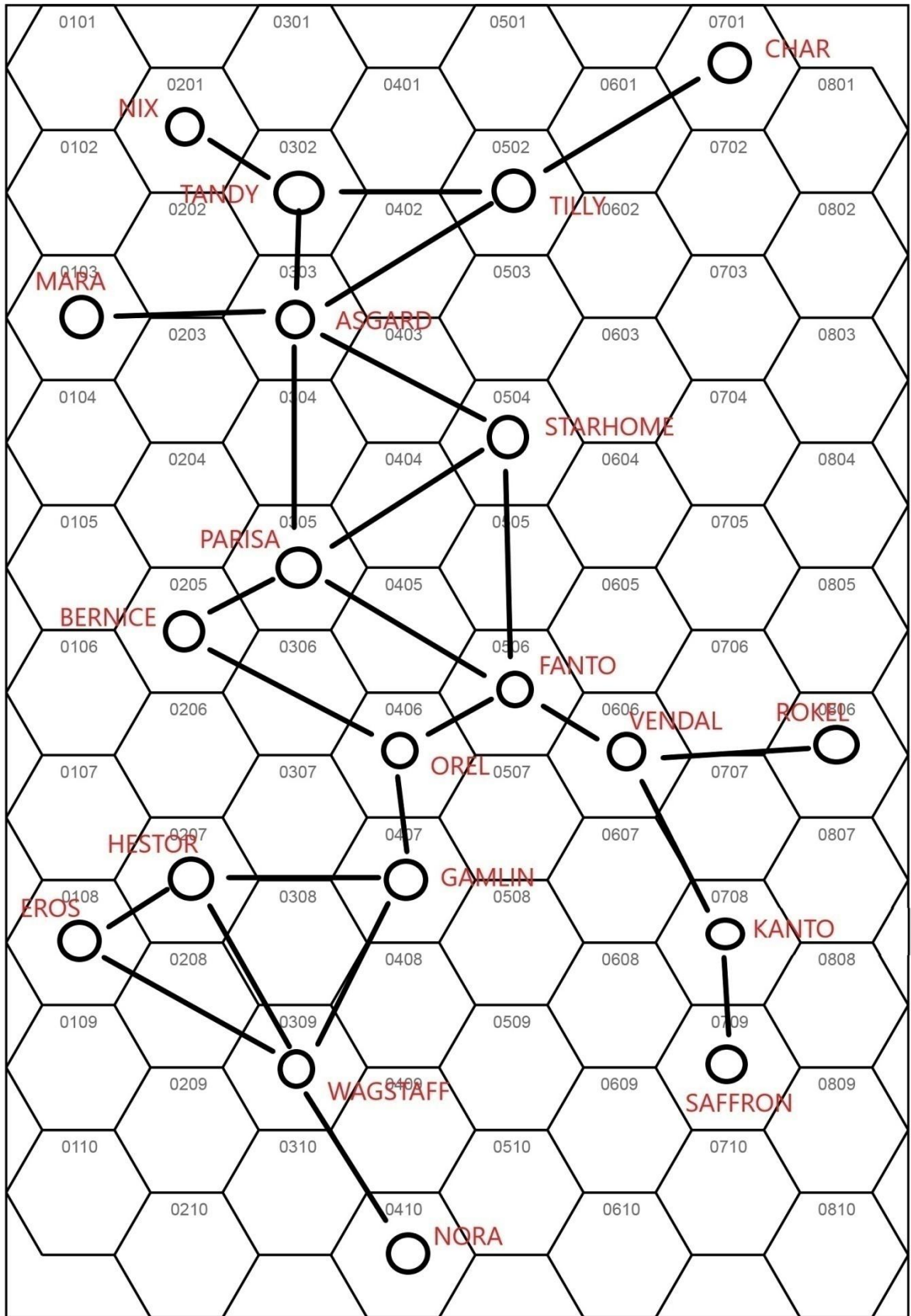


ASGARD SECTOR



WRITTEN BY TERRY CATTON



The Asgard Sector contains 20 systems a notable feature of this sector is the amount of alien ruins the remains of a number of different civilisations that once flourished in the area, the planet Char has particularly large and extensive ruins.

Asgard is the richest and most influential planet in the sector controlling the trade of a large number of systems it also produces a lot of consumer goods for export throughout the area.

Fanto is its major rival a planet ruled by a large company that competes with Asgard for trade this competition often involves espionage and sabotage conducted by agents placed on each other's worlds.

Gamlin has the highest population and produces large amounts of usually low quality consumer goods its markets are famed for selling anything to anyone despite this the planet is very poor most of the population living in poverty.

Other systems of note include Parisa with its huge shipyards which produce most of the civilian ships in the sector and Wagstaff whose mining operations produce much of the raw materials needed within the sector.

Warfare between different systems is very rare being far too costly occasional raids on rivals facilities do occur from time to time as do internal wars the planet of Kanto supplies the best soldiers in the sector and most planets employ at least a few of them.

Many of the worlds are quite poor with widespread poverty little remains from before the Collapse though the flying cities of Hestor are a notable exception and also the temple on Rokel which receives many visitors. A grimmer reminder of the past is the ruined cities of Tandy that were destroyed during the Collapse a new colony has been founded here largely by those looking to loot the ruins.

ASGARD

LOCATION	0303	TECH LEVEL	4
ATMOSPHERE	BREATHABLE	TEMPERATURE	TEMPERATE
BIOSPHERE	MISCIBLE	POPULATION	7x10 ⁸
TAGS	TRADE HUB, REGIONAL HEGAMON		

A very hospitable planet with little in the way of harmful animals or extreme weather most of the people live on a single continent near the equator which produces both good farmland and also access to many useful mineral deposits.

The planet is run by a democratically elected government which while not always popular is a system supported by the vast majority of the population most people have a comfortable standard of living in the cities which are clean and relatively crime free.

Asgard is the richest system in the sector much trade passes through the system bringing in wealth and they also produce large amounts of goods for export notably ceramics and wine made from local fruit which is often said to be the best in the sector.

There are problems with piracy usually in neighbouring systems and a significant part of their navy is stationed in these systems to help deal with the problem.

There are also problems with their major competitors notably Fanto and Gamlin and a trade war has been ongoing for many years they have also been known to take opposite sides in other planets internal problems often making them worse for their own personnel gain.

Being such an important world the planet contains many people from other systems and they are generally well treated as they generate much of the planets wealth.

Law enforcement is generally competent and fair cases of bribery and corruption being very rare it is acceptable to carry visible sidearm in public though few people do military weapons and body armour are illegal for the civilian population.

BERNICE

LOCATION	0205	TECH LEVEL	2
ATMOSPHERE	BREATHABLE	TEMPERATURE	VARIABLE WARM
BIOSPHERE	IMMISCIBLE	POPULATION	6x10 ⁶
TAGS	THEOCRACY, PSIONIC WORSHIP		

The people live on an island in the northern hemisphere of the planet around the equator it is considered to warm to be comfortable as well as being very dry. The planet has little in the way of resources but is capable of producing enough food to support its population.

The planet is ruled by a council of elders who make important decisions but have little influence on day to day life, the planet has a simple pastoral way of life with little use for technology.

The planet has little to export and the little income it gets comes from training those with Psionic abilities such people are very popular here and the planet is probably home to over half the people with psionic powers in the sector.

There is little crime as there is little to steal and crime is difficult to get away with on a planet where a substantial portion of the population have some degree of mind reading ability.

A very peaceful world that exudes a sense of calm and tranquillity some find this very inviting others find it disturbing to be somewhere where nobody ever shouts and everyone is always smiling.

There is a small space station in orbit that is run by the Parisa navy it has shuttles to transport visitors to the surface as there is no spaceport for ships to land on, this naval presence also helps to deter any criminals who might wish to exploit the inhabitants.

Their religion involves using psionic powers to commune with the universe how successful they have been is anyone's guess but there are persistent rumours of priests being able to levitate or walk through walls.

CHAR

LOCATION	0701	TECH LEVEL	3
ATMOSPHERE	BREATHABLE	TEMPERATURE	VARIABLE WARM
BIOSPHERE	MISCIBLE	POPULATION	2×10^4
TAGS	ALIEN RUINS, FERAL		

An inhospitable planet to live in largely covered in dense jungles and deserts separated by impenetrable mountain ranges the only reason anyone lives here is because of the presence of a huge ruined alien city.

The planet has no government as such just rival groups scavenging the ruins and stealing from each other they sell whatever they can find to off worlders in exchange for supplies as they can only produce very limited amounts of food and other basic necessities.

The ships that come here to trade can find it a dangerous place there are those that would steal their ships to get off world and piracy can be a problem Asgard does send occasional patrols here when things get particularly bad.

There is neither a spaceport nor any orbital facilities so only small ships or those with shuttles can operate here and they will need to carry extra fuel or be able to refuel from one of the systems gas giants.

A world that most would avoid but if you can deal with the dangers there is considerable money to be made from the artefacts being discovered in the ruins, the hostile nature of the system means that there has never been a serious archaeological survey of the ruins and little is known about the civilisation that once flourished here.

EROS

LOCATION	0108	TECH LEVEL	4
ATMOSPHERE	INVASIVE	TEMPERATURE	TEMPERATE
BIOSPHERE	IMMISCIBLE	POPULATION	5x10 ⁶
TAGS	DYING RACE, URBANISED SURFACE		

This planet has an extremely dangerous atmosphere that contains toxic gasses that can penetrate most filtration systems the planet's surface was in the past almost completely built over causing the destruction of most of the planets larger life forms. This is believed to have led to the current situation with the build up of toxic gasses in the atmosphere.

The planets filtration systems are failing and leaks of toxic gasses are becoming more common the technology to repair them has been lost and it is only a matter of time before the planet becomes totally uninhabitable.

The planet has a democratic government that is struggling to deal with the current situation but there is little they can do except prepare for the inevitable.

Most of the planets population are resigned to what will happen, those who can have left and most of those who remain stay indoors awaiting the end. There are a few scientists who are working on a solution but it is unlikely that they can find an answer in time.

The planet has many useful resources that would be of value for export but at the moment nobody is interested and most of the mining machinery sits idle.

FANTO

LOCATION	0506	TECH LEVEL	4
ATMOSPHERE	BREATHABLE	TEMPERATURE	TEMPERATE
BIOSPHERE	HYBRID	POPULATION	3×10^7
TAGS	MEGACORPS, OCEANIC WORLD		

Most of the population live on a string of islands around the planets equator the wild life on the planet appears to have been genetically modified by an alien race in the distant past most of it is quite docile but totally inedible as far as humans are concerned.

The whole system is run by a company Fanto Industries that runs everything everyone on the planet works for the company and from childhood they are taught that the company is all that matters. There is a small amount of opposition to the company mostly fostered by off world interests but it is far too weak to have any significant effect.

The company produces a lot of goods for export leading to conflict with Asgard and Gamlin they are best known for the production of military hardware which they are happy to sell to anyone with the money to pay.

They own a number of business's on other worlds some of which are alleged to be covers for their secret service which is believed to have been involved in attacks on a number of rival outfits throughout the sector.

Off world visitors are normally viewed with distrust and usually not allowed outside of a small area around the spaceport only being able to deal with a small number of well vetted contacts, a number of visitors have been arrested and charged with spying or simply disappeared.

They have a substantial military both ground forces and naval forces which has been known to launch surprise attacks on their rivals facilities it is also said that they finance some pirates to attack their rivals shipping something they have always denied.

GAMLIN

LOCATION	0407	TECH LEVEL	4
ATMOSPHERE	BREATHABLE	TEMPERATURE	VARIABLE WARM
BIOSPHERE	MISCIBLE	POPULATION	2x10 ⁹
TAGS	TRADE HUB, CHEAP LIFE		

Quite a warm world the equatorial regions are covered in rainforests the rest on the planet is densely populated a mixture of farmland and cities.

Gamlin has by far the highest population in the sector most of the population live in poverty with little access to technology and only very limited health care. The cities are very crowded with high levels of pollution their industry produces masses of basic consumer goods for export but little of the profits end up in the hands of the people doing the work. In the city of Hannin near the spaceport is a huge market where almost anything is available the government has long since stopped trying to control the trade in illegal goods that takes place.

The democratically elected government is trying to improve living standards across the planet with education programs and the creation of more high tech industry but it is a slow process due to the lack of available funding, they are starting to encourage tourism as a way of bringing in extra money the tropical regions containing some amazing wildlife.

They have a close relationship with Wagstaff with supplies some of the raw materials needed for their industry and have recently signed a trade agreement that will hopefully benefit both world's economies.

The high levels of poverty mean that people tend to die quite young and individual lives are not greatly valued as there is always somebody else to replace them health and safety is none existent in their factories and violent crime is common in the cities, most of the workers dream of making enough money to leave the planet but few will ever achieve this.

HESTOR

LOCATION	0207	TECH LEVEL	4
ATMOSPHERE	THICK	TEMPERATURE	VARIABLE COLD
BIOSPHERE	MISCIBLE	POPULATION	4x10 ⁶
TAGS	FLYING CITIES, RESTRICTIVE LAWS		

A dense atmosphere covers a bleak and mostly barren landscape what life there is exists mostly in the oceans that are often frozen over. The atmosphere is not breathable at sea level and everyone lives in a number of flying cities wonders of a past age that float above the clouds.

The government is a dictatorship largely supported by the population there is a strict caste system that controls most aspects of daily life the rules are long and convoluted visitors are not allowed to leave the spaceport until they have a good understanding of the workings of the society most hire a local guide to avoid unpleasant incidents.

Despite the unusual social system and complex laws the major source of income for the planet is from tourism people coming to see the legendary flying cities as a result of this tourists are normally treated more leniently than locals at least for minor infractions. For locals even minor infringements are punished often brutally something that is kept well out of sight of any tourists.

The city are powered by solar energy and while they are currently functioning without problem the government is very aware that nobody has the ability to repair them should there be a major problem they have been quietly recruiting off world experts to hopefully work out how the technology works.

The cities are largely self sufficient largely closed systems there is consequently little need to import anything other than a small amounts of required minerals and luxury items for the ruling classes.

There is a small but well trained navy that aims to keep pirates away from visiting ships and to help those ships that suffer accidents while in their system.

KANTO

LOCATION	0708	TECH LEVEL	4
ATMOSPHERE	INERT	TEMPERATURE	VARIABLE WARM
BIOSPHERE	IMMISCIBLE	POPULATION	5x10 ⁶
TAGS	BUBBLE CITIES, MERCENARIES		

This planet has an atmosphere lacking in oxygen and consequently useless to humans the planets life forms are very strange silicon based creatures nothing similar has been encountered on any other planet.

The bubble cities while necessary for survival require a lot of maintenance the colony original mined rare minerals but these are now long gone the planet now exports it people as soldiers and most systems have some in their employ. The people are all fanatically loyal to their home planet and send half their income back to meet the costs of maintaining their home.

From a young age they are trained in combat skills and by the time they reach adulthood they are professional killing machines their reputation is known throughout the sector and few would be willing to engage them without a significant numerical advantage.

A few of their people have been known to disown their home and refuse to send support payments to the homeworld these individuals are despised and hunted down and killed where possible, a number have become pirates and are feared throughout the sector.

Few people visit this world unless looking to hire some soldiers or to sell the parts and equipment needed to sustain the domes it is a very Spartan existence with little room for anything but work and survival.

MARA

LOCATION	0103	TECH LEVEL	3
ATMOSPHERE	BREATHABLE	TEMPERATURE	TEMPERATE
BIOSPHERE	MISCIBLE	POPULATION	6x10 ⁶
TAGS	NOMADS, POLICE STATE		

A planet of open plains containing huge herds of herbivores and some large and dangerous carnivores, there are few large plants only a moss like covering on the ground that is highly nutritious and eaten by both the local wildlife and the human population.

The government controls every aspect of society with ruthless efficiency any signs of dissent are quickly stamped out there are elections but only one party will ever win them.

Some who oppose the government have fled the cities and live as nomads following the herds on the plains the government largely ignores them and the two sides rarely meet when they do it usually ends in bloodshed.

The planet is quite backward technically and the only high tech equipment is firmly in the hands of the government, they would like to gain more advanced tech particularly the ability to build starships but few are willing to deal with them and Asgard keeps a close watch on any ships that wish to travel to Mara.

They have a small number of ships smuggled through from Fanto but these are very old and long past their best several have been cannibalised to supply parts to keep the others running, the crews are also lacking in training and experience and it is unlikely that they could safely navigate interstellar space.

NIX

LOCATION	0201	TECH LEVEL	4
ATMOSPHERE	BREATHABLE	TEMPERATURE	COLD
BIOSPHERE	MISCIBLE	POPULATION	5x10 ⁶
TAGS	BEASTMASTERS, PRISON PLANET		

A cold and desolate planet all the major settlements are on the equator where the conditions make life a little easier, the planet was once used to incarcerate political prisoners but nowadays the prisons are empty decaying reminders of the past.

When the prisons closed and the former prisoners were left to fend for themselves they soon discovered a local ape like animal that was extremely good at finding food hidden beneath the snow they were easily trained and are now a common sight in all the planets settlements.

Some people make a living scavenging old tech from the prisons this can be dangerous as some still have active security systems but the profits can be high so there are always plenty of people willing to take the risk.

The planet is ruled by a council of elders drawn from all the settlements they rule on any conflicts of interest between settlements but largely stay out of the day to day running of the settlements themselves.

The spaceport is a very basic affair with only very limited facilities a small community has grown up around it that caters to the needs of visitors there is little trade other than artefacts looted from the old prisons. The climate means that for several months each winter it is usually unsafe to land ships at the spaceport so the planet is effectively cut off from the outside only the most desperate would try to fly a ship through a blizzard or try to land on a snow covered spaceport.

NORA

LOCATION	0410	TECH LEVEL	4
ATMOSPHERE	BREATHABLE	TEMPERATURE	TEMPERATE
BIOSPHERE	IMMISCIBLE	POPULATION	4x10 ⁷
TAGS	FREAK GEOLOGY, WARLORDS		

The planet is quite dry with little substantial vegetation and what does exist is not edible the same applies to the limited animal life, there are huge crystalline structures growing out of the ground which were once thought to be of alien origin they are now believed to be a natural phenomena caused by some weird geological process as of yet unexplained.

The planet is in theory ruled by a king but he has little real power most of the planet being controlled by rival warlords who are locked in an almost continuous war to control the limited natural resources on the planet. Agents from Fanto are very active here working to keep the fighting going as this is one of the biggest markets for their weapons, new designs are frequently given to the warlords in small numbers for live testing.

The planet has some valuable if limited resources but little is ever available for export as most of it is needed to repair the damage caused by the fighting.

The only part of the planet where there are any signs of wealth is the city adjacent to the spaceport where arms dealers operate from and the warlords representatives come to see what they have to sell. There is no fighting here as everyone recognises the need for a working spaceport and anyone trying to seize control of it would face the massed opposition of the other warlords.

There is a growing movement in the main city that is trying to force the king to do something about the situation they have been looking for off world support but so far without any success. This is not popular with the agents from Fanto and some of their members have disappeared or died in unusual circumstances.

OREL

LOCATION	0406	TECH LEVEL	4
ATMOSPHERE	BREATHABLE	TEMPERATURE	TEMPERATE
BIOSPHERE	MISCIBLE	POPULATION	7x10 ⁵
TAGS	FREAK WEATHER, PRIMITIVE ALIENS		

At first glance this is a pleasant world of rolling hills and woodland full of life much of it edible however the planet suffers from extreme storms which can cause severe damage when they occur.

Most of the people live in underground towns built into the hills as few buildings can survive the storms and any sort of farming is impossible. Much of their food and basic suppliers are imported in exchange for valuable chemicals extracted from the rocks beneath their settlements.

There are plans to purchase some sort of weather control system as without the storms this would be a good place to live with plenty of food and valuable resources to export the costs involved are however huge and they are looking at getting one of the major trading powers to invest the money in exchange for an advantageous trade agreement.

As with many planets in the sector there are some alien ruins however on this world there is also a race of primitive aliens that live within these ruins. They are humanoid in appearance though with more reptilian features they tend to keep to themselves avoiding contact with humans. Little is known about them but as they live in the ruins it is presumed that they are all that remains of a past civilisation.

This is generally a peaceful world with little crime it is simply too tough a place to live to waste time and energy on much other than survival.

The planet is ruled by a technical council that makes sure that everyone does their jobs as only by working together can they survive here most people understand this and do what is required of them.

PARISA

LOCATION	0305	TECH LEVEL	4+
ATMOSPHERE	BREATHABLE	TEMPERATURE	TEMPERATE
BIOSPHERE	MISCIBLE	POPULATION	8×10^7
TAGS	MAJOR SHIPYARD, CULTURAL POWER		

This worlds has several continents all are quite pleasant with a variety of different habitats the climate is good except at the poles where it can be rather cold.

This planet has the largest shipyard in the sector it can produce ships of any size and in less time than anywhere else would produce them. All the materials needed to build ships are mined on the planet or in the systems asteroid belt making it a very profitable operation.

Parisa has a substantial space fleet many of their ships being fitted with high tech systems that they do not fit in the ships they sell to other worlds.

On one of the other continents there is a small city that has become home to a large artistic movement it has become very popular throughout the sector and attracts a lot of visitors to the planet.

The planet is quite wealthy with most people having a good standard of living it has a democratically elected government which generally works for the benefit of everyone it is one of the few systems to have a universal health care system.

The high levels of wealth mean that there is an amount of criminal activity but the police force is well trained and keeps it under control. One of the main problems is industrial espionage from those who want to discover the workings of some of their high tech ship systems.

ROKEL

LOCATION	0806	TECH LEVEL	4
ATMOSPHERE	BREATHABLE	TEMPERATURE	TEMPERATE
BIOSPHERE	IMMISCIBLE	POPULATION	7x10 ³
TAGS	DESERT WORLD, PILGRIMAGE SIGHT		

A very dry world of shifting sands there is very little standing water what life exists here is usually gathered around the areas of open water, dust storms can be a serious problem but fortunately are quite a rare occurrence.

The waters here have long been believed to have healing properties and people come from all over the sector to bathe in them, the small permanent population consists mostly of priests and a few people who cater to the needs of the visitors.

What value the waters actually have is open for debate but there are many people who have allegedly been cured of life threatening illnesses.

Visitors traditionally bring a gift of food for the priests who live here to supplement the limited amount they are able to grow.

The planet has no spaceport or anywhere for a ship to easily land so all visitors are ferried down from orbit in shuttles, there is also no orbital station so ships need to have enough fuel for a return journey or be able to refuel from one of the systems gas giants.

Most people coming to the planet travel on specially designed liners that operate out of Vendal these ships also bring regular supplies for the small permanent population. This is quite a lucrative business and the operators seem to be the only people making a profit out of the situation those who live on the planet have very little and live a simple life without any luxuries.

SAFFRON

LOCATION	0709	TECH LEVEL	3
ATMOSPHERE	BREATHABLE	TEMPERATURE	TEMPERATE
BIOSPHERE	MISCIBLE	POPULATION	6x10 ⁶
TAGS	FORMER WARRIORS, TYRANNY		

A harsh and mostly barren world there is little here of value crops struggle to grow and it is a constant battle to produce enough food. The main city has some well built stone buildings used by government officials but most people live in very poor quality homes most of which lack even basic necessities.

The people here are descended from the forces of a warlord who tried to conquer Fanto several hundred years ago the attempt failed and they were all exiled here. Kanto is still paid to see that they remain here and they check any ships coming from Saffron to make sure nobody is trying to escape.

The government essentially the descendants of the warlords officers is only interested in looking after themselves imposing a tyrannical rule that leaves most of the population in abject poverty many people starve every year or die due to the lack of basic medicines.

There is an underground movement looking to over throw the government they have been stockpiling weapons and training in the old now forbidden fighting styles. They have managed to smuggle a few people off world who are trying to find support for their cause on other planets in the sector.

STARHOME

LOCATION	0504	TECH LEVEL	4
ATMOSPHERE	THIN	TEMPERATURE	FROZEN
BIOSPHERE	MICROBAL	POPULATION	7x10 ⁴
TAGS	SOLE SUPPLIER, ROBOTS		

An extremely hostile world of extreme winds blasting across a barren rocky landscape it does however contain large deposits of rare minerals which is why there are people willing to live and work here.

The planet has no government as such there are simply a number of mining operations run by Asgard, Pariso and Fanto shuttles land in the mining bases to collect the minerals and to take them up to orbiting bulk carriers. Due to the friction between the rival factions and the value of the minerals these ships are usually accompanied by a military escort incidents between these ships are not unknown as are acts of sabotage on rivals mining bases.

Due to the hostile nature of the planet most of the actual mining work is conducted by robots some of them the size of large buildings. The roll of the humans on the planet is largely one of maintaining the robots it is a hard life with little luxuries but it pays well and most people leave after a few years with enough money to retire.

The high profits available have led to some risk taking on the part of the mining crews and a number do not live long enough to enjoy the money they have earned.

A recent mining operation uncovered some ancient alien ruins as of yet nobody has mounted an expedition to explore them.

TANDY

LOCATION	0302	TECH LEVEL	4
ATMOSPHERE	BREATHALE	TEMPERATURE	VARIABLE COLD
BIOSPHERE	MISCIBLE	POPULATION	3x10 ⁶
TAGS	TOMB WORLD, EUGENICS CULT		

A generally pleasant world teeming with life much of it edible it can get quite cold in the winter but is otherwise a nice place to live. Most people live on a single large island near the spaceport farming and fishing easily supply all the food they need with some left over to export.

During the Collapse there was a war that destroyed the civilisation here and until recently the planet was abandoned a new colony was founded fairly recently which relies largely on scavenging the remains of the old cities. Many groups come here looking to profit from the tech that can be obtained from the ruins and some systems in the sector sponsor expeditions, there have been some violent clashes between rival parties within the ruins.

There is an elected government but they have little influence beyond the spaceport and the nearby town what happens in the ruins is out of their control and anyone who has a problem is unlikely to be rescued. The spaceport only has basic repair and refuelling facilities there is talk of enlarging it but at the moment there is not enough trade to justify the expense.

Unknown to most there is a secret eugenics cult operating within one of the ruined cities they have been here a long while and are not happy about all the people that have suddenly arrived on the planet. They have infiltrated the local government and are trying to disrupt the exploration of the ruins they have also been responsible for the disappearance of some parties of explorers.

TILLY

LOCATION	0502	TECH LEVEL	4
ATMOSPHERE	AIRLESS	TEMPERATURE	FROZEN
BIOSPHERE	NONE	POPULATION	100
TAGS	OUTPOST WORLD, HOSTILE SPACE		

A small moon orbiting a gas giant basically a frozen lump of rock its only purpose is to provide a refuelling station for ships travelling to Char, there are no valuable minerals or other things of worth apart for water and oxygen extracted from the rocks for the stations life support systems.

A supply ship turns up every six months to restock the base and rotate the crew most of whom live on Asgard, the base has little in the way of recreational facilities and most people don't stay here for long it is considered by most people to be a job for those who are either incapable of doing anything else or just don't like human company.

The systems sun gives of a strange form of radiation which while harmless to people causes huge amounts of interference with ships sensors and communications this can be a serious problem for anyone not used to navigating within the system.

There is a considerable problem with pirates attacking ships returning from Char and Asgard have ships permanently based here but the sensor and communication problems make it difficult for them to operate efficiently.

There has been a lot of work put into dealing with the problems caused by the suns radiation but as of yet no solution has been forthcoming.

VENDAL

LOCATION	0606	TECH LEVEL	4
ATMOSPHERE	BREATHABLE	TEMPERATURE	TEMPERATE
BIOSPHERE	MISCIBLE	POPULATION	8×10^7
TAGS	COLD WAR, FALLEN HEGAMON		

The world is green and pleasant good for farming and with a wealth of mineral reserves it does however show the scars of the past war which has made parts of the planet uninhabitable and leaving several cities as crumbling ruins.

Once a very influential world this all changed when a civil war caused it to split into two rival factions that have been involved in a bitter cold war ever since they are no longer interested in influencing other planets only working for the destruction of their rivals.

Both sides are constantly trying to get the support of other worlds but none are interested in become involved in the situation except for Fanto which is more than happy to sell weapons to both sides.

The spaceport is on an island separate from the two factions those who run the spaceport have chosen to remain neutral and neither side has chosen to challenge this as they both need the income and supplies that the spaceport brings, the management have tried to organise peace talks but without success.

While most of the population support their governments efforts there is increasing grumbling about the current situation and the need to resolve it soon as things are at the moment this could easily result in another war.

WAGSTAFF

LOCATION	0309	TECH LEVEL	4
ATMOSPHERE	BREATHABLE	TEMPERATURE	WARM
BIOSPHERE	MISCIBLE	POPULATION	2×10^7
TAGS	HEAVY MINING, HOSTILE BIOSPHERE		

At the equator the planet is a dry uninhabited desert the rest of the planet is pleasant good for farming with minimal dangerous wildlife. There is however a problem there is a microscopic life form present in all the native flora and fauna that can cause severe sometimes life threatening illness the locals have over time built up an immunity to it but anyone visiting the planet should stay away from the local food.

One consequence of this is that locals often find off world food to be quite bland and often take some local dried food with them to add to their meals good for them but potentially lethal for anyone else.

There is a substantial mining industry on the planet which employs most of the population most of the minerals produced are exported to Gamlin with whom they have a close relationship what they don't export is used to support a small amount of manufacturing that produces most of the planets needs.

The planet has a democratically elected government that is popular with most of the population the standard of living is generally quite high with little serious crime though miners on payday can get quite rowdy in the cities.

Wagstaff has a small but efficient navy that's main purpose is to protect the steady stream of ships taking minerals to Gamlin, there is an advanced space station in orbit that operates both as a naval base and also as a loading bay for the bulk carriers from Gamlin.

