologies, by now all that there was to find has been found, those teams have left, and the system has returned to its original purpose as a junkyard under new management.

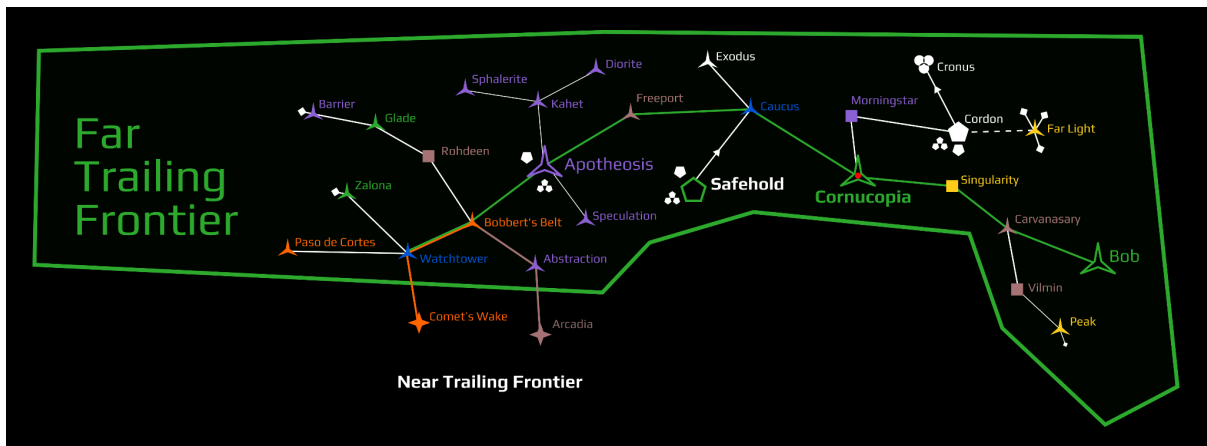
Notes:

-Rumours continue to swirl that MSI uses the system to dispose of ... *other*... things that they find inconvenient, with some of the more fanciful tales speaking of people being tossed out airlocks, but much like the rumours of this unassuming system hiding a secret base for MSI's networks teams, nothing of substance has come up to give veracity to these stories.

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-430?post=23548951#post-23548951>

FAR TRAILING FRONTIER



One of the younger regions to be settled by Humanity, the Far Trailing Frontier is where secrets and science mix to create a constellation of mystery and excitement.

From the vast laboratories of Apotheosis, Bob, and Cornucopia, to the mysterious closed systems of Safehold and Cronus, and the brave expedition preparing in Exodus the Far Trailing is a place where Humanity has decided to ask the big questions about life. What is out there? What will the future be like? What can be done to preserve the species against the unknown threats of the future.

One and a third percent of the Human race lives in the Far Trailing Frontier, and while its industrial might is nothing compared to its sibling in the Near Trailing, the questioning heart of Human inquiry lies in the Far Trailing.

Abstraction:

Map Designation: FT-27

System Name: Abstraction

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane

System Population: 25,000

System Bodies:

1, HiTemp

-Small rocky body close to the star

2, MedTemp

-Rocky body within the habitable zone, too small to be feasibly terraformed

3, LoTemp

-Small rocky body near the edge of the system

Notable Features:

Powerstrip: *Space station orbiting HiTemp with very large solar energy collectors*

Ram Cache: *Small space colony housing a majority of the system's population*

USB: *Small maintenance and refueling platform, largely rented out to MSI*

History: *Discovered by Voyager Interstellar in 2124 and put up for auction in 2133, Abstraction was purchased at a surprisingly high price by Omoikane due to competition from Rhodes and Ares driving up the price.*

Abstraction was chosen by Omoikane for a fairly ambitious project to determine the effects of proximity to a star's gravity well with regards to jump drives and potential other FTL technologies. Disappointingly unmarketable initial results caused investment in the system to gradually trail off, but the system didn't fall as fast or as hard as it could have, due to MSI wanting a greater presence in the region after tensions between them and Rhodes escalated.

Notes:

-Seen as a hardship posting for Omoikane scientists.

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/post-23641924>

Apotheosis:

Map Designation: FT-5

System Name: Apotheosis

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Ownership

Charter Presence: Omoikane

System Population: 650 Million

System Bodies:

1

-Tidally locked planet

2, Amaterasu

-Terrestrial World

2a, Uzume

-Moon

3, Susano

- Super-Earth
I
- Asteroid Belt
4, Hachiman
- Jovian
5, Fujin
- Ice Planet

Notable Features:

Amaterasu: The main inhabited world of the Apotheosis system features a pleasantly warm climate and plentiful water, making it a fine choice for human colonization. Since settlement, Amaterasu has seen rapid growth and development into the largest high-tech manufacturing hub in the Trailing Frontier.

MacArthur Base: This torus shaped complex in orbit of Hachiman is the home port of the Solarian Navy's 6th fleet in the Far Trailing Frontier.

History: First discovered by Voyager Interstellar in 2137, the purchase of Apotheosis in 2140 was part of a last ditch effort to reorganize the waning Charter's research and development divisions by concentrating them in the Frontier, where labour and operational costs were lower.

However, Voyager nearly collapsed and was bought out and reformed into Omoikane Technologies before the first wave of settlement and terraforming could even begin, with many even considering the purchase of such a valuable system to be a major contributor towards Voyager's weakness.

Omoikane saw no reason to change these plans and simply continued the terraforming, expanding their ambitions in the process, planning the settlement of Amaterasu and dubbing the system "Apotheosis, where Mankind becomes as Gods".

Omoikane pushed forward schedules wherever possible, leading to accusations of unsafe working conditions and corner cutting, but these were silenced by the rapid construction of modern urban centres and manufacturing plants across Amaterasu, with the world being declared open for unrestricted settlement by the early 2160s.

Though "open" should be considered a term of art, as Omoikane, seeking "scientific" management of the system, instead implemented a point system for immigration in an attempt to attract legions of coders, educators, engineers, entrepreneurs, and technicians in order to rapidly expand Amaterasu's universities, tech startups, and factory floors to reach a vision of Amaterasu as a planet where a highly educated populace could encounter any idea, develop it, and then push it to production with very little lag time or inefficiency.

Each resident was assigned a "Comprehensive Productivity Index", a managed VI overseen by a class of auditors that collected all of their Key Productivity Indicators, Credit Scores, marketing profiles, surveillance logs, and various proprietary work measurements into a single profile, through which they could be assigned to different work sites and managed

scientifically from a distance - the ultimate apotheosis of the Taylorist concepts of scientific management proposed in the early 20th century.

Every hour of every day, each work site is encouraged to work faster and more efficiently, managed remotely by VI instructions and incentivized with generous bonuses of Omoikane's proprietary in-house currency, the "Energy Credit".

This is not without cost, however, as the nonstop pace and focus on relentless speed led to the highest rates of suicide and overwork related deaths in the Compact, a fact that became embarrassing to Omoikane's corporate board when lurid accounts of suicides and deaths by overwork went viral across the First Colonies in the 2210s, leading to embarrassing interviews in front of the Compact Parliament.

Omoikane countered this by implementing a system of VI and Auditing management known as the "Social Health Index" that would work in tandem with the "Comprehensive Productivity Index" in order to identify and prevent suicides, and going on a publicity drive to show how VI management was making life better.

In order to divert the possibly damning findings of the Parliamentary Inquest, Omoikane volunteered to base the Solarian Navy's 6th fleet out of Apotheosis at a reduced rate, a peace offering which saw the Inquest wrapped up on satisfactory terms with only mild fines levied against the Charter.

In the last 40 years, Amaterasu has only grown and its owners prospered, and in 2250, Omoikane announced a ten year plan to upgrade all of the high level VI operating the Comprehensive Productivity Indexes and Social Health Indexes to SiLaTek's newly introduced NH ("Near Human") line of Administrative VI.

Notes:

- There are accusations that Apotheosis' suicide rate has not plummeted, but merely been covered up by creative auditing during the creation of the Social Health Index, and worker facing VI are encouraging such deaths to happen out of the public view and in non-dramatic manners.
- 6th Fleet's enlisted are known as some of the heaviest users of the Solarian Navy's NavWork income supplement app and the relationship between 6th Fleet's officers and Amaterasu's auditors is famously warm and cooperative.
- Each of the other Charters also maintains presences on Amaterasu in order to take advantage of the local conditions to rapidly develop and prototype an array of high tech items at low prices.

Original Submission: masterofmadness

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-440?post=23626522#post-23626522>

Barrier:

Map Designation: FT-6
System Name: Barrier

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation
 Charter Presence: Omoikane
 System Population: 114,000 Permanent Residents

System Bodies:

1,
 -Rocky Planet
 2,
 -Venusian
 3,
 -Super-Earth
 I,
 Asteroid Belt
 4,
 -Jovian
 4a-g
 -Various moons

Notable Features:

Barrier Observatory: *A research platform in the outer system near the jump point that should exit the system Trailing.*

Barrier Station: *A habitation ring in the inner system formed from a spare colony ship, it houses the rest of the team that, in tandem with Barrier Observatory, are attempting to solve the riddle of the system's malfunctioning jump point.*

History: *First surveyed in 2163 by Omoikane surveyors, the system was initially considered an uninteresting "drift" system leading Trailing.*

However, when attempts were made to explore the far jump point, all exploration craft and drones dispatched were lost.

It is uncertain exactly what factors have made the jump point inaccessible, and Omoikane was granted the system by the Compact Parliament's Colonization Committee so that the Charter could bend all their resources towards solving this riddle.

To this day, nearly a century later, the riddle has yet to be solved.

Notes:

-Transit through the gate has been forbidden by the Compact Office of Interstellar Transit.

Bob:

Map Designation: FT-17

System Name: Bob

Political Status: Charter Economic Zone, Cernunnos Ownership, Penglai Representation
 Charter Presence: Cernunnos

System Population: 180 Million

System Bodies:

1

-Airless, not-quite-tidally locked planet

2

-Close-in gas giant

3

-an airless Goldilocks zone planet

4

- A second, bigger gas giant

4

-a to 3-d - small, mineral-rich moons

4

-e - Inhabited, terraformed moon

4

-f - colourful mineral-rich moon

5

-Another gas giant

6

-yet another gas giant

7

-*another* gas giant with a very large, very icy moon.

Notable Features:

Gideo: *The gas giant that all the inhabitants of this system orbit.*

Gidlo, Gyzar, Griffin, Gull, and Geel: *Airless moons of Gideo, lightly inhabited solely by augments manning skeleton-crew mining stations.*

Merton: *The major inhabited body in this system, Merton is a small moon whose active plate tectonics and low gravity has resulted in massive valleys and mountains. Even before terraforming efforts, the valley bottoms had a thin atmosphere, and some even had water. Some of those even growing toxic alien life.*

After terraforming efforts, the bottom of the valleys are all oceans. The alien life that wasn't deliberately moved by Cernunnos researchers didn't have time to adapt or move on its own and as such, much of it has disappeared.

Sea level varies widely on Merton; each disconnected hole and valley has its own sea level. The 'zero' point on the altimeter was decided as the point with Earth-level air pressure; large portions of the habitable area have air pressure above or below this.

Merton is also home to the vast majority of the system's population. It often serves as a Cernunnos penal colony and dumping ground for employees with poor disciplinary scores, although a constant stream of people trying to escape poverty also helps keep the population up. Excess frozen embryos from fertility treatment centres are also sent here

alongside other purchases. While research of many types is common on Morton, much of it is concentrated on developing new augment genelines.

The system's de facto owner, Cernunnos Executive Vice President Scott Caulder, uses this system's inhabitants to test experimental augment genelines, including commissioning Merton's scientists to create new augment lines of varying viability, usefulness, and cost for his amusement. As a result, almost every second-generation Merton inhabitant is an augment of one kind or another. Many are one-off augments created to see if that particular modification is survivable at all.

Merton contains the only known speciated augment populations; there are multiple populations of hexapodal augments here, as well as several primarily quadrupedal augment lines. Many of the augment lines here require various Cernunnos supplements in order to reproduce, in addition to their requirements for life. Others require ongoing medical care due to chronic illnesses caused by poorly-thought-out or poorly-implemented prenatal or postnatal modifications.

Almost every village on Morton has at least one menagerie, as well as a natal lab, genetics lab, animal reproductive lab, and other such infrastructure for pumping out such creations as tentacled cattle, glittering blue maned wolf/dog hybrids, and attempts at sphinxes.

Scott's Garden: The third planet in this system, Scott's Garden was a terraforming candidate, but Scott bought it to use as a Zen garden. It has a single pressurized underground settlement, Scott's luxurious second home, the small habitation units for his custom augment staff, and support infrastructure. Everything else on this planet is rocks (some harvested from the planet, some quarried in a dangerous manner from the moons), drones that move the rocks around, high-speed sub-orbital transports to get a good high-altitude look at the rock arrangements, and support structures for those.

History: Discovered in 2170 by the Omoikane Exploration Corps, this system was named Bob by one of CEO Berith Caulder's vatborn children, Scott, when Cernunnos acquired the system as part of their push to dominate the Far Trailing Frontier.

That child later went on to personally purchase the entire system with the intent of using it as a somewhat isolated lab for testing new augment lines. Scott quickly realized that, as he owned the entire system and it was barely ever visited by Compact regulators, he could basically do whatever he wanted - and what he wanted was to play with human and animal shapes like a sculptor with clay.

To aid in this goal, Scott has had new Cernunnos contractors sign a contract where their children will be eligible for experimental medical procedures not yet available elsewhere, ostensibly provided as a benefit for loyal employees.

This rule has been complemented by a second program: Most transit out of Bob is controlled by Cernunnos-owned lines that charge far higher than normal rates. However, if one has become volunteered for one of Scott's experimental projects they are eligible for subsidized tickets at a fraction of the cost.

As part of safety protocols, Cernunnos physical security is vigilant for anyone attempting to exit the system without being registered with one of the official lines and possessing an official certification of clean health.

As part of Caulder's experiments, the birth rate on Merton is abnormally high, even for frontier colonies, as lab-grown wombs and hired surrogates are used to pump out small (50 or lower) groups of custom augment lines on a regular basis.

Surviving genelines that Scott finds visually pleasing or potentially commercially useful, are pushed to production on or off-planet, or used as the base for more augment testing.

Many augment lines with unusual aesthetic features come originally from Merton, as well as many genetically modified custom creature designs. Scott's current aesthetic sense for human augments is "augments with bauplans that don't match baseline Homo sapiens sapiens", with no care that some are speciated. This started with a five-year obsession with sticking wings on things, resulting in multiple populations of winged augments. The first successful batch had no hands; later batches had hands on the wings, or a hexapodal body plan. He's now branched out to a mixture of hexapodal and barely-humanoid designs, most of which are nonviable, nonsapient, lacking in any specialized grasping limbs, unable to perform all necessary self-care alone, or ill-suited to gravities much higher than Merton's.

Significant populations of centauroids, winged augments, and "mermaid-like" augments exist on Merton. Not all of these breed true or are otherwise long-term viable; some only maintain their population because Scott is actively commissioning new births for experiments, to populate a pool of personal servants dependent on him for their custom required supplements, or for further use by Cernunnos elsewhere.

Notes:

- Due to the influence of Cernunnos Vice President Heather Vandermere, the majority of the settlements in Bob are primarily designed with an eye for aesthetics.
- Maintenance costs in Bob are higher than other comparable systems in the Trailing Frontier.
- Though Bob has a high augment birth rate, the highest in the Compact, this is matched by a nearly equally high death rate due to the risk of genetic disease in fresh genelines.

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-374?post=23236467#post-23236467>

Bobbert's Belt:

Map Designation: FT-23

System Name: Bobbert's Belt

Political Status: Charter Economic Zone, Rhodes Ownership, Penglai Representation

Charter Presence: Rhodes, MSI

System Population: 200k (Disputed, may be up to an order of magnitude higher)

System Bodies:

1

-"Fuggit" small rocky planet orbiting very close to the sun

2

-"UgVee" (short for "Uglier Venus") Somewhat larger rocky planet considered for terraforming, but passed over due to solar proximity and highly caustic atmosphere

3

-The Belt, a collection of rocky bodies whose total mass is estimated to be somewhere around 2/3rds earth's moon, formed by gravitational influences from UgVee and Chonker

4

-"Chonker" large jovian planet with 73 moons, the majority of which have not received official names

4h

-Waypoint

Notable Features:

The Belt: A large collection of various rocky or icy bodies with what at first glance appeared to be a significant volume of mineral wealth. However, the lack of suitable terraforming candidates as well as the absence of any mineral compounds that couldn't be found elsewhere meant that Rhodes did not invest as heavily in it as in other places, and much of the belt remains (officially) unexploited. Much of its (official) growth has been slow and incremental, based around serving traffic to worlds further down the chain, as well as fuel harvesting operations around Chonker.

Sasha's Pitstop: An MSI owned station built into one of Chonker's most accessible moons, this large station acts as a transit hub for the craft transiting Bobbert's Belt.

Capable of housing tens of thousands of travellers and hundreds of craft at once, Sasha's Pitstop has the largest population in the system and is the place most likely to be visited by outsiders as they travel to and from the Far Trailing Frontier.

The Solarian Navy cruiser stationed in the Belt is based out of Sasha's Pitstop.

History: Originally discovered in 2132 by Voyageur Interstellar and purchased by Rhodes for mineral exploitation, it gradually fell by the wayside as other, more attractive prospects came up. Its multiple jump points, however, made it of interest to MSI, who were quite fond of the idea that any traffic to worlds further into the frontier would be routed through one world in particular.

Surprisingly, the executive in charge of the system, one Bobbert McConahager, refused several generous offers to transfer ownership, and one MSI higher-up, Sasha Van Doorn, responded by going into scheme mode. She would sponsor new asteroid-based or free-floating habitats among the belt and Chonker's moons, renting the space from Bobbert while filling them with MSI loyalists, in the hope of undermining Bobbert's leadership and eventually taking control of the system.

It was, in hindsight, not the best laid out of plans, as many of these new colonists were drawn from Arcadia with promises of easy wealth.

When the various shenanigans going on here began to cause problems for other Charter-held worlds in the vicinity, the Compact stepped in and negotiated a joint rulership agreement. Behind the scenes though, both executives are continuing to establish new outposts without the knowledge or approval of their co-ruler, or the Compact for that matter. While actual outbreaks of violence have been rare for fear of further Compact intervention, it is currently believed that the system's population and GDP are both considerably higher than what is stated on official reports.

Notes:

- There are fears that the tensions in this system could escalate into a Fifth Frontier War between Rhodes and MSI.
- There is a Solarian Navy cruiser permanently on station in Bobbert's Belt tasked with de-escalation duty. It is considered either the most difficult or most lucrative captaincy in the entire Solarian Navy, depending on the Captain's attitude.

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23298150>

Carvanasary:

Map Designation: FT-16

System Name: Carvanasary

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI

System Population: 120,000

System Bodies:

1,

Venusian

1a-c

-Rocky moons

l,

-Asteroid belt

2,

-Jovian

2a-,

-46 Moons, various kinds

Notable Features:

The Carvanasary: Located in a central location in the inner system on the routes that lead to Singularity, Vilmin, and Bob, this station is a rest, repair, and refit station designed to support all traffic in this section of the Far Trailing.

History: Charted by Omoikane explorers in 2167, this system had little to recommend it to most Charters and was picked up by MSI in 2175.

Over the following decades, an enterprising MSI executive spent time building up a station named "Caravansary", and it has become a profitable MSI station in the region, with travel to and from Bob and the increasing tourism of Peak having to travel through the system and pass by Caravansary.

Notes:

-It is suspected that this system's populace will soon vote to join their brethren in the Void Dweller's Compact.

Caucus:

Map Designation: FT-8

System Name: Caucus

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 130,000

System Bodies:

1, Achaemenid

-Un-terraformed Venus like world

I

-Statistically average asteroid belt

2, Gog

-Jovian

2a-g

-Moons

3, Magog

-Ice Giant

3a-f

-Moons

Notable Features:

North Gate: *Large and well armed space station able to deploy strikecraft to the gate leading to Exodus.*

East Gate: *Large and well armed space station able to deploy strikecraft to the gate leading to Cornucopia.*

South Gate: *Large and well armed space station able to deploy strikecraft to the gate leading to Safehold.*

West Gate: *Large and well armed space station able to deploy strikecraft to the gate leading to Freeport.*

Macedon: *Space station in orbit of Achaemenid, home to the majority of the system's population and warcraft.*

History: *Discovered by Omoikane Surveyors in 2156, and Ares, irked by the strategic irrelevance of Watchtower and looking for a prestige project to bolster flagging stock prices, purchased and heavily invested in this system for a good portion of its early history, only to seemingly forget about it when better opportunities emerged elsewhere. Since then, the once mighty and indomitable spaceborne fortifications have stagnated, with scandal and controversy slowly trickling out despite the best efforts of Ares to maintain a respectable front. From accusations of officers enlisting fictional recruits to pocket the extra paychecks, to almost-mutinies spurred on by officers attempting this with grunts real enough to complain about it, it seems as though what should have been a shining beacon of Ares' might has instead become a monument to all its sins.*

Notes:

-Has gate defences on each jump gate.

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-431?post=23579635#post-23579635>

Cordon:

Map Designation: FT-12

System Name: Cordon

Political Status: Compact Administrative Zone, Navy of the Solarian Compact Fleet Base

Charter Presence: None

System Population: 500,000

System Bodies:

1

-Molten world

2

-Barren terrestrial

2a

-Barren terrestrial

3

-Icy

4

-Gas giant

4a

-Ward Alpha

4b

-Ward Beta

4c

-Ward Gamma

Notable Features:

Wards Alpha, Beta, and Gamma: *These fleet anchorages base the permanent Solarian Navy Task Force that enforces the Cordon Sanitaire around Cronus.*

Each war platform is set up to be entirely independent of the other two in order to survive any unforeseen crisis.

History: An unremarkable system discovered in 2177 by the Omoikane Exploration Corps and designated Vacla by VI randomization, Cordon was purchased by Cernunnos to act as a refuelling and repair station in the Far Trailing Frontier. Between 2177 and the Cronus Incident in 2227, Vacla served as a sleepy outpost of Cernunnos.

However, with the arrival of the Cordon Task Force, the system was handed over to the Solarian Navy and the Cernunnos refuelling and repair base was converted into Ward Alpha, the first of three independent stations that would house a permanent Solarian Navy presence in the system.

Notes:

-Permanent Solarian Navy presence.

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-383?post=23303466#post-23303466>

Cornucopia:

System Name: Cornucopia

Political Status: Charter Economic Zone, Cernunnos Ownership, Penglai Representation

Charter Presence: Cernunnos, MSI

System Population: 510 million, concentrated on Gaia

System Bodies:

1-a

-Tidally locked Binary Planet

1-b

-Tidally locked Binary Planet

2

-Gaia, Earthlike

3

-Glaciated, Significant atmosphere

4

-Glaciated, Significant atmosphere

5

-Jovian

5-a

-Icy Super-Earth

6

-Jovian

6-a

-Icy, Alien Hydrosphere, High Pressure

6-b

-Airless, High Density

7

-Icy

7-a

-Icy

Notable Bodies:

Gaia: A world where every inch of land is covered in green, Gaia was discovered on the trailing edge of a volcanically-induced ice age. The prodigious amounts of ash turned this world into an instant breadbasket. There are even a few indigenous species of plant which are human-edible and have turned into delicacies in the First Colonies.

Gaia is also home to hundreds of millions of inhabitants who have immigrated to the Trailing Frontier in order to escape the stifling rat race and overpopulation of Sol and the First Colonies, most of whom immigrated with the assistance of the Compact's Frontier Relocation Administration, a public organ which coordinates with the Solarian Central Bank and the various Charters to ensure that Compact Taxes subsidize the Charters in enticing prospective colonists to immigrate to the frontier colonies.

Though nominally under its own local government, Gaia is de facto entirely owned and controlled by Cernunnos and its President, Dr. Berith Caulder MD, PhD, who owns and operates all agricultural concerns and laboratories on Gaia and across the Cornucopia System. The only exception to Cernunnos' control is a station in Gaian orbit owned by MSI.

History: Discovered by Omoikane surveyors in 2158, colonization rights to the Cornucopia System were bought by Cernunnos Botanicals in 2168 and colonization began in earnest in the early 2170s. While early colonization was focused around the cultivation and harvest of indigenous organisms for export, eventually Cernunnos began to expand operations. Caulder directed expansion into both more conventional agricultural practices to set Gaia as a major food stock exporter to the Trailing Frontier, as well as constructing a number of sprawling scientific complexes that dot the planet's surface and employ tens of millions of employees.

Notes:

-Gaia's inhabitants are heavily alienated and compartmentalized by company policy to prevent fraternization and preserve corporate security. The NDA, and enforcement of such, is king.

-Workers are often subject to contractual memory wipes in order to enforce the terms of NDAs and prevent espionage and leaks of proprietary information.

-Due to the secrecy and compartmentalization of most Gaian laboratories, rumours swirl of unethical experiments and (unverified) genetic experiments that verge on atrocity.

>BIOHAZARD WARNING<

Cronus:

Map Designation: FT-14

System Name: **Cronus**

Political Status: Quarantine Zone

Charter Presence: N/A

System Population: 20 Million (Last known, disputed)

System Bodies:

1a

-Hot airless binary planet

1b

-Hot airless binary planet

2

-Gas giant

2j

- Weaver, Large moon

Notable Features:

Weaver: A barren, airless rock that was chosen for use as a Cernunnos research facility. The central facility "Green Thumb" was an administrative city of several million, responsible for the oversight of over a hundred biological research facilities with completely independent logistical and life support systems in case of a breach.

Especially isolated were the half dozen BSL-4 labs, and one of the Compact's three BSL-5 labs (where research was conducted on ecovore samples).

However, since 2227 Weaver has been cut off from the outside universe in compliance with a Parliamentary Order enforced by the Navy of the Solarian Compact.

Several dozen of the research domes have been cauterized by the orbital network of IDS weapons platforms. It is unknown why this process was not completed, and the Solarian Navy response task force similarly declined to complete planetary sterilization.

Great Owl Platform: A large military platform in orbit of Weaver, this platform was kept on an entirely separate logistical chain from the system's civilian operations and was charged with monitoring Weaver's populace for any signs of a containment breach.

In the event that a containment breach was observed or reported, Great Owl had access to an orbital network of IDS weapons platforms that could be used to bombard the site with nuclear or anti-matter weapons to eliminate the outbreak with maximum ferocity.

History: First Surveyed in 2180, the system was bought by Cernunnos when put up for auction with the intent to use the system at the edge of Humanity to conduct dangerous research within easy communications range of the new de-facto Cernunnos headquarters on Gaia, an operation that was to be centred around several moons orbiting the system's second planet.

Settlement began in 2185 with the founding of Green Thumb on Weaver's surface in conjunction with the construction of Great Owl Station in orbit, a platform that controlled a

series of IDS missile platforms that could be called upon to cauterize with nuclear or antimatter fire any research lab that had experienced a breach.

This compartmentalization resulted in settlers generally never leaving their home domes, which suited the executives just fine.

With only a pair of minor outbreaks reported between 2185 and 2227, both quickly resolved with physical security responses, Cronus was considered an example of Cernunnos excellence.

This pattern of safety came to a screeching halt in 2227, when Cernunnos researchers in a BSL-3 lab were assigned work on a type of addictive, sexually-reproducing parasitic fungus designated "Creeper" by the Caulder daughter who authorized the project.

The goal was to create a food product that people would obsessively crave, with its reproduction deliberately curtailed via terminator genes to make it safe to consume. Once inside a subject, however, they would begin to crave more Creeper-containing foods as long as it remained part of their gut flora ecosystem, making them a reliable market or even willing to work for payment-in-kind in the form of fungus.

Cultivating Creeper in the lab was difficult, requiring a similar incubation setup to human cells. One executive had the idea of growing it in domestic livestock, such as poultry and goats to reduce costs. This required modifying the fungus spores to be heat-resistant, which then enabled it to survive many cooking methods, although the second-generation fungus that made it into humans would be infertile and require the occasional fungus-infested meal to maintain sufficient gut flora saturation for the instant-and-maintained addiction effect.

The growth of visible Creeper on the outside of livestock was observed to distress both livestock and handlers, so modifications were authorized in an attempt to ameliorate the emotional and psychological distress caused by Creeper cultivation.

Early tests showed that Creeper was safe and effective, with no third-generation fungus appearing. As part of Human testing, Creeper additive meals were rolled out to the best-performing workers in some of the civilian support domes; the included drug cocktails worked very well, and they maintained their best-worker status, being willing to prioritize their work above all else so long as they were promised Creeper additive meals.

Plans were being drawn up to take Creeper Meals to market (and come up with a more sales friendly name) once the testing phases were complete and multiple flavour lines could be developed and also tested for safety, as well as finding a way to bypass the immune response that made some 4% of the baseline population allergic to Creeper.

What comes next is compiled from numerous automated reports, and the reports of the Solarian Navy Task Force which responded to Great Owl's distress calls of an interstellar capable ecovore breach.

Preliminary reports gathered from a Green Thumb data dump show that some Cernunnos scientists were looking into reports that an in-development Creeper substrain had breached

the blood-brain barrier, and could be present for dozens of generations before dying out. They reported that conventional anti-fungals were effective if applied correctly, and recommended a system-wide anti-fungal program.

Work logs show that several of the test subject groups had begun to report increasingly aggressive behaviour and obsessiveness around meal times. Even more worryingly, these behaviours were being picked up outside test populations, with Great Owl being requested to begin outbreak investigations at several facilities.

Less than three days after the first of these reports were logged, Cronus abruptly ceased contact with the wider galaxy when an outbound freighter, CS Drachenflieger, rammed the gate, forcing the onboard crew to close the gate aperture.

In response to the disturbance being reported from Cronus, a Solarian Navy task force based around the fleet tender SNS Aaron Forscythe was dispatched by the 6th Fleet from Apotheosis to investigate.

Public information on the incursion made by SNS Aaron Forscythe's Task Force is considered a state secret, but public records show that several craft were lost before the task force withdrew and the neighbouring system, FT-12 (now Cordon), was immediately designated a Solarian Navy fleet base, and a quarantine of Cronus was ordered.

It was the official finding of the Parliamentary Committee on Disease Control that Cronus was the site of an unforeseeable ecovore outbreak and that the neighbouring system would be designated a Solarian Navy Fleet base and a permanent Cordon Sanitaire would be set up to cut off access to Cronus.

To this day nothing else has been allowed to transit to Cronus.

In the subsequent decades several hundred attempts by craft to transit to Cordon from Cronus have been made. Each has been responded to with immediate weapons fire and these craft destroyed.

Notes:

- All transit forbidden
- Solarian Navy Task Force permanently on site in Cordon
- Rumours exist that no such outbreak occurred and instead a successful independence revolt took place that has been covered up to maintain market stability.
- Another rumour says that the outbreak was deliberately staged by Cernunnos higher ups as a test of ecovore outbreak response by deploying the most harmless ecovore in the Cernunnos inventory.

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-383?post=23303466#post-23303466>

Diorite:

Map Designation: FT-26

System Name: Diorite

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane

System Population: 350,000

System Bodies:

Diorite:

1,

-Rocky planet

2,

-Venusian

3,

-Rocky planet

4,

-Rocky planet

5,

Rocky planet

6,

Rocky planet

I

-Asteroid Belt

7,

-Jovian

7a-n

-Various moons

8,

-Super Earth

8a,

-Moon

7,

-Ringed Gas Giant

7a-f

-Various moons

Notable Features:

Diorite Station: A large refining and habitat complex built by Rhodes Mining but now owned and operated by Omoikane Technologies Group, it houses the crews sent to Diorite from nearby Kahet and Apotheosis on their six month rotations.

History: First charted by Omoikane explorers in 2157, this mineral-rich system was purchased by Rhodes in 2160 along with Sphalerite as part of their ongoing drive to be the supplier of all of Kahet and Apotheosis' mineral needs, and more distantly to supply the entire Far Trailing.

However, during the Third Frontier War, Diorite and Sphalerite were easily conquered by Omoikane, who isolated the systems from reinforcements and simply hired all the local workers away with promises of better conditions through better automation.

Today, Diorite is a feeder system for Apotheosis and Omoikane's ambitions in the Far Trailing Frontier.

Notes:

-Omoikane has slightly improved working conditions via automation from the days of Rhodes control.

Exodus:

Map Designation: FT-9

System Name: Exodus

Political Status: CEX, Private Ownership (Exodus Foundation), Columbia Representation

Charter Presence: Various

System Population: 2,450,000 Permanent Residents

System Bodies:

1,

-Rocky planet

2,

-Venusian

l,

-Asteroid belt

3, Egypt

-Ringed Jovian

3a-i,

-Various moons

4,

-Jovian

5,

-Icy planet

Notable Features:

Red Sea Station: The main station in Exodus, it was the first built and can hold some three million inhabitants on board at once. Red Sea station was intended to be temporary, used only until the Ark was completed and launched.

Instead, the station has been in use for decades past its initial expiration date and the maintenance of the station has become increasingly difficult for the modern Exodus Foundation.

The Cradle: A large shipyard complex with one goal: the construction of the large craft that will make up the two Exodus Fleets.

Vingilot: A large warp colony craft far larger than any existing colony craft designs, which must reckon with the width of the jump gates.

This colony craft is designed to hold up to a million inhabitants for a generational trip that could last centuries or even millenia, and in the core are berths for up to fifty thousand individuals to enter cryostasis at the Exodus' start and be awoken once the destination has been reached.

Vingilot's crew and colonists are exclusively baseline and will not be receiving immortality treatments during their journey.

Hirilonde: A large warp colony craft far larger than any existing colony craft designs, which must reckon with the width of the jump gates.

This colony craft is designed to hold up to a million inhabitants for a generational trip that could last centuries or even millenia, and in the core are berths for up to fifty thousand individuals to enter cryostasis at the Exodus' start and be awoken once the destination has been reached.

Hirilone's crew and colonists are exclusive genetic and cybernetic augmentation idealists and all expect to make the entire journey whether or not they spend time in cryostasis.

Alcarondas: The Solarian "Mothership" type vessel assigned to accompany Vingilot on its journey. It is expected to have nearly 100,000 crew, and carry onboard parasite craft up to and including small couriers, frigates, and corvettes.

The Alcarondas is designed with an onboard construction bay that can build craft up to the size of a small cruiser without outside assistance.

She is commanded by a Solarian Navy Fleet Admiral.

Numerramar: The Solarian "Mothership" type vessel assigned to accompany Hirilonde on its journey. It is expected to have nearly 100,000 crew, and carry onboard parasite craft up to and including small couriers, frigates, and corvettes.

The Numerramar is designed with an onboard construction bay that can build craft up to the size of a small cruiser without outside assistance.

She is commanded by a Solarian Navy Fleet Admiral.

History: Discovered by Omoikane explorers in 2163, this so-called "dead end" system was ignored for nearly two decades until it was bought by eccentric billionaire George Robert Taft and his Exodus Foundation.

George Taft was a Columbian Billionaire distressed by what he saw as Humanity's moral decay and separation from the eternal love of the One True (Christian) God. He sought to build an Ark in Exodus larger than would fit through any gate to depart for deep space with a crew of colonists devoted to his vision of a Christian Future.

However, his project languished for decades, as he himself was unable to gin up enthusiasm for his project, as his ambitions were looked upon with suspicion by his fellows in the very upper crust while no one else was willing to help finance such an idiosyncratic idea.

Eventually Taft was convinced to loosen up his personal grip and bring in other board members to run the Exodus Foundation, whereupon Taft was rapidly deposed by his board of investors who broadened their search for ideologically aligned colonists until the Ark was no longer a Christian or even religious project.

The new Chairman, Jesse Munro, instead expanded the project to accept colonists and funding from utopians of all streams who dreamed fantastic dreams of a perfect baseline humanity.

Further arguments in the board of the Exodus foundation expanded that premise further to utopians of all stripes. However, the Exodus foundation soon learned that the men and women who believed in a fundamental perfection of natural baseline humanity and idealists who sought to replace that natural state with metal or perfected genetics were incompatible on any project.

Instead, the project was then divided into two branches: one for Humanists, and one for Augmentation Utopians, and the name "Ark" dropped with the Foundation instead accepting an offer from Hermes-Ishtar to brand their exodus craft with names from Tolkien's legendarium as a tie-in with a high profile XR remake of Jackson's immortal early 21st century cinematic work.

The skeletal Ark was renamed to Vingilot, and a second craft laid down in the Cradle and named Hirilonde in 2230

It was at this point that the Compact stepped in. The idea of dispatching defenceless colonists into uncharted deep space literal centuries or millennia away from the rest of Humanity was a deeply controversial idea, and the board of the Exodus Foundation was summoned before a specially convened session of the Parliamentary Committee on Colonial Affairs.

It was agreed that each of the two craft would be accompanied by two Solarian Navy detachments aboard two new large self sustaining "motherships" that would be christened Numerramar and Alcarondas, and assigned to a special Solarian Navy Deep Space Expeditionary Fleet along with volunteers from the Solarian Marshals, Office of Criminal Investigations, and various Compact Ministries to set up a Compact provisional government in miniature upon arrival at their destinations.

After the Compact Parliament's official seal of approval was put on the Exodus Foundation's efforts, they were able to get buy-in from the various Charters as well as the governments of the First Colonies, who all wanted to put their stamp on Humanity's first long distance colonies.

As of 2255 Vingilot is complete and taking on crew and colonists, Hirilonde is nearing completion and also taking on crew and colonists, and Numerramar and Alcarondas are working up in the system as their assigned crews and small craft arrive.

Notes:

-Though a formal date has not been set, the two Deep Space Exodus Fleets are expected to depart sometime between 2256 and 2260.

-It is said that the only reason the Compact Parliament agreed to finance and support the Exodus Foundation was residual panic over the Cronus Incident of 2227.

Original Submission: Tatbee

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-445?post=23651755#post-23651755>

Far Light:

Map Designation: FT-13

System Name: Far Horizon

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Penglai Representation

Charter Presence: Hermes-Ishtar

System Population: 30 Million

System Bodies:

N/A

Far Light 3, Horizon

-Terraformed, Earthlike

Far Light 3a, Dawn

-Rocky moon

Notable Features:

Horizon: This ringed planet is the primary population centre in Far Light, with the population scattered across the planet, building the infrastructure required for later colonization waves and maintaining the empty cities and communities already built.

The surface itself is Edenesque, warm and pleasant more often than not, with gentle seasons and long continents separated by archipelago-filled oceans.

When Horizon opens for operations, it is intended to be an artists' colony, where the best and brightest stars in Hermes-Ishtar's constellation of creatives will be able to produce their best work surrounded by a picturesque landscape free of distractions.

Dawn: Horizon's moon, Dawn is the location of an under-construction Bishop Ring,

Dawnring: A Bishop ring being constructed around Horizon's moon, Dawn, when completed, it will be the primary orbital hub of Hermes-Ishtar's operations in the future and look spectacular in Horizon's skies.

History: First discovered by Omoikane Explorers in 2190, the system was immediately marked out as special. First, the third planet, a ringed beauty with incredible terraforming potential, was marked as an incredible find, and secondly, it being paired with a rare set of four jump points made the system (at the time marked FT-13) an incredibly valuable find.

However, during the bidding process, it was initially revealed by a follow-on survey that FT-13-3 had indigenous life under its oceans, changing both the calculus and the system's legal status during a period where terraforming worlds with indigenous life was a major cause célèbre for many organizations in the First Colonies.

This controversy delayed the auction process for years, as the issue worked its way through the court of public opinion and the Compact Parliament in New York.

However, follow-on expeditions by Solarian Navy adjudicators eventually failed to turn up any evidence of indigenous life. A subsequent investigation initially revealed that Omoikane had faked the results in order to delay the auction until their Third Frontier War ravaged finances had recovered enough for them to purchase the system on their own.

But further investigation revealed that Omoikane was innocent of those charges and that it was a Cernunnos false flag achieved by bribing Omoikane scientists and Compact bureaucrats in order to disqualify their most likely rival. This was itself later revealed to be a half-truth as MSI agents from the Special Warehousing Division had actually been behind the initial idea in order to discredit both Omoikane and Cernunnos, allowing them to snap up FT-13 to terraform and resell.

This scandal and the subsequent political and legal fallout lasted for decades, as lawyers from all sides attempted to secure their reputations and bury their rivals in bad PR. Many Frontier Affairs observers believe that the rising tensions between MSI on the one hand and Cernunnos and Omoikane on the other contributed to the subsequent outbreak of the Fourth Frontier War.

These delays mean that it was only after the Fourth Frontier War had ended in 2215 that FT-13 was finally put up for auction in 2219, when it was subsequently picked up by the previously uninvolved Hermes-Ishtar.

Hermes-Ishtar hoped to replicate their success with Radiant in the Far Spinward with the newly renamed Far Light in the Trailing Frontier.

Due to the legal issues, Far Light had not yet acquired a proper gate, but Hermes-Ishtar elected to proceed with terraforming and colonization regardless, fully expecting the gate to be constructed before terraforming was completed.

However due to delays and the Cronus Incident of 2227, gate construction has been repeatedly pushed back, and even now the gates remain only partially completed on Cordon's side of the jump point.

Despite this, HI vowed to continue their colonization milestones, the executives in charge refusing to ruin their incentive ratings, and nearly 30 million people have been shipped to the surface of Horizon, where the initial phases of terraforming have been completed.

As of the current date, these colonies have proceeded to the next step of the colonization plan and now construction of a full human infrastructure proceeds apace, empty cities, roads, and farmland spreading out from work camps as Dawnring continues to grow in the skies above.

Notes:

- Does not have a completed gate.
- Colonization scheduled for completion in 2258.

Freeport:

Map Designation: FT-7

System Name: Freeport

Political Status: Charter Economic Zone, MSI Ownership, Void Dwellers' Compact, Gagarin Representation

Charter Presence: MSI

System Population: 660,000

System Bodies:

1 Washer

-Ringed Venusian

1a-b

-Rocky moons

2

-Rocky

I Asteroid Belt

Notable Features:

Freeport FreePort: A Spacers' haunt, this low-gravity base has repair and inspection facilities run for and by Spacer groups, and has a hospital that's renowned as one of the best in the Far Trailing for treating Spacers and conditions that Spacers and those with Spacer genelines suffer from that baseline populations do not.

History: Discovered in 2151 by Omoikane explorers, the system was purchased by MSI in 2156 as part of that Charter's Trailing expansion plans. Over time, Freeport slowly accumulated amenities tailored to Spacers and Void Dwellers on long haul deployments.

This process continued unobstructed and generally ignored until the Refusal of '87 when Freeport wound up being the farthest Trailing system to observe the complete halt in shipping that the Refusal involved.

When the Refusal fell apart under bullet, baton, and ballot, Freeport found itself having to climb down from a radical position that has seen it regarded with uncertainty to this day by

all its neighbours, as the local colonies all remember being “betrayed” by the local Spacers who stopped all non-essential shipping for months without warning.

Notes:

-Member of the Void Dweller’s Compact

Glade:

Map Designation: FT-2

System Name: Glade

Political Status: Charter Economic Zone, Cernunnos Ownership, Olduvai Representation

Charter Presence: Cernunnos

System Population: 670,000

System Bodies:

1,

-Asteroid Belt

2,

-Jovian

3,

-Jovian

4,

-Super-Earth, highly elliptical orbit

Notable Features:

Smorgasbord Growing Habitat: A smaller McKendree Cylinder that is largely agricultural subdivisions and growth vats.

History: Discovered by Omoikane surveyors in 2158 and purchased by Cernunnos in 2163, despite Glade’s name and the idyllic fields featured on its packaging, it actually contains no inhabitable worlds at all. That doesn’t stop the system from being a major food producer for the Near and Far Trailing Frontier, a replica of Feast in miniature - except, it is said, with far more cramped conditions.

Glade famously had to temporarily suspend operations in 2199, after a ship captain radicalized by a conspiracy theory popularized by Fortress (stating that genetically pure children were being kidnapped and used in Glade to create feedstock for augments) rammed his ship into Glade’s gate, necessitating repairs - an action that led to certain augment genelines in the Near Trailing Frontier being unable to purchase necessary food.

Notes:

-N/A

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-444>

Kahet:

Map Designation: FT-24

System Name: Kahet

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation (Disputed)

Charter Presence: Omoikane, Rhodes, Cernunnos

System Population: 50 Million

System Bodies:

5, Hullan

-Terraformed, unusual geography

5a

-Jara, big moon with many hab-domes

Notable Features:

Hullan: Hullan was, at some point, a living world; it was hit pole-on by a massive asteroid at some point, which caused it to develop massive many-kilometres-deep valleys like a stepped-on melon. In most cases, the bottoms of these valleys are filled by narrow seas, with seafloors consisting largely of volcanic glass; the valleys were deep enough to expose mantle. Tectonic activity at the bottom of these valleys is high.

Most of its atmosphere either escaped off into space or settled down in the valleys; in the relatively short time since the impact, most of its oxygen content was locked up in the exposed rocks. Outside of the valleys the atmosphere is like that atop Tibet at best, stratospheric at worst, Everestian or worse in the majority; within the valleys, there is a large habitable-to-humans pressure gradient, but the bottoms are universally uninhabitable to baseline humans due to the excessively high air pressure.

History: Discovered by Voyager Interstellar in 2140, this system was snapped up by Omoikane in 2148, but due to the new Charter's shaky position, Rhodes managed to gain mining rights to many other worlds in the system and Cernunnos was sold experimental terraforming rights.

The unique environment of Hullan's trenches - each an almost self-contained terrarium, with little flat ground and a three-dimensional habitat map - means that standard terraforming packages are barely useful in practice, and each trench has at least one Cernunnos town focused on trying to build the ecosystems. It seems that in the environment of these trenches, a healthy ecosystem requires more management and tending than many executives like to admit, with in-situ plant cultivation being extremely important.

Omoikane is mostly interested in the geology, but finds itself fighting with Cernunnos over the paleontology. After many bidding wars, corporate espionage, and That Time Rhodes Caused An Ecosystem Collapse With Logging Our Giant Sequoia Derived Trees And Making Swimming Pools Out Of Them For Some Reason, not to mention the slug incident, it was decided that Omoikane would get the first look at any fossils, but would be required to have some Cernunnos staff attached to the project to help analyze them, both due to their

biological expertise and due to their desire to try to recreate flora and fauna that at least resemble the long-dead alien flora and fauna here to stock at least one trench with.

Each trench has at least one attempt at an independent country in it, with varying degrees of Cernunnos and Omoikane integration into their government structure. Rhodes is banned from Hullan itself after the ecosystem collapse and slug incidents.

Notes:

N/A

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-383?post=23301159#post-23301159>

Morningstar:

Map Designation: FT-11

System Name: Morningstar

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane, Hermes-Ishtar

System Population: 4,500 Permanent Residents

System Bodies:

1 - Small Rocky World

2 - Large Rocky World, may have once had an atmosphere.

2a,b - Moons

3 - Large Rocky World, No Atmosphere

4- Small Jovian, Buffeted by solar winds.

5 - Asteroid Belt

6 - Large Jovian

6a - "Lucifer" Habitat

Notable Features:

Morningstar: One of the few Red Giants able to be directly observed, a priceless scientific opportunity, but the extreme solar winds make the system unsuited to permanent habitation. Expected to eventually become a white dwarf in several hundred million years.

Lucifer: Observation post and habitat built within the now outwardly shifted habitable zone, permanently inhabited by a scientific crew.

History: Discovered by Omoikane surveyors in 2158, contemporaneously with the discovery of Cornucopia, Morningstar featured in a bidding war between Cernunnos, H-I, and Omoikane in the 2160s - with Cernunnos wanting to purchase a full cordon around Cornucopia, H-I wanting to purchase a connection to the Far Light chain, and Omoikane wanting to study the red giant. Cernunnos was ultimately outmaneuvered by Omoikane giving H-I the rights to feature the system in several media properties in under-the-table talks in exchange for their help, with Cernunnos trying and failing to have the matter overturned in their favor in the Solarian Courts.

With its dramatic name, ominous red hue, and location at the edge of known space, Morningstar has featured in several H-I horror properties about the scientists studying the star succumbing to evil aliens/satanic magics/lovecraftian horrors, in addition to being featured in documentaries and sci-fi media - making Morningstar one of the most well-known "empty" systems in the Compact.

Notes:

-Due to long-standing orders from President Caulder, Cornucopia does not do business with Morningstar.

-Since the Cronus Incident in 2227, with Morningstar neighbouring Cordon, the system's macabre cred has only risen.

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-430?post=23545816#post-23545816>

Paso de Cortés:

Map Designation: FT-21

System Name: Paso de Cortés

Political Status: Charter Economic Zone, Rhodes Ownership, Penglai Representation

Charter Presence: Rhodes

System Population: 15,000 (Approximate number)

System Bodies:

1

-Chthonian Planet

2

-Chthonian Planet

2

a-Rocky Moon

3a

-Airless Binary Planet

3b

-Airless Binary Planet

I

-Asteroid Belt

4

-Jovian, has several asteroid moons

II

-Asteroid Belt

5

- Icy Dwarf Planet

Notable Features:

Izta-Popo: A pair of Binary Planets which move in an elliptical orbit with each other. This results in cycles of both having increased volcanic activity at the perigee of their orbit. These

periods result in pockets of rare minerals being brought to the surface of both planets, which are located and mined by the Rhodes prospectors.

History: Discovered in 2137, Cortés is a relatively new system in cosmic terms, having just finished planetary formation. As a result, it is a rather chaotic system, with many planetesimals still present and in constant movement, with the expected formation of two or more planets from the current asteroid belts. Normally, such systems are viewed as not being worthwhile to colonize, with debris and dust proving dangerous to ships. Cortés would prove an exception, with the rare minerals on Izta-Popo, and the closeness to Foundry, providing enough incentive for Rhodes to set up operations.

However, Rhodes was concerned about how the dangers of transiting the system and setting up mining on unstable volcanic planets would eat into their profits. So instead of using the standard colonization method, they set up the El Dorado Contractor Program. Aimed at low wage, high debt workers on Crucible, Rhodes would allow colonists to travel to Izta-Popo and stake a mining claim on the planet. And if they couldn't get there themselves, Rhodes would give them loans so they could purchase transportation and the necessary equipment.

At first, this went swimmingly, resulting in a constant stream of new settlers hoping to strike it rich, with the few that did featured prominently in advertising. Left unmentioned, however, was the fate of those that didn't. Whether their claims weren't profitable enough, or their mines destroyed by the constant natural disasters, most fell into even greater debt. As a result, they would inevitably either be forced into low wage jobs at the various processing centre towns in the more tectonically stable regions, or risk their lives trying to stake claims on high risk areas during the volcanic season, hoping to mine enough to survive before they were caught in an eruption.

Recently, however, the stream of willing colonists has begun to dry up. Enough people have started to notice that most never come back, or are even heard from again, with "Going to El Dorado" becoming a slang term for taking foolish risks, especially get-rich-quick schemes. Rhodes has noticed this and is considering ways to rectify the lack of new colonists. Given the recent unrest on Crucible, maybe switching to a penal colony would allow them to kill two birds with one stone.

Notes:

N/A

Original Submission: Model DC.14F

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23302527>

Peak:

Map Designation: FT-19

System Name: Everest

Political Status: Charter Economic Zone, Hermes-Ishar Ownership, Penglai Representation

Charter Presence: Hermes-Ishtar

System Population: 150,000 permanent residents

System Bodies:

4, Everest

Notable Features:

Everest: Named for Earth's tallest mountain, Everest is home to Hillary mountain, named after Sir Edmund Hillary, the first man to climb to the top of Mt. Everest on Earth.

For the last two decades, Hermes-Ishtar has marketed Mt. Hillary to climbers galaxy over, and over one hundred and fifty thousand people live year-round on Everest to support those who challenge the tallest mountain ever discovered.

Though Everest features an atmosphere, the height of Mt. Hillary still requires technological assistance to survive.

An attempt to terraform Everest was considered by Hermes-Ishtar, but rejected for potentially ruining the "pristine" nature of Mt. Hillary.

History: Surveyed by Omoikane explorers in 2226, it was sold to Hermes-Ishtar in 2231, Hermes-Ishtar being interested in Everest boasting the highest mountain ever discovered.

Hermes-Ishtar spent five years preparing an ad blitz and setting up local settlement before opening Everest to business in 2236, destroying the economy of another H-I system, Spire, in the process.

While Everest is poised for several long decades of prosperity, the fate of Spire will always be lurking over Peak's shoulder.

Notes:

-Home of the currently tallest mountain ever surveyed.

Rohdeen:

System Name: Rohdeen

Political Status: Charter Economic Zone, Bidding open, Sol Representation

Charter Presence: MSI

System Population: Several Hundred

System Bodies:

1, Taljersan

-tidally locked world

Notable Features:

Taljersan: A tidelocked world, with the sunward side thawed and radioactive, and the nightside extremely cold despite the constant circulation of atmosphere via strong winds.

Most of its water is locked up on the nightside.

History: *First surveyed by Voyager Interstellar in 2141, the system was determined to be so worthless that no Charter, organization, or private individual has sought to purchase it, and to this day, it only hosts the Compact-mandated emergency search and rescue platform, and gate and comms buoy maintenance teams.*

Notes:

-N/A

Original Submission:

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23658502>

Safehold:

Map Designation: FT-10

System Name: Safehold

Political Status: Compact Administrative Zone, Human Legacy Project, Sol Representaiton

Charter Presence: Cernunnos

System Population: 550,000 Active Permanent Residents

System Bodies:

Safehold 1, Watchtower

-Gas Giant

Safehold 1a-f

-Numerous moons

Safehold 2

-Gas Giant, Vault

Safehold 2a-h

-Numerous moons

Notable Features:

Gibraltar Station: An armed Solarian Navy station sitting on the Safehold end of the Watchtower-Caucus gate, beyond the gate defences. Gibraltar is also home to thousands of strikecraft intended to rapidly respond to any attempt to force the gate in either direction.

Most vessels entering Safehold will never move beyond Gibraltar Station's guns and instead must dock in habitat stations near Gibraltar and move further in-system on authorized in-system craft, with only pre-recognized Cernunnos and Solarian Navy vessels cleared for direct transit.

Watchtower Station: An ex-Ares dreadnought, scheduled for scrapping but refurbished as a security checkpoint and transshipment point. Vessels entering the orbit of Watchtower will find themselves under its ancient guns for their entire visit and will be made to land on the station. Transport deeper into the Watchtower Jovian system is handled by a collection of shuttles that only move between the moons and Watchtower station, with only select pre-authorized Cernunnos or Solarian Navy craft allowed direct passage.

Vault Station: A former colony torus from the initial settlement, armed and up-sensored. Vessels entering the orbit of Vault will find themselves under its ancient guns for their entire visit and will be made to land on the station. Transport deeper into the Vault Jovian system is handled by a collection of shuttles that only move between the moons and Vault station, with only select pre-authorized Cernunnos or Solarian Navy craft allowed direct passage.

Vault-B-6 "Insight" Memorial Base : Insight memorial base was the last human operated base in the Vault Jovian system before the switch to full TLI and robotic operation. It was renamed in honour of its inhabitants who chose to stay for the remainder of their lives after being contaminated by an unregulated escaped retrovirus, rather than risk the virus escaping back to society.

Vault Stations: Home to the vaults that hold Cernunnos' patents, as well as stored samples of billions of genetic samples, unique creations, and Cernunnos products. The higher security Vault Stations contain viral research labs as well as Cernunnos' sole remaining BSL-5 lab after the quarantining of the Cronus system.

Watchtower Stations: Home to the Compact's Human Legacy Project, Watchtower stores the complete index of Human genetics and samples of all of Earth's organisms as well as their genetic sequences.

The Legacy Facilities also overseen by Watchtower contains the "Immortality Servers" that are said to contain every bit of media ever produced by Humanity and preserves it on a variety of media intended to last millions of years.

Rumours also hold that the Compact has a continuity of government and species facility mixed in with the Watchtower stations in the event that a black swan event such as an alien invasion, AI uprising, or a deadly pandemic destroys or destabilizes the Community of Humanity.

It is believed that several separate genetically viable populations of the best minds from Solarian administrations, Solarian Marshals, and Solarian Navy personnel are placed in underground bunkers and frozen for a decade at a time before being swapped out with a more current set.

History: Discovered in 2157 by Omoikane explorers, this so-called "dead ender" system was purchased in 2162 as part of the Cernunnos expansion plan that saw the settlement of Cornucopia.

Cernunnos executives marked the system for purchase early on, as they felt they needed a place to hold their genetic patents, and to that end they planned to begin building secure vaults in Safehold, where they could be closely watched and isolated by the trackless void. In the following decades, the system fell into obscurity with Safehold being used as a dumping ground for annoying executives, wayward researchers, and written off assets.

This changed with the one-two punch of GAASARS-18 and the Cronus incident in 2227.

The initial incident that raised Safehold's profile was the outbreak of the Genetic Augment Adapted Severe Acute Respiratory Syndrome of 2218. Originally detected in densely populated Augment districts on Atlantis, the short-lived outbreak of GAASARS (Dubbed AugSARS) nonetheless dominated the media for several months, decisively turning public opinion against Cernunnos and specifically the Cernunnos genetic augmentation clinics blamed for the negligent creation of the disease.

Though no link was ever proven, Cernunnos did commit to a major reorganization of its biomedical wing, closing several research centres on Atlantis and other First Colonies, and relocating them to less populated frontier worlds. Their medical archive files, gathered over the decades that these once renowned institutions had operated, were stored in shelters dug into the icy moons of the Vault Jovian system. The most controversial research done at these institutions, primarily work on human augmentation, was moved to Safehold, Cronus, Cornucopia, Baikal, and other systems necessitating a vast increase in the infrastructure available in Safehold.

The second event, the Cronus incident in 2227, was the event that precipitated the transfer of Safehold from Cernunnos to the Compact and shifted its status from a Charter Economic Zone to a Compact Administrative Zone.

As part of the media furor and parliamentary circus that swirled around the release of an ecovore in the Cronus system, the Solarian Navy was given the task of conducting a close inspection of all Cernunnos facilities in the Frontier, and Cernunnos was further punished by limiting their operating licence for BSL-5 labs to a single facility.

With Cernunnos forced to concentrate their high level operations to an "empty" system they chose Safehold. Then, the Compact Parliament hit Cernunnos with one more punishment, Safehold was officially transformed from a CEZ to a CAZ so that Parliament could keep a closer watch on Cernunnos operations.

As part of this process, Cernunnos was thrown a concession, with Safehold being declared the location of the pre-existing Human Legacy project, as well as Cernunnos being declared the sole private partner of the Compact on the project.

Since that date, Safehold has been the location of a small Solarian Naval station for the 6th Fleet and has seen steady traffic from the First Colonies and Cornucopia as the Watchtower and Vault facilities are maintained.

Notes:

- It's joked (possibly honestly) that the majority of the expense for the Immortality Servers comes from the licensing costs.
- Various conspiracy theories swirl over the contents and true purpose of the Safehold system.

Original Submission: 10ebbor10

Singularity:

Map Designation: FT-15

System Name: Singularity

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Penglai representation

Charter Presence: Hermes-Ishtar

System Population: 2500 Permanent Residents

System Bodies:

1

-Mercury sized planet with an eccentric orbit.

2

-Super-Earth. Tectonically active.

I

-Asteroid belt

3

-Nyx

3a-p

-Over a dozen moons ranging from asteroid to Galilean in size.

4

-Jovian

Notable Features:

FANTIM Station: *The sole inhabited location in the system not part of the baseline system travel infrastructure, FANTIM is meant to provide an “Authentic AI Terror Experience” for visitors, as they struggle against the malicious rogue ASI SERAPHIM as it struggles to leave FANTIM Station and destroy Humanity. Only by using the inherent cunning and emotional intelligence of Humanity can the “survivors” stop SERAPHIM and flee FANTIM Station.*

The station also acts as housing for maintenance workers, technicians, and actors required to live on the station to keep it running.

History: First surveyed in 2163 by Omoikane explorers, Singularity was a pass through system that was originally purchased by MSI in 2166 but handed over to Hermes-Ishtar in 2215 to square up war debts post-Fourth Frontier War.

H-I was (and still is) uncertain about what to do with the system besides attempting to lure Cernunnos into purchasing the system at a massive price in order to secure the approaches to Cornucopia.

Eventually, a Hermes-Ishtar executive on the account settled on setting up an entertainment side business in Singularity to attempt to recoup the costs of paying for system infrastructure, and FANTIM Station was born: a sort of adventure tour/escape station game that has narrowly kept the system in the black each year since.

Notes:

-A side project by an up and coming H-I executive, Singularity mostly services Gaians.

-SERAPHIM is currently played by AGI actor Violet Waveform, AKA “Kevin”.

-Some Gaian teams will attempt to repeatedly “Speedrun” SERAPHIM’s defeat, much to the annoyance of the locals, who dislike their personal possessions being sorted through in hopes of finding an out-of-scenario item to defeat SERAPHIM with.

Original Submission: Original Submission: masterofmadness

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-430?post=23554141#post-23554141>

Speculation:

Map Designation: FT-5

System Name: Speculation

Political Status: Charter Economic Zone, Omoikane Ownership, Atlantis Representation

Charter Presence: Omoikane

System Population: 125,000 Permanent residents

System Bodies:

1,

Venusian

2,

Venusian

1,

Asteroid Belt

3, Hephaestus

-Ringed Jovian

3a-h

-Various moons

Notable Features:

Hephaestus Station: *Built by Omoikane, this is the hub of the complex of closed habitats in this system, housing the residential, recreational, and administrative hubs of Speculation.*

Hephaestus Network: *A group of research habitats near Hephaestus where restricted research occurs, each habitat in the network is linked to the main station rather than each other. At the push of a button, each can be isolated and Physical Security teams deployed.*

History: *First charted by Omoikane explorers in 2149, the system was quickly purchased by Omoikane to accompany their operations in Apotheosis to act as a restricted, closed system for even more secure testing of new concepts, prototypes, and sensitive projects.*

At its height, Speculation housed nearly thirty million residents, but the advent of the Manhattan Project has left Speculation to wither over the decades, with hundreds of stations being slowly dismantled until only a small handful of a once massive complex remain still in service to neighbouring Apotheosis.

Notes:

-Closed System

-Has gate defences on the Speculation-Apotheosis gate

Sphalerite:

Map Designation: FT-25

System Name: Sphalerite

Political Status: Charter Economic Zone, Omoikane Ownership, Epsilon Representation

Charter Presence: Omoikane

System Population: 300,000

System Bodies:

1,

-Rocky planet

I,

-Asteroid Belt

2

-Jovian

II,

-Asteroid Belt

Notable Features:

Sphalerite Station: A large refining and habitat complex built by Rhodes Mining, but now owned and operated by Omoikane Technologies Group, it houses the crews sent to Sphalerite from nearby Kahet and Apotheosis on their six month rotations.

History: First charted by Omoikane explorers in 2152, this mineral-rich system was purchased by Rhodes in 2160 along with Diorite as part of their ongoing drive to be the supplier of all of Kahet and Apotheosis' mineral needs, and more distantly to supply the entire Far Trailing.

However, during the Third Frontier War, Sphalerite and Diorite were easily conquered by Omoikane, who isolated the systems from reinforcements and simply hired all the local workers away with promises of better conditions through better automation.

Today, Sphalerite is a feeder system for Apotheosis and Omoikane's ambitions in the Far Trailing Frontier.

Notes:

-Omoikane has slightly improved working conditions via automation from the days of Rhodes control.

Vilmin:

Map Designation: FT-18

System Name: Vilmin

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI

System Population: Several hundred

System Bodies:

- 1,
- Jovian
- 1a-e
- Various moons

Notable Features:

N/A

History: First charted by Omoikane explorers in 2206, this “drift” system was picked up by MSI in 2211 for the usual reasons of tolls and on the chance that the systems further down the line would be more valuable, turning Vilmin into a much more heavily trafficked system.

So far, with only Peak drawing an audience, MSI has only spent enough money to support the usual regulation mandated system infrastructure teams and stations in Vilmin.

Notes:

- The lateness of Vilmin’s discovery is speculated to have been part of a plan by Omoikane to prevent the expansion of Cernunnos’ influence in the area.

Watchtower:

Map Designation: FT-22

System Name: Watchtower

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 25,000 Permanent Residents

System Bodies:

- 1,
- Mercury-like planet
- I
- Sparse asteroid belt
- 2, Abraham
- Jovian world
- 3
- Dwarf planet belt

Notable Features:

Spacebase Foxtrot: Weirdly large and fortified refuelling station slash resupply outpost

History: Discovered by Omoikane Explorers in 2129, it was purchased soon afterwards by United Starhaul who wanted to secure the chokepoints of the Far Trailing Frontier, but were unable to capitalize on the potential of Watchtower due to Bobbert’s Belt bypassing Watchtower and their own defeat in the Second Frontier War when the system was handed over to Ares.

Initially overjoyed to have such a “strategically placed” system, Ares soon realised that both it and FT-27 (Abstraction) have connections to Bobbert’s Belt, scuttling hopes of being able to control regional traffic. Both attention and resources were later shifted to Caucus and then other, more valuable systems.

That said, Watchtower has seen an increase in soldiers and resources invested as tensions between Rhodes and MSI have spiked in the region, leading some to speculate that Ares is hoping to play Kingmaker should conflict between the two break out.

Notes:

-N/A

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/page-431?post=23566588#post-23566588>

Zalona:

Map Designation: FT-20

System Name: Zalona

Political Status: Charter Economic Zone, Cernunnos Ownership, Olduvai Representation

Charter Presence: Cernunnos, Rhodes

System Population: 8 Million

System Bodies:

(Trinary Star System)

1

-Hot, airless world

2

-Hot, airless world

3

-Hot, airless world

4

-Hot, airless world

5

-Hot, airless world

6

-Hot, airless world

7

-Asteroid Belt, Dwarf Planet (Warren)

8, Magonia

-Gas giant

9

-Rocky world

10

-Rocky world

Notable Features:

Warren: Unofficially “Zolona’s” Warren, this dwarf planet is the central hub of Cernunnos’ mining operations in this system, and the mining staff live in tunnels cut through Warren and other asteroids in Zalona.

As part of a prototype Cernunnos self-sufficiency scheme, Warren has been equipped with “dwarf-scale” food plants and animals and is otherwise supplemented by the produce of Magonia’s floating orchards and shipments from Gaia.

Magonia: A joint Cernunnos-Rhodes project born from a misunderstanding of the “Terraforming Candidate” scam in Arcadia, Nimbus is an attempt by one of Caulder’s Get to give a gas giant a breathable atmosphere at the level of floating aerostats so that augments and baselines with the appropriate gear can move between them under their own power.

Long term plans include an airborne ecology, and open aerostat islands. At the moment however, the project is struggling along at the aeroplankton stage, with enclosed aerostats with large greenhouse domes and orchards for the upper levels and housing districts for the project administrators, and cramped bunking conditions for the terraforming crews on the lower levels.

Several of these aerostats are also biological labs, as a secondary branch of the Magonia project is to develop a race of augments that can inhabit the completed project alongside baseline populations.

History: Discovered by Omoikane explorers in 2152, the system was purchased by Rhodes in 2155 as part of their expanding operations in the region, and the Charter subsequently settled the asteroid belt as part of the exploitation process.

The system subsequently changed hands in 2183 as part of the settlement that ended the Third Frontier War, with Zalona being granted to Cernunnos, who set about dedicating Zalona’s resources to the colonisation of Gaia and nearby Cernunnos systems in the Far Trailing Frontier.

After the Fourth Frontier War (2212-2215) caused a rapprochement between Cernunnos and Rhodes, one of Caulder’s Get, Titania, established a joint project between Cernunnos and Rhodes to “terraform” Zalona’s 8th planet (renamed Magonia) to have an airborne ecosystem capable of supporting baseline populations in open aerostats.

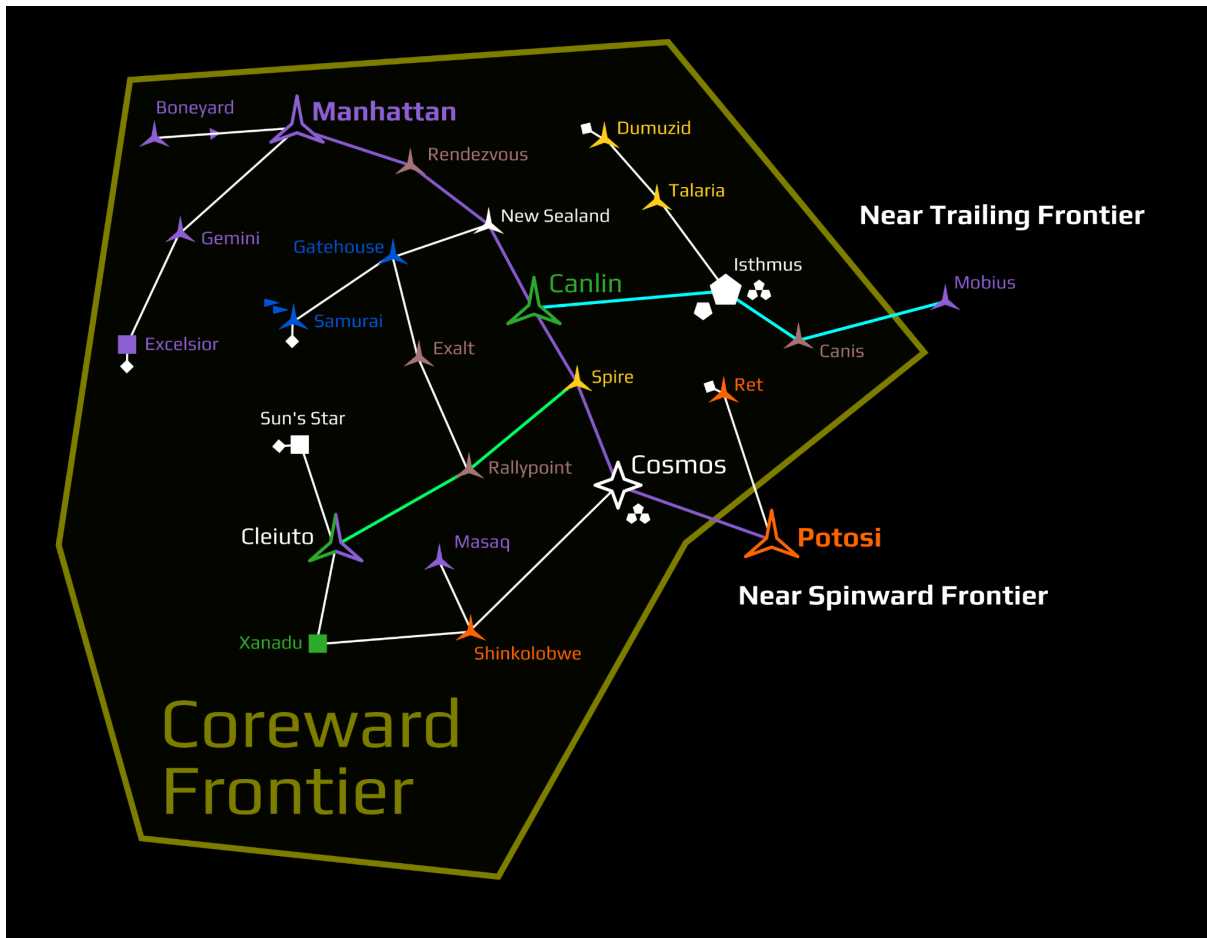
Notes:

-Following the trials and tribulation of Magonia’s development is a particular obsession of a certain breed of critical independent technology reporter who find reporting on Dyson too mainstream.

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23368366>

COREWARD FRONTIER



The Coreward Frontier is the oft-ignored middle child of Human colonization, but this region has a vital place as where the Compact's greatest experiments in human organization and the pursuit of happiness are occurring.

The DAO paradise-in-waiting of New Sealand, the AI-run paradise of Masaq, the ascetic colonies of Samurai, and Manhattan's sealed scientific ring are all part of an experimental tapestry from which the Charters hope the next phase of Human society will emerge.

The Coreward Frontier contains nearly two percent of the Human species.

Boneyard:

Map Designation: CF-5

System Name: Boneyard

Political Status: Charter Economic Zone, Omoikane Ownership, Atlantis Representation

Charter Presence: Omoikane

System Population: 7,500 Permanent Residents

System Bodies:

- 1, Tucson
- Gas Giant

Notable Features:

The Mausoleum: A station that houses the caretakers for Omoikane's boneyard in the system and has the central registry for everything left in the system. It is also the base for the crews who perform maintenance on the gate defences.

History: Discovered by Omoikane in 2171, the system was purchased by Omoikane after a frustrating and lengthy bidding war against both H-I and MSI who each seemed to be in the process solely to annoy Omoikane.

While Omoikane had initially purchased the system to secure the approaches to Manhattan, they soon began to use it as a dumping station for mothballed craft and unused prototype craft due to its proximity to Manhattan and relative security.

Declaring the system off limits to non-Omoikane private traffic and building military grade defences, Omoikane set up The Mausoleum and began stationing crews there to ensure that their discarded prototypes were being left alone and maintained in case they were needed again.

Notes:

- System has gate defences at the Boneyard-Manhattan Gate

Canis:

Map Designation: CF-4

System Name: Canis

Political Status: Charter Economic Zone, MSI Owned, Epsilon Representation

Charter Presence: MSI

System Population: 51 Million

System Bodies:

- 1
- Tidally locked
- 2
- Asher, terraformed.
- 3
- Asteroid belt
- 4
- Jovian
- 4a
- Airless
- 5
- Asteroid belt
- 6
- Jovian

6-a
-lcy
7
-lcy

Notable Features:

Asher: Asher's settlement has been a disaster for Canis's station-dwelling peoples. Even though Asher is considered rugged and barren by most terrestrial standards, it is still a world with a breathable atmosphere, a near-baseline level of gravity, and flowing water, making it a near-Eden of the Coreward Frontier, which means that most traffic through the system prefers Asher's 1g orbital docks and dry land to Cradle's low-g slips and shitty dive bars.

In recent years, incidents of police violence against grounders aboard "skinny" stations have caused large scale protests on Asher's surface. Anti-augment signs and slogans can be observed at many of these events - the debate still rages on about whether Asherites turned against augments because augmentation is so common on the stations, or if they were always like that. Violence against station-dwellers is rare, if only because they almost never brave the gravity - but sometimes a mining ship will dock at an orbital station, and a crewman that's a little too tall and a little too lean will stagger down a dark alley...

Cradle: The largest station in the system and the capital city of the "Canis station-dwellers", usually considered a unique Spacer subset. Located in the inner asteroid belt, Cradle is known for its speed. Like all station-dweller stations, it only rotates fast enough to generate 0.2gs of gravity. As a result, its residents are noticeably lankier than the human baseline, even with considerable exercise.

The loss of out-of-system business has hit Cradle's economy hard. All of the indicators of hard times are high: unemployment, violence, drug and alcohol abuse, you name it. The miners, the last industry standing, are getting bled dry by MSI. Every year things get a little worse, and that's how it'll be until the end of days.

A travel advisory has been issued for Cradle, warning "grounders" to steer clear or be careful. People on the station fear outsiders for their rumoured physical strength and hate the colonists for what they've done to their system. It's a dangerous situation - made even worse by the Cradle Police Department. If stopped by CPD, move slowly and speak calmly. They think you're a gorilla, not a person.

Outer Belt: A minority of the station-dweller population lives and works in the system's outer asteroid belt, where conditions are even more dire. Piracy has made a resurgence - not the dramatic hijackings seen in movies, just miners snagging cargo pods on a slow trajectory to the inner system and selling the minerals for a second time. MSI has little trouble catching these "pirates", but there are always those desperate enough to try it.

It starts with a man going blind here, a snapped arm there. Word spreads quickly. MSI has cut too many corners in the belts and the miners will pay the price. The Sickness that took their ancestors early is back.

History: *Discovered by Voyager Interstellar in 2115, it was immediately noted that the system's second planet was a viable terraforming candidate. Considered a valuable prize in conjunction with the system's mineral resources, Canis was purchased by United Starhaul in 2117, and settlement began as early as 2120 with a focus on zero gravity mining.*

While United Starhaul had further construction and settlement plans, they were put on hold with the outbreak of the First Frontier War in 2125, beginning a pattern of neglect that would eternally curse Canis.

After the end of the First Frontier War, United Starhaul's attention never returned to Canis, and the local management opted to economize resources by leaving the system's miners "on the float", and simply never addressed the issue as tension continued to rise with Mississippi Shipping Interstellar over the remaining 20s and 30s, until the Second Frontier War in 2142.

When the war ended in an MSI victory, the Parliamentary Committee that divided the spoils gave Canis to MSI, leading the Charter to walk into a nightmare.

Although MSI worked to implement safety protocols, microgravity sickness had already inflicted horrific damage. Whole generations were too brittle to return to normal gravity. MSI execs put forth a radical solution: The system's largest stations needed replacing, and the replacements would only be spun up to 0.2g, similar to that of some moon colonies. Station life would be taxing but survivable for microgravity cases and safe for human development.

It has been a century, a decade, and change since. Situated on one of the two routes to the Coreward Frontier, Canis has become a modest gem in the MSI crown as the region has grown. It's not a centre of industry or tourism, nor is it a frontier metropolis, but it makes good money and its bars hold a special place in the hearts of wandering Spacers.

But there is tension beneath the surface. The end of the 22nd century saw MSI terraform and settle Asher, the system's sole terrestrial planet. Tensions with the planet-dwellers and a multi-decade descent into poverty have driven the station-dwellers to the brink. There is nowhere else for them to go. Their livelihood is dying, their unique culture and history is being destroyed. Perhaps they could leave, scattered among moons where the gravity is acceptable - but no. Cold, unfeeling MSI does not want them to leave, would reassign them to a planet, or a station, or a ship under constant acceleration. Somewhere they'd have to bend under the weight forever. No, there's no way out.

Notes:

- "Nobody leaves Canis alive"

Original Submission: natruska

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-374?post=23235873#post-23235873>

Canlin:

Map Designation: CF-9

System Name: Canlin

Political Status: Charter Economic Zone, Cernunnos Ownership, Columbia Representation

Charter Presence: Cernunnos

System Population: 600 Million

System Bodies:

2, Feast

-Terraformed, arid earthlike

Notable Features:

Feast: An arid world whose terraforming seems forever half-completed, Feast is best known for vast arrays of orbital and groundside vats that grow low cost food in seemingly unlimited amounts for both packaging as travel and emergency rations and as initial foodstock for young colonies.

These vats also create many of the various gels and tonics that Cernunnos and their subsidiaries sell across the Compact., both those that work and those that don't.

History: First discovered in 2138, Canlin had a single marginal terraforming candidate that was just expensive enough for just little enough gain that the Charters of the time were unwilling to lay out large bids for the system, and it instead passed through a number of other private hands who each thought they could make it work, including periods of ownership by United Starhaul, Ares, and Hermes who each contributed to a haphazard terraforming process before winding up in the hands of the newly formed Biological Basics corporation, then on the verge of becoming Cernunnos Botanicals.

The proto-Charter looked at Canlin's position and available resources, and decided that they had an agricultural world on their hands, but not one of the usual sort. Instead, they'd use technology to grow vast fields and fill massive vats on the ground and in orbit with the cheapest calorie-dense materials they could produce for the lowest possible costs.

This new scheme played into BB's pre-existing strengths and the ownership of Canlin allowed them to pursue it at scale.

The plan was a wild success, as Feast fed much of the new colonization and took over the market for both independent Spacers and Charters, who wanted effective, low cost, low space, low mass solutions to feeding those who had no other choice.

Arguably, Biological Basic's transformation into Cernunnos was driven in large part by Feast, and the Charter has continued to operate the world at a rapid pace, with its population proudly "Feeding the Stars" and governed by Cernunnos executives recruited locally instead of from Calder's Get.

Notes:

-A common joke is that 30% of Feast's machinery is dedicated to packaging and labelling instead of production.

-

Cleito:

Map Designation: CF-19

System Name: Cleiuto

Political Status: CEZ, Cernunnos-Omoikane Joint Ownership, Penglai Representation

Charter Presence: Omoikane, Cernunnos, MSI

System Population: 140 Million

System Bodies:

1

-Chthonian world

1a

-Rocky Moon

2

-Tidally locked Airless Planet

3, *Gadeirus*

-Archipelago Ocean World

3a

-Rocky Moon

4

-Glaciated, Significant atmosphere

5

-Jovian, has several asteroid moons

I

-Asteroid Belt

6a

-Icy Binary Planet

6b

-Icy Binary Planet

Notable Features:

Cleito's flares: *The Class K star of this system periodically emits pulses of radiation. While somewhat rare, it is not unheard of, and has been spotted in dozens of other systems. What makes this notable is the impact this is believed to have on the system's third planet, Gadeirus.*

Gadeirus: A world that is 81.3% covered in ocean, Gadeirus developed animal life a few dozen million years ago. However, the evolutionary rate of this life is higher than expected, which is theorized by some to be due to the regular stellar pulses. This made Gadeirus and its unique and often bizarre native organisms attractive to prospective buyers, and after a fierce bidding war, it was sold to Cernunnos, which has set up farming and harvesting of the native lifeforms. Additionally, Gadeirus has enjoyed high immigration and tourism, as the beautiful oceanfronts have proven attractive to outworlders. Ironically, this was in part due to the (in)famous Cleito's Bastards horror monster franchise, which features an association of bizarre and outright eldritch creatures (much more complex than the still-primitive lifeforms of the actual planet's oceans) from Gadeirus attacking fisherpeople and tourists.

History: *Discovered by Omoikane surveyors in 2150, the existence of Gadeirus was originally kept secret to allow Omoikane to purchase it without difficulty. However, the news was somehow leaked to Cernunnos, who managed to surprise everyone by not only matching, but exceeding Omoikane's opening bid. This resulted in a fierce bidding war between the two Charters that was resolved by the negotiation of a joint bid that divided the rest of the system between them and sold the development rights to 3a, which was purchased by MSI to serve as shipping port to profit off the other Charters' competition. This is publicly available knowledge.*

What is an open secret to the locals, however, is that Omoikane never forgave Cernunnos for "stealing" Gadeirus from them, and has taken steps to break Cernunnos's monopoly on the native life. At first, this merely came from bribing the contractors that Cernunnos used to track down and find new species deep under the waves, and have them smuggle samples off-world, allowing Omoikane to patent the Gene Sequences before Cernunnos. Cernunnos then attempted to crack down on "pirates stealing company property", leading to a gradual escalation, with Omoikane now supplying criminal elements and revolutionaries, committing sabotage of Cernunnos Assets, and subverting their workers.

Interestingly, the reason why this has gotten so bad, yet not escalated into an outright Frontier War between Cernunnos and Omoikane, is the presence of MSI. It's commonly believed that the smuggling happens through the 3a moonbase, which delivers supplies to and from both Gadeirus and the primary Omoikane Research Colony on the dark side of the second planet. No one is entirely sure if MSI is apathetic to the smuggling or views it as an opportunity. However, many observers worry that this dispute in the Coreward Frontier could result in an escalation to a full-on Frontier War with Omoikane outright trying to seize control of the entire system from Cernunnos.

Notes:

-Has some of the most complex indegnious life yet discovered buried under its endless waves.

Original Submission: Model DC.14F

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-375?post=23240058#post-23240058>

Cosmos:

Map Designation: CF-18

System Name: Cosmos

Political Status: Cosmos Colonial Republic (Colonial Republic), Atlantis Representation

Charter Presence: Various

System Population: 314 Million

System Bodies:

1, Hayek

-Tidally locked planet

2, Keynes

-Terrestrial planet

3, Ricardo
 -Jovian
 4, Bellerose
 -Ice Planet

Notable Features:

Marshal: One of the original habitation centres of the system, one of the trio of fully refitted colony craft in orbit around the second planet. These initial stations quickly proved unable to handle the rapid growth of the system, but are still in operation and fully inhabited.

Marshal houses many of the older families that settled Cosmos, and the station remains a high-status district proud of being the descendants of the original settlers.

Volker: One of the original habitation centres of the system, one of the trio of fully refitted colony craft in orbit around the second planet. These initial stations quickly proved unable to handle the rapid growth of the system, but are still in operation and fully inhabited.

Volker is currently owned outright by MSI and serves as the transshipping point for their wares in-system and up and down Enterprise's Wake.

Afolabi: One of the original habitation centres of the system, one of the trio of fully refitted colony craft in orbit around the second planet. These initial stations quickly proved unable to handle the rapid growth of the system, but are still in operation and fully inhabited.

Afolabi is currently serving as a vacation district for wealthy residents of Malacca who want to avoid the hustle and bustle of living on the far more densely populated system.

Malacca: The current heart of the system, a McKendree Cylinder providing the space for potentially up to half a billion residents and currently home to the vast majority of the Cosmos system's residents and businesses.

As one of the most trafficked of such stations in the Compact and the logistical hub for much of the business related to the Coreward Frontier, Malacca is well known for being prosperous despite (or perhaps because of) its government's reputation for harsh law and order politics.

Gibraltar Station: Built as a private partnership between the Cosmos Colonial Republic and a number of independent mercenary groups, Gibraltar Station is Cosmos' attempt to get around the prohibition on Colonial Republics maintaining their own fleets by instead having mercenary units permanently indebted to the system's Government based out of the system.

History: Discovered by Voyager explorers in 2132, Cosmos was originally considered something of a boring pass-through system, valuable only due to its proximity to Potosi. Both factions of the recently concluded First Frontier War bid for Cosmos during an auction process that extended into 2135.

Ironically, the system was purchased by Pachamama Gardens mere months before the Terraforming Bubble collapse of 2136 destroyed that Charter.

Instead of allowing the Cosmos system to be purchased by another Charter, the “Cosmos Governance Company” jointly chartered by MSI, Rhodes, and Pachamama chose to seek direct investment from the First Colonies by promising shares in the new colony once it was established.

Selling Cosmos as the gateway to the Coreward Frontier and the natural routing point between the Near Spinward and Near Trailing frontiers, the Cosmos Governing Company was able to attract nearly three hundred thousand early colonists and millions of investors, bypassing the need to subordinate themselves to any of the Charters.

Unlike nearly all other systems with similar sales pitches in this era, Cosmos rapidly bore fruit as the system progressed towards what it was sold as: a major hub of trading, travel, and finance in the Coreward frontier, the route by which the wealth of the First Colonies, resources of Potosi, and the products of the Spinward were shipped Core and Trailward.

As the system grew, gorged on wealth over the Second Frontier War, Malacca station, named after a valuable sealane choke point on Earth herself, was begun. This McKendree cylinder was smaller than those of the more established systems, but was planned to carry up to a half billion in comfort.

Always fairly resource poor itself, Cosmos required workers and resources shipped in from neighbouring Potosi to build Malacca. The same workers were later called to Cosmos to build Gibraltar, a fleet anchorage that would house independent military units and a small detachment of the Solarian Navy’s 10th Fleet.

Today, Cosmos has one of the fastest growing economies, lowest crime and corruption rates, and highest quality of life in the entirety of the Compact. This is attributed in large part to its combination of heavily pro-business policies and strong welfare state.

On one hand Cosmos features an extremely business-friendly environment with taxation and regulatory policies designed to make it a perfect place for outside businesses to trade in-system, making it a centre of finance, shipping, and, to a lesser extent, tourism. Every Charter and almost every major company doing business in the Coreward has some presence in Cosmos, and the majority of the trade from the Coreward Frontier as a whole goes through the system, sometimes even when routes through Isthmus would be shorter.

In addition, while Cosmos is rarely the final destination of most travellers, it is a common stop for many, making its tourism industry a thriving addition to the system. On the other hand, the system also features one of the most comprehensive welfare systems in the Compact, offering a stellar public education system that rapidly turns out educated and motivated workers, an unrivalled public healthcare system capable of providing for all the citizens of Cosmos, and high-quality public housing for its residents.

However, this prosperity comes with a number of costs, and the government of Cosmos above all else seeks stability. While legally a parliamentary state with free elections, Cosmos operates in practice as a one-party system with the Cosmos Liberal Centrists (a direct descendant of the Cosmos Government Corporation) routinely drawing up to 80% and never less than 60% of the turnout in each election. While these elections are legitimate, a number

of measures ensure its political dominance, including but not limited to: elections and campaigns only occurring when called by the government, and the right to redraw districts at the government's leisure, leading to intense gerrymandering and frequent lawsuits against opposition leadership. Furthermore, protests are illegal without government permission and Cosmos reserves the right to install directors into any media outlets or revoke their operating licences at a whim.

Cosmos' legal system is also famously harsh, with swift and draconian punishments - even minor offences are punishable by Transcranial Optical Stimulation that apply a sentence of subjective time dilation many times that of the objectively measured sentencing time.

Overall, Cosmos operates on an unspoken deal that the government will provide prosperity to the populace as long as the populace remains biddable in turn.

Notes:

-With heavily subsidised maintenance and basing, the handful of independent mercenary units and the small Solarian Navy detachment home ported at Gibraltar are often considered the de facto System Defence Force of Cosmos.

Original Submission: masterofmadness

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-442?post=23640814#post-23640814>

Dumuzid:

Map Designation: CF-1

System Name: Dumuzid

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Penglai Representation

Charter Presence: Hermes-Ishtar

System Population: 35,000

System Bodies:

1,

-Jovian

I

-Asteroid Belt

2, Gilgamesh

-Super-Earth

3,

-Small Rocky Planet

Notable Features:

Ninshubur: A toroidal Orbital Research station housing the vast majority of the system's inhabitants, mainly scientists, but also the support personnel to keep them happy and entertained.

Ersetu Array: A complex system of transmitters and receivers scattered several light-hours across the system, used to measure the particulars of various optical phenomena. The array's orbits are said to be precise down to the millimetre.

History: Discovered in 2135 by Voyager Interstellar, this system lay even further afield than Talaria, and while Hermes did not purchase the system immediately, Hermes-Ishtar, post-merger and flush with cash, did, snapping it up in 2141.

Located past Talaria, Dumuzid (named after Ishtar's lover) was designed from the outset as a closed system - an experimental outpost where research too sensitive to keep in Symphony could be conducted. As such, the system has some of the most advanced laboratories studying optics and quantum encoding in all of Compact space.

One can only speculate on what the precise topics of research within Dumuzid are, though on at least one occasion, the Solarian 10th Fleet sent an active battlegroup to the system, leading to all sorts of speculation regarding what could have drawn such attention, ranging from contact with alien life to illicit research into gate formation. There's also a persistent rumour that some of H-I's networks teams have a permanent base within the system.

Notes:

-The residents hold a generally dismissive attitude towards the sysadmins in Talaria as menial code monkeys with no true understanding of deeper science.

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-431?post=23583010#post-23583010>

Exalt:

Map Designation: CF-12

System Name: Exalt

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI, Rhodes, Omoikane

System Population: 1 million (Disputed)

System Bodies:

1

-Airless, tidally locked

2

-Airless, tidally locked

3

-Asteroid belt

4

-Gas giant

5, Noah

-Super-Earth, currently undergoing terraforming

5a

-Large, icy, rocky moon

6
-Icy
6
-Icy

Notable Features:

Noah: *With a natural surface temperature over the boiling point of water, this planet is only habitable thanks to the sunshades built in orbit, triggering an eternal rainfall.*

There are still sunshades in place - not the original ones, but new ones with fresh ads for those who look at the sky with telescopes - but by the time the runaway rain has stopped, they will no longer be necessary to maintain temperatures.

With the advent of the rainfall, research labs were set up to study the unusual conditions, presumably similar to what a very early Earth was probably like (although with 1.7 times Earth's gravity); every so often these bases are swamped by the rising water, destroyed by landslides, or have natural dams collapse upstream of them and flatten them with a wave of water. The continuous rainfall takes a significant psychological toll; the turnover rate is much higher than average.

Estimates of the amount of rainfall indicate that once sea levels stabilize, the planet will have slightly less total land area than Earth. This does not take into account any volcanism, coral atoll building, ice caps, or other factors that could affect the final water level or geography.

History: Discovered by Omoikane in 2152, Exalt was purchased by MSI to act as a refuelling system in the Coreward Frontier.

Aside from the construction of several aerosats in orbit, and bases built on the surface of the extremely hot 5th planet, the system saw little development from settlement in 2157 to 2180, but in 2181, an MSI-Rhodes joint project began testing orbital sunshades on the 5th planet.

Since then, a number of research and terraforming bases have been set up on Noah's surface to study and direct its transformation.

Notes:

-N/A

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-376?post=23273418#post-23273418>

Excelsior:

Map Designation: CF-15

System Name: Excelsior

Political Status: Charter Economic Zone, Omoikane Ownership, Atlantis Representation

Charter Presence: Omoikane

System Population: 5,000

System Bodies:

- 1,
- Small Rocky Planet
- 2,
- Small Rocky Planet
- 3,
- Jovian
- 4,
- Super-Earth, no atmosphere
- 5,
- Jovian

Notable Features:

Boldly Station: Still under construction, Boldly Station is expected to anchor all of humanity's exploration and expansion efforts down the Gemini Chain. However, its construction has been plagued by repeated delays.

History: Discovered and charted by Omoikane explorers in 2175, the system was purchased by Omoikane in 2180 in preparation for eventual future exploration of the "Far Coreward" frontier.

The system lay uninhabited for decades, but in 2248 Omoikane slowly began shipping material to Excelsior from Manhattan to begin construction on the Boldly habitat, leading some to speculate that future exploration would begin taking place soon. However, work on Boldly has been plagued by delays - based on past trends, the current speculation on the Emotional Futures market has Omoikane's next batch of explored systems put up for auction in the mid-2260's.

Notes:

-N/A

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/post-23646634>

Gatehouse:

Map Designation: CF-11

System Name: Gatehouse

Political Status: Charter Economic Zone, Ares Ownership, Mars Representation

Charter Presence: Ares

System Population: 12,000

System Bodies:

- 1, Ditch
- Small rocky planet
- 2, Portcullis

-Unterraformed Super-Earth

I

-Sparse asteroid belt

4, Rampart

-Jovian planet

Notable Features:

Portcullis: Site of a short-lived and ill-fated attempt to train recruits in high gravity conditions, the eventual evacuation of the groundside facilities was complicated by the very same gravitational intensity that the training was meant to take advantage of.

Battlement: Home to a majority of the system's population following the Portcullis fiasco, Battlement's best and brightest wound up getting poached to work on overseeing the development of Samurai, and replaced by the laziest and most timid of their formerly less impressive neighbor.

History: Discovered in 2158 and purchased by Ares due to its strategic position making it a good candidate for a fortress-toll system, Gatehouse ended up a system with a long history of disappointment.

First, the disastrous failure of the Heavyworlder program, then, right as it seemed the system might be able to ride to prominence on Samurai's coattails, that fell apart too. Then, after many years of being a backwater's backwater, things finally start picking up in Samurai again, except now that means every officer actually worth something has been pulled in to provide expertise, leaving Gatehouse with the worst of both worlds. The system remains an amazingly boring post, aware yet apathetic to the fact that off-worlders have begun assigning them every vice under the stars as an excuse to look down on them.

Notes:

-Rumours that the worst performing recruits were left to die in the rapidly deteriorating habitat domes have been vigorously denied.

-Someone has spray painted a crude picture of the CO's cat next to one of the hangar bays, and nobody has bothered to clean it up yet.

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/post-23580445>

Gemini:

Map Designation: CF-10

System Name: Gemini

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane

System Population: 12,000

System Bodies:

Binary Brown Dwarfs: Alice and Carroll
 A1,
 Small Rocky Planet: S-Type Orbit, Alice
 B1,
 Super-Earth: S-Type Orbit, Carroll
 1, Lewis
 Jovian: P-Type Orbit
 2,
 -Jovian: P-Type Orbit

Notable Features:

Lewis Observatory: A research laboratory in orbit around the first Jovian, Lewis, its staff are the butt of jokes told in Manhattan.

History: First discovered by Omoikane explorers in 2170, the Gemini system was purchased in 2173 by Omoikane as a site to study stellar and gravitational phenomena due to its unique binary stars.

In a case of the left hand not knowing what the right was doing, the Omoikane subsidiary that purchased Gemini was unaware of the Manhattan Project and, subsequently, Gemini's scientific efforts have been vastly overshadowed by their colossal neighbour.

Very little research of value has come out of Lewis Observatory, a situation that the on-site staff blame on the constant diversion of Omoikane funding in the Coreward Frontier to Manhattan.

Notes:

N/A

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23646634>

Isthmus:

Map Designation: CF-3

System Name: Isthmus

Political Status: Compact Administrative Zone, Navy of the Solarian Compact Fleet Base

System Population: 100,000 Permanent Residents

System Bodies:

1

- Waterworld: *Delta*

2

- Modest Jovian: *Sinai*

2a

- Rocky Moon: *Jabal Katrinah*

2a.i

- Suez Station

2b, c, d, e

- Additional uninhabited moons: *Dahab, Nuweiba, Eilat, Arish*

3

- Small Rocky Planet: *Levant*

Notable Features:

History: Discovered by Voyager surveyors in 2125, this system was observed to connect the Trailing and Spinward frontiers. The Navy of the Solarian Compact, seeing the opportunity presented by this transit corridor to act as a new Korolev-Chandrasekar system, and also as an opportunity to stake their claim in the new frontiers pressured Parliamentary allies to be granted the system as a matter of national security.

By 2135, with the Isthmus system in hand, the Solarian Navy then set out to build a station worthy of the reputation of its namesake, with a massive port facility to handle the needs of half the galaxy, a significant dry dock to provide for the expected volume of traffic and the needs of the fleet itself, as the Star Ministers planned for the system to be the largest concentration of SolNav power outside the core.

The Star Minister's enthusiasm even went far enough that the newly formed 10th Fleet was to be based out of Isthmus, and from there cover the entire Coreward Frontier.

However, during this process, Charter-aligned politicians in New York began to push back against the Parliamentary overreach of granting such an important system to the government instead of undergoing the usual tender process. These politicians, along with their allies in the media, pointed out the waste of money that was subsidising a government-run project instead of using private contractors.

Despite the controversy, Suez was officially declared completed in 2151, but newly passed regulations and privatisations, along with the much lower than expected traffic through the system, meant the massive station was not able to support itself off the trade through the system as Navy planners had projected.

Quality of services dropped, with the Star Minister reprioritizing funds for investments and deployments elsewhere, causing a precipitous drop in the quality of maintenance and personnel. This resulted in a further reduction in use of Suez Station by private and commercial traffic, triggering a spiral of ever lower revenues.

In 2170, the Admiralty decided to downsize Suez station industry to a more sustainable level, mothballing nearly half of the station and pulling back to operations as well as reorganising the 10th Fleet into a much leaner and less prestigious command.

Since then, the Charters have had the last laugh, with the Navy's administrators in Isthmus repeatedly giving concessions to Charter subsidiaries to operate within the system to the point of the Charters setting up a permanent presence aboard Suez.

Notes:

-The abandoned sections of Suez are still inhabited, often used by down-on-their-luck spacers between deployments. This practice is unofficially overlooked by the Station commander.

-Isthmus is considered something of a hardship posting for Navy personnel, and the 10th Fleet is considered the worst formation in the Solarian Navy, with command being considered career-ending.

Original Submission: VillaininGlasses

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-383?post=23301879#post-23301879>

Manhattan:

Map Designation: CF-6

System Name: Manhattan

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane

System Population: 750 Million

System Bodies:

1

-Rocky planet

2

-Venusian

3

-Venusian

I

-Asteroid Belt

4

-Gas giant

4a-f

-Moons

II

-Asteroid Belt

Notable Features:

Los Alamos: A Bishop Ring built by Omoikane to house the best minds of their generation and encourage them to invent the future, Los Alamos might not be the birthplace of the singularity, but it's been responsible for many of Omoikane's advances in the last few decades.

Oak Ridge: A separate facility from Los Alamos, Oak Ridge is the home of one of Omoikane's few in-house physical security units, the Advanced Expeditionary Deployment Group, who guard Manhattan and are deployed against those who threaten the Charter's interests in the Coreward Frontier.

History: *First charted by Omoikane explorers in 2165, and at the time designated as the Ferrai system, this system was deemed as little more than the average pass-through system destined to fall into MSI's possession.*

Instead, Omoikane executives purchased Ferrai in 2170 in order to proceed with a project to resolve what they considered deficiencies in Omoikane's operations.

Having noticed themselves that Omoikane's extremely opaque and compartmentalised internal nature made for poor researchers and scientists, the companies executives became determined to turn Ferrai (now dubbed "Manhattan" after the famous program run by the United States of America that created the first atomic bomb in 1945) into a center of scientific advancement.

While the first proposals were small in scope, perhaps a single torus colony ship with 100,000 individuals in a closed city who could freely communicate with each other but with all outside communications were centrally monitored, the scope of the project quickly ballooned in size and complexity.

First the realization that their proposed scientific wonderland would need a larger support staff and then the realisation that both scientists and staff would likely need to have their families reside in-system caused Omoikane to expand their plans again.

Then someone pointed out that while the system would be secure against outside espionage, internal rivalries and matters of credit and attribution would still be rampant, as well as disputes over funding and pay.

Initial proposals to mitigate those conflicts with appeals to the greater good of humanity and Omoikane itself were rejected as being "too impersonal". Instead, someone made a counter-observation that the original Manhattan project had been a national one.

After that, planning revolved around determining the proper size for a population that would have a self-sustaining politics and culture that wouldn't need outside reinforcement and would be able to build its own identity in a viable time period for the project to see returns.

Rough back-of-the-napkin calculations came out to some three hundred million individuals, so the proposed Los Alamos facility was initially changed to be much a larger McKendree cylinder, before the senior executive on the project argued that for a truly national project, they would need a structure to feel proud of, one as large or larger than any other in the Compact. In this way, a sufficiently large population would become a coherent people who would be willing to make sacrifices for the greater good, something that Omoikane could exploit.

Thus, Los Alamos was changed to a Bishop ring and construction began in 2171.

Eventually, as construction came to a close at the end of the decade, Omoikane was suddenly struck with the issue of staffing their national project. Even after consolidating all the existing science teams and researchers that they could relocate, they still fell far short of their goal of three hundred million inhabitants.

Even with the use of colonization incentives and sending all available new hires to Los Alamos, Omoikane would still fall short.

As a last-ditch measure that nearly made up the entire difference, Omoikane publicly promised that anyone with cybernetic augmentations that moved to Manhattan would receive lifetime legacy support for their augmentations free of charge, and that future state-of-the-art augmentations developed in Manhattan would be installed at a heavily subsidized rate and without the standard suite of marketing measures.

This program, dubbed "The Manhattan Protocol", while not a total success, did bring the numbers up to 300 million by the turn of the century, and between rapid population growth, Omoikane continuing to preferentially station new hires on Los Alamos, and keeping their word with the Manhattan Protocol, the population has continued to steadily climb.

Sadly, though, the dream of a flourishing nationalist open city fell apart long before then.

After multiple instances of H-I tapping or MSI agents being discovered in the act of corporate espionage or sabotage, Omoikane began reimplementing compartmentalization and other procedures. Recognizing that Los Alamos had become increasingly insecure, the Charter had several projects, including its ASI team, relocated to the more remote and now more prestigious Ascension Colony.

Notes:

- Has a plurality of cybernetic augments, the highest of any large scale human community.
- Omoikane is worried about an increasingly large segment of the population who want Manhattan declared a Colonial Republic and granted home rule, even if the Charter would dominate the resulting state.

Masaq:

Map Designation: CF-23

System Name: Masaq

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane

System Population: 80,000

System Bodies:

1

-Airless world, hosts an energy collection colony

2, Elon

-Super-Earth, suffers from a runaway greenhouse effect

3

-Jovian

3a

-Icy moon with cryovolcanic activity

3b

-Icy moon

4

-Mini-Neptune

4a

-Airless moon.

5

-Super-Earth, methane hydrosphere

6

-Icy planet

Notable Features:

Musk Orbital: One of the most expensive and luxurious Torus Habitats ever built by humanity, this orbital is located in the Lagrange point between the red dwarf Masaq and the system's second planet, Elon. Both habitat and planet are named for the famous 21st century visionary Elon Musk, who is believed to have been a primary driver of offworld settlement and has several locations posthumously named after him.

The space station was built as a personal pet project of the Omoikane Executive Jyoti Shyamala, with the intent of fulfilling the vision of "Fully Automated Luxury Gay Space Capitalism" sought by countless brave futurists and innovators across human history, a dream that Omoikane is determined to make a reality at Musk Orbital.

On Musk Orbital, much of the work normally performed by low skilled and poorly paid human workers has been delegated to drone swarms controlled by the station's numerous Near Human Commercial Administrative Virtual Intelligences (NH-CAVI's), many of which have been locally developed at the station's numerous AI and VI research facilities, and are programed to always cheerfully assist the station's inhabitants.

The residents of the Banks Orbital enjoy standards of living far superior to those found in most frontier colonies. In exchange, Shyamala and Omoikane only ask from them similar commitment to fulfilling their shared dream of a better future for all humanity.

Masaq One Solar Power Centre: Built at the same time as Musk Orbital, Masaq One Solar Power Centre is home to nearly ten thousand colonists, and supplies the Orbital with most of the energy the station needs for its continued operation.

The workers in the colony are mostly former Orbital inhabitants who were fired due to failing to show sufficient commitment to the company's vision, became unable to pay the station's residence fees, and thus had to find alternative employment.

The colony takes advantage of advanced Near Human Legal Administrative Virtual Intelligences (NH-LAVIs) for its security operations, providing the security staff with a rapid and reliable ability to detect crime and monitor potential criminals. This system has proven highly successful and will likely see future use in other frontier colonies.

History: Discovered by Omoikane surveyors in 2148, the system was initially dismissed as a worthless dead end and was acquired by Omoikane as a potential site for confidential research, only for better alternatives to appear elsewhere.

The system received a second chance at use and its current name in the 2230s, when Shyamala chose it as a site for her visionary project to take advantage of the new NH-VI technology to create an experimental prototype community of tomorrow that would make Omoikane a leader in community planning and political technologies.

Musk Orbital would be built over the course of the next decade, and under Shyamala's guidance, the system became home to Omoikane's cutting edge VI research, seeking to push humanity ever closer to true post-scarcity.

Notes:

-Has the largest collection of NH-VIs anywhere.

Submitter: <https://forums.sufficientvelocity.com/members/joppe.26646/>

Original Submission: Joppe

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/page-375?post=23240538#post-23240538>

New Sealand:

Map Designation: CF-8

System Name: New Sealand

Political Status: Charter Economic Zone, Private Ownership (DAO), Columbia Representation

Charter Presence: Various

System Population: 31 Million

System Bodies:

1, Satoshi

-Mercury-like. No atmosphere. Likely candidate for planet cracking or Dyson belt.

2, Sealand

-Rocky Ice Planet

2a, Cryptoland

-Basic lunar body.

3, Buterin

-Gas giant with multiple moons

Notable Features:

Sealand: A mountainous ice planet on the edge of the Goldilocks Zone. A mixture of hydrocarbon ice and water ice covers 99% of the planet's surface. Sealand features limited volcanic activity and a current population of 131,000 (officially).

Roberts: Outer band accretion disk. There are planetary bodies in the process of formation, but none stable enough to approach for exploitation at this stage of development.

Sealand Side 1: A set of colony structures built at the L5 point. Primarily utilized by Class A and Class B token holders. Total rated capacity: 60,000 personnel. Current permanent population: 8319.

Buterin Side 1: Coreward Fleet Depot. Secondary shipyards. The bulk of the Solarian Naval population live here or on the Reserve Ship fleets stationed within the sector. Current permanent population: 30.9 million.

History: Discovered by Voyager Interstellar in 2142, with surveying conducted mere months before the outbreak of the Second Frontier War in 2143, Barvarre (as it was provisionally labelled) was nearly forgotten for over a decade.

When the system was put up for auction, despite some interest in the second planet as a terraforming candidate, it was ignored by the Charters after some initial bids. Eventually, in 2154, a DAO organised by members of the First Colonies-based Crypto Reform Party purchased the system for what was considered something of a steal by most observers.

New Sealand is what's normally known in the solar survey business as a "pass through system", apart from one feature – it has a viable terraforming candidate on the edge of the star's Goldilocks Zone. A system relatively early in its formation, there are four primary bodies, one officially acknowledged lunar body, and at least three protoplanets in the final stages of formation in the "Roberts" Oort cloud. When the bidding rights to CF Lot 8 "Barvarre" were opened in the late 2120s, there was only one serious body interested in the purchase – a consortium of private financial interests known as the New Sealand DAO, who wished to experiment with distributed minarchist organization models outside the bounds of the Charters.

Initial colonization proceeded fairly normally until the second-wave terraforming market collapse in 2173 substantially and negatively impacted the value of System DAO token holdings. This placed the DAO in an awkward position – financing the gate lease was done through the sale of Class-B tokens (guaranteeing living rights, and landholding rights according to the B round issue wave upon Sealand meeting habitability benchmarks). By 2186, the DAO's SolCoin pool was almost depleted, risking default on the gate mortgage. This led to the Solarian Navy's Gate Maintenance Consortium exercising a little-known clause in their gate construction contract – the Navy could in lieu of payment exercise the option to exploit the system themselves on a 99-year lease, as the system was placed as collateral for the K-C Gate construction effort. The DAO had little choice but to agree, and issued a Class-C "Naval Dispensation" token to 'allow' Solarian Naval personnel to enter and inhabit the system.

It is important here to discuss the classes of DAO leasehold token. Class-A tokens were the initial coin offering, with the strike price anywhere from one to twenty Sols. Class-A tokens give the rights to claim a land holding anywhere in the system deemed colonizable – in practice, this means Satoshi, Sealand, Cryptoland, and a few grandfathered plats on the surface of Buterin-5, while also guaranteeing a first-class berth within any DAO-owned and operated space station in the system. These holdings are rather large – a plat of one hundred square kilometers of surface, and holders can exercise the option for up to one hundred of the mini-plats (1km square). They also grant one hundred votes per token. There have been occasional Class-A mintings post-ICO, but, as one might guess, it remains a seller's market.

Class-B tokens give similar rights, but with stipulations – only the Class-B1 ICO got to pick a single mini-plot of land immediately; further coin offerings have relegated holders to the 'wave' they were stipulated for (the current offering wave being Class-B67). They also grant the option of renting a second-class berth on a DAO-owned and operated station, subject to wave priority. Each token is worth one vote, and the strike price was 0.1 Sols or the current market value of Class-B1 tokens, whichever is higher.

Class-C tokens grant a diluted vote, with 1 B-vote being weighted as much as 50,000 C-votes. Strike prices are strictly nominal, though public-issue tokens tend to go reasonably cheaply. They grant the right to "inhabit" the system, and nothing more, the resources the DAO claims for itself unavailable to holders.

The current political situation can be described as "tense at best". Due to the DAO's governance structure, the vast majority of the system's inhabitants are Class-C holders and lack any meaningful individual say. Thus, joint Naval-DAO projects that the Class-A and Class-B holders don't like tend to simply die off. These holders are still angry about their system being all but taken over by the Solarian Navy, and tend to take it out on the rank-and-file Navy personnel, who have little to no power to demand that the Navy be more forceful with its 'landlord'/joint tenant'.

Furthermore, there is a persistent rumour that the levels of methane clathrates on Sealand are far higher than any other recorded frozen planetary body. If the rumoured levels were not managed very carefully, Sealand could be rendered uninhabitable by utilizing standard low-temperature terraforming techniques, creating a runaway "hothouse world" scenario where it would be nearly impossible to create and stabilize a biosphere. Obviously, this would make the token near-worthless, which is why the DAO carefully guards data about the progress of Sealand's terraforming.

For its part, the Solarian Navy finds the current situation intolerable – there is a reason post-second crash system-rights contracts are not written in this manner anymore. The Solarian Navy currently uses Buterin as a helium extraction site and its masses as raw materials for building Coreward Frontier fleet equipment. Reserves – mothball and reinforcement alike – are stationed here as well, as are many ships that are still in the process of being commissioned or tasked. The lease has roughly twenty-two years before it will be paid off, and the Navy is tight-lipped on whether there are further locations in-system where gates could be built. After all, what would the DAO do – lease their precious libertarian experiment system to them for another 99 years every time they want a gate?

Incidentally, many token holders do not actually live in-system, and berths are available for all but the most recent three Class-B waves. Many of the non-Navy workers are on a Provisional Temporary Token scheme and rotate every few years at most, with almost all contractors swearing to never get stuck on one of those "gaudy fucking shitholes" again.

Notes:

-Please refer to PACER: New Sealand DAO LLC v. Solarian Navy Gate Maintenance Consortium for full details of current settlement.

-Rumours say that 4th Fleet not only finds the situation intolerable but *completely unacceptable and humiliating*. The Solarian Navy is both attempting to find a way to get the

Compact to revoke the DAO's charter entirely, and also pursuing a buy-out effort to dissolve the DAO through a supermajority clause in the smart contract.

Original Submission: silverpower

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/post-23647777>

Rallypoint:

Map Designation: NS-17

System Name: Rallypoint

Political Status: CEZ, MSI Ownership, Void Dweller Compact Membership, Gagarin Membership

Charter Presence: MSI

System Population: 550,000

System Bodies:

I

-Asteroid Belt

1, Rockbreaker

Jovian

1a-lots

-moons

II

-Asteroid Belt

Notable Features:

Rockbreaker: *Depending on the counting method, Rockbreaker has anywhere from 20 to over 160 moons.*

Julie's Dine and Fix: A Spacers' haunt, this low-gravity base has repair and inspection facilities run for and by Spacer groups, and a hospital renowned as one of the best in the Coreward Frontier for treating Spacers and conditions that Spacers and those with Spacer genelines suffer from that baseline populations do not.

History: Discovered in 2149 by Omoikane Explorers, Rallypoint was a so-called "pass through" system purchased by MSI for the usual reasons of tolls and control over transit infrastructure. Over the following decades, Spacers began to frequent a small station set up in Rockbreaker's orbit, which eventually grew into a large community.

When the Refusal of '87 hit, Rallypoint joined the technically-not-a-strike performed by the Void Dwellers' Compact, and were just as hurt by the blowback as other Spacer systems who likewise found their leaders and most radical members vanishing or mysteriously committing suicide.

To this day, Rallypoint still serves as a well-regarded rest stop on the long haul routes from the First Colonies Coreward and from the Coreward runs to the Spinward.

Notes:

-Member of the Void Dweller's Compact

Rendezvous:

Map Designation: CF-7

System Name: Rendezvous

Political Status: Charter Economic Zone, MSI Owned, Epsilon Representation

Charter Presence: MSI, Omoikane, H-I

System Population: 185,000 Permanent Residents

System Bodies:

1a & 1b, The Lovers

-Small rocky worlds in a binary orbit

I

-Sparse asteroid belt

3, Chaperone

-Ice giant with Saturn-like rings

Notable Features:

Stargazer Station: A small habitat built for rest and recreational purposes by HI, Stargazer Station is famous in the espionage community and across the Coreward Frontier as a place for... well, rendezvous.

History: Discovered in 2159 by Omoikane Surveyors, Rendezvous was purchased by MSI as yet another attempt at making sure anybody who goes to or from a particular chunk of space does so paying MSI fares and being logged by automated stations.

The system would by and large languish in obscurity until someone noticed that pictures of its planets and a nebula visible in the distance were making the rounds on social media in 2179. This brought the system to the attention of Hermes-Ishtar, who put together a proposal to build a space hotel in the system to host "romantic getaways".

This proposal was very nearly rejected by MSI until they realised the utility it could have due to its proximity to Omoikane's new Manhattan project.

As soon as construction finished in 2186, Stargazer Station became a travel destination not only for couples who desired to slip outside the heavily networked and closely observed environs of Manhattan, but others who wanted to make their own kinds of rendezvous with agents from Charters interested in what exactly Omoikane was working on in Manhattan at any given time.

Though Rendezvous is by no means a moneymaker on the scale of Crossroads, Hermes-Ishtar's marketing the system as a "romantic getaway", combined with the espionage possibilities, has made Rendezvous a solid profit for both MSI and H-I, and an object of frustration to Omoikane.

Notes:

- Rendezvous is the original MSI designation, and its aptness is purely serendipitous.
- The popular "Rendezvous at Rendezvous" erotic espionage thriller XR series takes place and is recorded on Stargazer Station, increasing its attractiveness as a tourist destination.

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-430?post=23546677#post-23546677>

Ret:

Map Designation: CF-14

System Name: Ret

Political Status: Charter Economic Zone, Rhodes Ownership, Columbia Representation

Charter Presence: Rhodes

System Population: 850,000 Average

System Bodies:

1,

-Small Rocky Planet

2,

-Small Rocky Planet

3,

-Jovian

3a-f,

-Moons

I

-Asteroid Belt

5,

-Jovian

Notable Features:

Conveyor: A habitat built in the inner system, it serves as temporary housing for the system personnel and basing for its mining craft and inter-system freighters.

History: Surveyed after the First Frontier War in 2131, the system was immediately snapped up by Rhodes to serve as a feeder system for Potosi. For centuries, its asteroid belt and its Jovian's moons have been stripped and shipped to its neighbouring system.

Notes:

-N/A

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23646634>

Samurai:

Map Designation: CF-16

System Name: Samurai

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 10 million

System Bodies:

1, Nobunaga

-Small Rocky World

2, Hideyoshi

-Jovian

2a, Kusanagi

-Moon, Terraforming Candidate

2b, Yata

- Moon

2c, Yasakani

-Moon

I

-Asteroid Belt

3, Masamune

-Jovian

4a, Muramasa

-Rocky moon

Notable Features:

Kusanagi: While Kusanagi is a terraforming candidate, and it was on that basis that Ares originally acquired the Samurai system, in more recent years a particular train of thought of severe asceticism and minimalism leading to better soldiers has swept through some Ares executives, and plans to settle Kusanagi were placed on hold in favour of a carefully designed O'Neill cylinder which would provide Ares with far more control over their future soldiers' formative environments than any biosphere.

Tsurugi: An O'Neill Cylinder built using principles of absolute minimalism, asceticism, feng shui, and zhai.

History: Discovered by Omoikane surveyors in 2164 and purchased by Ares soon afterwards as a potential terraforming candidate, the system was relegated to a backwater posting for many years as other matters took priority. Samurai was only recently re-examined with the rising popularity of asceticism within Ares, and the go ahead construction for Tsurugi given in 2231 and completed in 2238.

The entire station has been carefully laid out to ensure symmetry and consistency in design, and a severely restricted, desaturated colour palette was used in the creation of all structures. Real Earth bamboo and marble has been imported at massive expense to create the austere and unadorned rooms and flooring, and live classical music, poetry recitals, and formal debate are the sole permitted forms of entertainment.

All plants must be carefully and regularly trimmed to exacting standards, and no pets whatsoever are permitted within Tsurugi. Even diets are strictly controlled, with the standard nourishment being expressly intended to minimise flavour while maximising nutrition. Fasts are often mandatory, and the rare few flavourful dishes are reserved for use as rewards for success.

The population is currently only at half of Tsurugi's planned capacity of approximately 20 million, and the first "crop" of children raised on Kusanagi are projected to come of age in the very near future.

These children have been placed under enormous pressure to surpass their peers from Asgard and Alexander in Ares standardized testing in order to justify further investment in Samurai, and so far their scores have indeed been exceptional - though quiet accusations of score manipulation have been circling.

Notes:

-Samurai has the only sane Ares fleet officer stationed in the system.

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-431?post=23580094#post-23580094>

Shinkolobwe:

Map Designation: CF-21

System Name: Shinkolobwe

Political Status: Charter Economic Zone, Rhodes Ownership, Columbia Representation

Charter Presence: Rhodes

System Population: 120 Million

System Bodies:

1,

-Dwarf planet, erratic orbit

I, Shinkolobwe Asteroid Belt

-Asteroid belt

2, Shinkolobwe Prime

-Terraformed terrestrial world, limited habitability

3,

-Ringed Jovian

4,

-Jovian

Notable Features:

Shinkolobwe Prime: A borderline inhabitable planet with very little detectable habitation on the surface despite its population of over 120,000,000. Rich in rare metals and with an enormous amount of radioactive materials all across the planet, but due to an average

surface background radiation of 6.2 Gy, most inhabitants are forced to reside in radiation-shielded underground bunkers, with the exceptions of the planet's population of Radiendurance Augments and the few executives wealthy enough to afford shielded surface housing.

While the world has been cheaply terraformed, the biosphere remains very limited, largely intended to produce and recycle as much soil as possible, with most of its plants and wildlife explicitly chosen for this purpose only.

System History: Discovered by Voyager Interstellar in 2140, the system was auctioned off to Rhodes for a surprisingly low price despite possessing a terraforming candidate, as said candidate had a strong magnetosphere, high levels of volcanic activity, and, worst of all, a shockingly high background radiation level.

The planet was quickly settled to extract the vast supplies of heavy elements found in the planet's crust. Early colonisation was hindered by inadequate radiation shielding and frequent bouts of radiation sickness. Terraforming was revisited as a way to passively improve the shielding on underground habitats and, as usual for terraformed planets, the population exploded.

Shielding continued to be a problem and radiation sickness continued to spread among miners throughout and even after the limited terraforming process. To further combat this, Rhodes began offering some mine employees access to the proprietary Rhodes-owned "Radiendurance" augmentation strain, capable of withstanding up to 8Gy and providing fetching neon-green hair and eyes as a branding mark. Even this proved insufficient, however, with many mines and even areas on the surface greatly exceeding this tolerance. Furthermore, despite thorough decontamination procedures, Radiendurance-Augmented workers began to be seen as carriers of radiation sickness, and many became subject to 'lockouts', shut out of their habitats upon returning from work.

Tension between the Radiendurance-Augmented and baseline populations has not ceased, though it has declined and the frequency of lockouts has drastically dropped under the close watch of an increased Rhodes Physical Security presence. Despite all this, Shinkolobwe is considered an extraordinarily successful world for Rhodes' bottom line, despite being frequently rated extremely poorly on galactic standard of living metrics.

Notes:

-The Radiendurance-Augmented geneline pioneered here has been introduced to other Rhodes-controlled systems wherever close contact with radioactivity is considered likely in the course of regular duties.

Original Submission: Mr BreaksIt

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interestellar-rebellion.83706/post-23543035>

Spire:

Map Designation: CF-13

System Name: Spire

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Penglai Representation

Charter Presence: Hermes-Ishtar, Rhodes

System Population: 150,000 permanent residents

System Bodies:

1

-Terrestrial Dwarf Planet

2

-Earth-like Planet, no atmosphere

2a

-Small rocky moon

3

-Asteroid Belt

4

-Pinnacle, Earth-like planet, low atmosphere, 112% earth gravity

5

-Ringless Jovian

5a

-Small mineral-rich moon

6

-Ringless Jovian

Notable Features:

Pinnacle: A largely unassuming rock with a single stand out feature: the current second highest mountain ever discovered, and currently considered the hardest climb.

Supporting a small tourism industry, Pinnacle's former prominence as the location of the tallest mountain ever discovered was taken by Everest in the Far Trailing Frontier, and Pinnacle's industry has been dying ever since.

History: Discovered by Omoikane explorers in 2145, the Spire system could boast of a unique trait - Mount Kong, the tallest mountain peak on a terrestrial planet across all of Compact space, more than twice as tall as Olympus Mons on Mars, and named after the apocryphal "Mountains of Kong" of [old Earth legend](#). The potential for tourism on the appropriately named "Pinnacle" was immediately noted, and despite the lack of atmosphere on Pinnacle, at its peak operational levels the Spire system was home to more than 250,000 permanent residents - these were climbing guides, resort staff, rescue operators, and "natural landscape preservationists" who worked tirelessly to ensure the pristine vistas of Mount Kong (as seen in many Hermes-Ishtar entertainment products) remained as good looking as ever, despite the up to 2 million guests at a time who showed up during peak tourist seasons.

Disaster began in 2231, when Omoikane put its latest lot of scouted systems up for auction - and among them was a planet with a taller mountain, lower gravity, and most importantly, an oxygen rich atmosphere. For another five years, Spire continued, blissfully unaware of the impending crisis, as Hermes-Ishtar kept their new vacation destination under tight wraps

while they built facilities to maximize the splash on the tourism market. In 2236, it all came crumbling down. H-I had a newer, more marketable destination vacation for all the corporate kids who wanted to check "tallest mountain" off their bucket list, and Mount Kong (and Pinnacle with it) was relegated to the extreme climbing enthusiasts - a much smaller market segment.

Tourism dropped like a stone overnight, along with any hopes of a better future for the system's inhabitants. Nowadays, a small portion of the residents still serve the much reduced tourist load, and jealously guard the mountain guiding jobs that remain (for these guides, now working largely with more experienced extreme athletes instead of inexperienced thrill seekers, the actual job has improved significantly), while many of the others perform mineral mining throughout the system to make ends meet. Those who can, leave, as much of Pinnacle has become more and more run-down and neglected over time (a particularly dangerous situation when the population relies on that infrastructure for breathable air) and enforcers have become ever more brutal in their quest to keep the underclasses of Pinnacle from disrupting the vacations of those tourists who still arrive to climb the second tallest (and largely considered the toughest) mountain in Compact space.

Hermes-Ishtar is in talks with Rhodes to sell off the rights to most of the system, but is attempting to keep the tourism rights to Mount Kong, along with full usage rights of the images and 3D model scans of the mountain ranges of Pinnacle.

Notes:

-Location of the *second* highest mountain ever discovered

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-375?post=23240868#post-23240868>

Sun's Star:

Map Designation: CF-22

System Name: Sun's Star

Political Status: Charter Economic Zone, Private Ownership (Sun Family), Penglai
Ownership

Charter Presence: None

System Population: Several Hundred Permanent Residents

System Bodies:

1, Sun's Planet

-Rocky planet

1a, Sun's Moon

-Rocky moon

I, Sun's Belt

Asteroid Belt

Notable Features:

Sun's Station: *A double-sized S&R station that also serves as something of a luxurious and secure vacation home for members of the Sun family.*

History: *Discovered by Omoikane Explorers in 2153, this unexciting system went unpurchased at auction for nearly a decade, until it was bought by an unexpected set of customers: The Sun family of Penglai.*

One of the wealthiest families in the First Colonies, the Sun family had maintained a studious neutrality in inter-Charter squabbles and rested their wealth on personal investments in the First Colonies, Sol, and links to the local governments.

By purchasing Sun's Star, the Suns had hoped to essentially hold exploration down the further chain hostage until someone with real money and influence cut them in on the profits, essentially holding human expansion for ransom.

The Suns expected that it would take decades or centuries for this plan to come to fruition, as when other exploration chains nearer to home had been exhausted, Humanity as a whole would have no choice but to come crawling to them.

In the meantime, the Suns would enjoy the extraordinary prestige of owning their own system.

Sun's Star has only seen minor exploitation as the Suns wait for their plan to reach fruition.

Notes:

-It is rumoured that the death of at least one member of the Sun family was orchestrated by a Charter enraged by the closure of the system, but that this has only hardened the family's resolve.

Talaria:

Map Designation: CF-2

System Name: Talaria

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Penglai Representation

Charter Presence: Hermes-Ishtar

System Population: 320,000

System Bodies:

1

-Small Rocky Planet

2

-Jovian

3, Caduceus

-Jovian

3a, Logios

-Iceball Moon, poisonous atmosphere

3b-d,

-Other Moons

4,
-Small Rocky Planet

Notable Features:

The Servers: A massive and sprawling complex located on the surface of Logios, making use of the natural cooling of the moon's bone-chilling temperatures. As the servers are exposed to the planet's atmosphere, protective hardsuits must be worn by technicians servicing them. A small underground settlement exists for technicians "on-shift".

Kriophoros: A station in orbit around Logios, and the main settlement in the system. Most server operations are done remotely from Kriophoros, but occasionally the issue lies with the hardware, and so a small fabrication section for on-site repairs is present.

Kriophoros is also home to a number of rest and recreation facilities and a small supporting "civilian" population.

History: Discovered in 2135 by Voyageur Interstellar, this system's dim prospects for settlement and uninspiring location left it languishing unbid on for months, allowing Hermes Communications to purchase it despite their shaky financial status at the time. In 2139, making use of Logios's natural temperatures to provide cooling, Hermes financed the construction of a major communications server cluster on the iceball, meant to help serve both new customers in the Coreward Frontier and distribute the load of existing customers in the Near Trailing. Talaria was one of the last major projects embarked on by Hermes prior to the merger into the Hermes-Ishtar group, and much of the Charter's expertise in telecoms was committed to the project.

After the merger, Hermes-Ishtar executives saw no reason to mess with the communications professionals on Talaria, and have largely left them to their own devices, continuing to contribute funding to further server upgrades and expansions since.

Notes:

-The residents of Talaria still see themselves as Hermes employees first and foremost - as the sysadmin backbone that keeps nearly a quarter of all human systems from falling into the quiet dark.

-The residents also hold a generally dismissive attitude towards the scientists in Dumuzid as empty-headed academics with no practicality.

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-431?post=23583010#post-23583010>

Xanadu

Map Designation: CF-20

System Name: Xanadu

Political Status: Charter Economic Zone, Cernunnos Control, Atlantis Representation

Charter Presence: Cernunnos

System Population: 1,200 Permanent Residents

System Bodies:

- 1,
-Small rocky planet, no atmosphere.
- 2, Scion
-Small rocky planet, methane rich atmosphere. Naturally occurring extremophile life.
- 2a, Yama Orbital Observatory.
- 3 - Large rocky planet, no atmosphere.
- 4 - Large rocky planet, no atmosphere.
- 5 - Jovian

Notable Features:

Scion: A small rocky planet that has a species of naturally occurring extremophile lifeforms, which resemble lichens.

Yama: An orbital observatory used solely for the study of Scion's naturally occurring extremophile life forms, taking orbital measurements and remotely controlling probes sent to the planet's surface.

Yama station is mostly notable for being unusually spacious and well-maintained for an observatory of its size, and for the illustrious heritage of its head researcher.

History: Discovered by Omoikane explorers in 2144, Xanadu spent some time as a pass-through system under MSI, who had no desire to research the extremely boring and unprofitable natural lifeforms, which failed to impress the initial survey team with their viability for exploitation.

At the end of the Fourth Frontier War, the system was handed over to Cernunnos as part of the dealings that settled the war, Cernunnos soon sought to restart the abandoned research into the native life.

What would have been an entirely uninteresting scientific posting was rocked, however, when Juno Caulder, one of the Charter's founder's children, chose the station for her more-or-less self-imposed exile from Cernunnos high society. Juno is widely considered to be extremely asocial, deeply abhorring the various events that she was expected to participate in, being blunt and incapable of delicate political maneuvering, and hyper-fixating on her pet research projects.

It's suspected that she chose Yama as the furthest posting from the politics of Cornucopia that she could manage. With her considerable personal wealth (dwarfed as it is by that of her more successful siblings), Juno has personally funded the maintenance and expansion of Yama's facilities, subsidising the operating budget enough to bring it back into the black.

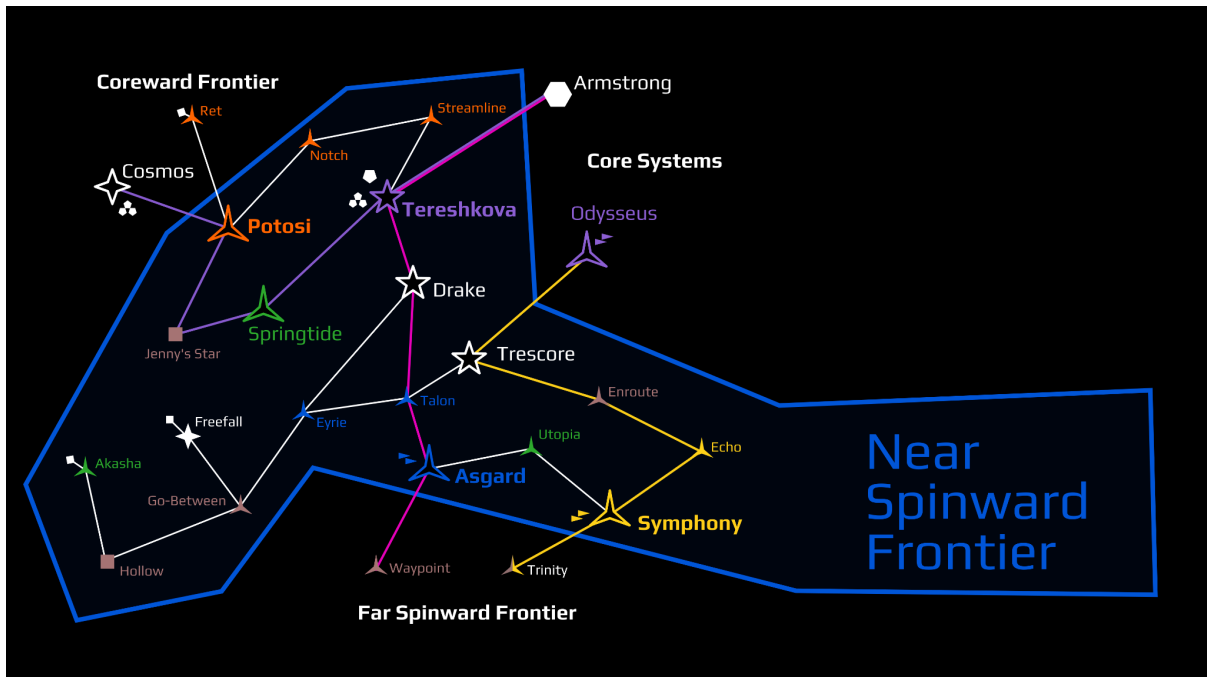
Notes:

-Despite her asociality, the scientific staff aboard Yama have described Juno as "unexpectedly pleasant to work with."

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-430?post=23555896#post-23555896>

NEAR SPINWARD FRONTIER



One of the two elder children of Compact settlement, the Near Spinward is the place where human colonization really got its feet under it. More than just a place to extract wealth and build lives for desperate settlers from crowded Sol, the Near Spinward is a place where new societies are emerging from its many habitable worlds.

Having survived a brush with the Third and Fourth Frontier wars of the late twenty-second and early twenty-third centuries, the stately spires of Symphony's universities, the sprawling farms and quaint restaurants of Springtide, the Volkvangr suburbs of Asgard's Freyaborn are all part of a region where Humanity has firmly put down roots and begun to define itself not as a people of Sol, or even the First Colonies, but of the constellations themselves.

Almost seven percent of the Human Race can be found in the Near Spinward Frontier.

Akasha:

Map Designation: NS-18

System Name: Akasha

Political Status: Charter Economic Zone, Cernunnos Owned, Atlantis Representation

Charter Presence: Cernunnos

System Population: 9,000 Permanent Residents

System Bodies:

1, Crypt

-Small rocky planet

2, Barrow

- rocky Mars-like terrestrial

1

-Asteroid belt

3

-Hyperborea – icy planet

4

-Jovian

4a

-Moon

Notable Features:

Barrow: An iron-nickel planet about half the size of Earth. Its surface is covered in silicate deserts. Barrow has an extremely thin carbon-dioxide atmosphere. Cernunnos has limited its presence to the poles, taking advantage of the limited deposits of water ice.

Hyperborea: A Pluto-like dwarf planet, Hyperborea is the largest object in the Akasha asteroid belt. Its surface is covered in frozen nitrogen, with mountains of water ice. Charter activity has so far been mostly limited to the equatorial regions.

History: First discovered by Omoikane explorers in 2164, Akasha was initially dismissed as a near worthless pass through system and bidding was originally expected to go to MSI until Cernunnos swooped in with the winning bid in 2166.

Since that date, the Akasha system has been owned and operated by a Cernunnos subdivision, the Akasha Necropolis and Interstellar Mausoleum Company.

Cernunnos analysts observed that over the course of the 22nd and 23rd centuries, both the population and the value of real estate on Earth and the First Colonies had steadily increased. Despite this rapid growth, the amount of land set aside for the use of graveyards remained relatively static, leading to increasing funerary congestion.

A report by Cernunnos Botanicals in 2163 concluded that it was impossible to bury another corpse within Earth's extant graveyards without cutting through an existing grave. This led directly to growing popularity of alternate funerary practices such as cremation or "spacing". However, especially among the mostly immortal upper classes, graves remained popular to memorialize those lost to accident or catastrophe.

A solution to the "burial crisis" was drawn up by Cernunnos executives whose proposal took advantage of the increasing cheapness of space travel. The scheme entailed the purchase of a frontier system, to be renamed Akasha, and set it to be governed by the newly founded Akasha Necropolis Inc. They planned to use the planets of Barrow and Hyperborea as essentially massive gravesites.

A fleet of Cernunnos "refrigerator" transport freighters and couriers would be used to move bodies and mourners easily and cheaply to the system. Akasha's boosters estimated the system would accept fifty million corpses a year, which would mean that Barrow would be filled in approximately three hundred and fifty years. The actual volume never went over a tenth of the estimated value, but Akasha remains to this day a functional tomb-system. Barrow and Hyperborea combined have a permanent population of less than ten thousand, all of whom are employees of the Akasha Necropolis and Interstellar Mausoleum Company.

Barrow's graveyards are divided by class, religion, political party, planet of origin and gene line. A first-class funeral allowed its buyer to select the grave site of their choice anywhere on the planet. It was expected by Akasha Inc. that those utilising first-class graves would erect a permanent memorial of some kind, but the construction of such was the obligation of the buyer. Second class funerals were cheaper, but purchasers only had limited control of the burial location and had to pay extra if they hoped to erect a memorial. If the extra fee was not paid, Necropolis Inc. reserved the right to re-use the grave in the future. The third-class funeral plan gave a buyer no control over location and no memorial, but the dignity of an individual plot. Fourth-class funerals were not an officially purchasable tier, but the de facto name of the mass graves for the corpses that Akasha Inc. received through signing biowaste disposal contracts with various Charters. There are separate graveyards for each of the Daughter Worlds, the various nations of Sol, and several frontier planets (though there is also a generic "Frontier Worlds" cemetery).

Hyperborea is home to Akasha Necropolis Inc.'s Cryonics division. Cryonics offers hope to those who cannot afford immortality, or die from accident or error. For a fee, corpses can be taken to Hyperborea and preserved at absolute zero with the hope that with the advance of medical science, the resurrection of these corpses may at some point be possible (though no successful resurrections have yet occurred). Significantly less popular than Barrow (already not a particularly successful business venture), the continued functioning of the planet is rumoured to be the result of a cult following among high Cernunnos executives.

Notes:

-The most famous of Barrow's burial grounds is Arlington National Cemetery, relocated at great expense in its totality from Sol by an Atlantis trillionaire from the ruins of the Democratic Federation.

Original Submission Graf Tzarogy

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-429?post=23535988#post-23535988>

Asgard:

Map Designation: NS-14

System Name: Asgard

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 750 Million

System Bodies:

1, Baldur

-Rocky planet

2, Thor

-Venusian

3, Freya

-Terraformed, Earthlike

I

-Asteroid Belt
4, Odin
-Gas Giant
5, Loki
-Ice Planet

Notable Features:

Freya: An Earthlike terraformed world with a widely scattered population, Freya is very much on the colder and lower gravity side of Human preference, and baseline locals tend to be taller and dress heavier than on other worlds.

Descended from refugee populations resettled by Ares during the Third and Fourth Frontier Wars, Freya's locals have been shown favouritism by Ares in hiring, payment, training, deployment, and discipline for over a century now and Ares considered Freyans a "naturalborn martial culture".

Similar to a deal offered by recruiters on Columbia and Mars, one of the perks offered to Freyans who enlist in Ares' mercenary units is that for every year they enlist in a unit serving in a hardship, combat, or isolation deployment they are granted one year of retirement in one of Freya's Folkvangr communities. (Up to a maximum of 20 years at once)

Valkyrie Fleet Base: A sprawling complex of habitats, debris, and carved caverns in the moons of Odin, Valkyrie acts as the spinward hub of all Ares spaceborn operations.

Valkyrie Fleet Base serves as a fleet academy, transit hub, refit and repair yard, and command centre for multiple Ares mercenary fleets.

Ragnarok Anchorage: A series of mothball and storage facilities scattered throughout Asgard's asteroid belt, Ragnarok is Ares' primary boneyard and scrapyard.

Ragnarok Recycling (An Ares subsidiary) maintains plans for the reactivation of many of these hulks in the event that another Frontier War breaks out.

History: Discovered by Voyager Interstellar surveyors 2118, Asgard (Then known as "Reach") was initially purchased by United Starhaul and Pachamama with the two Charter allies intending to put it on the path of (heavily pro-Charter) independence once terraforming was completed to act as a legal stronghold in the Spinward.

However the course of the First and Second Frontier Wars ended that dream and Ares found itself the owner of Reach and promptly renamed it Asgard and began construction of Valkyrie Fleet Base.

During this period Ares designated Freya as a "retirement" world for their bravest and most loyal employees, but few took them up on their offer, most employees preferring to return to their homes in the First Colonies once their terms of employment were completed.

Eventually Ares began a program that would connect Ares subsidiaries on Freya with orphanages and social service providers in the core who would relocate children to Asgard

on the promise of education and a guaranteed career, in an emulation of Hermes-Ishtar's OCHER program.

While that program was a minor success Asgard's population didn't begin to truly grow until the Third and Fourth Frontier Wars as During the frontier sieges Ares "charitably" relocated refugee populations displaced by the fighting and relocated them to Freya while providing them with a generous level of social support with only the most limited official expectation of reciprocal exchange.

With Freya's population being uncommonly loyal, local Ares commanders realised they could deploy them for police actions in other Frontier systems with a much reduced worry of fraternisation or going native which tended to be a problem with many core recruited soldiers.

Since then the Freyans have only risen in the estimation of Ares commanders and executives. Freyan service and loyalty have been rewarded in kind by the Charter's upper levels who have come to see the Freyans as a "martial people" that are a cut above all others in the frontier.

Notes:

- So-called "Freyaborn" are believed to display far more enthusiastic loyalty to their Charter than most and are thus the go-to option for deployment on other Frontier worlds.
- Asgard is considered the "Alexander of the Spinward" by many.
- Freya is home to the Folkvangr, suburban communities of soldiers who serve for multiple generations, sometimes even all enlisting at once after a child has reached the age of majority.

Drake:

System Name: Drake

Political Status: Drakian Frontier Republic (Frontier Republic)

Charter Presence: Various

System Population: 823 Million

System Bodies:

2, Golden Hind

-Terraformed Earthlike.

Notable Features:

Golden Hind: The main planet of Drake, this terraformed Earthlike's primary industries are its location on the Dragon's spine spinward of Tereshkova and being the headquarters of a number of Charter subsidiaries that operate in the Spinward.

History: Discovered by the Solarian Interstellar Survey Corps in 2112, Drake's settlement was planned and overseen by a coalition of Earth's smaller nations and became home to both settle colonies and a half dozen penal colonies, a practice which has stayed with Drake.

As the population grew by leaps and bounds over the first half of the twenty-second century, Drake was granted the status of a self governing Frontier Republic with Solarian Parliamentary Representatives, a position which local MPs used to lobby for changes in law codes and the construction of more penal colonies on Drake.

Ironically this hard edged law and order mandate was flaunted during this time as growing anti-Augment sentiment led to clashes over a high profile murder that resulted in the "Drakean Red Summer of 2150" that required the intervention of the Solarian 3rd fleet and over a hundred thousand Solarian Marshalls to suppress before the pogroms grew worse and Drake was nearly declared a Compact Administrative Zone in the aftermath.

However the local political apparatus managed to work out a compromise which saw the withdrawal of the Solarian Marshalls and Drake maintain its home rule with the Newtown Accord of 2153.

With home rule secured Drakean politicians returned to their favourite pastime: the prison lobby, and in the 2180s that industry was to see a major challenge from an Ares system in the far Spinward.

With the establishment of the Sheol Prison Colony by Ares in the 2180s, Drake lost some of its business in the long term incarceration sector as the much cheaper storage rates that Sheol boasted syphoned off the most lucrative prisoner stock and forced the planet to make due with prisoners with sub-lifetime sentences.

This action created a permanent break with Ares. Whereas before Sheol Drake would happily host Ares prison facilities, now the local government seeks any chance it can get to turn those facilities over to other Charters or local corporations.

Notes:

- Ironically where Drake's MPs once advocated for more strict sentencing, they now argue to eliminate lifetime sentences as cruel and unusual in favour of shorter sentences.
- The Newtown Accord of 2153 has left Drake's cities with concentrated Augment friendly "safe zones" that critics characterise as state mandated ghettos.

Echo:

Map Designation: NS-17

System Name: Chorus

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Penglai Representation

Charter Presence: Hermes-Ishtar

System Population: 350,000

System Bodies:

I

-Asteroid Belt

1, Doppelganger

-Gas Giant

II

-Asteroid Belt

Notable Features:

Echo Platform: Orbiting Doppelganger is a single hub platform that serves the many smaller habitats that each house a different aspect of Echo's digital espionage and analysis operations.

Echo Platform is not a place where that occurs. It is instead a luxurious residential and recreational facility intended to keep local personnel happy and unwilling to sell their knowledge to the other Charters.

Echo Platform is served only by freighters from Symphony and all non-HI craft that approach are waved off under threat of live fire.

History: First Discovered by Voyageur Interstellar explorers in 2117, Echo was determined by the galaxy at large to be an unimpressive pass through system with little to recommend it and was eventually bought by United Starhaul in 2124 along with nearby Enroute to support their shipping interests.

At the end of the Second Frontier War the system was passed along to MSI as a spoil of victory where it proceeded to languish as a nearly ignored pass through system until the Third Frontier War when it was handed over to Hermes-Ishtar as both payment for services rendered and to rationalise MSI's defence priorities as the war dragged on.

After taking possession of Echo, Hermes-Ishtar relocated several wartime signals analysis and cybernetic espionage programs to Echo where they'd be less vulnerable from counter-espionage and farther away from the front lines of the conflict.

Though Echo was nearly abandoned after the the Third Frontier War with their employees and contractors returning to Symphony, but the Fourth War saw their return and the expansion of Echo's facilities and those personnel stayed in place after the end of the war. And with the creation of Echo Platform, operations have only expanded and gotten more luxurious.

Notes:

- Has small High Guard squadron permanently attached to discourage corporate espionage.
- A common frontier joke in non-HI systems is that waves of criticism of their Charters happens at "Morning in Echo"
- Most personnel serve six year long contracts that cycles them between Echo and Symphony on a Nine month on, Three month off basis

Enroute:

Map Designation: NS-12

System Name: Enroute

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI

System Population: 25,000 Permanent Residents

System Bodies:

- 1,
- Large Jovian
- 1a-b,
- Moons
- 2,
- Small Jovian
- 2a-c
- Moons
- 3,
- Large Jovian
- 3a-d,
- Moons
- 4,
- Small Jovian
- 4a-b
- Moons
- I,
- Asteroid Belt

Notable Features:

Enroute Alpha: *Habitat in orbit around Enroute 3. The main locus in which extracted materials from the moons of the inner Jovians are stockpiled and processed*

Enroute Beta: *Habitat in orbit around Enroute 4. The majority of the system's residents live here. Significant refuelling, ship maintenance, and rest stop facilities.*

Enroute Beta has a fair amount of permanent weapons installations present, a remnant of the Third and Fourth Frontier Wars that have mothballed but not been fully decommissioned. Several MSI former warships are still in use in the system after being refitted as general-purpose spacecraft.

History: *Discovered by the Solarian Interstellar Survey Corps in 2111, Enroute was purchased by United Starhaul along with Echo in 2124 as both were unimpressive pass through systems.*

It was eventually passed along to MSI in the aftermath of the Second Frontier War, where it found itself a front line system in the Third Frontier War as it fell along the Dragon's Wing as the main way that HI and MSI could ship materials to the Far Spinward without paying Ares ruinous tolls due to their favouritism of Cernunnos and Omoikane.

During the Fourth Frontier War Enroute saw some sporadic but less intense fighting during and now largely acts as a pass-through system.

Notes:

-Residents retain a cultural antipathy to Cern and Omoi as murderers, and Ares (And the Freyans in particular) as war profiteers.

Original Submission Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-430?post=23545816#post-23545816>

Eyrie:

Map Designation: NS-9

System Name: Eyrie

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 650,000

System Bodies:

1, Terathopius

-Venus-like hothouse

I

-Asteroid belt

2, Aquila

-Super Jovian with many moons

2a, Circaetus

-icy moon

2i, Spizaetus

-Moon with high ratio of radioactive materials

II

-Asteroid belt

Notable Features:

Circaetus: An icy world with a high population of cold hostile environment adapted augments imported from Titan, that serves as the primary support population for Aquila Yard

Aquila Yard: The primary industry in Eyrie, Aquila Yard is a heavily automated facility that manufactures spacecraft hulls for shipment up the chain to Talon and Asgard for completion.

History: Discovered by explorers from Voyageur Interstellar in 2117 Eyrie was considered something of a pass through system and initially fell under the ownership of United Starhaul in 2120.

In the aftermath of the Second Frontier War Ares was granted Eyrie along with Talon and Asgard in the Compact Parliament imposed settlement that ended the conflict.

Mostly ignored by Ares executives, Talon was given a second look with the outbreak of the Third Frontier War and the repeated clashes within the Asgard system that prevented craft from being built in that far more populace system.

Instead craft hulls would be assembled in Eyrie and then shipped to Talon to be finished and crewed before being deployed into Asgard and enter the fighting in that system.

This system would be maintained after the war, and persisted through the Fourth Frontier War as well despite worsening conditions for Ares contractors in both Talon and Eyrie that resulted in unrest and even underground labour agitation.

Then, in 2116 immediately post war, with Ares seeking to suppress Talon and Eyrie's underground movements the systems sparked into outright revolt with both systems striking.

Ares moved quickly. The inhabitants of both systems, over one and a half million individuals, were rounded up and scattered across the frontiers. While the majority of those arrested were dispersed through other frontier colonies or moved to Asgard, over thirty thousand ringleaders were handed life sentences by frontier courts and sent to the Sheol Penal Colony to serve out the remainder of their lives.

After that Ares conducted a decade-long campaign of modernization in Talon and Eyrie, shuttering the local materials extraction facilities in favour of purchasing Rhodes resources from Potosi, and replacing the remaining positions with colonists from Titan and elsewhere in Sol's outer system.

Notes:

- Mining facilities in-system have long ago been sabotaged or mothballed and new resources are shipped in from Potosi to keep costs down.
- Rumours persist that some of the 2116-2117 strikers evaded arrest and detainment and became pirates that were hunted down by Ares patrols over the subsequent decades.

Original Submission Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-375?post=23251413#post-23251413>

Freefall:

Map Designation: NS-7

System Name: Freefall

Political Status: Freefall Free System (Colonial Republic), Void Dweller's Compact Member, Gagarin Representation

Charter Presence: Various

System Population: 650,000

System Bodies:

I

-Asteroid Belt

1, Bottlecap

-Jovian

1a-m,

-Various moons

II

-Asteroid Belt

Notable Features:

Freefall Network: *A collection of habitats in and around Bottlecap that house the majority of the Freefall system's population.*

History: *Discovered by Voyageur Interstellar in 2131 and purchased by United Starhaul in 2139, this so-called "drift" system was mostly ignored until it was acquired by Mississippi Shipping Interstellar from US after the Second Frontier War in 2148.*

Whereupon MSI promptly stationed the usual Parliamentary mandated support crews and forgot about the system for the next 30 years as a few thousand Spacers looking for independence from MSI oversight set up in the virtually ignored system. Or they were ignored until 2187 when the Refusal of '87 rocked the Compact.

Freefall, despite being one of the smaller Void Dweller Compact members, was the most radical and all but declared independence in 2187, instead they were granted Colonial Republic status by the Compact Parliament, and the local Charter Economic Zone dissolved.

This was not to lead to a great flowering in Freefall as every Charter and reputable government and business refused to do business with the new Republic and the system has since been bypassed by the march of history, exploration beyond their gates stopped and shipping routed away from Freefall.

But the local populace refuses to give in and hold fast to their limited independence and dream of the next great protest wave that will lift them up once more.

Notes:

-Member of the Void Dweller's Compact

Go-Between:

Map Designation: NS-8

System Name: Go-Between

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI

System Population: 12,000 Permanent Residents

System Bodies:

1

-Small rocky world

2

-Small rocky world

3

-Jovian

3a

I

-Asteroid Belt

4

-Jovian

Notable Features:

Go-Between Alpha: A small rest station in the orbit of the Jovian's sole moon worthy of the name, it provides inspection, rest, and repair services, as well as hosting the local S&R and comm buoy teams.

History: First charted by Voyager Interstellar in 2122, the system was purchased by United Starhaul in 2125 who built the Go-Between Alpha station to support exploitation down chain.

Go-Between later became the property of MSI after the end of the Second Frontier War where it has remained ever since.

Notes:

-N/A

Original Submission Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-430?post=23545816#post-23545816>

Hollow:

Map Designation: NS-13

System Name: Hollow

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI

System Population: Several Hundred Permanent Residents

System Bodies:

N/A

Notable Features:

N/A

History: Discovered by Omoikane Explorers in 2160, Hollow was shocking for how empty it was.

It has no major bodies, and barely any dust or other comets or other orbital materials that would be standard in such a system.

It was eventually picked up by MSI after the Compact offered a subsidy for the maintenance of the legally required in system infrastructure that would need to be supplied from out of the system.

Notes:

- Has a prominent place in Spacer lore as a place where ghost stories occur.
- Subject of a number of conspiracy theories.
- Considered as something of an aesthetic neighbour by those who run Akasha.
- The hardship pay for postings in Hollow is much higher than standard, but so are incidents of critical mental health events and there are few takers.

Original Submission Tatbee

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-398?post=23373265#post-23373265>

Jenny's Star:

Map Designation: NS-5

System Name: Jenny's Star

Political Status: Charter Economic Zone, MSI ownership, Epsilon Representation

Charter Presence: MSI

System Population: Several hundred permanent residents

System Bodies:

1, Jenny's Planet

-Jovian

1a, Jenny's Moon

-Icy moon

Notable Features:

N/A

History: A "drift" system first charted by Voyager Interstellar in 2140 and bought by United Starhaul in 2141.

It was named by the purchasing Executive for her then girlfriend, and she put a permanent account in place for the system from her own pockets. Said account is for the eternal purchasing of several types of void adapted flowers to liven up the S&R, Gate Maintenance, and Fuelling stations in Jenny's Star.

After the Second Frontier War when Mississippi Shipping International took ownership of the system the regional Vice President kept the name and purchasing order in place to respect the wishes of a now-deceased wartime nemesis.

Notes:

-Spacer craft that pass through Jenny's Star will often take a single plant from the refueling station with them for good luck.

Notch:

Map Designation: NS-2

System Name: Notch

Political Status: Charter Economic Zone, Rhodes Ownership, Columbia Representation

Charter Presence: Rhodes
System Population: 12,000

System Bodies:

I

-Asteroid Belt

II

-Asteroid Belt

III

-Asteroid Belt

IV

-Asteroid Belt

V

-Asteroid Belt

VI

-Asteroid Belt

VII

-Asteroid Belt

Notable Features:

Buckle: A small base set up around a planetoid in the fifth asteroid belt that has the system's only population centre. Buckle's populace is employed in maintaining the automated drones and refinery facilities in Notch and sending the proceeds along to Potosi.

History: Discovered by Voyager Interstellar in 2119, the system was purchased by Rhodes who promptly ignored the system in favour of the far more valuable Potosi system.

However during the period between the First and Second Frontier War Rhodes set up a large number of automated mining and refining networks in the system and placed a small population of lower caste workers in Notch to oversee the operation.

Notes:

-N/A

Original Submission Tatbee

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-398?post=23369254#post-23369254>

Potosi:

Map Designation: NS-1

System Name: Potosi

Political Status: Charter Economic Zone, Rhodes Ownership, Columbia Representation

Charter Presence: Rhodes

System Population: 3.4 Billion

System Bodies:

1a, Khari Khari

-rocky planet, no atmosphere, high gravity

1b, San Ildefonso

-rocky moon, no atmosphere

1, San Fernando

-rocky moon, no atmosphere

2, Mach'a Anta Q'awa

-rocky planet, no atmosphere

I

-Asteroid belt

3, Challwiri

-rocky dwarf

II

-Asteroid belt

4, Cerro Rico,

rocky planet, terraformed to Earthlike conditions

III

-Asteroid belt

5, Illimari

-gas giant, many moons, significant ring system

9, Khunurana

-gas giant, many moons, unusually large ring system

10, Calderón

ice dwarf

Notable Features:

History: Discovered in 2123 by Voyager Interstellar, Potosi was identified as perhaps the most mineral rich system yet discovered, only matched by Bironza which was discovered the next year in 2124. The acquisition of both systems by Rhodes and United Starhaul was a proximate cause of the First Frontier War, as aggressive bidding followed by dirty tricks, followed by skirmishing, was followed up by all out warfare that resulted in an intense but inconclusive three year conflict.

And yet, at the end of that conflict, the three allied Charters of Rhodes, United Starhaul, and Pachamama found themselves in control of Potosi in the war's settlement under the maxim of "Possession is 9 tenths of the law".

While Rhodes proceeded to rapidly expand wartime mining stations, and United Starhaul developed an extensive warehousing and shipping network, Pachamama set about terraforming the fourth planet, Cerro Rico into a planet every bit the equal of Earth in habitability.

For a decade all proceeded according to plan. Then Pachamama collapsed in the burst of the terraforming bubble of 2136, jeopardising not just the terraforming of Cerro Rico, but the entire project in Potosi.

Though the terraforming of Cerro Rico would proceed on and off again for the next century, instead of attempting to salvage the expensive project all at once, Rhodes chose to modify the workers instead of their environment.

Purchasing a few Pachamama successor companies and forming them into Pachacuti Genetic Augmentations and Adaptations (Later Pachacuti Pharmaceuticals), Rhodes set out to adapt millions of workers for a variety of environments. They created new augment lines that could tolerate extreme highs and lows of gravity and pressure. Such augments often faced discomfort, illness, and injury when outside the conditions their modifications were designed for; Rhodes began to use this to their advantage by offering corrective gene therapies and other treatments to those who achieved certain credentials or showed particular loyalty to the Charter.

The decade in Potosi between the collapse of Pachamama and the Second Frontier War is often considered the period where Rhodes' famous caste system developed, separation of responsibilities, genelines, and trades enforced by strict physical and cybernet security measures that emerged to combat rising labour unrest and MSI backed unrest.

And this system was forged into its final form by the stress of the Second Frontier War where Rhodes turned on United Starhaul and the wealth of Potosi forged the materials that secured the frontiers for MSI, Rhodes, and Ares as the three charters conquered and divided United Starhaul between them.

Over the next century the wealth extracted from Potosi for Rhodes Mining has only continued to grow, as the system is the primary center for the construction of orbital and surface-based habitats for much of the Near Spinward and Coreward Frontiers. And even parts of the Core Systems and the Far Spinward.

This monopoly allows Rhodes to exert disproportionate influence in shaping colonization and terraforming efforts in nearby regions, even though those are not its main markets. For this reason, Potosí is often a target of corporate espionage and even the occasional saboteur from another Charter; unfortunately, the workers often bear the brunt of the consequences when such agents are discovered.

The continuing value of Potosi to Rhodes explains why Rhodes's total control of the Potosí system has grown, and allowed its "meritocratic" caste system to take root more deeply than almost anywhere else it controls.

Indeed, many aspects of that system that were originally pioneered on Cerro Rico have now been nearly everywhere else that Rhodes operates as they've proven outstandingly successful for labour discipline.

Communications between planets and even between orbitals are closely monitored for any signs of corporate sabotage, or worse yet: unionisation. A practice that is even more strictly banned here than elsewhere in Rhodes space for fear of what might happen if productivity in such a crucial system might slow (let alone stop altogether).

Notes:

-The practices of Rhodes are a particular bugbear of multiple First Colonies NGOs and has even triggered two failed mass boycott events and a proposed sanction regime from Penglai that was dropped when Rhodes threatened to withdraw its funding from a number of key political groups.

Original Submission Kirook

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23369176>

Springtide:

Map Designation: NS-6

System Name: Springtide

Political Status: Springtide System Republic (Frontier Republic)

Charter Presence: Cernunnos, various

System Population: 750 Million

System Bodies:

3, Grand Harvest

Notable Features:

Grand Harvest: A planet with a slightly lesser Axial tilt than Earth, Grand Harvest's seasons are much gentler than Earth's, something that is taken advantage of for increased agricultural output and growing periods.

The planet itself is home to hundreds of corporations and communities that specialise in different types of foodstuffs and compete with each other, Earth, and other terraformed colonies to produce the most high quality items, something that the locals take great pride in accomplishing.

History: Discovered by Voyager Interstellar in 2109, the system was one of those purchased by Pachamama for terraforming, specifically with the idea of turning Grand Harvest into a bread basket that had a variety of climates and ecological zones for growing different crops and raising different animals in varying conditions.

However while the project was in its final stages Pachamama collapsed in the great terraforming bubble burst of 2136. Thinking quickly the flailing remnants of that one great Charter were able to secure Frontier Republic status for Springtide and used their wealth to ensconce themselves as the ruling families of the young Republic in such a fashion that they still dominate cultural, economic, and political life on Grand Harvest to this day.

Home rule secured, Springtide's rulers set out to create a gourmand's paradise, leasing out small parcels of land to aspiring growers, animal handlers, and chefs from the core who wanted a tight control over their product pipeline from start until finish in a way incompatible with the mass market pace of the contemporary Charters.

By using this profile in the core and providing mass agriculture to the Spinward Frontier, Springtide was able to secure its wealth and influence in the Compact in the middle third of the twenty second century and become an anticipated stop on the Spinward Grand Tour..

In the last third of the century came the rise of Cernunnos which brought a new influence to Grand Harvest: bespoke batch created life forms designed for specific flavour profiles, textures, and handling properties that were the property of the client alone and could only be grown in very limited conditions that were available only in the design environments of Grand Harvest.

Notes:

-Joking referred to as "Flavourtown", Sweetwell City on the southern hemisphere of Grand Harvest has the highest restaurant density in the Compact, and is a primary attraction on the Spinward Grand Tour.

Streamline:

Map Designation: NS-3

System Name: Streamline

Political Status: Charter Economic Zone, Rhodes Ownership, Tereshkova Representation

Charter Presence: Rhodes

System Population: 500,000 Permanent Residents

System Bodies:

1, Gridiron

-Venusian

2, Azote

-airless terrestrial.

3

-Asteroid belt

4

-Migrating Jovian

5

-Migrating Jovian

Notable Features:

Gridiron: Leased for terraforming research when humanity first spread into the Frontiers, Gridiron was named for the enormous experimental sunshade built at the L1 point, protecting the planet and its environs from solar radiation.

The region's smugglers relied on souped-up smallcraft stripped of mass - including radiation shielding - to evade customs patrols, and they saw the value of a safe orbit to test their designs. The races started soon enough. In the beginning "smuggler specials" such as slingshot, precise deorbit or rapid orbital rendezvous were common, but they were soon eclipsed by normal point-to-point races.

The sunshade's sudden catastrophic failure scattered the racing circuit, but the institution born in Streamline endured. Rhodes's miners and industrial workers were some of its most loyal fans, and Rhodes was the first to seize the chance to grab a bit of Frontier culture by organizing a cup series, kicking it off where it all began. Today, orbital racing is one of the top sports in the Frontier and has a cult following in the Core. It's edgy and exciting. The danger is very real. And much to the annoyance of Hermes-Ishtar, Rhodes holds the most prestigious and historic slice of that pie.

The closest parallel to a race is strikecraft combat, but most battles are held in deep space or near planetary bodies. Instead most race tracks are partially or fully enclosed and dangerously narrow. Huge advances in safety have cut down on deaths, but there is only so much you can do when a body decelerates that fast.

Azote: A dustball that recently (in astronomical terms) lost its atmosphere to a giant impact, millions of years of asteroid bombardment fixed a fortune in nitrates into the planet's surface. The nitrogen extraction operation here employs the system's permanent population, who mostly live underground for protection from asteroid impacts and radiation.

Capitalizing on the "blue collar" cred of orbital racing, Rhodes decided to challenge the NFL with a league based in the Frontier. The "Gridiron Football League" pun was a significant factor, although it ended up based on Azote after a nightmarish first season played in spin gravity. It has seen some success as a spring league, but few doubt it'll survive if it moves to the fall to compete directly. The eight teams play in an underground stadium, which fans consider "some James Bond shit". They're all named for various Frontier markets such as Radiant and Crucible, although they're obviously not local to any of 'em.

System History: One of the very few systems surveyed by the stillborn Solarian Interstellar Survey Corps in 2114, Streamline was a mostly worthless system with an unstable asteroid belt.

Bought by Rhodes mainly on the strength of Azote's nitrogen extraction, access and use of the system was leased to a number of Tereshkova based research firms in the 2120s who sought to experiment with Terraforming projects and chose the still unnamed Gridiron as their experimental candidate.

The project eventually failed and while Rhodes executives have attempted to grow the system by expansion into broadcast sports, the mining operations on Azote and the system's presence on the trade route from the Coreward frontier to Tereshkova remain its primary industries.

So, as the system is, it's an obscure backwater except for a couple weeks every February when its population doubles to nearly one million as the Rhode's Gridiron Cup kicks off.

Notes:

-Host to Rhode's Gridiron Cup

-The Kepler Cup in Kepler is the Trailing Rival of the Gridiron Cup, and the best competitors from each are often summoned to Epsilon to compete in the Epsilon Platinum Circuit

Submitter: <https://forums.sufficientvelocity.com/members/natruska.21687/>

Original Submission natruska

Symphony:

Map Designation: NS-16

System Name: Chorus

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Penglai Representation

Charter Presence: Hermes-Ishtar, various

System Population: 2.1 Billion

System Bodies:

1,

-Rocky planet

2,

-Venusian

3,

-Rocky

4, Chorus

-Earthlike

5

-Jovian

I

-Asteroid Belt

6, Gas giant

6a-m, Conductor

-moons

6f

-Choreographer

II

-Asteroid Belt

7

-rocky planet

Notable Features:

Chorus: A Hermes-Ishtar colony whose main industry revolves around higher learning, research, and as the home port for some of Hermes-Ishtar's few in house physical security subsidiaries.

Choreographer Station: Nestled in the moons of Conductor in orbit of the moon Choreographer is the base that houses Hermes-Ishtar's two in-house physical security organizations in the Spinward Frontier: Frontier Peacekeeper Command and High Guard Security.

Frontier Peacekeeping is HI's more elite formation and High Guard is the Charter's much cheaper counterparts.

History: *First discovered by Voyager Interstellar explorers in 2122, Symphony was considered prime real estate due to its large amount of resources and prime terraforming candidate.*

When the system was put up for colonization in 2124, the competition was intense, and the price to be paid to Voyager and the Compact quickly skyrocketed out of the reach of most of the bidders until a joint bid from Pachamama Gardens and Hermes Interstellar Communications won the day.

Pachamama's involvement was to terraform the system's 4th world and make their money back by selling parcels of land to the other Charters as they became inhabitable, and Hermes wanted to secure their own system and keep up with the other larger and more powerful Charters as the frontiers expanded.

Terraforming proceeded as planned until the terraforming bubble collapse of 2136 that destroyed Pachamama, and left Hermes holding the bag alone. The smaller Charter stumbled along under the burden of terraforming without a partner, and managed to tread water by reaching several early colonization and immigration milestones that let them flip regions of Chorus to the other Charters for enough money to stay afloat until they finally agreed to a merger with Ishtar Entertainment Group in 2140 to form The Hermes-Ishtar Group.

The new, much enlarged Charter was able to stabilise its position and rationalise its business plan for Chorus. This plan had four points: Symphony would be the hub of Hermes-Ishtar in the Spinward Frontier, Chorus would house state of the art research facilities by consolidating Hermes existing research institutes, Ishtar would concentrate many of their existing studios and creative firms in the frontier where labour was cheaper, and finally, the two would merge their talents to create a number of centres of higher learning that would serve the frontier and hopefully lure students away from the prestigious universities and schools of the core.

To this day, through the trials and tribulations of the Third and Fourth Frontier Wars that have on both occasions left their mark on Symphony's outer orbitals, the system has prospered.

Symphony remains Hermes-Ishtar's spinward capital, and houses numerous research houses nearly equal to Omoikane's own throughout the system, and though many of the "lower" and less prestigious creative enterprises have left for Inspiration and Radiant, Symphony still remains a powerhouse of the more prestigious arts.

Finally, though Hermes-Ishtar's hopes to compete with the universities of the core have mostly failed, they have cemented Symphony's reputation as the place where the up and coming and elite of the Spinward and Coreward Frontiers attend school to network and learn in an environment that's familiar with the politics and culture of the Frontiers.

Notes:

-Chorusians display a marked dismissive dislike to Inspiration and Radiant who they both blame for stealing jobs and also for producing thoughtless low grade shlock

Talon:

Map Designation: NS-10

System Name: Talon

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 700,000

System Bodies:

1

-Asteroid belt

2, Claw

-Jovian

2a, Fang

-icy moon

2b, Pincer

-icy moon

Notable Features:

Fang: An icy world with a high population of cold hostile environment adapted augments imported from Titan, that serves as the primary support population for Whetstone Yard

Whetstone Yard: The primary industry in Talon, Whetstone Yard is a heavily automated facility that manufactures weapons and install them on hulls brought in from Eyrie. These uncompleted craft are later shipped to Asgard for completion.

History: Discovered by explorers from Voyageur Interstellar in 2111, Talon was considered something of a pass through system and initially fell under the ownership of United Starhaul in 2120.

In the aftermath of the Second Frontier War Ares was granted Talon along with Eyrie and Asgard in the Compact Parliament imposed settlement that ended the conflict.

Mostly ignored by Ares executives, Talon was given a second look with the outbreak of the Third Frontier War and the repeated clashes within the Asgard system that prevented craft from being built in that far more populace system.

Instead craft hulls would be assembled in Eyrie and then shipped to Talon to be finished and crewed before being deployed into Asgard and enter the fighting in that system.

This system would be maintained after the war, and persisted through the Fourth Frontier War as well despite worsening conditions for Ares contractors in both Talon and Eyrie that resulted in unrest and even underground labour agitation.

Then, in 2216 immediately post war, with Ares seeking to suppress Talon and Eyrie's underground movements the systems sparked into outright revolt with both systems striking.

Ares moved quickly. The inhabitants of both systems, over one and a half million individuals, were rounded up and scattered across the frontiers. While the majority of those arrested were dispersed through other frontier colonies or moved to Asgard, over thirty thousand ringleaders were handed life sentences by frontier courts and sent to the Sheol Penal Colony to serve out the remainder of their lives.

After that Ares conducted a decade-long campaign of modernization in Talon and Eyrie, shuttering the local materials extraction facilities in favour of purchasing Rhodes resources from Potosi, and replacing the remaining positions with colonists from Titan and elsewhere in Sol's outer system.

Notes:

-Mining facilities in-system have long ago been sabotaged or mothballed and new resources are shipped in from Potosi to keep costs down.

-Rumours persist that some of the 2216-2217 strikers evaded arrest and detainment and became pirates that were hunted down by Ares patrols over the subsequent decades.

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-375?post=23251413#post-23251413>

Tereshkova:

Map Designation: NS-4

System Name: Tereshkova

Political Status: Tereshkova Frontier Republic

Charter Presence: Omoikane, Various

System Population: 1.2 Billion

System Bodies:

N/A

Notable Features:

Vostok: A McKendree cylinder named after the series of primitive spacecraft that first launched men and women into space, Vostok was built to provide a bridge from the First Colonies to expanding settlement initiatives, its location along the Dragon's spine making it a natural departure point for many expeditions.

It has since become home port to many Passenger Lines, Courier Companies, and maintains the largest collection of non-Charter craft yards in the Frontier. Most people traveling to the spinward pass through Vostok at the start of their journey.

Mercury: Named after the second series of spacecraft that launched men into space, Mercury is Torus Habitat built by the Solarian Navy in the early 2110s.

A closed facility, Mercury is a Fleet Base which began construction in 2110 to support the operations of the Solarian Navy and stillborn Solarian Interstellar Survey Corps. Though the SISC outlived the completion of Mercury base in 2114 it was only barely, and by 2115, the Solarian Navy had full control over the facility.

Since then the Solarian Navy has used Mercury base to house several of its spinward fleets, and at the moment Mercury base is the home port of the Solarian Navy's 8th fleet which oversees the safety and security of the Near Spinward Frontier.

Groom Lake Station: Named after a secret technologies testing site that entered the public consciousness in the 20th century, Groom Lake station is a smaller Torus habitat in Tereshkova's outer system which serves to house the most independent and prosperous jewel in Omoikane's crown: SiLaTek.

SiLaTek is perhaps best known in recent decades as the Artificial Intelligence firm which developed both Temporary Limited Intelligences and Near Human Virtual Intelligences. Though the production of TLIs has been moved to Ascension in the Far Spinward, Groom Lake remains the facility at which NH-(Military Administrative)VIs are built and installed aboard spacecraft from all Charters.

History: Discovered by Voyageur Interstellar in the 2090s, Tereshkova was chosen by the newborn Compact to be humanity's spinward gateway to the core, even if Tereshkova's settlement in late 2107 would mean the system would always find itself slightly outside the politics of the First Colonies.

The system then became part of the early Compact's plans to conduct a vigorous exploration and settlement of the frontiers. Tereshkova a rare three jump nexus was selected to be the coremost terminus of the spinward frontier and house space born facilities that would support the ambitious settlement program.

To that end Parliament authorised the funding to build Vostok and Mercury habitats in Tereshkova. While initially planned as two McKendree cylinders, the scale and cost of the project led planners to change the plans so that only Vostok habitat would be completed as a McKendree cylinder, and Mercury would be completed as a Torus habitat and house military detachments alone.

With both habitats completed in the latter half of the 2110s, Tereshkova supported the exploration and settlement of both the Spinward and Coreward Frontiers. With their position as the entry to the core for both Frontiers making the system heavily traffic by trade and thus prosperous even without the wealth brought in by Mercury housing a permanent fleet presence.

With a well educated population in the billions, and habitats large and small across the system, Tereshkova has become home to a number of smaller tech firms and Charter subsidiaries that desire Tereshkova's combination of obscurity, a well educated populace, and closeness to the First Colonies.

Notes:

- Home port of the Solarian 8th Fleet
- Both TLIs and NH-VIs were developed in Tereshkova

Trescore:

Map Designation: NS-11
 System Name: Trescore
 Political Status: Trescore Frontier Republic
 Charter Presence: Minor Hermes-Ishtar
 System Population: 420 Million

System Bodies:

- 1
- Hot Jovian
- 1a
- Airless moon with an energy collection colony
- 2
- Terrestrial, Mars like planet
- 3
- Greyflower, a terrestrial world, terraformed soon after colonization
- 3a
- Airless moon with a mining outpost
- 3b
- Airless moon with shipyards
- 4
- Asteroid belt
- 4a
- Dwarf planet with a mining colony
- 5
- Jovian
- 5a
- Icy moon, has a subsurface ocean
- 5a
- Airless moon
- 6
- Ice giant with aerostats for gas mining
- 6a
- Small airless moon with a colony for supporting the aerostats
- 7
- Airless world

Notable Features:

Greyflower: An early example of terraforming outside the First Colonies, Greyflower has a comfortable gravity slightly below that of Earth's and is home to more than 400 million people living across a nearly Terrestrial array of biomes.

The majority of the population is concentrated near the equator on the largest of the planet's four continents and enjoys a mild Mediterranean environment. Since Greyflower's years are

more than twice as long as Earth's, the local dry and rainy seasons can last for nearly a year each.

Iceford: Iceford is the southernmost continent of the Greyflower. It lacks any valuable natural resources and only a small portion of the landmass is habitable, with the rest becoming too cold for humans to comfortably live in during Greyflower's long winters. Iceford was bought by the Ishtar Group after the completion of the terraforming process as a vacation site for extreme winter sports enthusiasts and the coldest regions are still home to several resort complexes, which are operated in cooperation with local small businesses.

The northernmost, and warmest, areas of the Iceford are inhabited by several primitive human tribes. Soon after acquiring the area, Ishtar rented these lands to several anarcho-primitivist groups, agreeing to allow them to settle the area in exchange for the full immaterial rights to everything that would happen afterwards. The Charter subsequently created one of the longest running and most popular reality tv shows in the Compact space; Iceford Anarchy. Using satellites and drones disguised as local wildlife, the show allows the audience to observe anarchist society in its natural state, free from outside intervention. Of course, this has not prevented Hermes-Ishtar from producing several events such as Crash landing to anarchist utopia or the Alone Amongst Anarchists spin-off series.

While the initial failure of the seed crops brought by the settlers and the lack of easily accessible mineral resources has hindered the development of the settlements, the local population has been slowly recovering. It is believed by the more optimistic viewers that the anarchist tribes will proceed to redevelop agriculture over the course of the next century. Others argue that the ongoing inter-tribal warfare will likely undo the current progress.

In order to comply with Compact regulations, HI and the system government maintains a small base on an island off the northern coast which is formally expected to return any who arrive to "civilization". It is an open question whether the majority of the locals know of its existence, though several dozen people have sought assistance from the base over the last century.

System History: Discovered in 2105 by scouts from Voyageur Interstellar, Trescore's third world was early on identified as a terraforming candidate and was scheduled to be developed during the second settlement wave.

In 2115, United Starhal bought the development rights to Trescore and applied to make the system a Charter Economic Zone, a request that was quickly granted by the Compact Parliament. During the terraforming process, United Starhaul reduced costs by selling usage rights to the southernmost continent to Ishtar.

Situated in the Spinward Frontier, Trescore avoided the worst fighting of the First and Second Frontier Wars. Which is to say that raiding during the First Frontier War set back terraforming progress by over a decade, and the system was occupied by MSI aligned mercenaries from Ares early into the Second Frontier War.

When the Second Frontier War drew to a close, there was a very real fear that MSI would be granted the system as part of the post-war settlement. In order to head off the fate of falling into the hands of a rival, Greyflower's most powerful and influential individuals (Most if not all of them former United Starhaul executives) petitioned the Compact Parliament to grant Trescore the status of a Frontier Republic.

The Parliament already stressed from the process of dividing up the spoils of the Second Frontier War between the victors without triggering a Third Frontier War readily agreed to taking Trescore off the table in a neutral manner by accepting the system's petition and instead paying MSI's accumulated debt to the mercenaries that had taken and occupied the system.

With Colonial Republic status also came the final stage of the former United Starhaul executive's plan: the cynical implementation of an Investor Republic that would simultaneously allow them to dispense with welfare policies and enshrine their permanent control of the system via the intermediary of the Greyflower Development Company which also has significant holdings across the system and is widely considered to be an unofficial rump remnant of United Starhaul that avoided MSI's wrath.

In order to avoid Charter control of the system's markets, the Trescore government uses its status as a Frontier Republic to secure favourable loans from the Solarian Central Bank that are then used to subsidise local industries and non-Charter small and medium businesses, as well as the Greyflower Development Company itself.

This has forced the government to significantly increase taxation of the population in order to ensure timely repayment, though this is presented as a necessary, and patriotic, hardship in order to preserve the system's independence from Charter domination.

To this day the local population maintains a hostile attitude towards off-world corporations. The Charters are forced to work through local intermediaries or face widespread boycotts of their products. Any off-world personnel working for the Charters are often regarded with suspicion by the locals, with the sentiment sometimes escalating to outright hostility. The local small businesses are of course eager to sponsor such attitudes and encourage people to only buy locally produced goods and to support Greyflower native companies.

Greyflower is a stronghold of the most radical anti-Charter, pro-Sister groups focused on opposing regulation and restriction of the free market. This extends to vocal support for AGI and augment rights on the principle that all should have the right to make their own fortunes. It should not come as a surprise that the JDAP receives strong support from the planet.

Notes:

- If any of the "anarchist" locals from Iceford are able to communicate with the local HI office, they can request to be evacuated to safety and receive the small lump sum set aside for them as their inherited "winnings" from the media franchise.
- Trescore is a rock solid supporter of the Individualist wing of the JDAP, and the local party machinery often ajitates for ending the fusion with the Justice Alliance Party.
- Many consider Trescore to be the system most likely to attempt a unilateral declaration of independence from the Compact if the opportunity presents itself. In local politics this is

known as “Washington Syndrome” after the man widely believed to have single-handedly driven the first wave of colonial independence movements on Earth.

Submitter: <https://forums.sufficientvelocity.com/members/joppe.26646/>

Original Submission: Joppe

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-376?post=23285022#post-23285022>

Utopia:

Map Designation: NS-15

System Name: Utopia

Political Status: Utopian Colonial Republic (Colonial Republic),

Charter Presence: Cernunnos

System Population: 17 Million

System Bodies:

1

- Terrestrial Dwarf Planet

2

- Terrestrial Planet, highly toxic atmosphere

3

- Terrestrial Planet, no atmosphere

4

- Van Lynden's World

5

- Ringed Jovian

6

- Ringed Jovian

7

- Tidally locked terrestrial planet

Notable Features:

Van Lynden's World: *An almost textbook habitable planet on the cooler end of the Goldilocks zone, featuring a pair of thin, twisting continents in its northern hemisphere. Initially without any multicellular life of its own, the world did contain an abundance of oxygen-producing bacteria that made it an excellent candidate for terraforming.*

It is currently owned and operated by the Van Lynden Foundation and is operated on the behalf of Simeon Van Lynden in his attempt to create a utopian society via strict rules on lifestyle and behaviour that one agrees to follow as part of the immigration process.

History: First Surveyed by a Voyager Interstellar team in 2120, 4th planet in the system being an excellent terraforming candidate saw it snapped up by Pachamama Gardens in 2123, with terraforming and settlement beginning soon after.

This process came to a screeching halt, half completed, in 2136 with the collapse of Pachamama due to the popping of the Terraforming bubble.

Afterwards the system languished in obscurity, passing through the hands of several Charters who both desired to complete the terraforming but couldn't justify the cost at that exact moment. Eventually The Ishtar Group bought the system and a luxury health resort was constructed there which also failed to make an adequate return on investment

After these failed business ventures, in 2141 the planet itself was purchased at auction by the Van Lynden Foundation via its president, Hermes Interstellar Services Communications executive Simeon Van Lynden. Following a successful petitioning of the Compact Parliament to make Utopia into a Colonial Republic the planet was rechristened Van Lynden's World, the resort was turned into the colony's new capital, Van Lynden City, which opened its doors to all comers. Van Lynden himself is known for his history of philanthropic endeavours, with notable passions for health, education, and fine art. Van Lynden's World now offers some of the most affordable education in the galaxy under a pre-approved Van Lynden Foundation curriculum.

As part of these philanthropic passions, many substances considered acceptable on other worlds, such as caffeine and alcohol, are strictly prohibited on Van Lynden's World, and all media consumption is limited to pre-approved works of "sufficient culture and moral character", largely presented at physical theatres rather than the usual direct-to-home streaming.

The Van Lynden Foundation hopes that, once the benefits of the Van Lynden's World lifestyle become apparent, such conditions will become the norm throughout the galaxy. "It's all part of giving back," Says Van Lynden, seated in his villa overlooking Van Lynden City, "And I intend to keep giving back as my beautiful little colony continues to grow."

Notes:

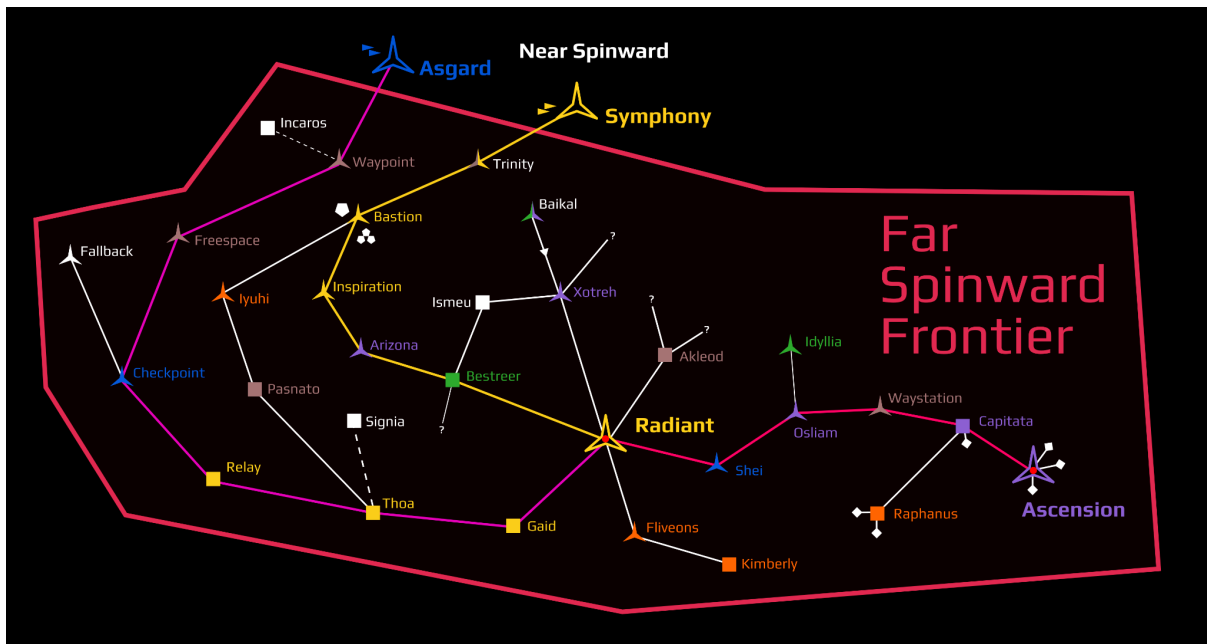
-Though Van Lynden has no official position in the Utopian System Government, nothing changes without his approval.

Submitter: <https://forums.sufficientvelocity.com/members/mr-breaksit.1309/>

Original Submission: Mr Breaksit

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-374?post=23237187#post-23237187>

FAR SPINWARD FRONTIER



The youngest child of Human expansion into the stars, and the place where the clashes of the Third and Fourth Frontier Wars were the most vicious, the Far Spinward Frontier is now home to the most recent thrush of Compact exploration and settlement.

Dominated by the paradise of Radiant, and followed by the peaceful penal Colony of Shei and the exploration and research hub of Ascension, the Far Spinward is thinly settled compared to its older siblings.

Only half a percent of the Human race lives in the Far Spinward, but they'll be the first to experience the new future of exploration when it arrives.

Akleod:

System Name: Akleod

Political Status: Charter Economic Zone, MSI Owned, Epsilon Representation

Charter Presence: MSI

System Population: 5,000

System Bodies:

Akleod 1

-Rocky planet

Akleod 1a

-rocky planet

Akleod 2, Gnat's Ass

-A small, loosely-held-together icy body

Akleod 3

-An icy planet similar to Akleod 1, perhaps an old sibling

Akleod I

-An asteroid belt.

Akleod 4

-A Jovian with an unusually elliptical orbit, it's regarded as the culprit for the chaos of Akleod's inner system

Notable Features:

Akleod 1: Even actively evaporating and leaving behind a trail in orbit of dissipating volatiles, this body is large enough to have usurped Akleod 1a's orbit temporarily until it disappears away or the chaotic orbit of the two throws one into the star or out of the system.

Akleod 1a: The original Akleod 1, its orbit has been badly disrupted by the current, migrating Akleod 1. Which of the two gets ejected is still uncertain despite a decent amount of computational simulation; odds put it at 48-52% relatively.

Gnat's Ass: A small, loosely-held-together icy body, perhaps what used to be an asteroid belt before Akleod 1's suicidal inner-system dive. It's not yet had time to fully reach hydrostatic equilibrium.

This is the location of an MSI refueling station in the system.

History: Surveyed by Omoikane explorers in 2175, the system was immediately bought up by MSI who placed the usual array of S&R craft, gate engineering teams, and comm buoy personnel.

Later in the mid 2110s an MSI Executive opened up a small refueling station in the system.

Notes:

-Why MSI needs a refueling station in an uncharted chain is anyone's guess.

Arizona:

Map Designation: FS-16

System Name: Goldenrod

Political Status: Charter Economic Zone, Omoikane Owned, Epsilon Representation

Charter Presence: Omoikane

System Population: 15 Million

System Bodies:

1

-Asteroid belt in the Goldilocks zone

2

-Gas giant in the Goldilocks zone

2a, Arizona

-Terraformed moon

3

-Dwarf planet

Notable Features:

Endurance Base: A modified asteroid, a relatively large, iron-cored body, Endeavor, has had its deeper caves filled with air and lit. These are not truly pressurised as there is sufficient gravity down by the dense core to hold the air in there; the tunnels require regular infusions of new air due to ongoing mining efforts. (Ore takes a rail path to the lower-gravity, unpressurized surface. Gravity drops off a bit as you approach the surface because of the distance from the core + how light the rock is.) The electrical grid is relatively poorly maintained, but meteor punctures aren't a major issue.

Endurance is the main Omoikane mining hub in the system.

Arizona: A terraforming candidate that's had limited resources put into it, large land areas are still bare rock and the soil is too thin to support most trees. Most animals are small and local agriculture has collapsed multiple times due to poorly thought-out policies and is currently focused mainly on aquaculture and small-to-medium animal agriculture; a significant portion of Arizona's food is imported from Inspiration coreward, or from Radiant Spinward.

Arizona also hosts a pair of small research bases that remain on Arizona after the rest were relocated to Ascension.

The Arizona Post Office: This warehousing complex and courier waystation maintains the relatively major shipping route along the Dragon's Wing, the head of base, Mr Johnsmith, is utterly obsessed with mail. Conditions for the shipping workers are relatively good for Charter space, but conditions for the other space-station staff are significantly worse.

History: Discovered in 2164 by Omoikane Explorers, the system was picked up by Omoikane in 2167.

Omoikane purchased Arizona so that between the resources in the inner system and terraforming 2a for agricultural purposes, Omoikane would not have to rely on resources purchased from the other Charters.

To that end settlement and exploitation began in 2173, but the outbreak of the Third Frontier War in 2178 caused development to screech to a halt as shipments to Arizona were halted and an mixed Omoikane/Ares rapid reaction force arrived in Arizona just in time for the First Battle of Arizona where they narrowly fended off attacks by a joint Hermes-Ishtar and Rhodes attack force.

Despite this victory, Arizona and its 10 million inhabitants were put to siege, stretching food supplies to the breaking point over the course of the war until 2178 when the end of the war saw the siege lifted. Though few residents of Arizona starved, the majority of the population was reduced to mere survival rations before the siege was lifted.

With Omoikane's strategy in the Spinward changed by the war, Arizona was left to fend for itself under a protracted succession of neglectful overseers until the outbreak of the Fourth Frontier War in 2212.

The opening of this conflict saw an Omoikane battlegroup centred around the Kaiserreich-class battlecruiser OCS Endurance destroyed nearly four times its tonnage in HI, MSI, and Ares craft during the cleverly executed ambush known as the Second Battle of Arizona ("Endurance's Last Stand").

Though Endurance fought valiantly, she was destroyed and the opposition coalition occupied Arizona on the ground for nearly two years until a counterattack liberated Arizona in the Third Battle of Arizona.

In the post war years, Arizona's habitable world continued to be ignored, though exploitation of local resources were increased in preparation for the colonization of Ascension, an event that would see Arizona permanently bypassed and turned into a backwater barely able to feed itself and its population of nearly 22 million decline to 15 million over the last 30 years.

Notes:

-Site of "Endurance's last stand", the Arizonan Siege, and the First, Second, and Third Battles of Arizona

Original Submitter: <https://forums.sufficientvelocity.com/members/traehgniw.65345/>

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-375?post=23242542#post-23242542>

Ascension:

System Name: Ascension

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane

System Population: 5.5 Million

System Bodies:

Ascension 1

-A Venusian world.

Ascension 2, Intelligence

-A warm, wet world

Ascension 2a, Cunning

-A moon, it still rotates close-in to its parent planet, making partial and full eclipses common.

Ascension 3, Wisdom

-The colder twin to Intelligence

Ascension 4, Perspicacity

-Terraforming candidate, Antarctic conditions year-round

Ascension 5

-This planet is newer than the rest

Ascension 6

-A Jovian planet.

Ascension 6a

-This moon is tidally stressed enough to remain wholly rocky even beyond the frost line.

Ascension 6b

-Farther out, this moon resembles Europa, likely with a subterranean ocean.

Ascension 7

-An unremarkable ice giant.

Ascension 8

-A gas giant which must have switched places with Ascension 7 at some point in the past.

Ascension 9

-rocky planet

Notable Features:

Intelligence: A warm, wet world, the archipelagos near the tropics have wet bulb temperatures that mandate shade or shelter in the hottest hours. Native flora and fauna are inedible but generally non-toxic.

General colonization has focused on Intelligence, with the majority of habitation and industry concentrated on this world while Wisdom focuses on research.

Wisdom: The colder twin to Intelligence, Wisdom's large ice caps have locked up much of the free water, leaving the weather dry and the seas low. Simple life here shares relation with Intelligence's, suggesting a panspermic origin.

Omoikane has concentrated on constructing isolated laboratories on Wisdom's surface, hoping the isolation from the general population of Intelligence prevents leaks and industrial espionage as Omoikane becomes increasingly worried about preserving its industrial secrets.

Perspicacity: This world replicates Antarctic conditions year-round; habitation is possible with shelter and outside resupply, but with two much more habitable worlds in the same system it's been written off save for scientific outposts.

Ascension 9: Similar to Pluto—if Pluto was the size of Luna. Eccentricity of orbit occasionally places it closer than both Ascension 7 and 8 for a small fraction of its year. Scientists say this orbit is unstable and will decay within a few million years. Models are split on whether it will collide with Ascension 7 or 8, be ejected, or settle into a new orbit.

History: Discovered by Omoikane explorers in 2214, shortly after the end of the Fourth Frontier War. Omoikane has been accused of using underhanded legal dodges to avoid bringing the Ascension system to market after the other Charters had finished with a round of bidding in the Far Spinward and were low on liquid funds, thus allowing Omoikane to acquire a system with four jump points and two habitable worlds (plus a THIRD terraforming candidate) at a comparative steal in 2222.

Though the other Charters attempted to stymie settlement of Ascension in revenge, settlement began in 2228, with the majority of colonization centred on the warmer world of Intelligence.

Ironically the increased attention paid by Omoikane executives to the exploration division and the subsequent reorganisations have delayed the pace of exploration in the Far

Frontiers by decades until a proper fully centralized Exploration Corps can be reconstructed out of a planned base in the Ascension system.

Notes:

-Wisdom is the centre of much of Omoikane's AI and VI research outside Tereshkova and the First Colonies.

Baikal:

Map Designation: FS-B (Dead End system)

System Name: Baikal

Political Status: CEZ, Joint Omoikane-Cernunnos Ownership, Sol Representation

Charter Presence: Omoikane, Cernunnos

System Population: 500,000 permanent residents

System Bodies:

Baikal 1

-Rocky planet

Baikal 2

-Jovian

Baikal I

-Asteroid Belt

Baikal 2a-m

-Various Moons

Notable Features:

Baikal Facilities: The moons of Baikal's sole Jovian world are used for a series of isolated research facilities that have moved into what were once part of an extended network of wartime bases and POW facilities during the Third and Fourth Frontier Wars.

History: Surveyed near the outbreak of the Third Frontier War in 2178, during the initial disastrous opening phases of the war Cernunnos and Omoikane craft found themselves driven to Baikal, where they hastily built facilities across the system and placed gate level defences across a bare jump point preventing an MSI battlegroup from pursuing the ragtag remnants of the Cernunnos-Omoikane fleets into Baikal.

During the later Omoikane and Cernunnos offensives of the Third Frontier War Baikal was used as an impromptu fleet base and POW station once it was able to make contact with an allied Ares fleet.

Between the Third and Fourth Frontier Wars, a gate was built to Baikal where Cernunnos and Omoikane maintained their close working relationship, using the system's pre-existing facilities, remote location, and heavy defences for highly classified research.

During the Fourth Frontier War, the system was sieged off and on by Rhodes and Hermes-Ishtar dispatched forces, but never fell, instead becoming a major fortress in the area that housed hundreds of thousands of Prisoners who would later be released at the end of that conflict.

After the Fourth Frontier war, Baikal remained a key stronghold of Cernunnos and Omoikane in the Spinward Frontier for nearly two decades, until the Colonization of Ascension led Omoikane to reconcentrate their research facilities on Wisdom.

This has left many facilities in Baikal empty, and there are considerations of using Baikal as a prison facility again for criminals arrested in the Spinward Frontier.

Notes:

-Former POW base during the 3rd and 4th Frontier Wars, conspiracy theories maintain that they were experimented upon and many spacers and soldiers recorded as dying during that war are still alive as subjects in Baikal.

Original Submitter: <https://forums.sufficientvelocity.com/members/tatbee.48799/>

Original Submission: Tatbee

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-374?post=23235654#post-23235654>

Bastion:

Map Designation: FS-11

System Name: Bastion

Political Status: CEZ, Owned by HI, Navy of the Solarian Compact Fleet Base

Charter Presence: Hermes-Ishtar

System Population: 120,000 Permanent Residents

System Bodies:

1

-Small Jovian

1a-c

-Moons

2

-Super-Earth, not terraformed

2c

-"Halsey" Orbital Station

2d

-"King" Orbital Station

3

-Modest Jovian

3a-d

-Moons

4

-Large Jovian

Notable Features:

Leahy: *In orbit around the second planet and the oldest habitat still in orbit in the system. Even after over a century of repairs and renovations, it still maintains some of Voyageur*

Interstellar's original "house style". Used mainly as a residential habitat for Solarian Navy personnel.

Complemented by Halsey station and with the delay to Halsey's completion due to the second frontier war Leahy suffered from overcrowding, poor conditions, and at one point atmospheric venting during the war.

King: Additional premium officer housing, data servers, and system command. Finished construction in 2211. Also in orbit of the second planet.

Nimitz: Holds a large orbital repair dock and significant processing facilities. Built to service the 9th Fleet, finished construction in 2212 and in orbit of the second planet.

Halsey: Additional bulk enlisted housing and in orbit of the second planet.

History: History: Discovered by Omoikane surveyors in 2144 in the middle of the Second Frontier War, shortly after the reorganization of Voyageur Interstellar, Bastion's strategic location putting it in control of further travel down the Far Spinward made it of interest, but further development would be put on pause until the end of the war. Omoikane established the operational base "Opportunity" in Bastion in 2151 after a short round of bidding against MSI, and continued to control the system until the Third Frontier War, where the system was captured and seized by Hermes-Ishtar fleets stationed at Symphony to open up the space lanes to Radiant, and the base was repaired and renamed "Marconi".

After the end of the Third Frontier War, with Prime Minister "Warpath" Okorie's corporate cooperation faction ascendant within the Solarian Congress, Hermes-Ishtar was approached by the Solarian Navy with a proposal. Seeing the dismal situation with Isthmus (which had just been forced to scale back Suez station due to budget concerns), it was clear that the best way forward for the Solarian Navy was to ally with private contractors when establishing a base. At the same time, the 9th fleet could not continue to be based out of Tereshkova, as the fleet facilities on Mercury were overloaded by having to service both the 8th and 9th fleets, and with further development occurring in the Far Spinward, a more immediate SolNav presence was needed. As such, the Solarian Navy offered to pay Hermes-Ishtar a permanent lease for being permitted to use their system as a staging area.

After several rounds of negotiations, including the right to use depictions of the Solarian Navy within certain Hermes-Ishtar properties (subject to SolNav veto), Hermes-Ishtar agreed. The orbital station was renamed a third time, to "Leahy", the name it still bears today, and a set of new orbital fleet facilities were constructed to supplement it by the 2210's - significantly scaled down from the much more ambitious plans implemented in Isthmus, and built entirely by Hermes-Ishtar subsidiary companies, another of the agreements terms. Leahy Base and the 9th fleet stationed at it acted as a stabilizing influence in the Far Spinward Frontier during the Fourth Frontier War, which led to its form of public-private partnership being lauded as a great success.

Notes:

-Not the most prestigious posting, 9th Fleet is a respectable posting for an officer early in their career.

-Due to Hermes-Ishtar's tendency to provide kickbacks to local officers and wining and dining them in nearby resort systems 9th Fleet has something of a reputation as a "Party Fleet"

Original Submission: Redshirt Army

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-431?post=23579149#post-23579149>

Bestreer:

System Name: Bestreer

Political Status: Charter Economic Zone, Cernunnos Ownership, Penglai Representation

Charter Presence: Cernunnos

System Population: Several Hundred

System Bodies:

Bestreer 1

-An airless world

Bestreer 2

-An airless world

Bestreer 3

-Airless world

Bestreer 4

-A rock-ice world

Bestreer 5

-Another rock-ice world made up more of ice than rock

Bestreer I

-An icy asteroid belt.

Bestreer 6

-A large Jovian planet, on the edge of becoming a brown dwarf

Bestreer 6a

-This gas dwarf might have become a gas giant in its own right without its massive sibling

Bestreer 7

-Another Jovian

Bestreer 7a:

-An icy moon, with an internal ocean buried under kilometres of ice

Bestreer 8

-An icy ball

Notable Features:

Bestreer 3: *This airless world once had a captured moon, torn apart at the Roche limit and forming a ring. A small gate maintenance and SAR team bases here, syphoning fuel and water from Bestreer 5 and mining into the surface for both resources and safe spaces for housing*

History: *Discovered in 2168 by Omoikane Explorers, the system was bought in 2176 by a Cernunnos executive who saw Hermes-Ishtar's purchases of Radiant, Gaid, and Thoa and sought to disrupt whatever they were planning or force HI to pay to complete it.*

It turns out that HI didn't actually care that much about securing the approaches to Radiant and didn't feel any need to respond to Cernunnos' affront. Now Cernunnos controls one of Humanity's many pass through systems, incurring Parliamentary mandated safety and travel infrastructure costs.

Notes:

-Frontier Watchers believe that a Fifth Frontier War between Ares and Hermes-Ishtar/Omoikane is brewing in or around the Xotreh system

Capitata:

System Name: Capitata

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane

System Population: Several hundred

System Bodies:

Capitata 1

Notable Features:

Capitata 1: *This Jovian planet must have sent the rest of the system's planetesimals out into the dark when it spiralled inwards towards its star. Tidally-locked and hot enough to glow, it leaves a trail of ionised gas in its orbit that leaves its daytime surface and eventually crashes back to the nightside on its next year or blows away in the stellar wind.*

History: *Discovered by Omoikane surveyors in 2207, Capitata was labelled as one of the Compact's many 'pass through' systems, ignored by the Charters, and left up for auction until the 2220s when Omoikane purchased the system as part of securing the approaches to Ascension.*

Since then the system's legally mandated minimum S&R, refuelling platform, and Gate control, and comm buoy teams have been rotated in and out from Ascension.

Notes:

-N/A

Checkpoint:

Map Designation: FS-5

System Name: Checkpoint

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 510,000

System Bodies:

1, Alfa

-Small rocky body

2, Bravo

-Terrestrial world, Terraforming critically behind schedule

3, Charlie

-Terrestrial world

4, Delta

-Gas Giant

4a-c

-Unnamed moons

5, Echo

-Ice Giant

5a-d

-unnamed moons

Notable Features:

Bravo: *Borderline terraforming candidate, heavily behind schedule.*

Bravo Base Alpha: *Habitat in orbit around Bravo, system headquarters.*

Bravo Base Bravo: *Habitat in orbit around Bravo, mainly houses colonists and labourers. Heavily overcrowded*

Bravo Base Charlie: *Habitat in orbit around Bravo, houses colonists, labourers, and system garrison. Heavily overcrowded.*

Echo Station: *Military station in orbit around Echo, Echo Station is built to house a battle squadron and saw use in the Third and Fourth Frontier Wars and is expected to see use in a possible Fifth War currently brewing between Ares and Hermes-Ishtar.*

History: *Discovered by Omoikane in 2156, and labeled a "Pass through system", Checkpoint was finally purchased by Ares in 2160 to serve as a secure rest stop along the Dragon's Spine and a garrison in the event of an open conflict in the Spinward Frontier.*

As the Dragon's Spine became an increasingly important route, Ares high command reevaluated Checkpoint and decided that Bravo, while a very borderline terraforming candidate, could still be turned into an Ares base in the spinward.

Checkpoint suddenly saw a significant influx of investment, as well as some very strict timelines for terraforming.

However in the near century since, terraforming timelines have been pushed back again and again as new complications pop up, labour agitation constantly rears its head and investment flows mercurially from Mars.

Notes:

- Many of the delays are blamed on Anarchist subversion.
- Outside observers prefer to blame cheap materials, Ares inexperience with in house terraforming, and corners cut on the maintenance of tools and personnel.

Original Submission: bdun140

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/post-23641924>

Fallback:

Map Designation: FS-2

System Name: Fallback

Political Status: Charter Economic Zone, Private Ownership (Ronald L. Baird Sr.), Columbia Representation

Charter Presence: None

System Population: 12,000

System Bodies:

1,

-Small rocky world

2

-Small lava world

3, Foundation

-Small Martian world

5

-Ice giant, few moons

6

-Eccentric Jupiterian

Notable Features:

Guardian: *Small habitat in orbit around Foundation, hosts the population of the system.*

Foundation: *Small desert world with a weak CO2 atmosphere and flagging magnetosphere.*

History: *Discovered by Omoikane Explorers in 2160, Ares purchased the system cheaply as it was a so-called "dead end" system that they planned to use for weapons testing. A plan that ended up not working out due to the expansion of existing facilities in Range and the distance of the system (then called "Backstop") from Asgard being a greater inconvenience than previously assumed.*

It was assumed that Backstop would fade into a completely forgotten system.

However, Backstop came into the interstellar limelight following the chaos of 2187. Ronald Lewis Baird Junior, a high ranking Ares executive, and president of Ares operations in the Near Spinward had suffered a mental breakdown due to the events of the Fifth Great Black Summer and Great Refusal of 2187 and dove deep into the realm of conspiracy theorism.

Baird was particularly terrified of what he called the "immanentization of the eschaton" a doomsday derived from ELDER and Article 15 apocalypticism where a coalition of augment radicals and aliens, led by a malignant AI known as "the ELDER Basilisk" would attempt to enslave humankind.

Baird used his personal fortune earned while working at Ares and his family wealth as heir to a major Atlantean confectionaries dynasty to pursue a pet project, a gigantic doomsday bunker to defend against the celestial horrors of his imagination.

To that end he purchased Backstop from Ares outright and renamed the system "Fallback"

Forcing his employees to work on what he called "REDOUBT OMEGA", Bubbard's ambitions soon dwarfed even his considerable funding. At any other point in history the project would have been one of many half-finished monuments to the megalomania of the executive class, if not for it being part of the fallout of the chaos of 2187.

The panicked and unstable sentiments of the late 80s and early 90s were fertile soil for conspiracism when Baird published his "magnum opus", a book entitled "The Betrayal of Mankind". Half xenophobic ramble, half eschatological sermon, it proved a smash hit.

Baird capitalized on his success by funding an advertising blitz and media tour, hawking investments in REDOUBT OMEGA. Soon, across the galaxy, the paranoid, credulous, greedy, and prejudiced bought into OMEGACOIN, a surprising number of which hoped to accumulate enough of the cryptocurrency to eventually buy a space in Baird's ark.

Under Baird's increasingly stringent and absurd demands, REDOUBT OMEGA continues construction to this day. 400 metres underground and 85 square kilometres in area, the facility contains residences, restaurants, clinics, schools, theatres, factories, a nuclear plant, ice- and roller-skating rinks, grain and oil warehouses, and fungus plantations. 70 water wells provide irrigation and sewage, while an elaborate ventilation system protects REDOUBT OMEGA from poison gas. All entrances are secured with gas and water-proof hatches and concrete gates, which purportedly protect the facility from nuclear fallout and biochemical attacks.

Outside of REDOUBT, into which Baird allows none but paying buyers inside, Foundation is uninhabitable. The population of the system lives exclusively under Hubbard's rule in the overstuffed "Guardian" habitat. The station is divided between the increasingly exhausted workforce, a garrison of Freyan mercenaries, and Baird's inner circle of followers. Strict rules surrounding diet (only organic Baird Nutrient Buckets™), media (only that not containing "anti-human messaging"), and all other aspects of life have meant ever increasing tensions on Guardian.

As for "The Supreme Commodore of the Five Frontiers" (as all staff must refer to Baird), he has as of late been increasingly reclusive and erratic. According to the workforce, this is because of a bad reaction to an absurd drug regimen Baird began taking to "increase his virility". According to his followers, the "Supreme Commodore" is fearful of assassination, and must hide his movements from the Basilisk. Regardless, Baird continues to publish screed after screed, and money continues to flow into Fallback.

Notes:

- Construction, safety and maintenance standards, however, are apparently low. Flooding, tunnel collapses, and gas leaks have all been reported, though officially denied.
- Every day REDOUBT OMEGA grows ever larger.
- The eschaton remains ever on the horizon.

Original Submission: Graf Tzarogy

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/post-23636716>

Freespace:

Map Designation: FS-4

System Name: Freespace

Political Status: Charter Economic Zone, MSI Ownership, Void Dwellers' Compact Member, Gagarin Membership

Charter Presence: MSI

System Population: 750,000

System Bodies:

1

-Rocky planet

2, Descent

-Venusian

2a

-rocky moon

3, Shivan

-Venusian

I

-Asteroid Belt

Notable Features:

Descent Base: A Spacers' haunt, this low-gravity base has repair and inspection facilities run for and by Spacer groups, and a hospital renowned as the best in the Spinward for treating Spacers and conditions that Spacers and those with Spacer genelines suffer from that baseline populations do not.

History: Discovered in 2152 by Omoikane Explorers, and considered a "drift" or "pass through" system, Freespace was picked up by MSI in 2155 as part of their Spinward expansion plans.

Apparently destined to be another nearly empty system, Freespace wound up slowly growing in population as long haul crews, appalled at the poor conditions and comical ineptness of the MSI execs running Waypoint, and perceived discrimination against Spacers and Void Dwellers, began delaying their leaves until they reached neighbouring Freespace where they felt more welcome at the small stations set up there by enterprising Spacers.

This situation continued until the Refusal of '87 when MSI execs based out of Waypoint attempted to bar all further development in Freespace, dismantle the local amenities, and force long haul crews to take leave in Waypoint.

The final straw in decades of being taken for granted, discriminated against, and underpaid the outrage spread outwards from Freespace up and down the spacelanes, until the Void Dweller's Compact itself led much of the Spacer and Void Dweller population in what was only technically not a strike that coincided with a Great Black Summer in the First Colonies that some claim was days away from shattering the back of the Compact before MSI was able to restore order in Freespace.

In the aftermath a number of Waypoint executives were "retired", a large number of senior Void Dwellers' Compact agitators wound up found dead of apparent suicide, and Freespace was allowed to remain operational as before but under stricter MSI oversight.

A state of affairs that remains to the current day.

Notes:

-Member of the Void Dweller's Compact

Fliveons:

System Name: Fliveons

Political Status: Charter Economic Zone, Rhodes Ownership, Olduvai Representation

Charter Presence: Rhodes

System Population: 15 Million

System Bodies:

Fliveons 1

-A Cthonian ball of iron, it's actively mined by robotic Rhodes-built landers. Gravity 2.3 ES

Fliveons 2

-A small rocky ball

Fliveons 3

-A rocky ball

Fliveons 4, Grasberg

-A large rocky world,

Fliveons 5

-This planet's atmosphere is so significant it verges on a gas dwarf.

Fliveons I

-This asteroid belt, along with all the others, is being mined heavily.

Fliveons 6

-This Jovian planet forms the centre of current Rhodes extraction efforts. Quality 4.

Fliveons 6a

Martian planet

Fliveons 6b, Oyu Tolgoi

-Martian Planet

Fliveons II

-An asteroid belt.

Fliveons 7

-An unremarkable Jovian

Fliveons III

-An asteroid belt.

Fliveons 8

-Jovian planet, its rotation speed has resulted in an unusually calm upper atmosphere.

Fliveons IV

-An asteroid belt.

Fliveons 9

-Jovian planet

Fliveons V

-An asteroid belt.

Fliveons 10

-Neptunian ice giant

Fliveons 10a

-A small icy moon

Fliveons 10b

-A large icy body, this was probably its own planetoid at some point before being captured due to the complex interplay of no less than 5 gas giants.

Notable Features:

Grasberg: A large rocky world, glaciation has rendered it uninhabitable for now, but terraforming efforts have begun to artificially ramp up the greenhouse effect and restore liquid water to the surface, along with mining its ice. Gravity 1.11 Earth Standard

Oyu Tolgoi: Home to the local population in covered shelters, this Martian planet, while nearly completely lacking water or plate tectonics, has its own atmosphere. Comet bombardment away from populated areas is ongoing and is already beginning to show results. Gravity .79 Earth Standard.

History: First charted by Omoikane explorers in 2175, and possessed of both mineral wealth and a terraforming candidate in the Far Spinward led to Rhodes acquiring the system in 2178.

However the outbreak of the Third Frontier War that year led to colonisation plans being delayed by almost fifteen years to 2192 when exploitation of the system's resources began accompanied by a minor colonization wave. Fliveon's mineral wealth in that period was either being sent up the chain to products in the Near Spinward or sent Spinward to support colonizations down the so-called "Shei Chain".

In 2240, the long delayed terraforming of Oyo Tolgoi began in earnest and despite being hit by multiple internal and external delays is reportedly on schedule for settlement in the late 2250s.

Notes:

-Supplies resources and on site manufacturing to the Shei chain.

Gaid:

System Name: Gaid

Political Status: Charter Economic Zone, Hermes-Ishtar Owned, Penglai Representation

Charter Presence: Hermes-Ishtar

System Population: Several Hundred

System Bodies:

Gaid A1

-An airless world. Quality 10.

Gaid A2

-A planet much like mars with a vestigial CO2 atmosphere

Gaid A3

-This planet boasts a methane hydrosphere

Gaid A1

-An asteroid belt.

Gaid A4

-A turbulent Jovian planet, its storms would make resource extraction difficult

Gaid A4a

-An icy moon, with tidal heating creating a large ocean under a thin icy shell

Gaid B1:

-A molten Cthonian world hosting a simply ludicrous amount of iron.

Gaid B2:

-An airless world

Gaid B3

-An airless binary system with two near-identically sized planets

Gaid B4:

-This airless planet boasts a large and beautiful ring system

Gaid B5

-A small icy planet

Gaid B6

-A frozen world

Gaid B7

-An interesting gas dwarf sometimes referred to as an 'ice dwarf.'

Notable Features:

Gaid B4: This airless planet boasts a large and beautiful ring system, famous as a screen background option across Compact space. Every few years, a cruise or scientific expedition will stop by for more images.

History: Surveyed by Omoikane in 2170, this system was purchased along with Radiant, Relay, and Thoa in 2176 as part of Hermes-Ishtar's operations in the Spinward Frontier.

With nothing to recommend the system to its owners for permanent settlement, the system is home to the standard array of S&R craft, Gate engineers, and Comm Buoy maintenance staff who cycle in and out of Gaid from Radiant.

Notes:

-Frontier Watchers believe that a Fifth Frontier War between Ares and Hermes-Ishtar/Omoikane is brewing in or around the Gaid system

Idyllia:

System Name: Idyllia

Political Status: Charter Economic Zone, Cernunnos Ownership, Penglai Representation

Charter Presence: Cernunnos

System Population: 670,000

System Bodies:

Idyllia 1, Gentle Repose

Earthlike

Idyllia 2

-This miniature Neptune is a long way from Gentle Repose; the intervening space is unusually empty.

Idyllia 3

-An icy world.

Idyllia 4

-A Jovian planet

Idyllia 5

-The largest of the three Jovians in Idyllia, this is the only of the trio to have formed and hung onto its own moons.

Idyllia 5a

-A rocky moon.

Idyllia 5b

-A rocky moon.

Idyllia 6

-Jovian planet

Idyllia 7

-Gas giant

Notable Features:

Gentle Repose: A pastoral, low-population agricultural planet, Idyllia 1, known to its residents as Gentle Repose, is home to native single-celled organisms and a moss-grass analogue that is both edible and supposedly tasty to humans. The allure of eating completely alien food unlike anything on Earth commands a high price, and the planet now has well over 15% of its land area dedicated to cultivation of this pseudo-grain. 1.17g.

Idyllia 7: This may be the source of the Idyllia system's unusual makeup—this Uranus-sized planet's orbit suggests it's actually an interstellar capture, and the process of its capture was most surely not gentle.

History: Discovered by Omoikane explorers in 2201, Idyllia 1's indigenous life excited Cernunnos executives who rapidly outbid the other Charters, as well as First Colonies scientific organisations in order to acquire the system.

Subsequent investigation was later transitioned into turning some of the local life into an exotic cash crop enjoyed across the Core and Near Frontiers for its unique flavours and texture when properly prepared and consumed.

This discovery as well as a lack of further ability to exploit the system led Cernunnos to transition Gentle Repose from a science station to an agricultural world and began civilian settlement in the late 2210s, after the conclusion to the Fourth Frontier war reopened their access to the Spinward Frontier.

Due to both Compact regulations and Cernunnos' own concerns over invasive terrestrial plant life, Gentle Repose is under a strict quarantine and importation regime, with even food stock for the local population restricted to tightly controlled and guarded greenhouses to prevent contamination of the local biosphere.

Notes:

- Due to the delicacy of the indigenous ecosphere, Gentle Repose has a strict landing and decontamination procedure with a very restrictive customs division.
- Officially organised under the Gentle Repose Growers Association Co-op

Incaros:

Map Designation: FS-8

System Name: Incaros

Political Status: Charter Economic Zone, unoccupied, bidding open, Sol Representation

Charter Presence: None

System Population: None

System Bodies:

N/A

Notable Features:

None

History: Surveyed in 2138 by Omoikane surveyors, the Incaros system was found to have very little to recommend it.

As a dead end system, with nothing to recommend it, the Compact decided that the expense to build a gate pair for the system would be irresponsible and has left the system much as they found it.

Notes:

- No Charter is prepared to reach the minimum bid required by the Compact Parliament to acquire a system with as low a rate of return on profits as Signia.

Inspiration:

Map Designation: FS-15

System Name: Danciel

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Atlantis Representation

Charter Presence: Hermes-Ishtar, various

System Population: 50 Million

System Bodies:

Inspiration 1

-Airless, tidally locked

Inspiration 1a

-Airless, dense, covered in energy collection

Inspiration 2, Bourbon

-Airless, mineral-rich

Inspiration 3, Ming

-Airless, mineral-rich

Inspiration 4

-Gas giant, unusually spectacular

Inspiration 4a

-Airless

Inspiration 4b

-Airless

Inspiration 4c, Spielberg

-Lightly terraformed

Inspiration 4e, Kamau

-Heavily terraformed

Inspiration 4f

-Alien hydrosphere

Notable Features:

Bourbon: A mineral rich airless planet officially ruled over by a monarchy installed as part of a marketing campaign in the 2190s. Rivals with Saudi.

Saudi: A mineral rich airless planet officially ruled over by a monarchy installed as part of a marketing campaign in the 2190s. Rivals with Bourbon.

Spielberg: The more thinly inhabited of the system's two terraformed world, Spielberg is most well known for it's large stretches of "Economically contiguous environments" which are a variety of ecologies reconstructed from Earth's distant past as well as other "alien" ecosystems that have appeared in Hermes-Ishtar owned franchises.

Though the "Jurassic Park Adventure Package" is by far the most popular, a large number of different kinds of safaris and adventure survival packages exist on Spielberg, making it a popular destination on the Grand Tour.

The wide open environments filled with exotic flora and fauna have also made Spielberg a popular location for Hermes Ishtar to build executive retirement estates.

Kamau: The more heavily inhabited of Inspiration's two habitable worlds, Kamau is home to film studios from various Charters that can't afford to operate in the First Colonies or

Radiant. Kamau in recent decades has become known for a very cheap and exploitative style of cinema popular within a segment of the consumer population.

As a consequence Kamau is one of the top destinations for those seeking to break free of Hermes-Ishtar's talent ladder. And while many fail to make their mark, the high profile stories of those who made it attract aspiring film students and actors to Kamau every year.

History: First discovered by Omoikane explorers in 2158, Inspiration was purchased by Hermes-Ishtar to support their Spinward operations, with settlement beginning in 2163, with mining operations were set up in the inner system, and two of the fourth planet's moons were designated terraforming candidates.

The second terraforming candidate, Kamau was set to be terraformed to Earth standard and would serve as HI's Spinward Hub. And the other candidate, Spielberg was designated for a series of experiment processes that would see a number of unique biospheres seeded across the planet's surface.

As part of a colonization and marketing scheme in the mid 2190s, Inspiration 2 and 3 were officially divided up between "Noble Families" and encouraged to compete in "House of Swords"-style feudal politics until one "noble house" on each world came to rule, resulting in the ascension of the "Bourbon" and "Saudi" houses to royalty. The media franchise based around the stunt was a minor hit at the time that is now long forgotten leaving behind a slight bump in immigration and the colonists wearing a wide array of last names taken from dead dynasties.

In 2193 "Jurassic Park" opened up on Spielberg under the direction of HI Vice President Zala Babatunde. Thanks to taking the original message of the ancient franchise to heart VP Babatunde ensured that the park, and Spielberg as a whole maintained immaculate safety standards, and in nearly 70 years of continuous operations no major disasters or casualty events have been recorded in any of the planet's nearly 50 parks.

Unfortunately for Inspiration's long term relevance Kamau, once known as the centre of galactic cinema, was eventually eclipsed by Radiant in the 2200s as HI's jewel in the Far Spinward, and Kamau began a slow slide into irrelevance.

However, Spielberg continues riding high on its place in the grand tour. Known for long form safaris and live action adventure tours Spielberg is still visited by millions of tourists every year making it the better known of Inspiration's two inhabited worlds.

Notes:

-Spielberg boasts the lowest visitor fatality and injury rate of any theme park in Compact space as well as the highest safety rating at a perfect 100 from the Parliamentary Office on Entertainment Practices.

-Vice President Zala Babatunbe remains the chief of operations on Spielberg by her own request

Original Submitter: <https://forums.sufficientvelocity.com/members/traehgniw.65345/>

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-375?post=23243121#post-23243121>

Ismeu:

Map Designation: FS-17

System Name: Ismeu

Political Status: CEZ, Private Ownership (Several Families Jointly), Void Dwellers' Compact, Gagarin Representation

Charter Presence: None

System Population: 3,500

System Bodies:

1,

-Small, rocky planet

I

-Asteroid Belt

2,

-Small, rocky planet

Notable Features:

Ismeu Drift: A small station built by the locals, it houses several extended Spacer clans who operate in the Far Spinward.

History: Discovered by Omoikane explorers in 2172, the system spend over a decade languishing at auction due to the outbreak of the Third Frontier War and was purchased by a private coalition of Spacer families supported by the Void Dwellers Compact who planned to grow the system to be a Spacer Colonial Republic in the spinward.

Sadly this dream was not to be as the political and economic strength of the Void Dweller's Compact was broken after 2187 and the Great Refusal leading to the Charters refusal to extend good faith to a possibly seditious hotbed of Spacer radicalism.

Since then Ismeu's growth has stagnated and it remains officially a private concern, but it remains a stop for those traveling from Bestreer to Xotrah

Notes:

-Member of the Void Dwellers Compact

Iyuhi:

Map Designation: FS-12

System Name: Iyuhi

Political Status: CEZ, Rhodes Ownership, Epsilon Representation, Void Dweller's Compact, Gagarin Representation

Charter Presence: Rhodes, Cernunnos, MSI

System Population: 55 Million

System Bodies:

1 to 16: Debris bands of varying composition and size. Many are in unusual orbits. Occasionally, two collide. It's clear that this system was recently disrupted.

Notable Features:

Obnoxious Cometary Orbit "Robin": Former rogue planet in the fifteenth position, is now much smaller and clearly disrupted, surrounded by a debris field that's still coalescing into rings and a moon.

Root Station: A large station in the middle system that is the focal point of Cernunnos efforts in the system to create craft and habitats that can be grown organically and often resemble trees.

As of yet the station has not reported any successes.

Broom Station: A Rhodes base in the inner system that is currently engaged in mining and cleaning up the orbitals on the side.

Victor's Hold: Still owned and operated by Rhodes, this station once supported the operations of armed formations allied to Rhodes during the Third and Fourth Frontier Wars. However at this time the station is all but mothballed with a Rhodes and MSI jointly owned contracting company hiring crews to conduct maintenance at the lowest cost.

Victor's Rest: A former military station, Victor's rest is an MSI owned and operated station in the outer system on the direct line path from the Bastion to Pasnato jump points. It serves as not just a basic Rest and Recreation stop for Spacers travelling through the system, but for the system's other inhabitants, as well as a primary warehousing and transshipping station for products travelling to and from the system.

History: Discovered by Omoikane Explorers in 2152, Rhodes was attracted at the prospect of easily accessing the former planetary cores and purchased the system in 2155.

Rhodes efficiently began ramping up their exploitation of the system and were forced to build an anchorage for their forces in the system during the Third Frontier War, also allowing their ally MSI to set up facilities in the system to support joint operations.

During the Fourth Frontier War, Rhodes violently evicted MSI from their bases in the system, replacing them with their new Cernunnos allies in the war.

After the Frontier War, the settlement negotiations saw Rhodes forced to return several of their stations in Iyuhi to MSI, leaving the post-war situation one in which three separate Charters conducted operations in the system.

Cernunnos considered abandoning their stake in Iyuhi until one of Caulder's Get, Martin, decided that the system was the perfect location for his pet project: the development of organically based habitats and craft.

Today Rhodes mining operations continue, MSI controls shipping through the system, and Cernunnos' Martin Caulder continues his eternal quest for trees that can travel the stars.

Notes:

- Member of the Void Dweller's Compact
- Victor's Hold is rumoured to be the base of a gang operating in the system.
- Rumours say that the Rhodes, MSI, and Cernunnos executives in charge of Charter operations in IyuhI share a mutual loathing that's disrupted the efficiency of system operations.

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/post-23389258>

Kimberly:

System Name: Kimberly

Political Status: Charter Economic Zone, Rhodes Ownership, Sol Representation

Charter Presence: Rhodes

System Population: Several Hundred

System Bodies:

Kimberly 1

-A large rocky planet,

Kimberly 2

-A Martian planet

Kimberly 3

-A Jovian world.

Kimberly I

-asteroid belt

Kimberly 4, Bonepile:

-A Neptunian world

Kimberly 4a

-icy moon

Notable Features:

Bonepile: A Neptunian world, this planet has several starship hulks abandoned as the closest stable orbit to the gate out. An old deactivation hub orbits in resonance with Kimberly 4a, the former site of a salvaging operation.

History: First Surveyed in 2178 by Omoikane, this system was brought along with Fliveons by Rhodes.

Distracted by the Third Frontier War and seemingly not knowing what to do with the system, at some point in the mid 2190s, an anonymous Rhodes executive began using Kimberly to store deactivated prototypes and other craft that were slated for disposal for whatever reason, or warships put into mothballs after the conclusion of the Fourth Frontier War.

As of now, the system is mainly used as a boneyard, with the usual legally mandated array of a few hundred S&R, gate control, and Comm Buoy personnel rotating in and out from Fliveons.

Notes:

-There are unconfirmed reports of a small near negligible squatter population in the system.

Osliam:

System Name: Osliam

Political Status: Charter Economic Zone, Omoikane Ownership, Penglai Representation

Charter Presence: Omoikane

System Population: 650,000

System Bodies:

Osliam 1

-Hot ice giant,

Osliam 1a

- once-rock-ice moon is now a tiny molten ellipse barely holding together.

Osliam 1b:

-somewhat larger lava moon

Osliam 1c:

-moon

Osliam I

-This asteroid belt was probably a planet before Osliam 1's passing tore it to shreds.

Osliam 3

-A hothouse planet with a relatively thin atmosphere

Osliam 4:

-small Martian planet

Osliam 5a

Osliam 5b

-Barely a gas giant

Osliam 6

-Osliam 6 retains plate tectonics from the nearby brown dwarf but no atmosphere, an odd combination.

Osliam 7

-A brown dwarf

Osliam 7a:

-Once its own planet

Osliam 7a1

-icy moon

Osliam 7a2

-moon

Notable Features:

Osliam 7a1: This icy moon is simultaneously shrinking and becoming more habitable—while its outer layers of ice are sublimating, the fierce tides of its complex interplay with Osliam 7 and 7a are heating the inner ocean to temperatures comparable to terrestrial water sources. Some scientists even suggest a pocket of water vapor is forming under the ice, and may form an internal “sky” for as much as a hundred million years before the outer shell sublimates entirely.

Osliam 7a2: This moon is less lucky; its tides are so strong that they seem to slowly be ripping the moon apart. It won't have the honor of becoming more than an ephemeral ring; the same complex tides tearing at it will rapidly disperse its debris field. While it lasts, though, it's easy water harvesting.

History: With surveying begun by Omoikane in 2179 and only completed in 2196 due to the intervening Third Frontier War, Osliam is a rare system with a brown dwarf orbiting a G-type star (just barely in the limits of what's considered a single system rather than a binary), and with a Jovian planet orbiting that, and on top of that treasure trove a dual ice giant binary/

As Osliam presented a golden research opportunity, it was bid on by Omoikane despite its otherwise sparse resources and poor habitable prospects and initial settlement began in 2204. Initial settlement was limited to a handful of science outposts supported by Omoikane subsidiaries based out of Radiant, but by the mid 2220s, a larger colonization project by Omoikane was underway in order to support the colonization of Ascension farther spinward.

Notes:

N/A

Pasnato:

Map Designation: FS-13

System Name: Pasnato

Political Status: Charter Economic Zone, No Ownership, Bidding Open, Sol Representation

Charter Presence: MSI

System Population: Several Hundred

System Bodies:

1,
-planetoid

Notable Features:

The Billboard: A gigantic assembly of scrapped and emptied out ship hulls that spell out "ELYSIUM". Clearly visible by any ship parked at the MSI refueling station, the Billboard is technically a H-I art-piece built by an entrepreneurial H-I ship captain that saw value in the local scrapyards orbiting the plutoid. A jury-rigged solar panel setup was assembled to light up The Billboard and power some spare thrusters attached to the piece to keep it in a stable orbit.

History: Discovered in 2161 by Omoikane explorers, the system has been up for purchase ever since, but it has not been worth the cost of obtaining for any buyer.

In the late 2160s a desperate Compact Bureau of Interstellar Travel contracted MSI to operate the usual array of system safety and travel stations.

Over time several Charters and independent crews began abandoning craft that were deemed unrepairable in orbit of the local planetoid to avoid disposal or littering fees that would be levelled in other systems and in 2232 The Billboard was built out of the scrap.

The legality of The Billboard being built was questioned, but deemed legal as it is technically not a permanent structure, and can be removed if the eventual owner of the system wants it removed.

Notes:

-MSI has been hired by the Compact to operate the usual set of regulation infrastructure in Pansato. Somehow this contract is more profitable than purchasing the system and levying tolls like most drift systems.

Original Submission: yeastmobile

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interstellar-rebellion.83706/page-431?post=23581153#post-23581153>

Radiant:

System Name: Radiant

Political Status: Charter Economic Zone, Hermes-Ishtar Owned, Penglai Representation

Charter Presence: Hermes-Ishtar

System Population: 300 Million

System Bodies:

Radiant 1

- A rather unremarkable airless iron planet, gravity 0.4 Earth Standard.

Radiant 2

-A slightly larger unremarkable airless iron-silicate planet, gravity 0.6 Earth Standard.

Radiant 3a, Asphodel

-One of a binary planetary system and the outermost of the Radiant systems' planets.

Radiant 3b, Elysium

-Terraformed and earthlike

Notable Features:

Asphodel: The larger of the Elysium 3 pair, Asphodel might have once hosted life of its own. That life has been snuffed out for hundreds of millions of years, though, as the planet's significant atmosphere began the runaway cycle of your usual hothouse planet.

Hermes-Ishtar maintains a significant aerostat and automated surface miner operation for in-house manufacturing, given that the frequent asteroid impacts from the asteroid belt keep digging up chunks of the upper crust and having low-melting-point metals rain out of the sky and solidify, unoxidized, on the surface for collection. Gravity 1.4 Earth Standard.

Elysium: Elysium was settled in the late 2190's, being a relatively simple affair. Simple life had already begun to evolve under its oceans, but continued orbital bombardment far past the lengths of things like Earth's Late Heavy Period had kept it there. It was a simple matter of forming up a small anti-asteroid task force armed with tugs and mining lasers to artificially end the pummeling, and the surface proved amenable to Terran life transplants. The colony is energy-self-sufficient, using a variety of solar, tidal, and nuclear power. Gravity 0.9 Earth Standard.

It is also home to the resorts and tourist hotspots that mark the world as the frontier terminus of both the Dragon's Spine and Dragon's Wing, making it the final Spinward destination of the Grand Tour enjoyed by so many of the galaxy's middle and upper middle class.

The world is also home to large numbers of Hermes-Ishtar employed creatives and their supporting programmers, engineers, and producers. With a streamlined production process, a vertically integrated industry, and cheap frontier wages, the media produced by the Elysian studios account for nearly one third of all Hermes-Ishtar broadcast media in Compact space in some exceptional years.

Radiant I: The outermost significant feature of Radiant, this asteroid belt is more a loose mixture of a primordial asteroid belt much like Sol's with a Kuiper belt. The shepherding gas giants which once nudged all these rocks into their orbits are gone, and with it the entire outer system is a maelstrom of chaotic orbits as the belts lose their coherence. This requires constant vigilance from Elysium's anti-asteroid team, but the high eccentricity of many asteroids also makes it cheap and easy to mine the ones that might come Elysium's way, which provides a trickle of basic resources for upkeep and personal goods. All large-scale building and infrastructure projects have been supplied from out-system, however.

History: Discovered by Omoikane Explorers in 2171, the system was sold to Hermes-Ishtar in 2176, the Charter being interested in the system's prime location and spectacular terraforming candidate location.

Terraforming began in the late 2170s with a scheduled opening date in 2195, and despite several setbacks in the terraforming and construction process Frontier Destinations President Maxwell Carpenter personally oversaw the operation and ensured that the 2195 opening date was hit.

Since then, Elysium's population has grown steadily, with a steady stream of tourists from the Grand Tour arriving every year to enjoy Elysium's fantastic beaches and other amenities.

Notes:

- Frontier Watchers believe that a Fifth Frontier War between Ares and Hermes-Ishtar/Omoikane is brewing in or around the Radiant system
- Radiant is involved in some capacity in approximately, 10% of all Human media

Raphanus:

System Name: Raphanus

Political Status: Charter Economic Zone, Status in litigation, Sol Representation

Charter Presence: Rhodes

System Population: Several hundred permanent residents

System Bodies:

Raphanus 1

Venus sized object

Raphanus 2

An ice-rock world.

Raphanus I

-An asteroid belt.

Raphanus 3

-This Jovian shepherds not one, but two asteroid belts—one either side of its orbit.

Raphanus II

-An icy asteroid belt

Notable Features:

N/A

History: First surveyed by Omikane explorers in 2220, after being outmaneuvered by Omoikane's claim to Ascension, in 2205 the other Charters banded together to jointly fund the construction of a gate here to another chain, in hopes that they could syphon off what looks to be a commanding position on the spinward frontier.

However Omoikane and, surprisingly, MSI held up this plan by several decades with vexatious legislation.

Notes:

-Gate from Raphanus to systems beyond still under construction

-Detachment from the Solarian Navy's 4th fleet is on station to oversee the construction.

Relay:

Map Designation: FS-6

System Name: Relay

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Sol Representation

Charter Presence: Hermes-Ishtar

System Population: Several Hundred Permanent Residents

System Bodies:

1,

Rocky planet

2,

Rocky planet

Notable Features:

Relay Station: *In orbit around Relay 2 and formerly populated by nearly a hundred thousand colonists, this converted torus shaped colony ship now has an official population of a single human as part of a Hermes-Ishtar experiment with automation.*

History: *Discovered in 2159 by Omoikane surveyors, and considered a so-called "Drift" system, it was ignored until Hermes-Ishtar bought Relay, Gaid, and Thoa in order to secure lines of communication to Radiant in 2176.*

For decades Relay served as the location of a colony of communications technicians who maintained the local sections of the communications links that connected the Far Spinward to the rest of the galaxy along the Dragon's Spine.

However, starting in 2145 Relay was selected to be part of an experiment in heavy automation by Hermes-Ishtar. As of 2255, the process had proceeded to the point that only a single human lives on the station to ride herd on a trio of NH-CAVI (Near Human - Commercial Administrative Virtual Intelligences) who have been installed to oversee a further six thousand CAVI.

Notes:

-As part of the operation, local system infrastructure personnel are forbidden from interacting with Relay Station or it's sole Human occupant, Hermes-Ishtar Network Hygiene Officer Samantha "Nib" Mishra.

Signia:

System Name: Signia

Political Status: Charter Economic Zone, unoccupied, bidding open, Sol Representation

Charter Presence: None

System Population: None

System Bodies:

N/A

Notable Features:

None

History: *Surveyed in 2168 by Omoikane surveyors, the Signia system was found to have very little to recommend it.*

As a dead end system, with nothing to recommend it, the Compact decided that the expense to build a gate pair for the system would be irresponsible and has left the system much as they found it.

Notes:

-No Charter is prepared to reach the minimum bid required by the Compact Parliament to acquire a system with as low a rate of return on profits as Signia.

-There are unconfirmed reports of a small near negligible squatter population in the system.

Shei:

System Name: Shei

Political Status: Charter Economic Zone, Ares Ownership, Columbia Representation

Charter Presence: Ares

System Population: 32 Million

System Bodies:

Shei 1

-A Cthonian world

Shei 2

-An airless world

Shei 3, Sheol

-A boreal world, with a large, decaying ring

Shei 3a, Watchman

-The outer of two moons

Shei 4

-Spiralling in from the outer system, this planet will eventually evaporate near-entirely as it closes towards the dual suns of Shei

Shei 5

-Martian planet with an active methane cycle

Shei I

-Asteroid belt.

Shei 6

-Jovian planet with high rotation rate. Slightly squashed as a result

Shei 6a

-An icy capture, this moon will be torn into a ring sometime in the next hundred thousand years

Shei 6b

-Cold Martian planet, covered in a thin layer of water and carbon dioxide ices. Active methane cycle

Shei II

-Asteroid belt.

Shei 7:

-Jovian planet

Shei 7a

-An icy moon with significant cryovolcanism

Shei 7b

-A tiny icy moon, this is on the edge of hydrostatic equilibrium

Shei 8

-Ice giant

Shei 8a

-An icy moon

Shei 8b

-An icy moon, orbiting in an unusual polar orbit

Notable Features:

Sheol: A boreal world, with a large, decaying ring, the planet features two large continents. The population of the world consists of a large prisoner population of some 30 million on the larger of the two continents and a small Ares training base on the smaller that houses some up to two million personnel for Ares operations up and down the chain. Records show that the prison consists of several million persons convicted to lifetime sentences and dropped on the continent with automatic resupply via Ares contractors and watched from orbit by weapons satellites. Most of the planet's land area is covered in a native tree analogue with a strange multi-stranded trunk. Gravity .95 Earth Standard

It is believed that concentrating these prisoners on the surface of a planet and allowing them to live out their lives without walls and guards is more humane than previous prison systems.

Watchman: Once the outer of Sheol's two moons, this body now boasts Ares' local light shipyards and system command centre. The shell of watch satellites that quarantine Sheol's prisoner population are controlled from Watchman.

A small Ares patrol squadron is based out of Watchman as well.

History: Discovered in 2175 by Omoikane Explorers, the system was bought by Ares in 2179 as part of their plan to consolidate their existing prison system by hosting prisoners serving life sentences humanly on the surface of some form of garden world where they would be free to live lives exiled from the rest of Humanity without the cost of prison walls and prison guards.

With Shei 3 already possessing an indigenous biosphere that needed only minimal terraforming to be habitable for human life Ares executives decided to concentrate all of their existing lifetime prisoners from across their existing private prison system on Sheol to vastly reduce costs in a humane manner while still receiving the same prisoner upkeep prices from Compact and local system legal systems.

With an original prison population of some 20 million, over 10 million more prisoners have been transferred to Sheol since operations began.

The program has been an unqualified success with costs cut across Ares' entire prison system by 20% as well as reducing escape attempts and internal incarcerated criminal activity by 15 and 10% respectively.

Notes:

-Critics note that many of the prisoners are de facto political prisoners arrested during Sol's infrequent (Great) Black Summers and that the majority of prisoners are from Sol's most impoverished regions.

Thoa:

System Name: Thoa

Political Status: Charter Economic Zone, Hermes-Ishtar Ownership, Penglai Representation

Charter Presence: Hermes-Ishtar

System Population: Several hundred

System Bodies:

Thoa 1

-A molten mess of a planet, it's hot enough that a residual atmosphere of vapourized low-melting-point metallics exists.

Thoa 2

-An unremarkable airless metal ball.

Thoa 3

-A super-earth hothouse, this planet would have been uninhabitable due to its gravity even before turning scorchingly hot.

Thoa 3a

-A captured asteroid barely on the edge of hydrostatic equilibrium

Thoa I

-An asteroid belt.

Thoa 4

-A normal Jovian planet.

Thoa 4a

-A moon much like Mars in climate.

Thoa 5

-A Jovian planet with an unusual triangular wind pattern at the poles.

Thoa 6

-Blooms of hydrogen well up from the core of this Jovian, perhaps disturbed by some recent impact.

Thoa 7

-Bathyscapes would find themselves at home on the surface of *Thoa 7*. Pressures much like that at Earth's seabed keep a crust of ice 3 stable enough robotic drones could walk on it.

Thoa 7a

-Unusually, *Thoa 7a* is the only large icy body in the system. Scientists are unsure of where the others went.

Thoa II

-A Kuiper belt of icy objects.

Notable Features:

N/A

History: Discovered in 2165 by Omoikane Explorers, the system was considered such a non-entity that it wasn't bought until Hermes-Ishtar bought the Radiant system in 2176 along with Relay and Gaid, hoping to use the secondary systems to support Radiant's colonisation.

Since then Thoa has seen little exploitation, mostly hosting S&R, Gate, and Comm buoy maintenance teams that cycle from Radiant.

Notes:

-Has small antipiracy squadron

-Frontier Watchers believe that a Fifth Frontier War between Ares and Hermes-Ishtar/Omoikane is brewing in or around the Thoa system

Trinity:

Map Designation: FS-10

System Name: Trinity

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI, HI

System Population: 500,000 Permanent Residents

System Bodies:

1,

-Rocky planet

2,

Rocky planet

3,

Rocky planet

4, Yukon

-Gas giant with a significant number of moons,

4a-s

-Moons

5,

Neptunian

Notable Features:

Yukon: *This gas giant, large even for its kind, has captured countless moons into its orbit. MSI maintains a large fuelling, shipping and resupply station in its orbit.*

The Yukon Debris Field: *A collection of wrecked and hulked spaceships from the Third Frontier War, towed into a Lagrange Point of Yukon near the MSI Shipping Hub.*

Memorial to Those Lost in the Void: *A large space station erected near the Yukon Debris Field, owned by HI. Besides the memorial itself, it houses a large museum complex (with gift shops), hotels and bars to cater to visitors and is the starting point of countless tourist tours to the Debris Field.*

History: *Discovered by Voyager Interstellar in 2130, the Trinity system was considered a so-called pass through system and was picked up by MSI who intended to use the system as a shipping and warehousing complex to support travel down the Dragon's Wing.*

For a while, that was the system's unexciting fate, visited solely by freighters and the occasional colony ship passing through.

Then, the Third Frontier War broke out. An Ares mercenary fleet contracted by MSI to defend Yukon and put pressure on Symphony was able to ambush an HI fleet rushing from the Far Spinward back to Symphony around Yukon when they moved to eliminate the MSI base.

The resulting fight was brutal and bloody on both sides before the fleets could separate and each retreated from the system to lick their wounds. It would have been an unimportant skirmish, had Ares not left behind one of their cutting-edge cruisers as a drifting hulk. When Ares attempted to salvage or destroy the hulk later, however, they were warned off by MSI who claimed all wrecks in the system as their property. HI in turn lodged its legal claims to the wrecks and the three charters began a drawn-out court battle that would outlast the war by decades over the fate of those wrecks.

Two years into the proceedings, the responsible Compact court ordered all wrecks towed to a stable orbital until the case can be settled, since they were in danger of falling into Yukon and burning up. The hulked ships, floating in full view of a shipping route, eventually gained a reputation in the core and beyond as a monument to a decade-old conflict, the only such battlefield not salvaged or cleaned up.

Nearly six decades after the battle, the three Charters agreed on a compromise: Ares would be allowed to go through and remove all secret information and technology from the ships. MSI would receive a significant one-time payment from both HI and Ares, as well as rent from HI. And HI would be allowed to use the battlefield for 'touristic, cultural and historical' purposes and to construct a space station to that effect.

A year later, under heavy marketing, the 'Memorial to Those Lost in the Void' was launched, offering all kinds of tourist attractions, from the sombre and tasteful to the tasteless and vulgar. For those not satisfied by XR sims of the battle or the chance to score unique STRIFE//OLYMPUS STARS shipgirls that can only be acquired here, there's the real draw of the system: Tours of the actual ship-hulks, with a chance to do 'unsupervised' exploring and salvaging!

In these tours, tourists can walk down destroyed hallways, open up 'long sealed' bulkheads and take a small piece of the wreck home as a memento. Of course, it's all faked for the guests. The 'unopened' blast door that the guests can cut open with a plasma cutter has been rebuilt countless times, the 'untouched' atmosphere behind it is pumped back in and the mementos in the 'authentic' crew lockers that they subsequently loot are mass-produced and artificially aged.

Notes:

-The real wrecks are considered untouchable by both Symphony and Asgard and are one of the few points of agreement between the two rival systems.

Original Submission: Elero

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-399?post=23410402#post-23410402>

Waypoint:

Map Designation: FS-3

System Name: Waypoint

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Representation

Charter Presence: MSI, various

System Population: 80 Million permanent residents

System Bodies:

1

-Hot, airless world (energy collection, mining)

2

-Dwarf planet

3, Golan

-Venus-like world

3a

-Little potato-shaped moon

3b

-Bigger, still awkwardly shaped moon

3c

-Decent sized moon

4, Golad

-Another venus-like world (with a ring system)

4a

-Moon

4b

-Large moon

4c

-Mineral-rich, small, dense moon

5

-Gas giant

6

-Asteroid belt

Notable Features:

Golad: Thick aerostat presence. These are used for gas mining, manufacturing, and in a few cases tourism; Golad's one of MSI's few branches into tourism, with one of its moons being another. While most of the plentiful aerostat cities are rough, utilitarian, and crowded, Golad has luxurious massive aerostats, the biggest in known space, with gardens, gilding, casinos, movie theatres, and so on. It also features the headquarters of several company divisions, including Funko-Pop.

Its moons have many pressurised habitats, including massive domes and labyrinthine tunnels. Some of these are dedicated manufacturing facilities, others are massive admin areas, but some are resorts with most of the workers living in the tunnels and the tourists staying in the dome hotels.

Golan: Something of Golan's ugly twin, it houses a large 'warehousing' complex believed to be a training facility for MSI Special Warehousing Division, as well as barracks for MSI in-house physical security personnel as they are deployed across the Spinward Frontier.

System Habitats: The system has many orbital habitats, space stations, and other such things. These include many space stations in the asteroid belt that are essentially giant warehouses with worker quarters bolted on, used as shipping waystations.

History: *Discovered by Omoikane explorers in 2143, Waypoint was snapped up by MSI in order to act as a depot on the rapidly growing exploration and trade route from the Core to the Far Spinward that would later become the Dragon's Spine.*

With little to recommend the system, Waypoint was purchased relatively cheaply by MSI in the late 2140s, Crossroads started as a place to put Funko-Pop manufacturing facilities. It soon picked up shipyards, aerostat manufacturing, vehicle manufacturing, orbital and asteroid-based warehouses, life support manufacturing, and after the 2217 Funko-Pop inferno where the main headquarters of the Funko-Pop division on Banks burnt down in a VI assisted involuntary arson, the new main headquarters of the Funko-Pop division.

Golad's initial large aerostats were built under the assurance that a large aerostat is more efficient, due to the square-cube law; the designers then found they needed something to fill all that volume with and started designing particularly luxurious estates for their executives, with high-grade filtering to keep air pollution to a minimum in that floating city. While the second jumbo aerostat was being built, someone had a brainwave that a floating city full of luxury would also appeal to tourists, and MSI started breaking into the tourism market. Many of their tourists are employed by MSI itself, and some of the resorts accept MSI company scrip as well as SolCoin, keeping value in MSI instead of letting it circulate to other charters.

Aerostats outside the tourist or executive-housing categories tend to have poor air and lighting quality, understaffed cleaning service, and sometimes even understaffed maintenance; every so often a smaller or less redundantly-built aerostat will develop a critical structural failure of some sort. These are usually followed by mass riots and attempts at illegal construction.

Notes:

N/A

Submitter: <https://forums.sufficientvelocity.com/members/traehgniw.65345/>

Original Submission: Traehgniw

<https://forums.sufficientvelocity.com/threads/for-the-tyrants-fear-your-might-a-quest-of-interest-ellar-rebellion.83706/page-382?post=23300673#post-23300673>

Waystation:

System Name: Waystation

Political Status: Charter Economic Zone, MSI Ownership, Epsilon Ownership

Charter Presence: MSI

System Population: 320,000

System Bodies:

Waystation 1

-A scorching-hot rocky planet.

Waystation 2

-A slightly-less-scorching-hot rocky planet.

Waystation 3

-A gas dwarf, this mini-Neptune forms the major half of the habitable binary pair.

Waystation 3a

-Terraforming and settlement candidate

Waystation 4

-Space mars

Waystation I

-An asteroid belt.

Waystation 5

-An unremarkable Jovian planet.

Waystation 5a

-A rock-ice ball.

Waystation 6

-This Jovian planet is more massive than Jupiter, but not big enough to become a brown dwarf.

Waystation 6a

-An icy moon.

Waystation 7

-A “puffy” Jovian, its radius far outstrips its mass.

Waystation 7a

-moon

Notable Features:

Waystation 3a: Waystation 3a: The “habitable” world of Waystation, 3a is clearly fresh off the heels of some calamity—perhaps an asteroid impact, or a GRB. Whatever it was, only simple life survives at the ocean’s surface, and the desiccated remains of forests of fern analogues in continental interiors tell observers that even decomposing microbes didn’t survive on the surface in great numbers and are only now beginning to creep back on land from the coasts. The ozone layer is nonexistent, and a decent amount of atmosphere seems to have been stripped off the planet as well, despite its magnetic field. Only a high partial pressure of oxygen keeps the surface livable.

Waystation 4: There are telltale signs of past simple life here. Sadly, whatever atmosphere was once here has eroded away, leaving only a cousin of Mars with more polar ice.

Waystation 7a: An inner-system capture, this moon is big enough that it holds a tenuous atmosphere stripped from its parent planet even during its winter, new gas flowing in constantly as its old atmosphere freezes.

Waystation Alpha: In a geostationary orbit around Waystation 1’s night side, this colony is intended to be the main hub for resource extraction across the system, primarily focused on raw bulk resources from the planet below and collecting radioactive from the in situ collectors scattered across the asteroid belt.

Alpha also has a sideline in antimatter harvesting.

Waystation Beta: In orbit of Waystation 3a, Beta is intended to be the central hub for MSI operations in Waystation until the completion of the planned McKendree cylinder that will anchor all operations in the Far Spinward Frontier and beyond for the next century.

Waystation Gamma: *In orbit of Waystation 6a, Waystation Beta is intended to be the hub of fuel extraction and refining in Waystation. Methane is harvested from the moon below, antimatter produced on Waystations 1 and 2, and other fuels from the ice and asteroid belts such as deuterium, lithium, and boron.*

History: *Discovered by Omoikane explorers in 2202, this system was initially passed over by the Charters and fell into the hands of Rhodes in 2206 as the Charter was attracted by the prospect of fuel extraction and refining supported by the returns on proceeding to terraform Waystation 3a.*

However, the proposed colonization never proceeded due to escalating tensions across the Spinward and in the aftermath of the Fourth Frontier war in 2215, the system was transferred to MSI's ownership where the system promptly was then turned into yet another pass through system with minimal infrastructure.

However, in 2245, as part of MSI's reorientation towards long term projects and the Far frontiers, Waystation was chosen to house a large colonization project that would transform the system into the crown jewel of MSI's Far Spinward properties, a process that is just beginning now.

Notes:

-Colonisation overseen by the heir to the family fortune of the MSI Zhangs

Xotreh:

System Name: Xotreh

Political Status: Charter Economic Zone, Omoikane Owned, Penglai Representation

Charter Presence: Omoikane

System Population: 54,000

System Bodies:

Xotreh A1

-This world boasts an active liquid silicate cycle on its surface, with oceans of basalt and continents of granite. Gravity 0.38 Earth Standard.

Xotreh A2

-A rather large airless world, its original atmosphere was likely blown off by a massive impact. Gravity 1.2 Earth Standard

Xotreh A3

-A binary planetary pair of airless worlds about the size of Mars

Xotreh A4

-A hothouse planet with a planet-wide sulfuric acid storm due to its rapid rotation. Gravity .71 Earth Standard

Xotreh A5 "Cueball"

-Ice planet

Xotreh A6

-An unremarkable icy ball

Xotreh A1

-An asteroid belt

Xotreh A7

-A Jovian planet, Xotreh 7 corrals the entire inner system in line

Xotreh B1

-This planet must have once been a gas giant at least the size of Uranus before it was sent inwards. Now all that remains is a dense core with a molten surface

Xotreh B2

-A binary pair of earth-sized airless worlds

Xotreh B3

-Another once-gas giant, this planet remains far out enough to boast a wholly-solid surface of iron. Gravity 1.64 Earth Standard.

Xotreh B4

-A Jovian right on the frost line, its tidal heating keeps its moons on the edge of habitability

Xotreh B4a "Sushi"

An ocean world with massive polar ice caps, Omoikane has constructed a series of seasteads on the equatorial high ocean plateaus where it was feasible to drive foundations into the sea floor a few hundred meters below the surface. These small facilities serve as housing, data storage, and production centers for the research teams studying the dual Chthonian planets of Xotreh B. Gravity .67 Earth Standard. Quality 2.

Xotreh B4b

-The lesser tidal heating here worsened the glaciation, and the planet lies under a planet-wide crust of ice. Gravity 1.13 Earth Standard

Xotreh B1

-The close proximity of this asteroid belt makes it an ideal location for resource extraction.

Xotreh 5

-This Jovian is definitively beyond the habitable zone

Xotreh 6

-A dense ice giant

Xotreh 7

-Jovian planet

Xotreh 8

-An exceptionally cold Jovian

Xotreh 8a

-An unremarkable icy sphere.

Xotreh 9

-This planet would have a massive atmosphere, if it wasn't so cold it all froze and fell to the surface. Only a few degrees above the space surrounding it. Gravity 1.3 Earth Standard.

Notable Features:

Sushi: Omoikane has constructed a series of seasteads on the equatorial high ocean plateaus where it was feasible to drive foundations into the sea floor a few hundred metres below the surface. These small facilities serve as housing, data storage, and production centres for the research teams studying the dual Chthonian planets of Xotreh B. Gravity .67 Earth Standard

Cueball: This planet is remarkably similar to Earth—if earth was buried under a kilometres-thick ice sheet across 90% of the surface. One day, as Xotreh A expands and dies, this world will become an ocean planet, but for now it's a cold desert. Gravity .87 Earth Standard. Quality 5.

History: Discovered by Omoikane explorers in 2174, the system was purchased by Omoikane itself in 2177 after little interest was shown in the system by the other Charters.

Omoikane's interest in the system appears to be entirely scientific with a small science colony present in the system. The only thing to recommend the system to prospective employees is the remote location bonus and the proximity to Radiant and its Elysian beaches.

Notes:

-Frontier Watchers believe that a Fifth Frontier War between Ares and Hermes-Ishtar/Omoikane is brewing in or around the Xotreh system