

FIFTY CHARTED WORLDS FOR  
GOBLINOID GAMES' STARSHIPS & SPACEMEN 2E™

# ASHDOWN



**THE HYDRA SECTOR**  
**LUMINOUS DESIGN**

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# ***INTRODUCTION:***

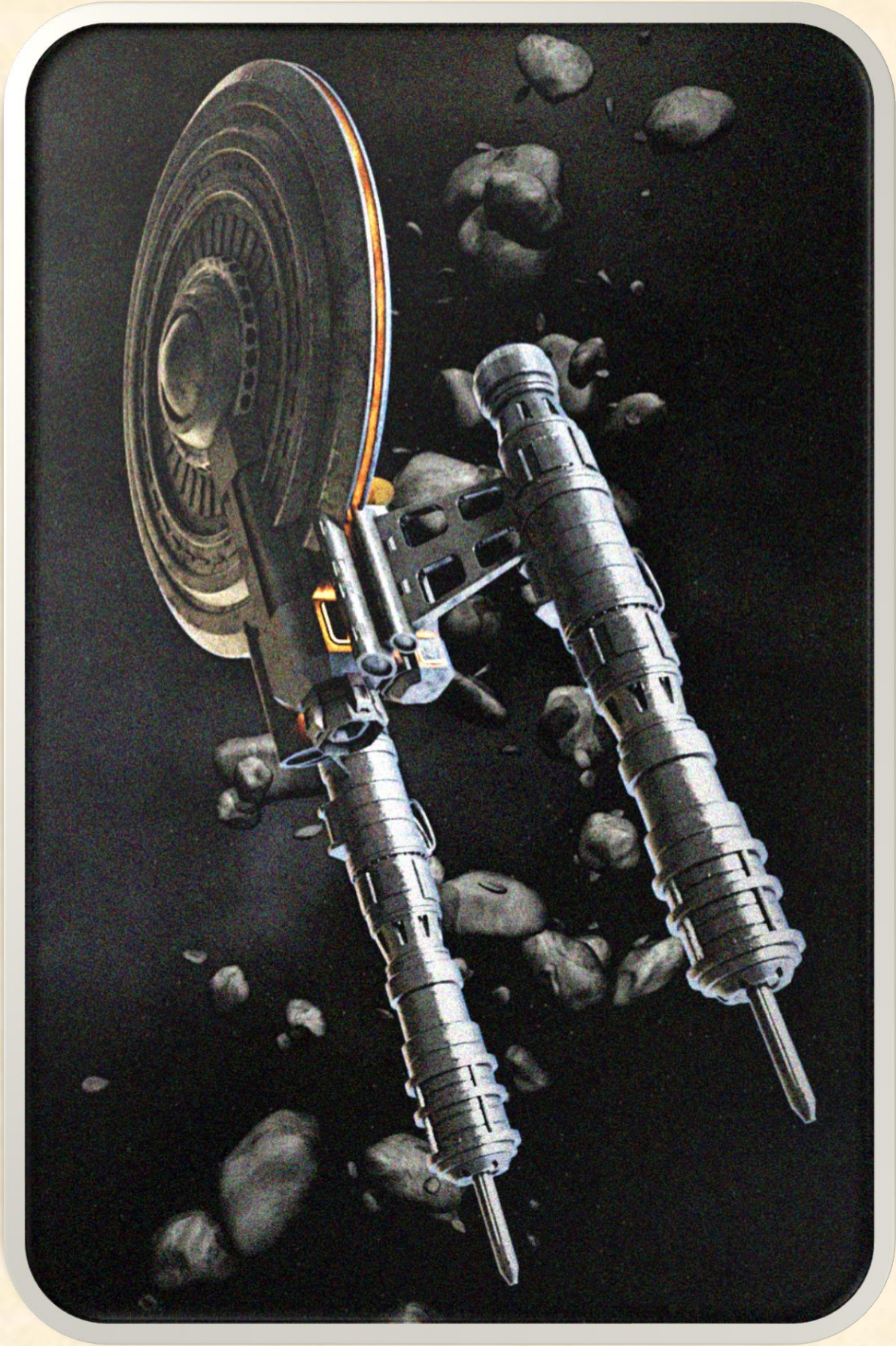
The Ashdown Universe is a fictional alternate reality set in the year 2290 for Goblinoid Games' Starships and Spacemen 2<sup>nd</sup> Edition Role Playing Game. It is an abstraction loosely based on factual and fictional places, much like the television shows and movies that inspired it. This resource supplement requires Luminous Design's "Ashdown: Sol & Xoth Sectors" and is intended for Space Masters with experienced player characters ranked level four or higher. This resource expands upon the Ashdown Campaign Universe by introducing the dangerous and unpredictable Hydra Sector located in the Alpha Quadrant of known space. Space Masters can further expand the galactic map by adding their own sectors to this one as needed. This game setting does contain some "artistic" differences from the original one found in the 2<sup>nd</sup> Edition Rulebook. One noteworthy distinction found here is that the Gorran have their own independent interstellar government and are not a member of the Confederation (at least not at this time). If a player has a Gorran character serving on a Confederation starship that enters the Ashdown Universe, it could create some interesting adventure hooks and plot devices for your game. Some things in this supplement have been deliberately left vague so that you can fill in the details with your own imagination. This campaign universe is composed of the two charted quadrants of the known galaxy (Alpha and Beta) and two uncharted ones (Gamma and Delta). Space Masters can introduce their players to this alternate reality as their home setting or find their way here through a teleporter mishap, cosmic storm, alien artifact or dimensional rift. You can use this product as is or as a tool to help you create your own game setting and galactic map.

If the Ashdown Campaign Universe is the game setting where your characters begin their lives and careers, then this will be the reality that they know. However, if Ashdown is not the player characters' home universe and they find themselves transported here, they will have a uniquely different perspective on reality. To the new arrival, Ashdown will appear to be almost identical to their natural home universe with a few subtle differences. To the perceptive observer, Ashdown will likely feel darker, more aggressive, and have an unexplainable sense of tension in the air. Most people, places, or things will be exactly the same as the characters remember them, and some will not. The Hydra Sector expands the Ashdown Universe into a wilder, less civilized, region of the known galaxy where the strength and unity of the Galactic Confederation has far less influence or control.

# ***THE HYDRA SECTOR:***

The Hydra Sector is a region of charted space located South of the Sol Sector in the Alpha Quadrant of the known galaxy. It is a relatively untamed expanse that has been travelled by the Taurans, Zangid, and Gorrans for hundreds of years before humanity began exploring the stars. While it is well known among the space-faring races, the Hydra Sector has proven difficult to colonize compared to the neighboring Sol and Xoth Sectors. Here, the Confederation was late to carve out any noteworthy territory or establish a significant presence in the region. This backwater frontier exemplifies the old Earth phrase “fly over country” as a lot of travelers warp through this region to the Pleiadian Sector, but few actually stop here. Surprisingly, it was the Gorrans Planetary Alliance who became the dominant interstellar power of this sector. With colonies and settlements in four of the ten-star systems of this region they control access to all shipping lanes and trade routes. It was not long after the Gorrans began colonizing this sector that the Zangid and Videni began to realize the real value of this temperamental territory. While neither of these aggressive empires has control of any systems in the sector their influence and presence are not absent. The Hydra Sector has several habitable worlds with a diverse abundance of new, strange, and potentially dangerous lifeforms. The entire region is rich with biological and material resources luring both scientists and prospectors to these stars. It is the indigenous home of the industrious Suinar race which recently joined the Galactic Confederation of Allied Worlds in CE-2286 and provided them a foothold in the sector. A fact that any Suinar will be happy to remind you of any chance they get. With its position between the Pleiadian and Sol Sectors, Hydra has become well known throughout the Galaxy as a source of commercial opportunity, mining, and trouble. It is a common occurrence in this region to encounter long range interstellar freighters transporting passengers or cargo to and from Pleiadian or the other sectors. Unfortunately, with this steady stream of interstellar commercial traffic also comes pirates, smugglers, criminals, and predators. Like the Sol and Xoth Sectors, Hydra also has several forbidden stars that are isolated by impassable navigational hazards or celestial phenomenon. While the existence of these systems has been proven by scientists, they have yet to be successfully reached, charted, and explored.





# ***CAMPAIGN OBJECTIVES:***

A game campaign in the Hydra Sector should be composed of any interrelated series of adventures that the Space Master can imagine in conjunction with the resource materials presented in this supplement. Some common themes that the Space Master might explore for adventures in the Hydra Sector may include one or more of the following.

- Expanding the Galactic Confederation's presence in the Hydra Sector by establishing new starbases, colonies, or outposts on unsettled worlds.
- Improving the safety of interstellar travel by confronting or neutralizing potential threats in the Heracles Corridor.
- Improving diplomatic relations between the Confederation and Gorran Planetary Alliance in order to pave the way for Gorran membership into the Galactic Confederation.
- If Ashdown is not the adventuring party's natural universe, characters can explore the mysteries of the mirror zone or the planet Sephamar as a way to return home.
- Discover the Videni presence in the Hydra Sector and reveal their plan to undermine galactic peace in the region.
- Dissuade or prevent the Zangid Imperium from stirring up trouble and establishing a permanent military presence in the region.
- Investigate reports of mysterious starship disappearances near the Reyvas System and determine who or what is responsible. Discover the elusive Shi'an exiles hiding in the system and their enigmatic leader's plans for building a secret army.
- Confront the ruthless Pleiadian pirate syndicate known as the Forsaken Sons and discover their connection to the enigmatic Mr. Lobar who runs the Utopia Space Station.
- Uncover S.I.B. Division II's secret mission in the Hydra Sector and what implications their agenda may have on the security of the quadrant.
- Explore distant new worlds and encounter the unusual lifeforms who call this untamed region of space their home.



# GAME TERMS

ABBR.	GAME TERMINOLOGY
AR	Armor / Armor Rating
BB	Beam Bank
CHA	Charisma
CMD	Command / Command Branch
CNT	Contact / Contact Skill
CON	Constitution
CSF	Confederation Space Fleet
DEX	Dexterity
ENG	Engineer / Engineering
ENL	Enlisted Crew
EQ	Equipment
FC	Fire Control
HP	Hit Points
INT	Intelligence
MIL	Military / Military Branch
MED	Medical
OFC	Officer
PC's	Player Characters
PPB	Power Pile Base
PSI	Psionic Potential
NAV	Navigation
NPC's	Non-Player Characters
SCI	Science Branch
SEC	Security / Security Officer
SIB	Space Fleet Intelligence Branch
SL	Sentient Life
SM	Space Master
SUB	Sub Class
STR	Strength
SS	Shuttle Ship
S&S	Starships & Spacemen RPG
TEC	Technical Skill / Branch
TELE	Teleporter
TORP	Torpedo / Ion Torpedo
XP	Experience Points
ZSF	Zangid (Imperial) Space Force



# THE SECTOR MAP:

Presented here are the fifty charted worlds of the Hydra Sector in the Ashdown Campaign Universe for Goblinoid Games' Starships and Spacemen 2<sup>nd</sup> Edition role playing game. Throughout this supplement you will see a numeric reference, for example (*Planet-#001*), annotated next to the names of planets and (*Star-#001*) next to the names of solar systems. This notation number corresponds directly to an assigned reference number for these places on the Ashdown map. You can use the map of this sector as it is presented or randomize it to create your own new galactic map for use in your game. To randomly determine a planet to explore, or use in the creation of a new map, the Space Master can roll D50 or use a random number generator (1-50) to select a planet number from the list provided. The two classification tables below provide an abbreviated version of those found on Page #37 of the Goblinoid Games' Starships & Spacemen 2<sup>nd</sup> Edition Rulebook. These tables briefly describe the characteristics of each kind of world and star found in the game universe.

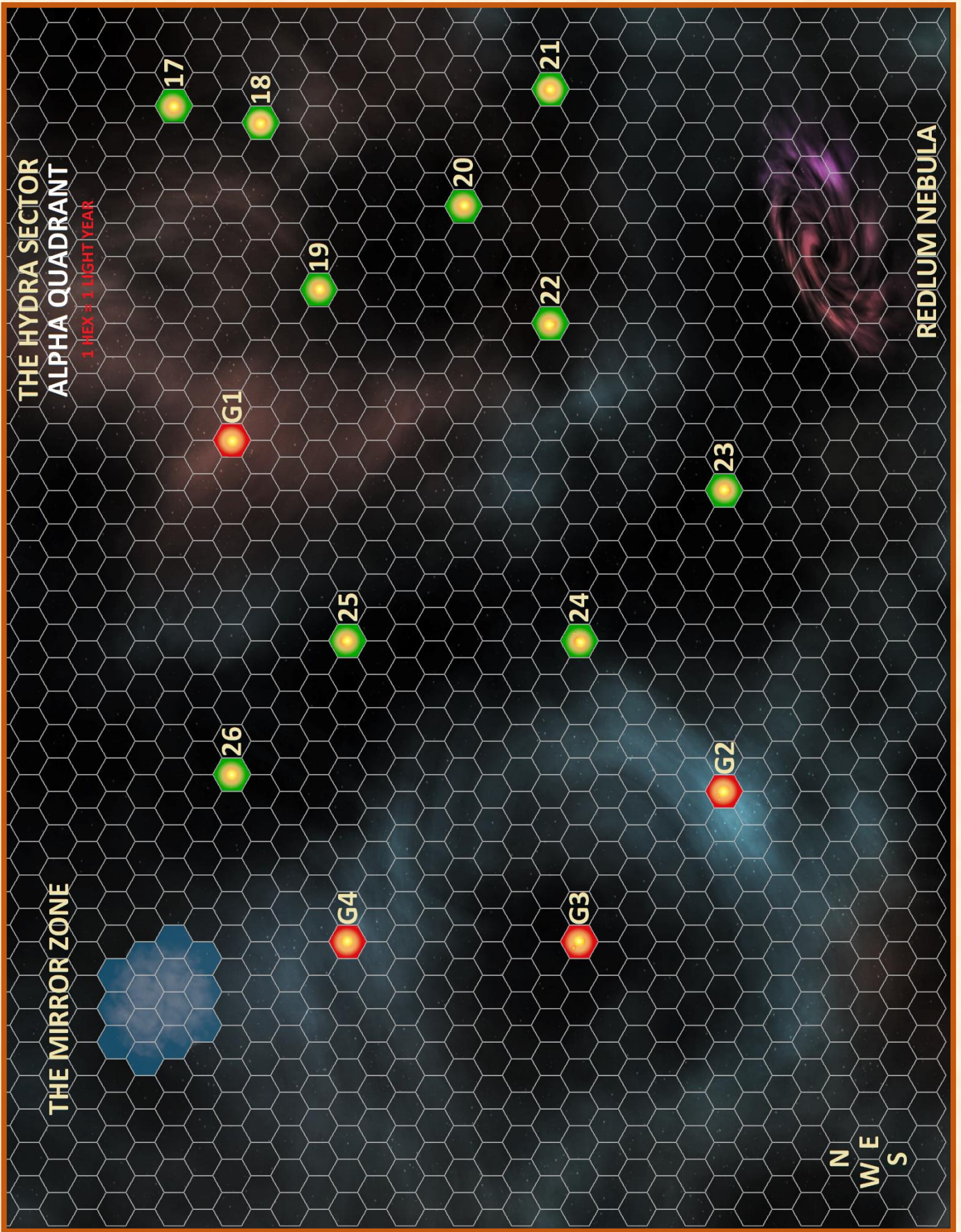
CLASS	PLANETARY CLASSIFICATION DESCRIPTION
A/B/C	Young Worlds: Planets with planetary core stability ranked in ascending order (A-C).
D	Dead Worlds: Lifeless planets that may, or may not, have atmospheres.
E	Early Worlds: Primitive planets in a primal state of development with early lifeforms.
F	Desert Worlds: Rocky, sandy, and dusty planets with scarce water or lifeforms.
G	Water Worlds: Planets with water covering most of their surface.
H	Habitable Worlds: Planets with conditions like Earth and abundant lifeforms.
I	Super Worlds: High gravity planets that are three to thirty times the size of Earth.
J/K/L/M	Gaseous Worlds: Gas planets categorized in ascending size from Dwarf (J) to Giant (M).
N	Nomad Worlds: Cold rogue planets expelled from orbit or without a solar system.
O	Wild Worlds: Planets with chaotically changing seasons and temperature extremes.
P	Wild Worlds: Planets with chaotically changing geological and volcanic activity.
Q	Wild Worlds: Chaotically evolving mutant lifeforms with accelerated life spans.
R	Restricted Worlds: Forbidden planets restricted to travel for classified reasons.
S	Silicon Worlds: Rare high-pressure planets with silicon-based lifeforms.
T	Ice Worlds: Planets covered entirely in ice and glaciers with little or no liquid water.
U	Uninhabitable Worlds: Former H planets that have been ravaged by catastrophe or war.
V	Unusual Worlds: Planets existing outside of time or partially on the psionic plane.
W	Planetoids: Small rock or ice planets with little or no native lifeforms.
X	Hell Worlds: Exotic planets with dangerously inhospitable environments or lifeforms.
Y/Z	Open Classification: Planetary classification that has not yet been identified or assigned.





CLASS	STAR TYPE CLASSIFICATION DESCRIPTION
A	Small bright blue colored stars that produce bright light, high heat, and high radiation.
B	Large bright blue colored stars that produce bright light, high heat, and high radiation.
F	Small blue to white colored stars that produce medium light and heat.
G	Small white to yellow colored stars that produce medium light and heat.
K	Small orange to red colored stars that produce medium light and heat.
M	Small red colored stars that produce faint light and low heat.
O	Large bright blue colored stars that produce bright light, high heat, and high radiation.





# BYLAN SYSTEM (017)

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
101	Anion	Bylan I	D	Hydra	Alpha	Bylan	G
102	Syderion	Bylan II	C	Hydra	Alpha	Bylan	G
103	Ceun	Bylan III	X	Hydra	Alpha	Bylan	G



## ***BYLAN SYSTEM BRIEF:***

The Bylan System has three charted planets orbiting a G-Class star located approximately 34 light years from Earth in the Hydra Sector. The planets Anion and Syderion in this solar system are renowned for their abundance of rare natural resources. While the inhospitable environments on these planets were not suitable for long term colonization, they are a frequent destination for seasonal prospectors. Occasionally disputes arise between rival mining camps, but the interstellar governments rarely get involved or take an interest in the affairs of this system. The last planet in the solar system, Ceun (also known as "Mud") has many earth-like characteristics but its gloomy deep mud-covered surface makes it inhospitable to agricultural development or long-term habitation. Several unique indigenous lifeforms are found on this planet with unique evolutionary adaptations to survive on the murky surface. The semi-solid surface composition of this world prevents the construction of any permanent structures or settlements. Most overland transportation is useless on this planet restricting transit to aircraft, hovercraft, and heavily modified watercraft. Despite these challenges Ceun is one of the most popular destination spots in all of the Hydra Sector due to the amazing biological healing properties of the planet's mud. Emersion in Ceun mud dramatically accelerates natural healing of 1d6 points of damage per day. Salves and compounds composed of Ceun mud can heal up to 1d4 points of damage per day. Hykhot and Gorran are particularly fond of this dank mud hole that most other space-faring races only visit out of necessity.

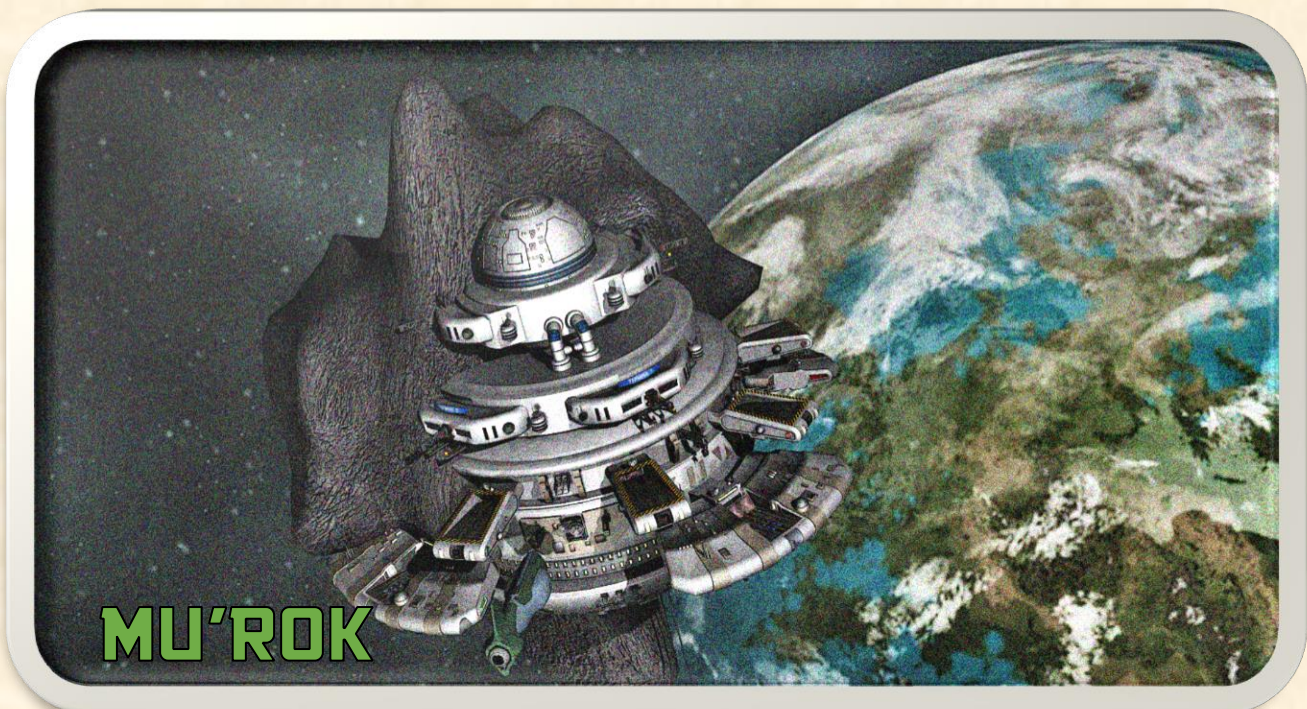
## **KOLOK SYSTEM (018)**

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
104	Sulnaro	Kolok I	I/H	Hydra	Alpha	Kolok	B
105	Vadera	Kolok II	L	Hydra	Alpha	Kolok	B
106	Mu'Rok	Kolok III	H	Hydra	Alpha	Kolok	B
107	Talamist	Kolok IV	P	Hydra	Alpha	Kolok	B
108	Bant	Kolok V	C	Hydra	Alpha	Kolok	B



## ***KOLOK SYSTEM BRIEF:***

Kolok is a high gravity bright blue star with five charted planets located 37 light years from Earth in the North Eastern local quadrant of the Hydra Sector. The Kolok system has two habitable planets, Sulnaro and Mu'Rok, that have abundant lifeforms and natural resources on them. Sulnaro is classified as a super world that has an environment like Earth but is 30% larger in size. A Confederation scientific research outpost has been established on this planet to study the unique properties of this large world. The neighboring planet Valdera, is a large gas giant with an extensive network of floating cities that mine and process various compounds from the planet's dense atmosphere. The cities on Valdera are governed by the Confederation but are operated by private commercial enterprises. The third planet, called Mu'Rok, is the homeworld of the Confederation member race known as the Suinar. This world has a large Confederation colony with vast urban sprawls and an orbital starbase. Considered the gateway to the Hydra Sector, Mu'Rok is a hub of interstellar commerce and trade that is popular among space travelers and traders alike. The orbital starbase has its own Class B zero-gravity shipyard which is used to build and service starships operating in this sector. The industrious Suinar have begun construction of a hypergate near Mu'Rok that would connect Starbase Theta and Starbase Delta. While the endeavor will take several years to complete it will provide near instantaneous transit between Sol and Hydra when finished. The two outer planets, Talamist and Bant, while scientifically interesting are neither habitable nor a significant source of any useful natural resources.



# PROXAT SYSTEM (019)

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
109	Surmox	Proxat I	U	Hydra	Alpha	Proxa	K
110	Narataro	Proxat II	X	Hydra	Alpha	Proxa	K
111	Zemda	Proxat III	G	Hydra	Alpha	Proxa	K
112	Hettlak	Proxat IV	P	Hydra	Alpha	Proxa	K



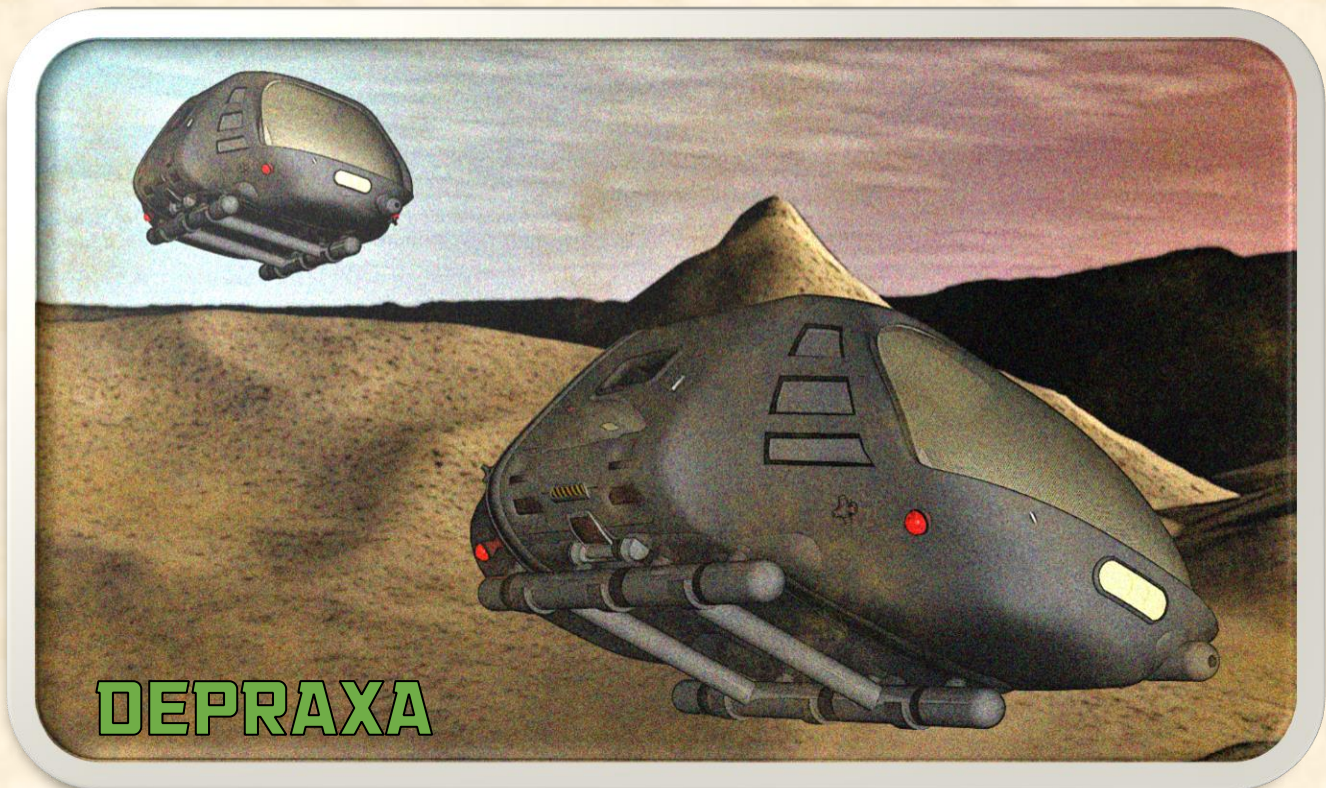
## ***PROXAT SYSTEM BRIEF:***

The Proxat System is located approximately 43 light years from Earth in the North Eastern local quadrant of the Hydra Sector. It has four charted planets orbiting a medium sized bright orange star that produces a moderate amount of heat and light. The planet closest to Proxat is called Surmox and is a post-apocalyptic war-torn wasteland that was left completely uninhabitable by its now extinct former apex lifeforms. Vast ruined structures with unusual alien artifacts are scattered about the planet's surface. An abandoned Mind Master colony is located in the Southern hemisphere with facilities similar to those found on Zeta Herculi. There is no conclusive evidence that the Mind Master's presence on the planet is related to the catastrophe that befell the now extinct indigenous civilization. Surmox has a neighboring twin planet called Narataro that stalled in a state of planetary evolution leaving this world a seething mass of lava and fire. While completely unsuitable for habitation this planet does have rich deposits of rare liquified metals that maybe suitable for mining under the right conditions.

The third planet in the system is called Zemda and is a large water world with scarce land masses. This planet is home to a wide variety of aquatic lifeforms and dangerous deep undersea dwellers. The last planet in the system is Hettak which is a smaller version of Narataro with severely unstable volcanic activity. The planet has a breathable atmosphere but is covered in lava rock and thick volcanic ash.

## VULNAX SYSTEM (020)

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
113	Tolanine	Vulnax I	V	Hydra	Alpha	Vulnax	F
114	Brolan's World	Vulnax II	H	Hydra	Alpha	Vulnax	F
115	Gunta Gartis	Vulnax III	V	Hydra	Alpha	Vulnax	F
116	Remnapar	Vulnax IV	Q	Hydra	Alpha	Vulnax	F
117	Zelan	Vulnax V	B	Hydra	Alpha	Vulnax	F
118	Ta' Oronia	Vulnax VI	W	Hydra	Alpha	Vulnax	F
119	Depraxa	Vulnax VII	F	Hydra	Alpha	Vulnax	F
120	Zazema	Vulnax VIII	D	Hydra	Alpha	Vulnax	F



## ***VULNAX SYSTEM BRIEF:***

Vulnax is a small white colored star with eight charted planets located 48 light years from Earth in the Northeast local quadrant of the Hydra Sector. The first planet in the system is named Tolanine which is an unusual world that exists slightly out of sync with the prime universe. This planet has a completely monochromatic foggy environment with sinister natured cities inhabited by a race of late modern humanoids. The second planet in the system is called Brolan's World, which is a habitable planet with a large thriving agricultural colony. This planet, previously designated as H119, was renamed after Dr. Atticus Brolan whose expedition evacuated to when their starship (C.S.F. Aspire) suffered catastrophic engine failure. The surviving starship crew were eventually rescued by another vessel, but Dr. Brolan's team volunteered to stay behind and build an outpost on the planet. Over time, Dr. Brolan became increasingly disappointed with the infrequent support provided by the distant Confederation and decided to reform the outpost into an independent colony. Murdered in a fit of psychotic rage by his wife, the now thriving colony later renamed the planet in his honor. The third planet in the system is called Gunta Gartis which is an Earth-like planet enveloped in a temporal anomaly that repeats the same day over and over. The indigenous inhabitants, who age at a normal rate, seem to be completely unaware that they are reliving the same day in time. Those who have become aware of the time loop are so oblivious to it now that they have forgotten why it was even important in the first place. The fourth planet in the system is called Remnapar which is a wild world that is home to strange mutant lifeforms with rapidly accelerated lifespans. Remnapar has a rich abundance of natural resources which includes industrial minerals, rare metals, and Beryllium deposits. The fifth planet is called Zelan and this world has stalled in an early stage of development with a moderately stable planetary core. Its surface is covered with deep crevices and canyons containing vast deposits of precious metals. The fifth planet is called Ta'Oronia and it is a barren desolate rock covered with common minerals and metals on its surface. The seventh planet is a hot desert world called Depraxa that is covered in scorching windblown sand dunes. A sprawling ancient alien necropolis filled with mysterious relics is located at the planet's South pole. The wreck of the Confederation exploration starship Aspire is located near Depraxa in open space. The old wreckage has been converted into a makeshift space station called Pilgrim's Point. Stitched together from the C.S.F. Aspire's hull, floating debris, and space scraps this station is known as a haven for weary interstellar travelers. The final planet in the system is Zazema which is a lifeless cratered rock with no atmosphere or indigenous life. This planet is the location of a Gorran military outpost that contains a tribunal hall and justice arena where local crimes are punished, and disputes settled in the Gorran tradition of ritualized combat.



# TAGARO SYSTEM (021)

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
121	Haronin	Tagaro I	S	Hydra	Alpha	Tagaro	G
122	Phalanox	Tagaro II	H	Hydra	Alpha	Tagaro	G
123	Wunan	Tagaro III	D	Hydra	Alpha	Tagaro	G
124	Ozinar	Tagaro IV	X	Hydra	Alpha	Tagaro	G
125	Durrokus	Tagaro V	F	Hydra	Alpha	Tagaro	G
126	Tur	Tagaro VI	T	Hydra	Alpha	Tagaro	G
127	Cyamar	Tagaro VII	H	Hydra	Alpha	Tagaro	G
128	Woht	Tagaro VIII	X	Hydra	Alpha	Tagaro	G
129	Vamakar	Tagaro IX	Q	Hydra	Alpha	Tagaro	G



## ***TAGARO SYSTEM BRIEF:***

The Tagaro System has eight charted planets that orbit a moderately bright orange star 53 light years from Earth. This system is under the control of the Gorran Planetary Alliance and has a large Gorran colony, terrestrial starbase, and Class-C shipyard located on the planet Phalanox. Tagaro is well known throughout the frontier for its abundant resources and rare material mining. Both hyperdrive and Alkhemite crystals have been found on planets in this system. Surprisingly the local Gorran Governor has been very tolerant of independent mining operations working in Gorran controlled space. The first planet in the system, named Haronin, is a harsh silicon world with vast deposits of mineral crystals and rumored to be cursed by a long extinct elder race. The neighboring Earth-like world called Phalanox, is a swampy jungle planet and the Gorran's base of operation in this sector. The middle planets called Wunan, Ozinar, Durrokus, and Tur are all inhospitable worlds with harsh climates, environments, and dangerous wildlife. They are rich in natural resources and raw materials but no one in their right mind would want to live on any of them for long. Videni posing as Tauran mining engineers have established a secret outpost in the salt plains of Durrokus. From here the Videni conduct clandestine spying operations and test new military technologies under the guise of pirate attacks. The outer planets in the system include Cyamar, Woht, and Vamakar all of which have unusual environments and remain relatively unexplored. The planet Cyamar is of particular interest as it resides on the farthest edge of the systems habitable zone. A world of tall grasslands and rolling hills but no trees or forests. This world is home to a large Gorran military outpost and a Class B terrestrial shipyard. The toxic skies of the tar planet Woht are as beautiful as they are deadly. The black oily tar covering this planet is rumored to have potent healing properties, but the deadly caustic atmosphere ensures that no one knows for certain. The final planet in the system is called Vamakar which is the largest source of Hyperdrive crystals in the entire sector. Unfortunately, the energy focusing properties of the raw crystals also causes accelerated mutation in the lifeforms of the planet or those who mine them.

## **AVOH SYSTEM (022)**

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
130	Aropas	Avoh I	S	Hydra	Alpha	Avoh	A
131	Panguram	Avoh II	O	Hydra	Alpha	Avoh	A
132	Iveris	Avoh III	W	Hydra	Alpha	Avoh	A



**AROPAS**

## ***AVOH SYSTEM BRIEF:***

The Avoh System is located approximately 53.5 light years from Earth deep within the Hydra Sector. This star system contains three charted planets that orbit an intensely bright blue sun named Avoh. Closest to the star is the silicon planet Aropas which follows Avoh in a short elliptical orbit that bathes the planet with intense gravity and radiation during its perigee. Explorers who have visited Aropas often report encountering unusual silicon-based lifeforms living on the dark side of the planet. Aropas' neighbor is a wild world named Panguram which has extremely unstable weather conditions that cause sudden large dangerous storms. This planet is home to an abundant variety of lifeforms which have evolved unusual adaptations to survive the harsh environment. Short term habitation is possible on this world, but it is not recommended for colonization. The planet holds some scientific interest to the interstellar governments due to its biologically unique lifeforms and strange climate. The final planet in the system is called Iveris and is a desolate planetoid with a jagged rocky surface that is dangerous for overland travel to both explorers and their vehicles. The planet is of interest to all of the interstellar governments due to a large deposit of alchemite embedded below the planet's surface. It is believed the alchemite found on this planet is a result of a deep meteor impact that triggered an extinction level event and wiped out all primordial development. The alchemite is easily detected by planetary scan from orbit but is extremely difficult and dangerous to reach.



# REYVAS SYSTEM (023)

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
133	Bothara	Reyvas I	E	Hydra	Alpha	Reyvas	A/F
134	Klothep	Reyvas II	T/J	Hydra	Alpha	Reyvas	A/F
135	Bastosh	Reyvas III	O	Hydra	Alpha	Reyvas	A/F
136	Thandotonia	Reyvas IV	H	Hydra	Alpha	Reyvas	A/F

## REYVAS SYSTEM BRIEF:

Reyvas is a binary star system with four charted planets located 61 light years from Earth in the South Eastern local quadrant of the Hydra Sector. It is 10 light years from a small Quasar that resides in the center of the collapsing Redlum nebula. This beautiful but deadly celestial vortex causes intermittent gravity distortions (Occurs every 1d4 days) that can be detected as far away as the planet Bastosh. These gravity distortions interfere with hyperwarp travel in the area leaving the system in complete isolation from its interstellar neighbors. An unregistered Gorran navigational buoy floats just outside of the Reyvas system broadcasting a warning for interstellar traffic not to enter the area. The first planet in the Reyvas system is Bothara which is a primal jungle world in an early state of planetary evolution. A hidden underwater Shi'an base is located under the planet's largest ocean in the western hemisphere. The Shi'an colony there is run by a ruthless isolationist tyrant named General Mahzar of the exiled Shi'an Empire's warrior caste (please see Luminous Design's Shi'an Sourcebook for details) A fully functional Shi'an conquest ship guards the system providing security for the hidden Shi'an base. The massive Shi'an dreadnaught will intercept and attack any space-faring vessel that enters the system. The second planet is called Klothep which is an icy dwarf gas giant that the Shi'an utilize for gas extraction mining. The third planet in the system is called Bastosh which is a wild world that is plagued by dangerous temperature changes caused by its lagging orbit in Klothep's shadow. The last planet in the system is a habitable world called Thandotonia which is home to a race of early humanoids and the location of a hidden Shi'an scientific outpost that utilizes the indigenous population for experimentation.





**REDLUM NEBULA**

# UMTARA SYSTEM (024)

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
137	Galladep	Umtara I	H	Hydra	Alpha	Umtara	K
138	Cedelias	Umtara II	G	Hydra	Alpha	Umtara	K
139	Shaden	Umtara III	U	Hydra	Alpha	Umtara	K
140	Fu'Nari	Umtara IV	W	Hydra	Alpha	Umtara	K

## UMTARA SYSTEM BRIEF:

Located 63 light years from Earth in the Southwestern local quadrant of the Hydra Sector is the Umtara System. It has four charted planets orbiting a small red Class-K star that produces a moderate amount of heat and light. The first planet in the system closest to Umtara is called Galladep which is a habitable Earth-like world with a pre-hyperdrive humanoid society. The Galladepians were first contacted by Gorran explorers and are accustomed to visits from space-faring races. Galladep is well known throughout the frontier for its politically neutral starports, strict laws, and rare material trade. The second planet is a large water world called Cedelias, which has several massive domed underwater cities that have long since been abandoned by their original inhabitants. The abandoned cities have become a favorite hiding place for smugglers and space pirates who operate in the sector. Shaden is the third planet and a former habitable world that was laid waste by past nuclear and biological warfare. The apocalyptic conflicts annihilated all life on the planet's surface leaving only dangerous pathogens, ancient ruins, and unusual artifacts. The final planet in the system is called Fu'Nari which is an unremarkable desolate cratered ice world with no indigenous lifeforms and deep underground Beryllium deposits.

# GARTAC SYSTEM (025)

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
141	Harlabus	Gartac I	H	Hydra	Alpha	Gartac	M
142	Skarva	Gartac II	X	Hydra	Alpha	Gartac	M
143	Kondafall	Gartac III	J	Hydra	Alpha	Gartac	M
144	Borbota	Gartac IV	R/H	Hydra	Alpha	Gartac	M
145	Tammas	Gartac V	W	Hydra	Alpha	Gartac	M

## ***GARTAC SYSTEM BRIEF:***

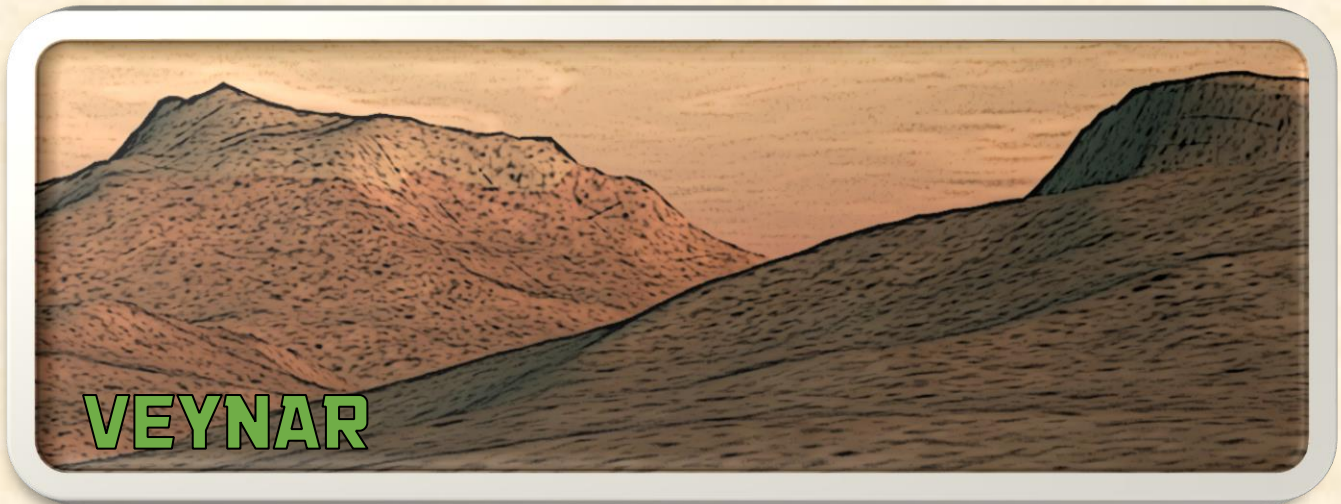
The Gartac System has five charted planets orbiting a small Class-M star that is located 39 light years from Earth in the Hydra Sector. The first planet in the system is a habitable Earth-like world with abundant lifeforms and natural resources called Harlabus. It is believed that the early indigenous inhabitants of Harlabus developed space travel and colonized the neighboring planet Borbota. While this humanoid species can no longer be found on Harlabus, the abandoned ruins of their once thriving society are still present. The modern descendants of the Borbota colony formed into two rival nations that are constantly in a state of unceasing warfare with each other. The Borbotans have long since forgotten the peaceful history of their ancestors that came from Harlabus and seldomly return to their place of origin. The Videni have established a secret military installation among the ruins on Harlabus in an effort to uncover lost Harlaban technologies and it serves as their base of operation in this sector. Another noteworthy planet in this system is Skarva, which is a harsh swamp world covered in dangerous murky quicksand and the home of several unusual amphibious lifeforms. Two uninhabited worlds in this system, Kondafall and Tamma, have abundant gas and mineral resources that are mined by the Borbotans for use in their unceasing war.





# ROHEI SYSTEM (026)

NO.	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
146	Hirok	Rohei I	I	Hydra	Alpha	Rohei	G
147	Gloom	Rohei II	M	Hydra	Alpha	Rohei	G
148	Ektan	Rohei III	T	Hydra	Alpha	Rohei	G
149	Sephamar	Rohei IV	V/H	Hydra	Alpha	Rohei	G
150	Veynar	Rohei V	S	Hydra	Alpha	Rohei	G

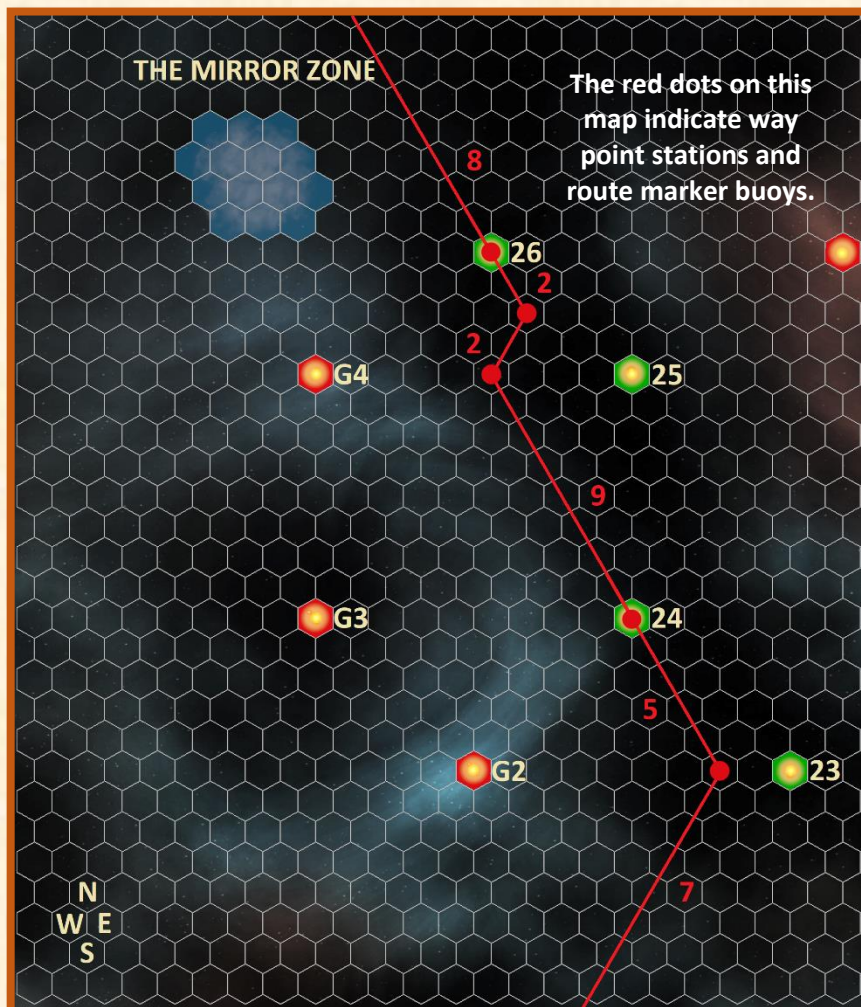


## ROHEI SYSTEM BRIEF:

Rohei is a medium sized orange colored star with five charted planets located approximately 35 light years from Earth. This system is under the control of the Gorran Planetary Alliance which has a large colony on the planet Sephamar. This world is Earth-like in appearance but is invisibly tied to the Psionic Plane through localized dimensional anomalies. Certain regions of the planet amplify psionic activity in unusual and unpredictable ways. In these places the veil of the dimensional barrier is traversable to the Psionic Plane itself. Early Gorran explorers who encountered this phenomenon discovered the significance of this planet and established a permanent colony there. Elite groups of Gorran sentries guard entry to these areas which they revere as sacred places. Gorran mystics are required to embark on a pilgrimage from Yxia in the Xoth Sector to Sephamar as an initiation right for their mystic clerical order. The final planet in the system is called Veynar and it is a high-pressure silicon world renowned for its towering crystal monoliths and unusual silicon-based lifeforms. A Silotron base is hidden deep underground on this world inside a massive crater near the planet's equator.

# ***THE HERACLES CORRIDOR:***

The Heracles Corridor is a commercial shipping lane and transit route from the Zeta Herculi System (S-#010) in the Sol Sector to the Pleiadian Sector. This passage travels directly through the Hydra Sector avoiding many of the interstellar navigational hazards common to the region. Unfortunately, the routine traffic of this interstellar shipping lane attracts frequent space pirate raids and illegal contraband smuggling. The Heracles Corridor is routinely patrolled by both the C.S.F. Ranger and the C.S.F. Farragut. The Gorrans also have two cruisers performing piracy interdiction and escort duties for their vessels travelling the corridor. Occasionally the Confederation and Gorrans ships cross paths and “step on each other’s toes”. To date these encounters have only resulted in some attitude and posturing on both sides but have gone without any serious incident. While the Gorrans have a non-aggression treaty with the Confederation, they are still wary of another interstellar power expanding its influence so close to their territorial interests. Optimistic cooperation is often accompanied by a healthy dose of skeptical concern and suspicion between the two governments.



# THE FORBIDDEN STARS:

While most of the habitable star systems in the Alpha and Beta Quadrants have been explored or charted some areas remain undiscovered. Known as the “Forbidden Stars”, these mysterious systems are inaccessible due to permanent navigational hazards too dangerous to traverse through normal space. The existence of these systems is known mostly from scientific postulation and the warnings of early deep space explorers. In the Hydra Sector there are a total of four forbidden star systems with an unknown number of unexplored planets. For random adventuring, Space Masters can roll 1d4 to select one of the new forbidden star systems for the party to accidentally arrive at or endeavor to travel to on a daring dangerous mission. Unlike normal space hazards, the ones found surrounding the forbidden stars in the Hydra Sector are permanent obstacles that have a sixty percent chance (D% roll) of being encountered in each hex space travelled through.

## HYDRA SECTOR FORBIDDEN STAR SYSTEMS

No.	Designation	Quadrant	Sector	Star	Space Hazard	Radius
F-013	G1: Gamma One	Alpha	Hydra	B	Radiation Storms	1 Light Year
F-014	G2: Gamma Two	Alpha	Hydra	A	Gravity Wells	2 Light Years
F-015	G3: Gamma Three	Alpha	Hydra	G	Space Warps	3 Light Years
F-016	G4: Gamma Four	Alpha	Hydra	F	Asteroid Fields	1 Light Year



**GAMMA FOUR**

## REACHING THE FORBIDDEN STARS

While travel to the forbidden star systems is both difficult and dangerous it is not entirely impossible to achieve. Usually travel to one of these systems occurs on accident through a teleporter mishap, hypergate malfunction, cosmic anomaly (such as a traversable worm hole), alien artifacts, or other celestial phenomenon. Brave adventurers can also seek out the aid of an experienced or psionically gifted guide who may know a safer route through the navigational barriers into the system. The final way to reach the forbidden star systems is to circumvent the navigation hazards entirely through interdimensional transit. This is perhaps the riskiest method of all since it depends on travel through one of the higher vibrational exoplanes of existence such as Void Space or the Nether (a.k.a. the Psionic Plane). For most, the mere suggestion of using exo-plane travel would appear insane, if not suicidal. After all, it is tricky enough to get to an exo-plane in the first place, let alone transiting through that dimension back to a specific point in normal space. While hyper-warp short cuts n-space relativity you still cannot bypass navigational hazards in normal space, only the amount of time it takes to get there. The only conceivable inter-dimensional routes would be through the dark shadow realm of Void Space or the purely energetic realm of the Nether where the substantial nature of matter is, shall we say, in question. However, both of these exo-planes have their own unique dangers to travel through and should not be taken lightly.

**Space Master:** The content and descriptions of the worlds in the forbidden star systems have been left deliberately vague. This design was incorporated so that the Space Master can set up and inhabit these star systems as they see fit. One way to populate these forbidden systems is to use the other compatible Goblinoid Games products as the theme for these worlds or for the entire system. For example, a Space Master could determine that one of the planets in the Gamma Two system is based on the game setting found in Goblinoid Games' "Apes Victorious" role playing game where a society of evolved Apes controls the planet. The same idea can be applied to other worlds or star systems using the game settings from "Mutant Future" or "Labyrinth Lord" as well. All of these systems use similar game mechanics to Starships' and Spacemen 2<sup>nd</sup> Edition and would require only minor modification to incorporate. This can add some additional variety and excitement into your campaign as your adventuring party suddenly finds themselves teleporting on to a world with post-apocalyptic mutants, "magical" beings, societies of evolved apes, or vehicular blood sports. These forbidden systems can also serve as a blank canvas to create your own unique worlds or genre themed planets to explore.





# ***THE SUINAR:***

**Requirements:** CON 10, STR 10.

**Ability Adjustments:** CON +1, STR +1, CHA -2.

**Skill Adjustment:** Technical +1.

**Metabolism:** Iron Based.

**Age Stages:** (Same as Humans)

The Suinar (*pronounced suh-y-nar*) are a stout space-faring race of industrious humanoids indigenous to the planet Mu'Rok (P-#106) in the Kolok System (S-#018) of the Hydra Sector. They have two genders, male and female, and are physically more robust than the average human. The Suinar have pronounced porcine-like snouts and slightly ridged foreheads with thick skin. While some Suinar have noticeable tusks protruding from their lower jaw it is not a physical feature found in all members of the race. Suinar society encourages males to grow long hair or beards which indicate age and social status. They enjoy indulging in food and drink, but alcohol seems to have little effect on them due to their high constitutions and alien physiology. The Suinar have a very industrious society that prides itself in engineering prowess second only to the natural ability of the Dreiped. They are stubborn, slow to change, and enjoy engaging in arguments or debate. Suinar are usually found living together in multi-generational homes located in large urban city sprawls or industrial complexes. The Suinar joined the Confederation in CE-2286 after a friendly first contact with the crew of the C.S.F. Aspire in CE-2284 who were exploring the sector. The Suinar are a practical people of technological science and do not encourage the pursuit of mysticism or psionic development. Like Humans, most Suinar are not psionically active and there is only a 10% chance they may manifest psionic abilities. Those who do find themselves gifted tend to keep their abilities to themselves for fear of ostracism from Suinar society. The Suinar's keenly technical mind lends itself well to careers in engineering or the sciences but is not a good choice for security officers due to their argumentative nature. Suinar get along well with most of the space-faring races except for the Zangid, Rigel, and Gorran who find them nearly insufferable.





## THE SUINAR “FREEZE” RAY

The technologically savvy Suinar developed their own directed energy beam weapon technology prior to joining the Galactic Confederation. Unlike the typical beam weapons used by the other space-faring races, which agitate or disrupt molecular cohesion, the Suinar freeze ray, or “Freezer”, slows and compresses it. This has the unique effect of causing organic and inorganic matter to freeze when struck by the ray. On its lowest setting the freeze ray causes a mild form of hypothermic shock in organic lifeforms that disrupts their nervous system activity. On its “Kill” setting the beam rapidly slows and compresses molecular activity causing instantaneous freezing of organic and inorganic matter. On the overload setting the weapon causes an area wide implosion that generates a shockwave when molecular activity around the weapon is rapidly compressed upon itself. While these weapons are not as efficient or popular as the Confederation beam weapons, they were prolifically manufactured and are still readily available in many places throughout the Hydra Sector. Space Masters should regard range and damage from these weapons to be equivalent to that produced by regular beam weapons from the 2<sup>nd</sup> Edition Rulebook except the effects cause freezing instead of incineration. Like beam weapons, the Suinar freeze rays are available as handheld units, pistols, rifles, and vehicle mounted cannons. Handheld units have the same capabilities as freeze ray pistols but can be concealed and have a slightly shorter effective maximum range of 200 feet. Unlike other beam weapons, the freeze rays do not have an illumination setting and cannot be used for area lighting but do have some limited fire suppressing properties. Freeze ray hand units or pistols can be fired fifty times, and rifles 100 times, before requiring energy recharge. Freeze ray cannons are typically vehicle mounted and are automatically recharged by the vehicle’s power plant. Aliens or creatures that live in icy environments are not affected by the freeze ray’s stun setting and only receive half damage on the Fuse / “Kill” setting. Ice Creatures (S&S 2E, Pg. #61) are immune to all freeze ray settings except for overload which can shatter their crystalline structure with its implosion shockwave.

SUINAR FREEZE RAY WEAPONS				
Setting	Intensity	Pistol DMG.	Rifle DMG.	Cannon DMG.
Stun	Low	Stun / 1d8	Stun / 1d8	Stun / 2d6
Freeze	Moderate	1d6	2d6	3d6
Fuse / “Kill”	High	2d6	3d6	5d6
Overload	Extreme	6d6 (20')	7d6 (30')	8d6 (50')





## ***CONFEDERATION PRESENCE:***

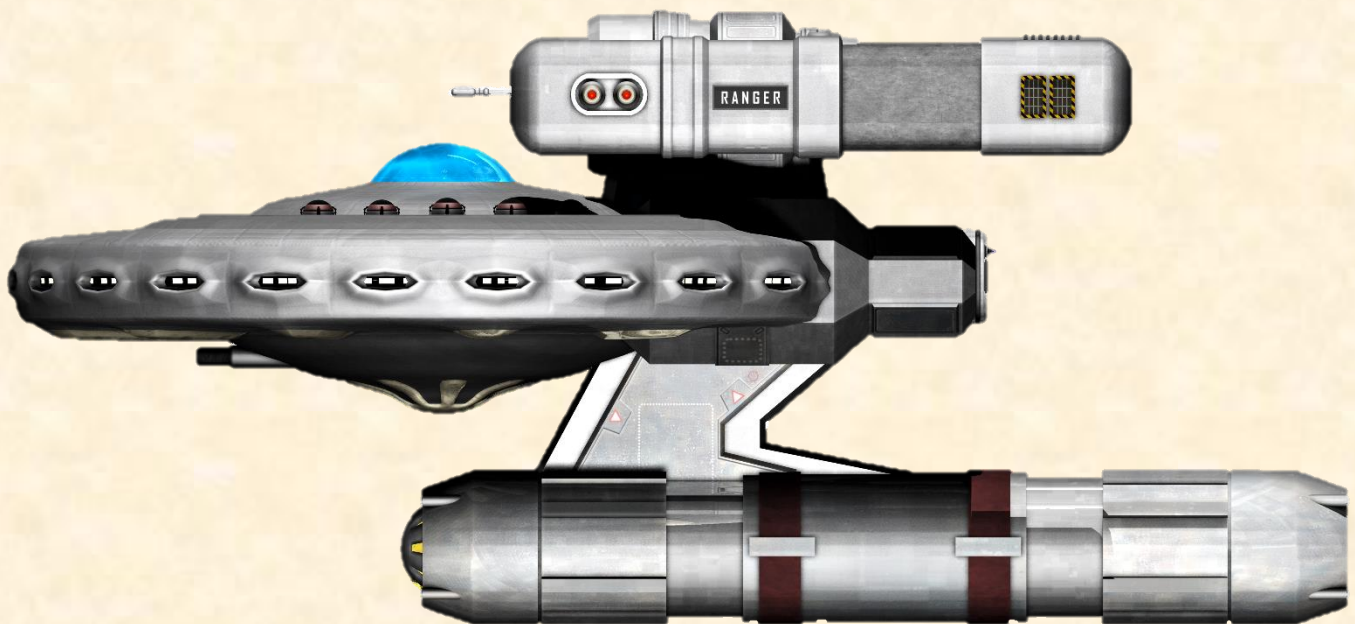
The Galactic Confederation of Allied Worlds only has a small presence in this sector compared to the Gorran Planetary Alliance. The Confederation operates a large starbase, a Class-B shipyard, a scientific research outpost, a gas mining complex, four exploration drones, and four starships that are actively assigned to the region. In addition to these assets, the Suinar are constructing a Confederation hypergate near the planet Mu'Rok (P-#106) in the Kolok System (S-#018) to improve safe travel to and from the Hydra Sector. When completed in 2294 this hypergate will connect to a sister gate being constructed near Starbase Delta in the Sol Sector. While other Confederation starships do carry out missions into this sector, the resident contingent of vessels in the region is still negligible when compared to that in the Sol Sector. For the Galactic Confederation, this territory is about as backwater as it gets and the other powers in the region hope to keep it that way. Player Characters may be assigned a few single missions in this region or embark on an epic campaign during their service in the Hydra Sector. The Player Characters may serve aboard a ship they are already familiar with or assigned to one of the incumbent resident vessels operating in this region.



## C.S.F. RANGER

Commanded by Lt. Commander Sasor (Tauran, Male), the C.S.F. Ranger is one of the smallest and oldest Confederation starships serving in the Hydra Sector. The Ranger is a Mark III Pathfinder Class Frigate that had a distinguished career serving with the Confederation's Third Fleet in the Sol Sector for many years. Approaching the end of its service life, this old warship has been reassigned to the Hydra Sector to provide planetary security and piracy interdiction for the Heracles Corridor. The Ranger's command staff is composed of experienced spacers who know their way around the quadrant and a rookie crew who is as green as they come. The Ranger is a tough little starship with a larger than life reputation. She may be held together with faith, duct-tape, and molec-u-bond but she will get the job done when it counts most.

C.S.F RANGER (FG)									
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Frigate	Pathfinder	9/90	65	03	01	07	01	03	04



LIEUTENANT COMMANDER SASOR							
Race: Tauran			Gender: Male			Age: 72	
Branch: Military		Class: Command		Level / Save As: Level 4 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
30	10	09	08	12	12	08	-1

## C.S.F. NEWTON

The C.S.F. Newton is one of the Galactic Confederation's new Archimedes Class science vessels that replaced the fleet's aging Pytheas Class explorers. Commanded by Lt. Commander Vani Thastral (Andromedan, Intersex) this destroyer sized starship was designed for long duration independent operation and optimum self-sufficiency. As such, the Newton spends most of its time out exploring the celestial wonders of the Hydra Sector and not much time in port at Starbase Theta. The ship has an exemplary professional crew, and they are not too proud to tell you all about it, any chance they can get. The Newton is loaded with all the latest amenities and cutting-edge tech, making it palatial compared to starships of comparable class or size. Unfortunately, this gives the Newton's crew a bad case of over inflated ego that has managed to get them into more than one sticky situation.

C.S.F. NEWTON (EX)									
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Explorer	Archimedes	20/200	100	04	02	06	02	06	06

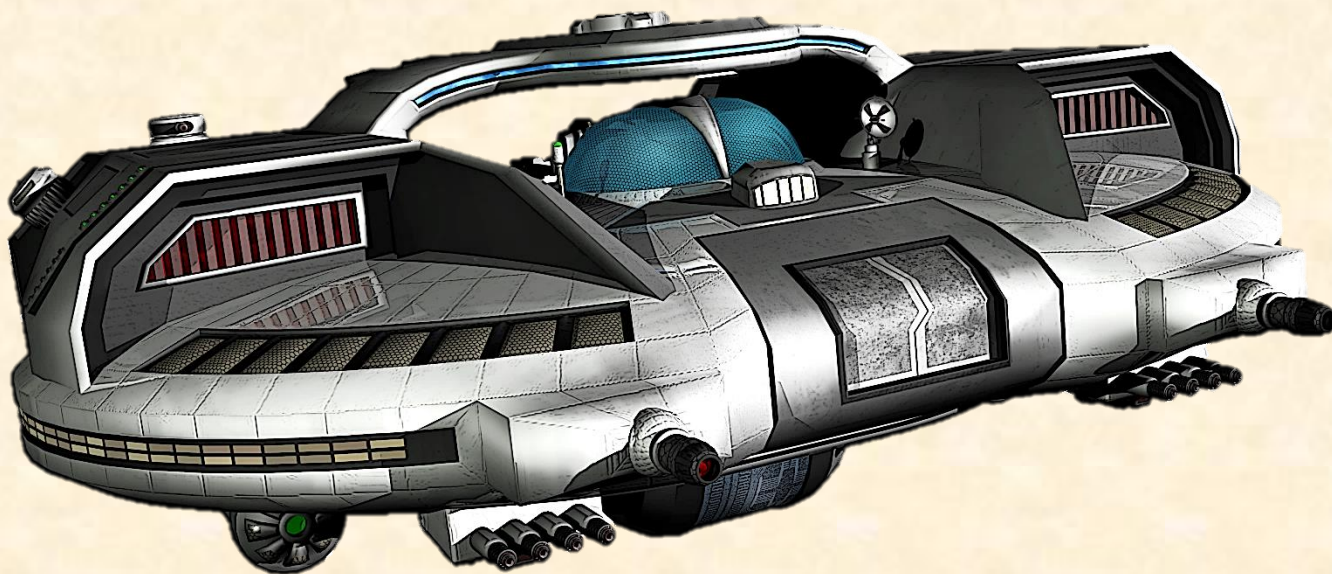


LIEUTENANT COMMANDER VANI THASTRAL							
Race: Andromedan			Gender: Intersex			Age: 48	
Branch: Military		Class: Command		Level / Save As: Level 4 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
29	08	9	10	13	14	12	-1

## C.S.F. FARRAGUT

The C.S.F Farragut is a new model Cheyenne Class Destroyer recently assigned to the Hydra Sector for piracy interdiction and escort duties in the Heracles Corridor alongside the Ranger. While the Ranger brings the wisdom and reputation of years of impeccable service, the Farragut brings the bite of its respectable arsenal. While the Farragut is a newly commissioned vessel, the crew is composed of seasoned Space Fleet veterans serving under the competent command of Lt. Commander Jade McLaren (Human, Female). With not even a scratch in the ship's hull paint, this new vessel still has a few bugs to be ironed out before it fully earns the trust of its crew and its rightful place in the sector.

C.S.F. FARRAGUT (DD)									
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Destroyer	Cheyenne	20/200	110	04	02	10	02	06	06

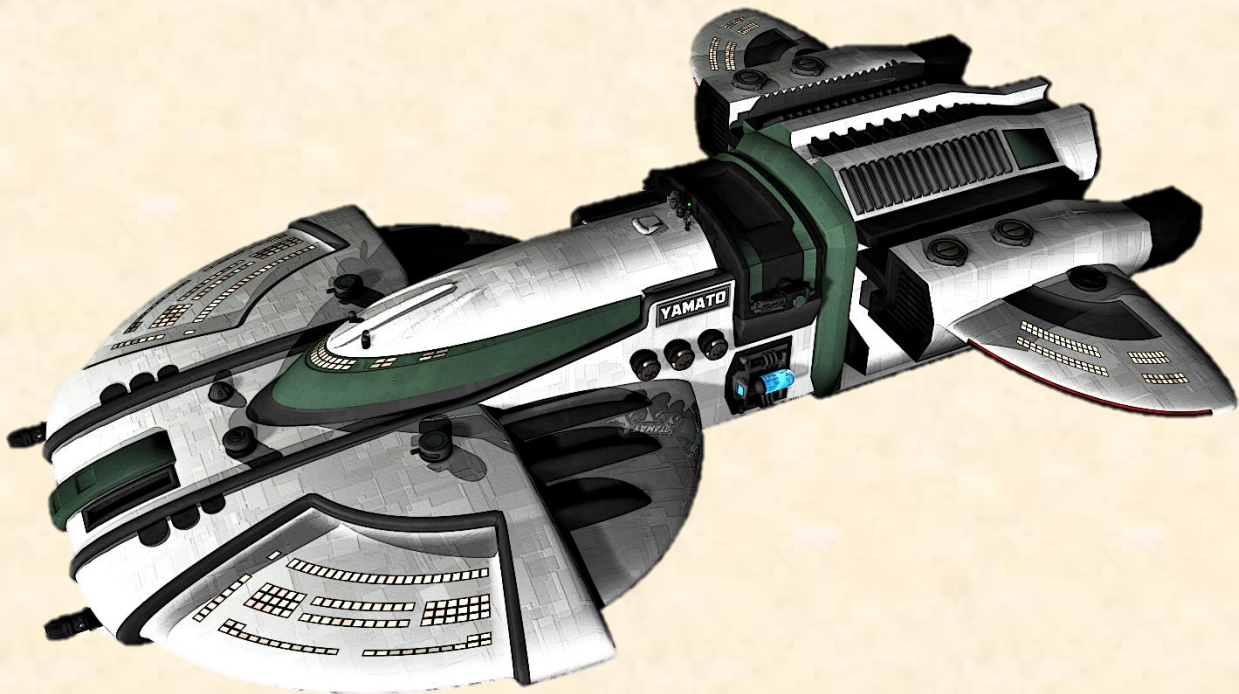


LIEUTENANT COMMANDER JADE MCLAREN							
Race: Human			Gender: Female			Age: 41	
Branch: Military		Class: Command		Level / Save As: Level 4 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
31	10	11	09	14	12	06	-1

## C.S.F. YAMATO

The C.S.F. Yamato was one of the first starships to be permanently assigned to the Confederation's expansion into the Hydra Sector. Commanded by Captain Thane Warwick (Human, Male), the Yamato is by far the most experienced vessel at navigating the complexities of this region than any other Confederation vessel in history. When the Yamato first arrived in the sector it was fresh out of the shipyard with barely all the hull plate fasteners secured. Two years later, and more than a few baptisms by fire, this now seasoned cruiser has a hard-won respect among the region's locals. When the Yamato is not prowling the shipping lanes assisting with piracy interdiction duty, exploring cosmic wonders, or settling diplomatic disputes, it can usually be found loitering near Starbase Theta awaiting its next mission orders.

C.S.F. YAMATO (CS)									
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Cruiser	Enzai	50/500	190	06	03	12	03	10	08



CAPTAIN THANE WARWICK							
Race: Human			Gender: Male			Age: 45	
Branch: Military		Class: Command		Level / Save As: Level 6 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
40	12	11	10	14	13	09	-1

## C.S.F. SARATOGA

Unknown to the Confederation's resident contingent, a second Enzai Class Cruiser, the C.S.F. Saratoga, secretly operates on covert missions in this sector. The Saratoga is a Space Fleet Intelligence Branch (S.I.B.) appropriated cruiser performing threat analysis and intelligence gathering missions. Deliberately outfitted to look like the Yamato, right down to its nearly identical transponder codes, the Saratoga moves virtually undetected through the region disguised as its older sibling. Commanded by a highly decorated, and reportedly retired veteran Captain Krakol Namora (Rigel, Male), the Saratoga's real purpose and mission in this sector is a complete mystery.

C.S.F. SARATOGA (CS)									
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Cruiser	Enzai	50/500	220	06	03	14	03	10	08



CAPTAIN KRAKOL NAMORA							
Race: Rigel			Gender: Male			Age: 62	
Branch: Military		Class: Command		Level / Save As: Level 6 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
46	13	12	10	12	14	04	-1

**Space Master:** Anyone encountering the Saratoga at a distance will recognize this ship as the Yamato, only upon close range scrutiny will the ship's true identity become evident. The Saratoga's crew are under strict orders to respond to all communications by audio reply only to ensure their identity is not revealed to those familiar with the Yamato's Captain. The real mission of the Saratoga is to monitor an intermittent breach in the navigational barrier surrounding the forbidden star system Gamma Three. The breach in the dense space warp filled nebula appears once every two weeks for about eight hours before closing again. Over the past year the size and duration of this hole through the cloud barrier has grown at a consistent rate allowing several incursions of potentially dangerous pieces of debris to drift into the sector. Analysis of the flotsam passing into open space has been inconclusive as it is composed of highly reactive organic and inorganic matter that begins to violently decompose when exposed to an atmosphere. The S.I.B. theorizes the material could be debris from a spacecraft or space-faring organism that unsuccessfully attempted to breach the barrier and was damaged or destroyed in the process. Considering the volatile nature of the debris recovered the S.I.B. tasked its ultra-secretive Division II to lead an investigation into the nature of the breach in the barrier and ascertain if it is a prelude to a potential invasion by a hostile species or cosmic entity. Division II is exploiting this opportunity to test its experimental Archangel Class automated destroyer which they believe will be the best option to enter the forbidden region of space without unnecessarily risking crew lives when the breach becomes large enough to traverse. Unfortunately, space trials for the new automated robot starship have been problematic with frequent setbacks. Due to these delays, Division II has tasked the Saratoga with monitoring the area around Gamma Three for further incursions.

## STARSHIP COMPUTERS (OPTIONAL RULE)

It was a commonly held misconception that early models of starship computers were "stupid" due to limitations on their interaction subroutines. However, the misconception was partially correct in that the computers of the time were only as smart as those who programmed them. Data engineers designed these older systems to provide information within the limited confined parameters of specified inquiries to prevent Space Fleet Officers from relying on computer data over their own judgement. Like most things, this "conventional wisdom" eventually gave way to new ideas and the advancement of technology. New starship computers still require specific data inquiries but are more intuitive and user friendly than their predecessors. The Space Masters' rules for computer usage have not changed but they can now allow the computer to consider open ended questions by offering an analysis of available data.







## **PLANETARY BOMBARDMENT (OPTIONAL RULE)**

The destructive “planet busting” capability of Confederation Ion Torpedoes was greatly over-exaggerated throughout the frontier during the late 22<sup>nd</sup> Century. This misconception resulted from a freak incident where an ion torpedo strike initiated a catastrophic chain reaction that destroyed an already unstable planet in the Xoth Sector. While an Ion torpedo is a formidably destructive weapon, they are not capable of destroying an entire planet by themselves under normal circumstances. Their destructive power is more than sufficient to completely level a medium sized city and everything around it for a hundred miles but not the entire planet itself. Space Masters should only use the “planet busting” rule found on Page #42 of the 2<sup>nd</sup> Edition Rulebook as a discretionary plot device when needed and not as a rule of combat. Alternately, when the roll for effect on a successful planetary strike results in a “6” a catastrophic chain reaction occurs causing double the normal damage leaving the affected area an uninhabitable radioactive wasteland.

## **CONFEDERATION EXPLORATION DRONES**

With the limited number of Confederation assets in the region, Space Fleet Command deployed several automated robot exploration drones into the region. These small robot starships, about the size of a runabout, were designed to autonomously survey map entire sectors of space without the risk of endangering a living crew. Exploration drones do not have, or need, any crew habitat areas with life support but are equipped with maintenance access tubes throughout the ship for repair service. They have limited defensive capabilities and are programed to evade potential threats as opposed to standing their ground to fight them. Each of the drones is equipped with one beam bank, defensive screens, and a tractor/pressor beam emitter. In an emergency an exploration drone could be reprogrammed with a successful computer interface roll and technical skill check to serve as a tug to tow a disabled starship to safety. As of CE-2290, there is one exploration drone operating in each of the regional quadrants of the Hydra Sector. These drones are preprogramed with an interstellar travel speed of hyperwarp factor 1 and have an emergency evasion speed of hyperwarp factor 2. They will stop to survey any area of occupied space they encounter in their assigned quadrant. Each of the exploration drones is controlled by its own computer core and receives mission program updates from Starbase Theta or Confederation Starships as needed.



**Space Master:** A common theme with these deep space robot ships is that they tend to get bogged down in interstellar navigational hazards, used as target practice or for spare parts by space pirates, or draw the attention of other cosmic nuisances. The presence of deep space exploration drones in a sector almost certainly guarantees an adventuring party will have drone “detangling” duty at one time or another during their service. Some additional issues that arise with these exploration drones is that upon occasion alien interventions or cosmic phenomenon can cause their computers to develop a form of sentient artificial intelligence and go rogue. In these instances, a Space Fleet Service starship crew would be dispatched to investigate what has become of the drone. Sometimes this newly sentient intelligence cannot cope with its new reality and becomes insane or psychotic. Possibly ignoring its programming by attacking other space-faring vessels in the area or endangering nearby populated planets with its own self-destruction. Fortunately, a failsafe in Confederation drone design makes self-destruct more difficult to activate. A clever artificial intelligence could eventually back door its own programming and override this failsafe in 2d6 days. In some cases, alien intervention (or tampering) can result in the drone being turned into a “Space Buoy” encounter as described in the Starships and Spacemen 2<sup>nd</sup> Edition Rule Book on page #34. Luring Space Fleet Service starship crews into morality tests when they arrive to assist the malfunctioning drone.

### Confederation Exploration Drone

TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Probe	D	N/A	40	N/A	01	N/A	N/A	N/A	N/A





## THE HYDRA SHIPYARD

In CE-2286 the Galactic Confederation began construction of Starbase Theta and a Class-B starship construction facility in orbit around the Suinar homeworld of Mu'Rok. This shipyard is capable of producing or repairing up to four cruiser sized starships at a time. Currently there are four starships in various stages of completion under construction at the shipyard that are intended to bolster the Confederation's resident contingent in the sector when completed. These vessels which include one frigate, two destroyers, and a cruiser are all on their way to being considered "space-worthy" but do not have all of their systems installed yet. At the Space Master's discretion these starships may be made available for the Player Characters to use if their current vessel becomes damaged or destroyed. While all of the spacecraft at the shipyard still require additional work before they are fully functional, they may be placed into limited service in the event of an emergency. If the Player Characters have the luxury of waiting, the Space Master should roll 1d6 to determine how many months are still required to fully complete construction. If they do not, the ships can launch as is but will require an additional 2d10 months for repair at the shipyard when they return in order to bring them to specification.

### C.S.F. CALISTO (STILL UNDER CONSTRUCTION)

TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Frigate	Aurora	10/50	40	01	01	N/A	01	02	02

**Note:** No Ion Torpedoes, half of the crew quarters are not yet completed.

### C.S.F. MIDWAY (STILL UNDER CONSTRUCTION)

TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Destroyer	Cheyenne	20/100	60	02	N/A	08	N/A	02	04

**Note:** Beam banks not operational, no shuttles onboard, half screens only.

### C.S.F. QANDAHAR (STILL UNDER CONSTRUCTION)

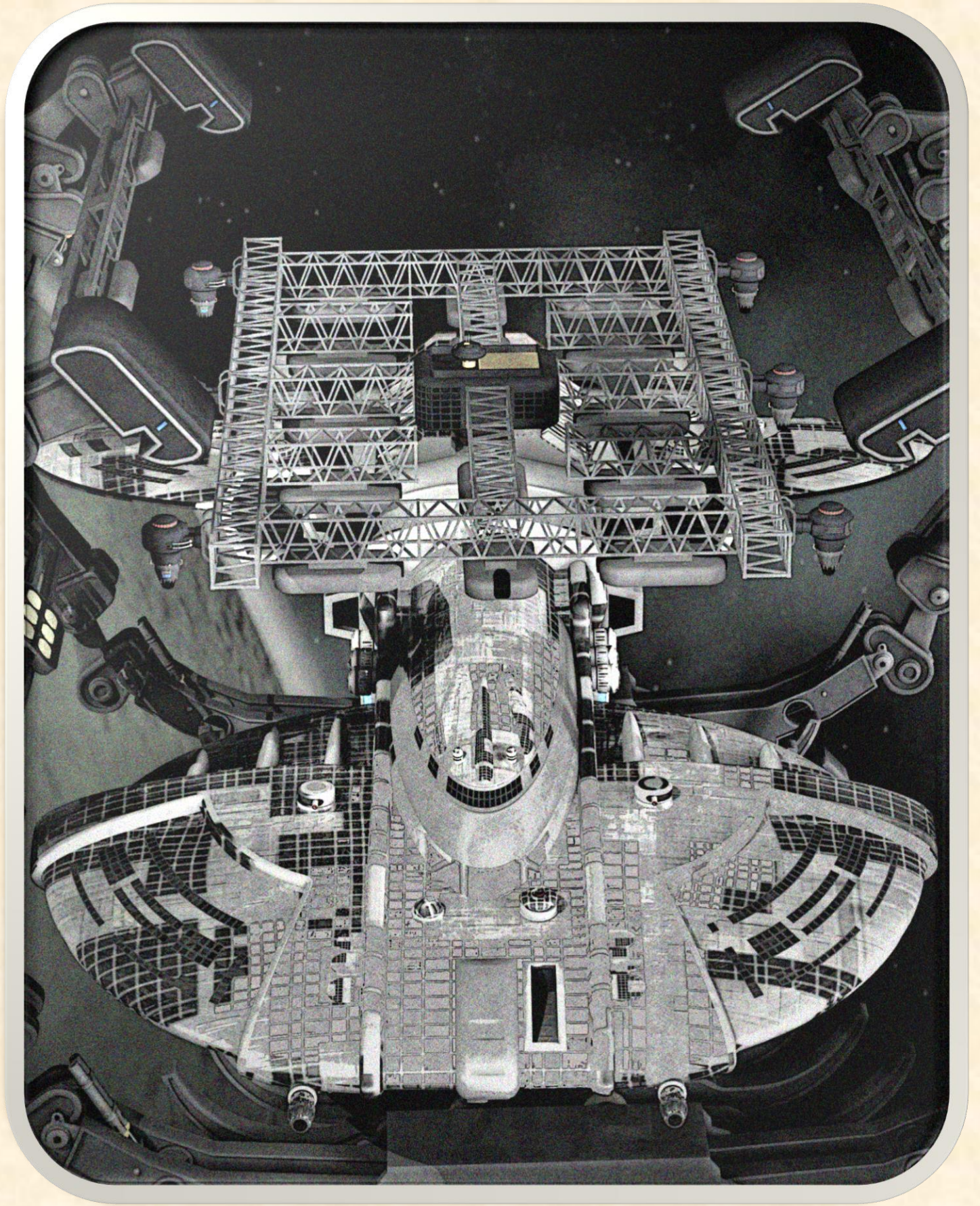
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Destroyer	Cheyenne	15/150	80	N/A	02	N/A	01	02	N/A

**Note:** No operational teleporter, ion torpedoes, or cryo revival tubes.

### C.S.F. WILLIWAW (STILL UNDER CONSTRUCTION)

TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Cruiser	Enzai	25/200	100	02	02	06	02	04	02

**Note:** Half screens only, current maximum speed of hyperwarp factor three.



# ***GORRAN PRESENCE:***

Out of all of the Interstellar Governments, the Gorrans Planetary Alliance has the strongest and most powerful presence in this region of space. With control of four solar systems and access to all of the major interstellar trade routes, the Gorrans have become the gate keepers of the Hydra Sector. Surprisingly, the Gorrans have been exceptionally patient and magnanimous towards other spacefarers while still maintaining strict security of their own interests. While the Gorrans still observe their isolationist policies on their colony planets they have been very tolerant of miners and scientists operating in their space so long as they refrain from trespassing or interfering with Alliance interests. Gorrans starships in the Destroyer, Cruiser, and Battlecruiser classes are commonly encountered in the Hydra Sector particularly in the Heracles Corridor. Space Masters can use the Starship Encounter Table found on Page #35 of the Starships & Spacemen 2E Rulebook as the basis for random encounters with Gorrans forces in the sector. Space Masters can use the following alternate results for Gorrans starship or freighter encounters in the Hydra Sector. A roll of 3 will indicate an encounter with a Gorrans destroyer or light freighter, a roll of 5 will indicate an encounter with a Gorrans cruiser or medium freighter, and a roll of 8 will indicate an encounter with a Gorrans battlecruiser or large freighter.

## **GORRAN STARSHIPS**

The Gorrans Planetary Alliance fields starships in the Destroyer, Cruiser, and Battlecruiser classes of warships for their interstellar navy. These Gorrans ship classes are similar in size and capability of those used by the other interstellar governments in the Alpha and Beta Quadrants. As of CE-2290, the Gorrans Planetary Alliance is not constructing runabouts, frigates, carriers, or dreadnoughts at their shipyards. The Galactic Confederation Space Fleet Intelligence Branch (S.I.B.) theorizes that the reason behind Gorrans reliance on these three primary ship classes is their optimum range and self-sufficiency. It is believed that a doctrine of maximum independent utility among the Gorrans space fleet assets has been their key for maintaining control of the region. At present, the S.I.B. estimates there are ten Gorrans Destroyers, seven Gorrans Cruisers, and five Gorrans Battlecruisers operating in the sector with an undetermined number of reinforcements near the region.

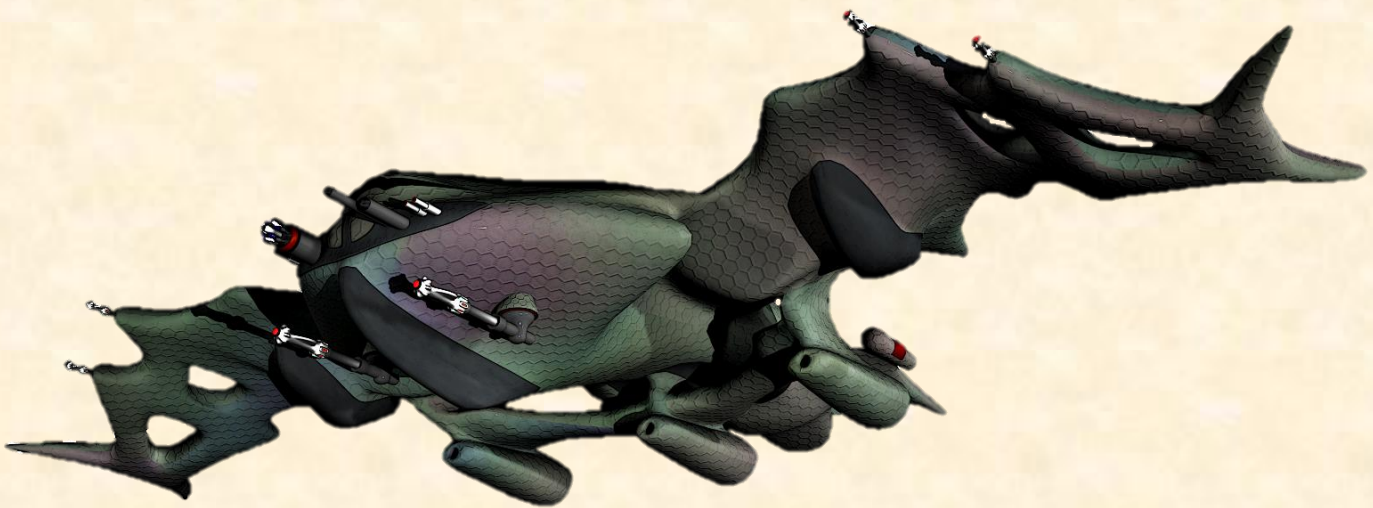


GORRAN PLANETARY ALLIANCE STARSHIP OVERVIEW									
TYPE	HS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Destroyer	3	20/200	100	04	02	10	02	05	06
Cruiser	4	40/400	200	06	03	14	03	10	08
B-Cruiser	5	80/800	300	08	04	16	04	15	10

## G.P.A.S. SKEK'LEKT

One Gorrans Planetary Alliance Starship (G.P.A.S.) in particular that always seems to show up whenever there is any kind of dispute or interplanetary incident is the Skek'lekt. This older model Gorrans Zartha Class cruiser is a typical example of Alliance starship design with an overly imposing militant appearance. Commanded by Captain Uyr Zikar (Gorrans, Male), this starship is renowned as an instigator that is always stirring up conflict among space-faring travelers in the Heracles Corridor. It is not known whether Zikar's demeanor as the commander of this vessel is the direct result of deliberate state endorsed provocations or the isolated actions of a solitary belligerent Captain. Either way, most find dealing with Captain Uyr Zikar as an unpleasant experience that they do not care to repeat.

G.P.A.S. SKEK'LEKT (CS)									
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Cruiser	Zartha	40/400	185	06	03	14	03	10	08



CAPTAIN UYR ZIKAR							
Race: Gorran			Gender: Male			Age: 56	
Branch: Military		Class: Command		Level / Save As: Level 6 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
42	14	10	07	15	12	03	-1

## GORRAN TORPEDOES

Gorran Planetary Alliance starships and starbases carry a reverse engineered copy of the Ion Torpedoes used by Galactic Confederation starships. The torpedo's range and ammo capacity are identical to those found on Confederation starships. However, the Gorran warheads seem to have been copied from an obsolete design that only produces 1d6x8 points of damage. The Confederation Space Fleet Intelligence Branch (S.I.B.) believes that the Gorran most likely based their torpedo design on an older model torpedo that they retrieved from space or purchased from the Pleiadian black market. Possibly one that was salvaged from the wreck of the C.S.F. Aspire or stolen from a Confederation starbase armory in the Sol Sector.

## ***ZANGID PRESENCE:***

The Zangid Imperium was the last interstellar power to recognize the value of establishing a powerful presence in the Hydra Sector. With constant conflicts against other interstellar governments, the Imperium found itself spread too thin to dedicate the resources needed to expand into this sector. This of course does not mean that the Zangids are entirely absent from the region, quite the contrary. Zangid Imperium freighters and rogue pirate raiders are common visitors to the Heracles Corridor and the Hydra Sector star systems. Sometimes visiting for legitimate business, sometimes looking to pick a fight, but always stirring up trouble everywhere they go. Most Zangid encountered in the Hydra Sector will claim to be independent merchants or representatives of a rogue faction not affiliated with the Imperial government. Occasionally this is accurate but most of the time they are agents of the Imperium serving the will of the Zangid Emperor. Space Masters can use the starship encounter table found on Page #35 of the Starships & Spacemen 2E Rulebook as the basis of random encounters with Zangid forces in the Hydra Sector. The Confederation S.I.B. has documented reports of five encounters with Zangid cruisers loitering in Hydra Sector space outside of the Heracles Corridor transit route.





## ***VIDENI PRESENCE:***

While the presence of the Videni Stellar Empire is not seen in the Hydra Sector it is certainly felt. Moving in the shadows behind the scenes, the ruthless Stellar Empire pursues its interest in this sector through subtle and hidden means. From their hidden starbase on the planet Harlabus (P-#141) in the Gartac System (S-#025) the Videni secretly test new technologies and battle tactics. Tauran explorers and freighter crews are a common sight in the Hydra Sector so it is no surprise that Videni spies will masquerade as their benevolent counterparts in the region. Space Masters can use the Starship Encounter Table found on Page #35 of the Starships & Spacemen 2E Rulebook as the basis of random encounters with Videni forces in the sector. However, Unlike the Zangid, the Videni forces operating in the Hydra Sector will always be cloaked with their shielding devices and will attempt to avoid detection whenever possible. A common tactic used by the Videni operating in the sector will be to disable or disrupt an enemy vessels' communication capabilities, so they are unable to warn others before an attack. Videni agents will often disguise their attacks and espionage activities as the actions of marauding pirates or other interstellar governments. The Videni Stellar Empire has a vested interest in preventing the Galactic Confederation from expanding its presence in the region and will frequently attempt to hinder or sabotage the construction of the Mu'Rok Hypergate. The Confederation Space Fleet Intelligence Branch (S.I.B.) does not have any reliable intelligence indicating the size or strength of their forces in the Hydra Sector at this time.

## ***MERCHANT FLEET:***

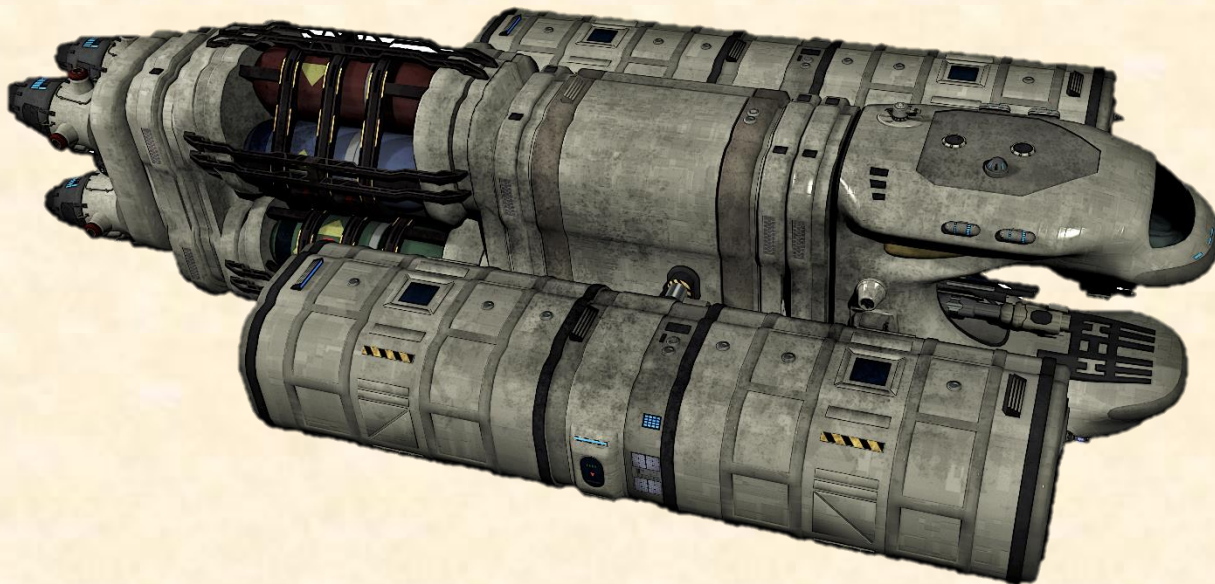
Numerous commercial starships chartered by, or enlisted with, the Merchant Fleet routinely travel the Heracles Corridor between Zeta Herculi in the Sol Sector and the Miranu in the Pleiadian Sector. These vessels can range in size from small interstellar passenger transports to massive bulk cargo freighters. Most of these starships are careful not to loiter too long in the Hydra Sector or avoid stopping here altogether whenever possible. Those interstellar vessels without the "legs" of a powerful PPB producing hyperdrive core may find themselves forced to lay over at one of the many space stations or starbases along the corridor. However, two independent freighters, the S.S. Swift Star, and the S.S. Rift Runner, are frequent visitors on their monthly Heracles Corridor supply runs. These two independent interstellar freighters are the life blood of the Hydra Sector providing supply deliveries to all outposts and stations along the Heracles Corridor. As independent chartered cargo carriers, the operation of these freighters is not under the authority of the Space Fleet Service which allows them greater freedom to provide service to areas where the Confederation is neither present nor welcome. Instead the Swift Star and Rift Runner are managed by the Galactic Merchant Space Fleet which has much less restrictive mandates than those imposed by the Space Fleet Service. Player Characters adventuring in the Hydra Sector will have a high probability of crossing paths with one or both of these starships at some point during their travels.



## S.S. SWIFT STAR

Felicia “Maddie” Madigan (Human, Female) would be the first to tell you that she has the least glamorous milk run in all the Quadrant. Conceivably in one of the oldest tin cans that was ever launched into space. It cannot be said with certainty that she is exaggerating this account, but the antiquated nature of the S.S. Swift Star is not an overstatement. This clunky but reliable Class-G medium star-freighter has been travelling the stars since it entered service in CE-2256. The Swift Star and its crew make a modest but honest living flying cargo for small commercial enterprises between sectors. For a starship as old as it is, the Swift Star is in remarkably good condition which is a result of the frequent long tedious voyages with nothing for the crew to do but grow old and pull maintenance. In general, the Swift Star does not see much in the way of excitement, but it has had its fair share of pirate harassment and mechanical mishaps. Maddie and her crew are a friendly bunch that are quick to lend a helping hand and even quicker to refill an empty glass of Andromedan ice brandy.

S.S. SWIFT STAR (MF)									
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Freighter	G	15/150	100	02	01	N/A	02	06	06

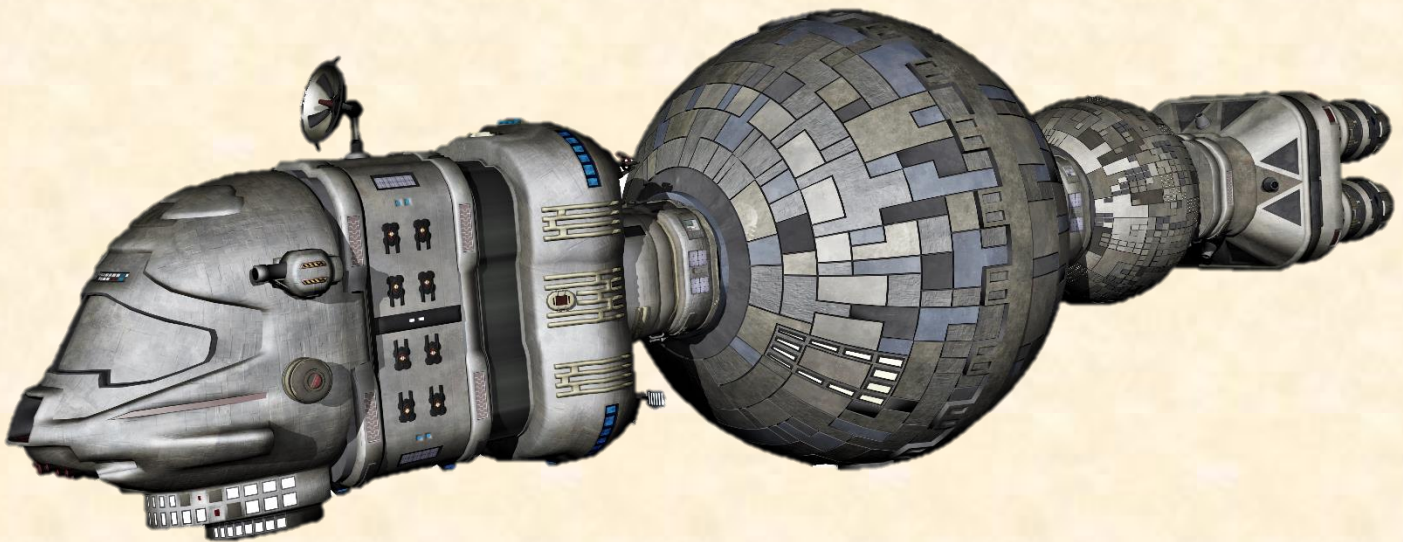


MERCHANT FLEET LIEUTENANT FELICIA MADIGAN (NPC)							
Race: Human			Gender: Female			Age: 29	
Branch: Technical		Class: Navigation		Level / Save As: Level 3 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
21	08	10	15	12	11	03	00

## S.S. RIFT RUNNER

The S.S. Rift Runner is a long-range heavy freighter that handles large colony cargo and resupply runs from Sol into the Hydra Sector. Unlike the small tight knit family operation of the Swift Star, the Rift Runner is a conglomerate owned freightliner that runs like clockwork and keeps a tight schedule. This modern Class-L freighter is commanded by the fairly impersonal Captain Tarr Dala (Hykhot, Male) who is well respected by his handsomely compensated crew, but not necessarily well liked. The Rift Runner’s large cargo capacity makes it a frequent target of pirate raids and justifies its impressive armament loadout for a civilian vessel. With the Rift Runner making frequent treks through the Heracles Corridor it is commonplace to find the Ranger or Farragut nearby “riding shotgun” escort.

S.S. RIFT RUNNER (HF)									
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Freighter	L	20/200	180	03	02	06	03	08	08



MERCHANT FLEET COMMANDER TARR DALA (NPC)							
Race: Hykhot			Gender: Male			Age: 46	
Branch: Technical		Class: Engineer		Level / Save As: Level 4 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
29	09	08	09	12	05	11	-01

## SPRING PISTOLS (SECURITY & RIGEL ONLY)

Popular among the merchant fleet, and space pirates, spring weapons use a self-charging electromagnetic spring shaped coil to fire a needle-like osmium-borite projectile at incredible speed. These weapons are particularly useful as adverse environmental conditions such as outer space or underwater do not affect their performance. However, users must be mindful of their surroundings as the dense metal slivers are prone to penetrate hull plating in some spacecraft resulting in decompression. Space Masters should roll 1d6 on any missed shot inside a spacecraft with a result of 1 or 2 indicating a hull puncture. The spring pistol is a handgun version of the popular spring rifle and can only be used by Characters with a combat skill 14 or better (or Rigel at any level). A spring pistol can be fired up to two times per round of combat at up to two different targets. They have an effective range of 1,500 feet and cause 1d6 hit points of damage for each successful hit. Spring pistols are large heavy handguns and have an intimidating appearance that is difficult to conceal. These pistols have an internal ammunition magazine that holds 500 needles (1,000 for spring rifles) and requires 1 game turn to reload. Characters will not have to reload this weapon often but when they do it will be time consuming. Players using a spring pistol (or rifle) will have to track their ammunition consumption with each use in between reloads. Requisition Cost: 1 Unit, Weight 5 lbs.

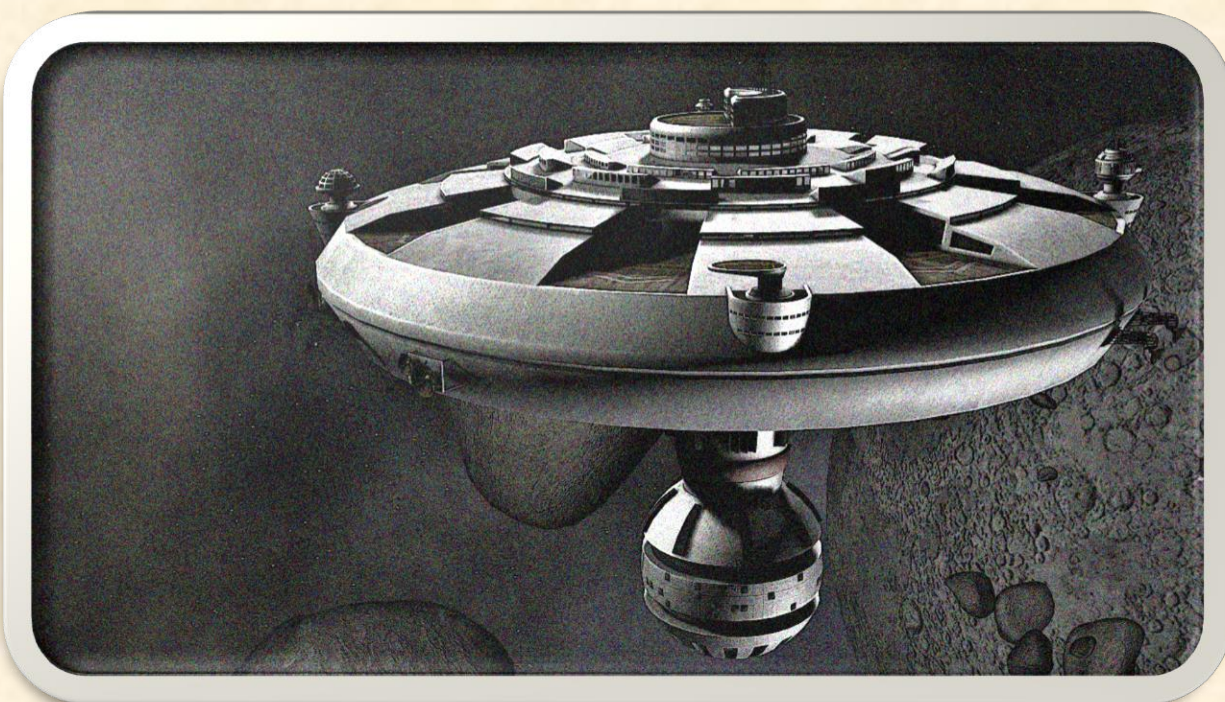


## WAY POINT SPACE STATIONS

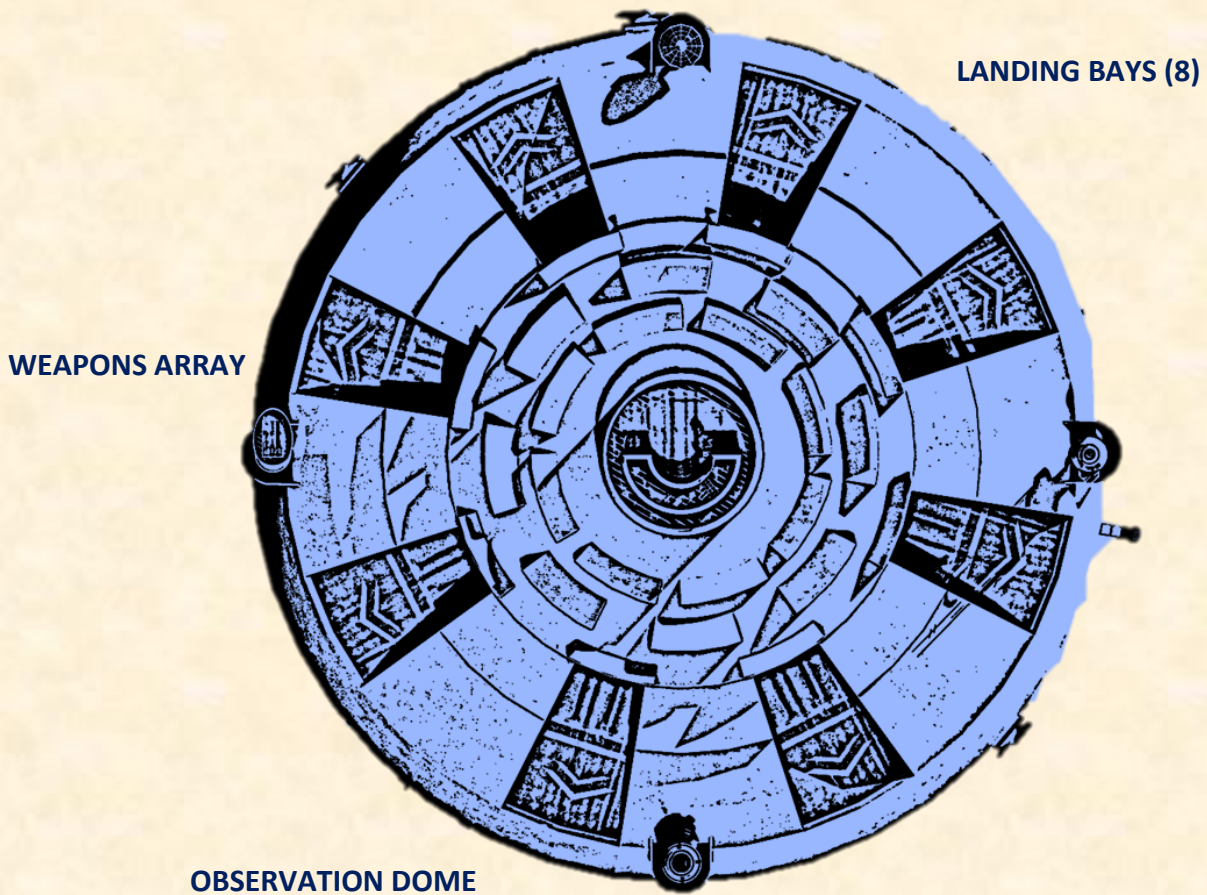
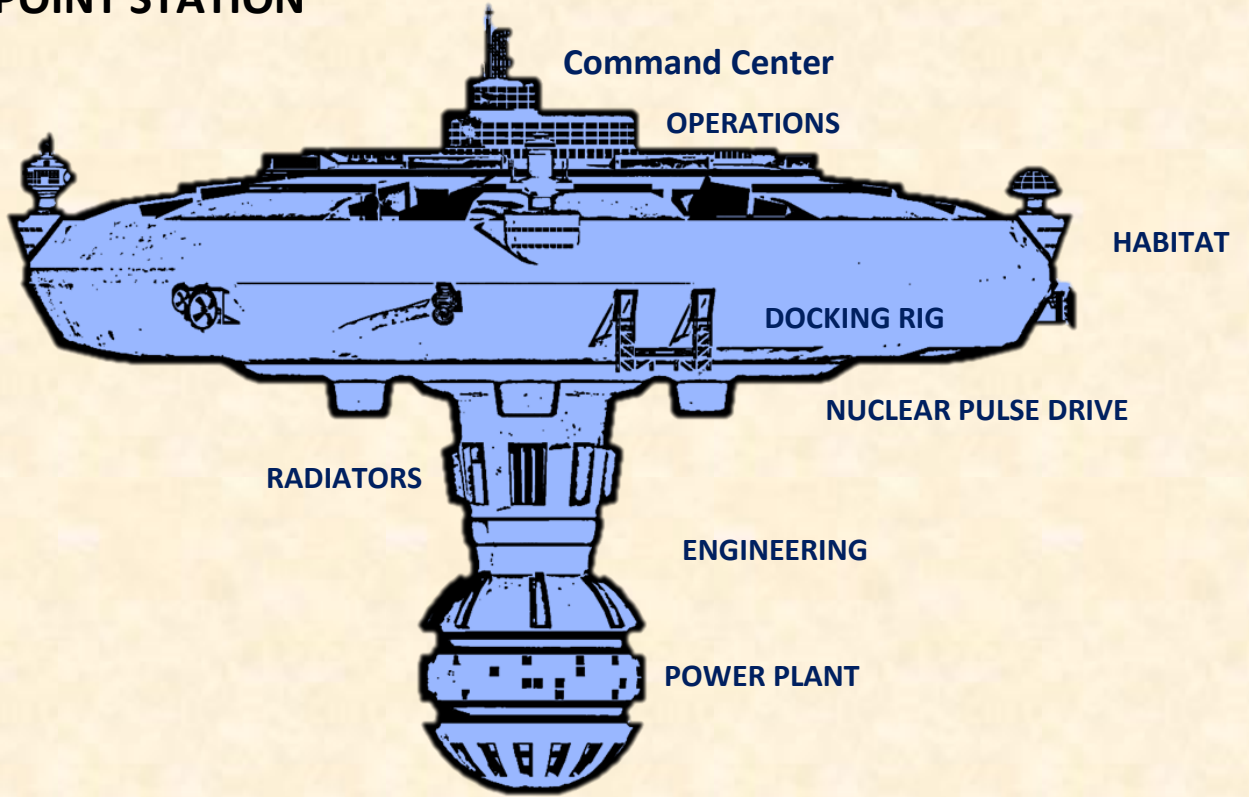
Operated by the Merchant Space Fleet in conjunction with various independent commercial enterprises, way point stations are essential rest stops, trading posts, and supply depots for spacefarers travelling the Heracles Corridor. Strategically located near navigational way point markers along the Corridor, these space stations are frequent stops for smaller vessels with limited PPB production requiring a safe place to recharge. While much smaller than the starbases operated by interstellar governments these stations provide repair, resupply, and medical aid to anyone in need, but sometimes at a price. All five of these stations are administered by different independent enterprises or planetary governments with general oversight support from the Merchant Space Fleet. Player Characters can buy or sell goods here, charter private transport, have their starship recharged or repaired (Up to 50 EU's per day), and receive medical attention for injuries. All of the stations provide a variety of dining and recreation facilities for guests but often require currency or barter for their services. Way Point Stations are equipped with cryo-revival tubes but cannot perform revival procedures for recently deceased casualties. These facilities usually feature only one common type of environmental habitat but do provide portable life support for those guests requiring exotic atmospheres. Way Point Stations are equipped with medium grade starship armaments for station defense against interstellar hazards but are not designed for protracted engagements.

### HYDRA SECTOR WAY POINT STATIONS

Type	Gov.	PPB	Crew	Beam	Torp.	Tele.	Shuttle	S-Bay	Cryo.
Outpost	Local	800	400	03	10	10	03	10	06



# WAY POINT STATION





# PIRATE PRESENCE:

A ruthless Pleiadian space pirate syndicate known as the Forsaken Sons are frequently encountered by travelers in the Heracles Corridor or at the Utopia space station. Masquerading as interstellar traders or freighter crews these infamous scoundrels are responsible for a good share of the troubles and criminal activity in the region. The Forsaken Sons operate a small fleet of fifteen battered patchwork warships composed of old frigates, destroyers and cruisers haphazardly disguised as small, medium, or large interstellar freighters. These pirate ships tend to have a one quarter PPB (25%) deficit per respective class as they are pieced together from old derelicts, hijacked vessels, and illegally salvaged hulks. However, what they lack in power production they make up for in salvaged fire power with one additional beam bank or ion torpedo (one or the other, but not both) than what is typically found in each of their respective ship class sizes. The Forsaken Sons are frequently found smuggling contraband, running confidence scams, or hosting unsanctioned gambling at the various spaceports and stations in the region. If you have the credits to spend, they are the go-to source for “no questions asked” messy jobs that other professionals will not touch or wish to be associated with. These pirates are fond of spring weapons and Zangid beam weapons, which they are often found carrying or selling on the black market. One unreliable source among the Hydra Sector black market traders even claims that The Forsaken Sons even have a crate of Confederation ABC Sprayers that were stolen from an outpost in the Sol Sector.

Forsaken Sons	
Encountered:	2d6, (3d6)
Movement:	120', (40')
Intelligence:	Average
PSI Potential:	3d4, Active
Hits:	4d8
Armor:	-1
Combat Skill:	15
Save As:	Level 4
Attacks:	1: Weapon / Melee
Damage:	2d6, 1d8
Morale:	7
XP:	100



## ***SHI'AN PRESENCE:***

The Shi'an living in a secret underwater colony base on the planet Bothara (P-#133) are exiled war refugees who prefer to avoid contact with anyone. The Shi'an are a tall lanky race of technologically advanced humanoids from the planet Ryaden (P-#041) that were driven from their homeworld by a catastrophic war. This colony of ten thousand Shi'an is a small portion of what remains of their once powerful interstellar empire. The Bothara colony is run by a ruthless xenophobic tyrant named General Mahzar (Shi'an, Male) from the Shi'an Warrior Caste. Mahzar commanded one of the three Conquest Ship transports that brought these refugees to Bothara. Two of the Conquest Ships were severely damaged upon arrival and were used by the survivors to construct their underwater base. The third ship was repaired with scavenged parts and now guards the Reyvas system from trespassers or Xin hunting parties. General Mahzar, like his mentor General Maragus, is a proponent of bioconversion and is discretely building up a new army of hybrid soldiers to replenish the ranks he lost during the Xin-Shi'an War. This new army is constructing a fleet of starships, immune to the effects of the Redlum distortions, from the wreckage of the unfortunate vessels that ventured too close to Reyvas (S-#023) and met their untimely end.



## GENERAL MAHZAR

<b>Race:</b> Shi'an			<b>Gender:</b> Male			<b>Age:</b> 397	
<b>Branch:</b> Military		<b>Class:</b> Command		<b>Level / Save As:</b> Level 10 (Ofc.)			
<b>HP</b>	<b>STR</b>	<b>CON</b>	<b>DEX</b>	<b>INT</b>	<b>CHA</b>	<b>PSI</b>	<b>AR</b>
78	12	15	10	12	05	12	-3



## SHI'AN CONQUEST SHIP APTERANIS (DN)

TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Dreadnought	Conquest	3000	560	10	08	N/A	30	20	10

## ***SILOTRON PRESENCE:***

The elusive Silotron (S&S-2E, Pg. #73) have secret colony bases on each of the three high pressure silicon worlds in the Hydra Sector. These reclusive silicon-based humanoids have little interest in interacting with others and go to great lengths to hide their presence in the region. While little is known about the Silotron, sightings of these mysterious beings increase as more explorers visit the dangerous Class-S planets or venture into the Mirror Zone. Spacefarers traveling to the planets Haronin (P-#121), Aropas (P-#130), and Veynar (P-#150) have a chance of encountering one of these strange beings or discovering one of their secret bases.

## ***SECTOR STARBASES:***

As of CE-2290, there were a total of two known Starbases (a.k.a. starship bases) operated by the interstellar governments in the Hydra Sector. A third secret starbase operated by the Videni Star Empire is hidden in the region and yet to be discovered. The chart below provides an overview of these massive planetary facilities or orbital space stations and their capabilities.

<b>HYDRA SECTOR STARBASES</b>											
<b>Starbase</b>	<b>Sect.</b>	<b>Gov.</b>	<b>Planet</b>	<b>PPB</b>	<b>Crew</b>	<b>Beam</b>	<b>Torp.</b>	<b>Tele.</b>	<b>Shuttle</b>	<b>S-Bay</b>	<b>Cryo.</b>
Theta	Hyd.	Con.	106	1000	2000	08	20	12	08	32	10
S'kak	Hyd.	Gor.	122	1200	2200	10	24	16	10	40	12
<i>Namol</i>	<i>Hyd.</i>	<i>Vid.</i>	<i>141</i>	<i>900</i>	<i>600</i>	<i>06</i>	<i>FB</i>	<i>08</i>	<i>05</i>	<i>24</i>	<i>06</i>

### **STARBASE THETA (GALACTIC CONFEDERATION)**

Starbase Theta is a full-service Confederation starbase and Class-B shipyard orbiting the planet Mu'Rok (P-#106) in the Kolok system (S-#018). A remarkable engineering marvel, Theta is constructed inside a hollowed out asteroid that the Suinar captured in an artificial orbit around Mu'Rok for resource mining. The majority of this starship base was constructed by the Suinar in a bid to bring the Galactic Confederation into the sector and has a particular function over form aesthetic. The base is administered by Space Fleet Admiral Keira Scofield (Human, Female) who is an accomplished scientist but always felt she was a bit too clumsy to wander about the galaxy commanding a starship. Starbase Theta serves as the Confederation's foothold in this sector and has become a center of interstellar trade and scientific advancement. At any given time 1d4 Confederation starships will be found docked with the station as well as 1d6 private commercial vessels.



ADMIRAL KEIRA SCOFIELD							
Race: Human			Gender: Female			Age: 56	
Branch: Science		Class: Sentient Life		Level / Save As: Level 10 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
58	09	11	06	15	14	10	-1

### STARBASE S'KAK (GORRAN PLANETARY ALLIANCE)

S'Kak is a massive terrestrial Gorrans starbase on the planet Phalanox (P-#122) in the Tagaro System (S-#021) with two space elevators, a Class-C shipyard, and two geo-synchronous orbital spaceports. This massive starship base features two space elevators that ferry passengers and goods from low orbit spacecraft to the Gorrans starbase on the planet below. S'Kak is generously supported by the independent mining operations that are allowed to mine planets in Gorrans controlled space with a healthy tax on all extracted resources. The Gorrans regional governor, Ser-Sreeh (Gorrans, Male), has grown a reputation for being a shrewd leader with a progressive political agenda. This reputation and success in the Hydra Sector have made him some enemies with in the Gorrans Planetary Alliance and the other Interstellar Governments. After several unsuccessful assassination attempts were foiled by his bodyguards, the Gorrans Governor is rarely seen outside the walls of his home in the swamps near S'Kak. At any given time 1d10 Gorrans warships and 1d12 merchant freighters can be found orbiting Phalanox or docked at one of the space elevators.

PLANETARY ALLIANCE SECTOR GOVERNOR SER-SREEH							
Race: Gorrans			Gender: Male			Age: 60	
Branch: Military		Class: Command		Level / Save As: Level 9 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
63	13	10	09	08	12	03	-2

### STARBASE NAMOL (VIDENI STELLAR EMPIRE)

Constructed in CE-2287, Starbase Namol is a secret full service Videni military base hidden underground below the surface of the planet Harlabus (P-#141) in the Gartac System (S-#025). This facility is named after the infamous leader who ordered the Videni fleet to abandon the Zangids during the Second Zangid War. A deliberately provocative moniker for a base which is bound to invoke a murderous rage in any Zangid who hears its name. This state-of-the-art facility is primarily a research and development base used to harvest lost technologies left behind by the Harlabans and test new innovations in battle tactics. The Videni Stellar Empire also uses this facility as a base of operation for its covert espionage and intelligence gathering

operations in the Hydra Sector. With Namol so far from Videni controlled space, the very survival of this starbase relies on its ability to remain hidden and self-sufficient. At any given time 1d4 shielded Videni warships, including at least one battlecruiser, are in orbit around or near the planet Harlabus. Two highly modified Videni V-2 Raiders are docked in hidden underground launch bays at the base and are frequently used as test beds for tech developed at the facility.

## ***COSMIC ENCOUNTERS:***

Presented here are several scenarios and places of interests in the Hydra Sector that Space Masters can use to create encounters for Player Characters to explore or incorporate into an epic campaign. You can use these background briefings as is or as a source of inspiration for creating your own adventure scenarios. The Space Master can adjust the difficulty of these encounters as needed so that they are appropriate to the experience level of the Player Characters.

### **PILGRIM'S POINT SPACE STATION**

In CE-2284 the Pytheas Class Explorer C.S.F. Aspire, under the command of Captain Wade Huxley, was the first Confederation Starship to survey the Hydra Sector. The Aspire was an old but reliable Explorer that transported a civilian scientific expedition team led by Dr. Atticus Brolan. Unfortunately, the Aspire only made it as far as the planet Depraxa (P-#119) in the Vulnax System (S-#020) before it suffered a catastrophic hyperdrive accident. While mapping Depraxa, the Aspire experienced a coolant leak in its hyperdrive core that led to the drive crystal fusing to the reaction chamber. Captain Huxley ordered the ejection of the ship's hyperdrive core with only moments to spare before it imploded. The Captain's quick action saved all 187 crew members but left the ship adrift in open space near Depraxa. Captain Huxley sent an emergency distress call to Space Fleet Command who advised that a rescue would be dispatched but could take weeks to arrive. With emergency battery power nearly depleted on the old explorer, Huxley ordered the crew to abandon ship in the Aspire's Shuttles. The closest habitable planet in range for the subluminal shuttle ships was planetary body H114 (P-#114). The survivors landed on H114 (Later named Brolan's World). which is an Earth-like world with two moons causing periods of night to last up to fourteen hours. The day light hours were short, lasting only eight to ten hours, but the planet's climate was sunny and mild. Two weeks later the Confederation Cruiser Beaumont arrived at H114 to rescue the surviving crew of the ill-fated Aspire. Dr. Brolan and his expedition team volunteered to remain behind on H114 to build a science outpost on the planet. Captain Huxley agreed and fresh provisions were left with Brolan's team before the Beaumont departed. When the Beaumont arrived at the wreckage of the C.S.F. Aspire it was deemed to be a complete loss and too unstable to tow. Six weeks later, a Confederation deep salvage team was sent to dismantle the ship but were surprised to find that scavengers had converted the wreck into a make-shift space station. The navigation buoy that was intended to warn interstellar travelers away from the derelict only



**PILGRIM'S POINT**



served to attract the scavengers who decided to take up residence on the ship. Now known as Pilgrim’s Point, the former Confederation starship has been anchored to an asteroid and serves as a haven for interstellar traders and deep space wanderers. With the Aspire’s hyperdrive core destroyed and its arsenal stripped for black market sale, the Confederation had little interest in fighting over the derelict. The ship was officially decommissioned by Space Fleet Command and Pilgrim’s Point became the notorious free-trade station that it is today.

## Utopia Space Station

Utopia is a seedy run-down orbital resort near the planet Panguram (P-#131) in the Avoh star system (S-#022). The station is run by an interstellar mining consortium known as the Dratax Group which oversees the operation of several profitable mines in the sector. Rumor has it that the Dratax Group purchased the dilapidated station, at the insistence of a powerful crime syndicate, from the Pleiadian Coalition who had decommissioned the old hulk for scrap. Dratax put a lot of resources into restoring the old resort station in an effort to provide entertainment for their miners working in the sector. The station features several environmental habitats equipped with casinos, bars, holo-vid facilities, brothels, and restaurants. The day to day operations of the Station are run by a tall mysterious one-eyed Pleiadian man, with a charming but ruthless reputation, named Mr. Lobor. Surprisingly, Utopia has become a popular destination in the Hydra Sector despite its dubious reputation, ramshackle appearance, and enigmatic administrator. The Confederation has a standing warning for its vessels to avoid Utopia due to exceptionally high reports of mysterious accidents and criminal activity there. What secrets connect the mysterious Lobor to these unfortunate events?

### MISTER LOBOR (NPC)

<b>Race:</b> Pleiadian		<b>Gender:</b> Male			<b>Age:</b> 53		
<b>Branch:</b> Military		<b>Class:</b> Security		<b>Level / Save As:</b> Level 7 (Ofc.)			
<b>HP</b>	<b>STR</b>	<b>CON</b>	<b>DEX</b>	<b>INT</b>	<b>CHA</b>	<b>PSI</b>	<b>AR</b>
51	12	16	10	08	11	02	-1
<b>Note:</b> Left eye replaced with a beam implant, 2D6 damage.							

## THE SPACESHIP GRAVEYARD

The Spaceship Graveyard is a vast field of broken scrap and derelict spacecraft drifting between the planets Shaden (P-#139) and Fu’Nari (P-#140) in the Umtara System (S-#024). The field itself is spread out across 480 million miles (45 Solar Minutes) in all directions and requires about five game turns to cross at high sub-luminal speed. It is uncertain how this sea of space debris came into being, but it has been here for an exceptionally long time. Some local interstellar traders believe the debris field to be the haunted remains of an ancient space battle or the floating junkyard of some long dead civilization. Regardless of its origin, the Spaceship Graveyard poses a

serious navigation hazard in the area that most spacefarers try to avoid altogether. While left undisturbed the floating hulks and spaceframes rest tranquilly floating in open space. However, if accidentally set into motion the discarded debris will collide with each other quickly transforming into a whirling tempest of jagged projectiles. A skilled navigator can successfully thread a ship through the graveyard without hitting anything, but many end up as new additions among the countless wrecks. The deeper someone travels towards the center of the debris field the older the discarded relics become. Often these relics contain ancient alien artifacts or discarded technology. The lure of finding alien artifacts among the wreckage is often too tempting for most scavengers to resist. Every year the debris field continues to grow as the local planetary governments dump old spacecraft and careless scavengers accidentally meet their fate among the wreckage. Any spacecraft travelling between Shaden and Fu’Nari will need its navigation officer to make a skill check every 10,000 mi/km to avoid hitting debris in the field. Any Impact with the wreckage will start a chain reaction, aptly named the “Churn”, that will put the entire field in motion causing 1d6x2 damage per turn to any ship in the field. Spacecraft can circumnavigate the field, but it doubles the distance and time required to travel between Shaden and Fu’Nari.



## **THE TOMB OF THE GALACTIC GUARDIAN**

Among the abandoned ruins on the surface of the planet Shaden (P-#139) is a hidden underground cave deep inside a large crevasse. The underground cave narrows into a long tunnel that leads to an artificially carved chamber. Inside the chamber is an ornately decorated nine-foot-long by four-foot-wide ancient stone sarcophagus. The surface of the sarcophagus

is covered with intricately carved reliefs and inscriptions in several different languages. One of the inscriptions is in an old Tauran dialect that is decipherable by any Tauran character or with the aid of a universal translator device. The inscription states “Here lies Ekryndenar in eternal slumber, the last of the great Galactic Guardians”.

**Space Master:** If the sarcophagus lid is opened the Characters will see an eight-foot-long by three-foot-wide shiny metal cylinder covered with tubes, pipes, wires, and various technological components. The cylinder looks oddly out of place among the weathered stone of the sarcophagus and burial chamber. The metal is icy cold to the touch indicating that the device is a cryo-stasis tube and not a burial casket. If the Characters disturb or tamper with the ancient cryo-stasis tube in anyway it will activate its reanimation sequence. Within a few moments the cylinder will open revealing an ancient humanoid alien inside wearing a long flowing robe over its emaciated body. The alien has large lidless glassy eyes, an elongated cranium, and translucent skin that reveals the veins and tissue below. The alien has a similar appearance to that of the Mind Masters from Zeta-Herculi and could easily be mistaken for, or related to, one of their kind. This being is one of the Galactic Guardians, a powerful preternaturally psionic being that once was one of the dominant lifeforms of the Galaxy long before the age of man. After a few minutes, Ekryndenar is fully revived from his long cryo-sleep and regards the Characters with curiosity. Ekryndenar is confused as to why he was revived but grateful for the Characters assistance in freeing him from his ancient resting place. The Galactic Guardian, though benevolent is somewhat mischievous in his advanced age and will offer to grant the group one reasonable favor / wish if they can solve three riddles. The Space Master may choose any three riddles of their preference for the Guardian’s game. If the Characters abstain from participating in the game, or answer incorrectly, Ekryndenar will wish them well and then disappear (teleporting to the psionic plane). If the Characters answer the Guardian correctly, he will grant each one of the Characters one reasonable wish or favor to be bestowed now or at a later time. The Space Master can define what is considered reasonable in the context of their game and campaign story. This may include such things as “repair our ship”, “heal my wounds”, “send me back to my home universe”, or “help me resolve this problem.” It should not include incredible request like “make me immortal”, “grant me omnipotence”, or “give me your powers”. Unreasonable requests should be met with a mischievous laugh and the Guardian disappearing without the Characters ever knowing whether they received the favor or not. Alternatively, the Guardian may decide to teach an impertinent Character a valuable lesson and temporarily grant their imposing request with all of the problems that accompany it. Only to reappear at some point after the Character has learned their lesson and sets things right before disappearing again. If Ekryndenar takes a liking to one or more of the characters he may visit them from time to time with new riddles or puzzles to solve as he does like a good challenge. While Ekryndenar is still a mortal corporeal lifeform his preternatural psionic abilities place his attributes beyond that which can be accurately measured in terms of game stats.



## THE MIRROR ZONE

The mirror zone is a region of space four light years across in the Northwestern corner of the Hydra Sector. This area of space is filled with massive highly reflective star shaped crystalline structures that drift silently in the cold vacuum of space. It is unknown if these strange glassy crystals are some kind of naturally occurring phenomenon or an artificial construct created by ancient space travelers. There are a lot of legends and rumors passed around by local prospectors and freighter Captains about these ominous crystals. Some believe they are eternal prisons of traitorous spirits banished by the fabled Galactic Guardians. Others believe the crystals may be the remains of some kind of failed experiment that was abandoned by its creators. As its name suggests, the faceted mirror like surface of the crystals reflects everything around it like a mirror. Space Pirates and smugglers like to hide among the massive crystals because they interfere with starship sensor and beam weapon operation. Any beam weapon fired inside the mirror zone has a 60% chance of striking one of the crystals and being redirected ninety degrees from its intended target until it dissipates at its maximum range. Tractor beams or pressor beams operate on a different frequency which is not redirected by the mirror crystals and can be used to move them. Ion torpedoes have little effect on these massive structures, but the shock wave produced by their detonation could move a mirror crystal's position in space. The crystals serve as a gateway to a pocket mirror universe that can only be accessed by aligning the facets of two opposing mirror crystals towards each other creating an infinite reflection. If this precise alignment is achieved a starship or being can enter the mirror and travel to any point within the infinite reflection. The dimensional gateway created by the two crystals effects the dimension of time as well. The farther forward into the infinite reflection that the person or ship travels into the crystal the farther into the future they will go. The opposite is true if the observe travels backwards into the infinite reflection of the opposing crystal. The farther backward one travels through the infinite reflection the farther into the past they will go. So long as the two crystal surfaces remain aligned the gateway will remain open and traversable. However, if some force acts to move the mirror crystals anyone travelling inside the infinite reflection will be trapped inside until the exact same surfaces that created the reflection are once again aligned. Navigation inside the reflection is also extremely difficult as all visual cues will be infinite reflections as far as the eye can see. A spacecraft's sensors and instruments can precisely calculate the vessels position within relation to the prime universe but will not be able to accurately detect position within the pocket universe contained within the crystals. If a traveler wishes to return to the point in time in the prime universe where they entered the infinite reflection, they must go back to the same point they entered from. For every meter, the traveler moves forward or backward into the infinite reflection, they will move one day forward or backward in time. This movement exists in all axis so the traveler's actual orientation in space is irrelevant to their movement forward or backward in the reflection. The pocket universe is localized to the four light year region that the mirror crystals are found in. Theoretically the mirror crystals in this region of space could be aligned to mirror crystals in another region of space allowing travel



between the two regions through the pocket universe inside the infinite reflection. While it is uncertain if these crystals were intended to serve as some kind of inter-dimensional prison, they would be an effective one if they were. Unfortunately, no one would be able to detect what is held inside the pocket universe prior to aligning the correctly corresponding mirror facets. Mirror facets that do not align correctly will not create the infinite reflection in the opposing mirror crystals surface allowing entry into the pocket universe.

## THE PLANET NOTHAR

The planet Nothar is a Class-N rogue world drifting in space just outside of the Rohei System (S-#026). Nothar is believed to have been expelled from its original orbit in the Gamma Four forbidden star system before the formation of its barrier field. Unique to this planet is a very strange slow growing biomass of putrefied organic matter with its own unique ecosystem approximately 5000 miles in diameter. It is uncertain if this biological anomaly has always been on the planet or whether it is a development that took form after the planet's expulsion from its original star system. The biomass has been growing at a rate of ten miles per year in all directions consuming everything in its path. In addition to the anomaly, Nothar is also home to an indigenous race of late-modern humanoids that call themselves the Trohken. Overtime Nothar has become known for the frequent distress calls transmitted from the planet to solicit help combating the growing scourge of the biomass anomaly slowly consuming their planet.



**Space Master:** Nothar is actually not a planet at all but an ancient dormant alien life form that has developed a remarkably planet like shell. The slumbering lifeform's biological processes produce the surrounding atmosphere that have fostered life on Nothar's surface. The appearance of the slow growing biomass is a side effect of the long slumbering lifeform emerging from its hibernation and shifting around below the surface. Any attempts to eradicate the exposed biomass will only serve to irritate the lifeform dwelling inside and accelerate the growth of the biomass. Careful analysis and study of this being may reveal a way for an adventuring crew to lull it back into a state of slumber and halt the growth of the biomass. Accidentally awakening the being, will cause it to rapidly grow and consume all life on the planet's surface. If this occurs the lifeform will eventually emerge from its planetary cocoon and depart into the depths of space.

## THE WRECK OF THE QUAYLOX

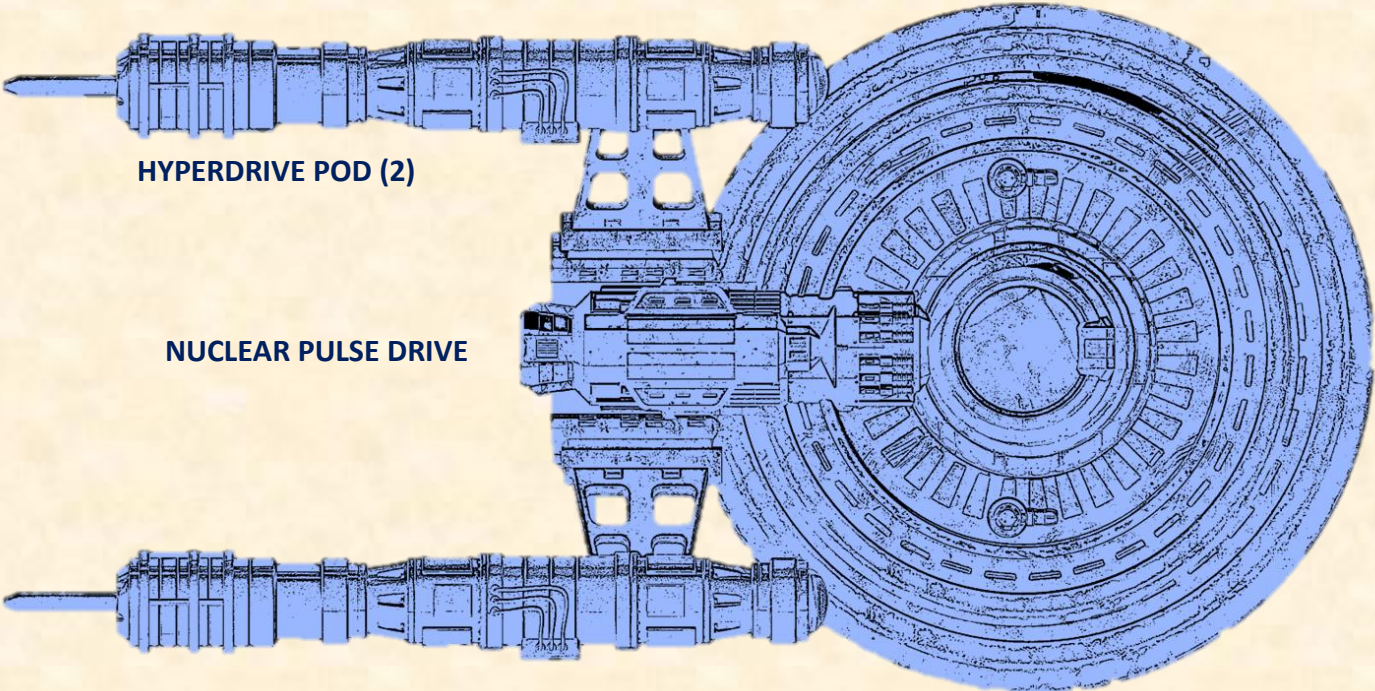
The C.S.F. Yamato reports detecting a massive Ion Storm forming 12 light years West of the Rohei System in the far Northwestern corner of the sector. In its wake a Confederation distress signal is received from a lone Confederation frigate that has been crippled by the storm. The ship is not responding to communication hails and within an hour the distress signal stops broadcasting altogether. Starbase Theta dispatches your crew to investigate the incident and render assistance to the disabled starship. Upon arrival your crew finds the derelict Confederation starship, but it is unlike any design they are familiar with. The ship appears to be old but does not have any of the customary markings or identification numbers on the hull. When the rescue crew boards the derelict, they find the ship has experienced catastrophic system failures from the storm and all of its crew is suffering from some kind of amnesia. Medical or Scientific analysis of the crew reveals that the ship and crew are slightly out of sync with this dimensional plane. Strangely, this crew is composed almost entirely of alien races with only two humans found on board in the ship's brig. Stranger yet, there are two Gorran wearing security officer uniforms and a Zangid wearing the Chief Security Officer uniform. All of the crew are very cooperative but none of them can remember their mission, what happened, or how they arrived where they are. The Captain, an old Tauran named Tohnak provides the rescue team access to the ship's logs but they have also been damaged by the effects of the ion storm rendering them useless. The only retrievable data included the Captain's name and the name of the frigate, the "G.C.S. Quaylox", which there is no record of a Confederation ship by that name. As the rescue team works with the Quaylox crew to restore function to their ship, one of the human prisoners, who calls himself Seth, is becoming increasingly agitated and belligerent. As repairs continue, a brief power surge causes the doors on the brig cells to unexpectedly open, allowing the two human prisoners to escape their confinement. The two security officers who were guarding the brig compartment are found unconscious but alive with their beam pistols and communicator devices missing.





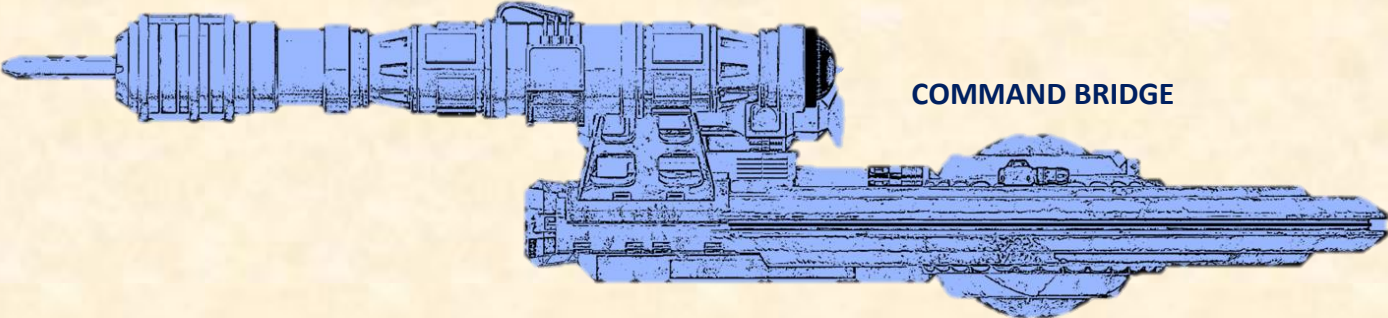
# G.C.S. QUAYLOX (FG)

SAUCER MODULE



HYPERDRIVE POD (2)

NUCLEAR PULSE DRIVE



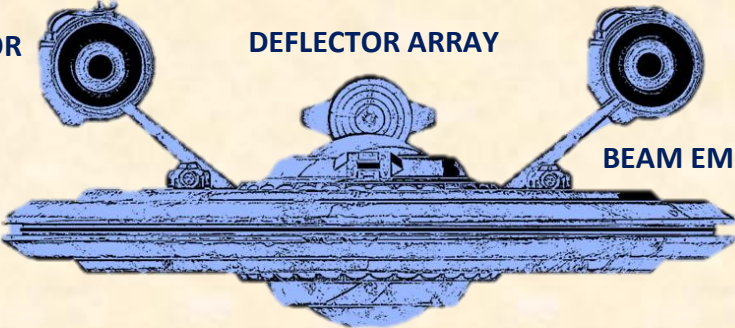
COMMAND BRIDGE

SENSOR DOME

COLLECTOR

DEFLECTOR ARRAY

BEAM EMITTER (2)



**Space Master:** The highly energetic nature of these cosmic events in close proximity to an ion storm cloud have a chance of attracting an Edova (See the Sector Dangers section of this supplement for details) to the area. Each day that the starships remain in the area brings a 25% (D% Check) chance of attracting a wandering Edova that is following the ion storm. Space Masters should randomly check for this occurrence once per day while the PC party is investigating this incident.

### G.C.S. QUAYLOX (FG)

TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Frigate	Pioneer	10/100	35	02	01	06	01	02	04



### CAPTAIN TOHNAK (NPC)

<b>Race:</b> Tauran			<b>Gender:</b> Male			<b>Age:</b> 41	
<b>Branch:</b> Military		<b>Class:</b> Security		<b>Level / Save As:</b> Level 7 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
51	12	16	10	08	11	02	-1
<b>Note:</b> NPC Suffering from temporary amnesia.							



**CAPTAIN TOHNAK**

PRISONER #1: JORDAN KEY (NPC)							
Race: Human			Gender: Male			Age: 36	
Branch: Military		Class: Security		Level / Save As: Level 5 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
33	13	10	15	11	12	01	-1
<b>Note:</b> NPC Suffering from temporary amnesia.							

PRISONER #2: SETH TAYLOR (NPC)							
Race: Human			Gender: Male			Age: 33	
Branch: Technical		Class: Engineer		Level / Save As: Level 4 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
29	08	11	10	15	08	07	-1
<b>Note:</b> NPC Suffering from temporary amnesia.							

**Space Master:** This scenario is an example of a starship and crew accidentally arriving in the Ashdown Universe after passing through a celestial phenomenon. The crew arrives in the Ashdown Universe with temporary amnesia and no idea what happened to them or where they are. In this scenario the starship Quaylox came from a parallel universe where the alien space-faring races have a majority influence of power in the Galactic Confederation. In that universe Humanity is the outlier, if not the adversary, of Galactic peace and unity. Upon arriving in the Ashdown Universe, the crew of the starship Quaylox will soon come to realize that reality as they knew it is not the same reality that they are now in.

## THE RIFTS OF SEPHAMAR

The Planet Sephamar (P-#149) is a Class V Earth-like planet in the Rohei System (S-#026) that is invisibly bound to the Psionic Plane through localized dimensional anomalies. These anomalies create areas on the planet where the dimensional barrier is traversable to the Psionic Plane itself. For a starship and crew that are not originally from the Ashdown universe these dimensional rifts could hold the key to finding away home to their original reality. Unfortunately, the exact position of these dimensional rifts changes every eight hours with the movement of the planet's orbit. While the region where the rifts can be found remains constant the exact location within those regions is unpredictable. The regions where these anomalies are known to occur are closely guarded by elite Gorran sentries who consider these areas sacred and protect them from trespassers, exploitation, or incursion. While most visitors and pilgrims travel to Sephamar to experience the psionic benefits of the anomalies, sometimes extra-dimensional beings cross through the rifts to our plane of existence in these

areas. So, whether it is the Gorrans sentries, the unpredictable psionic amplification, or the potential of dimensional incursion any journey through Sephamar is bound to be a dangerous one.

<b>ELITE GORRAN SENTRY</b>	
Encountered:	2d6, (3d6)
Movement:	120', (40')
Intelligence:	Average-High
PSI Potential:	3d4, Active
Hits:	4d8
Armor:	-2
Combat Skill:	15
Save As:	Level 4
Attacks:	1: Weapon/Melee
Damage:	2d6, 1d8+1
Morale:	10
XP:	150



## THE PHALANOX DIPLOMATIC CONFERENCE

At the invitation of Governor Ser-Sreeh, a diplomatic conference will be held to review a proposal for new trade agreements and Gorrans membership into the Galactic Confederation. This conference marks the first public appearance of Ser-Sreeh in several years and is bound to draw a lot of scrutiny and attention to the event. Your crew has been dispatched to escort the Confederation delegation safely from Starbase Theta to Starbase S’Kak on the planet Phalanox (P-#122) in the Tagaro System (S-#021). The C.S.F. Farragut has also been dispatched to provide additional security support but is still two days of interstellar travel behind you. Upon your arrival at Phalanox your ship’s sensor detects the notorious Alliance cruiser Skek’lekt in docked at one of the twin space elevators. Past experiences have taught Confederation Captains in this sector that whenever the Skek’lekt makes an appearance it is usually up to no good. It is no secret among the interstellar powers in the region that the Skek’lekt’s Captain, Uyr Zikar, is a loose cannon who opposes cooperation, or membership, with the Galactic Confederation. When the PC’s starship establishes orbit, the Skek’lekt’s first officer, Commander Zes Seztet (Gorrans, Male), is first to open communications and hail the PC’s ship. Commander Seztet welcomes the delegation to Phalanox and apologizes that his Captain is not available to greet them in person. Seztet explains that Captain Zikar is participating in an annual bull dragon hunt on the planet’s surface with the Governor’s son. Commander Seztet invites the PC’s to join the Gorrans Captain on the planet’s surface to participate in this unique cultural tradition when they have completed their duties.



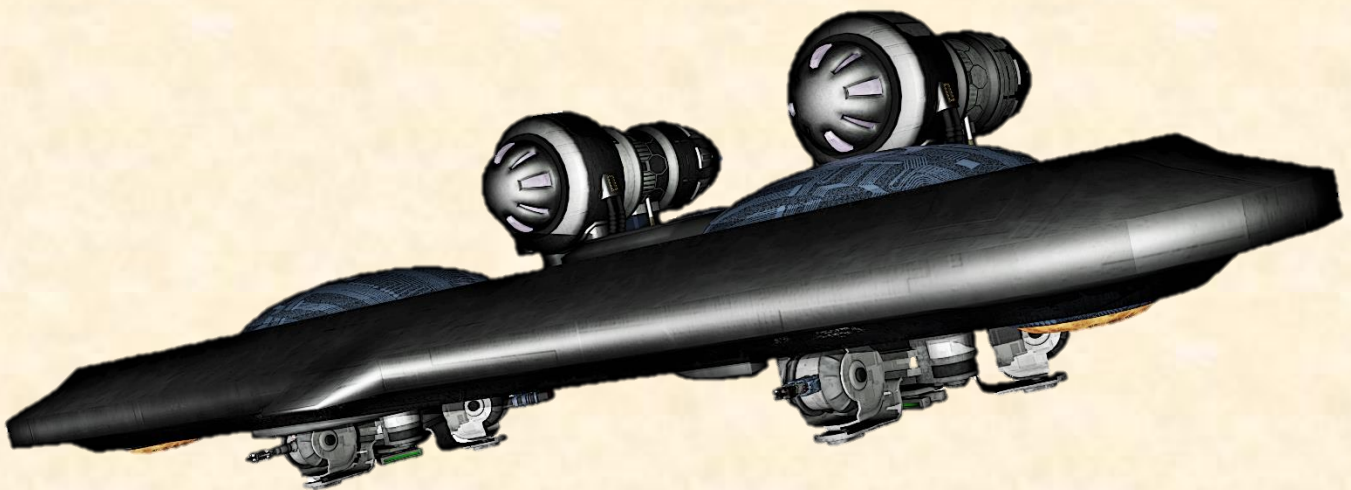
SER-SREEH

In concluding, Commander Seztet wishes the delegation a good visit and invites the party to contact him if they need any assistance.

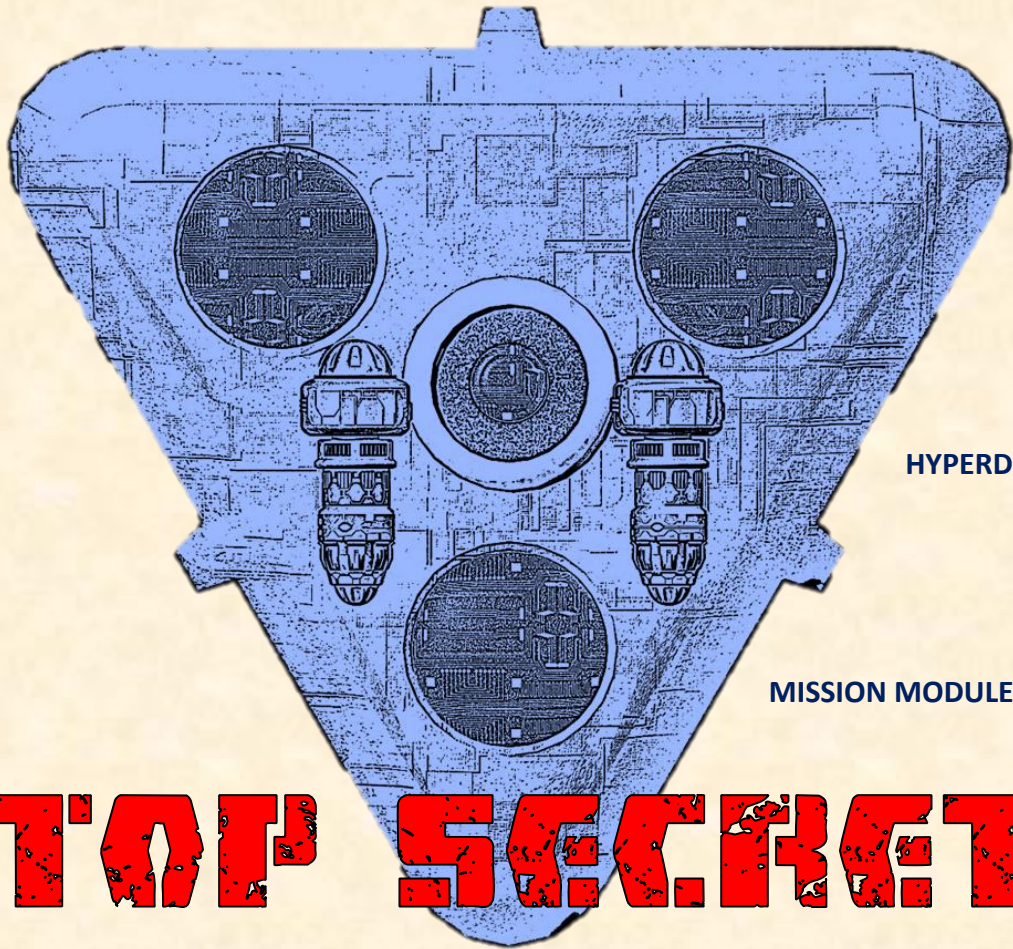
**Space Master:** The Bull Dragon hunt is a time-honored rite of passage for Gorrans living on Phalanox. Captain's Zikar's participation in this year's first hunt is not unusual as he is an avid participant in past events. While Zikar would not intentionally harm the Governor's son, he will certainly attempt to use any opportunity he can to manufacture a crisis to blame on the Confederation or disrupt the conference. This may occur at the hunt in the grasslands near the starbase or on the Skek'lekt orbiting the planet above. Success in the mission will occur if the PC's prevent or discover Zikar's plot(s) or rescue the instigators when the situation goes sideways on them; like it usually does. A positive outcome will gain the gratitude of Governor Ser-Sreeh and strengthen diplomatic relations between the Gorrans and the Confederation. Actual Gorrans membership in the Confederation may still require years of work to secure but a positive outcome will help speed the process. If a negative outcome occurs, the PC's will most likely receive the blame for whatever happened causing further mistrust of the Confederation. This outcome will set back any progress made with the Gorrans Planetary Alliance and impact relations between the two governments for years to come.

## THE MYSTERY WARSHIP OF AVOH

Confederation Space Fleet Command has received several reports of an unknown triangle shaped warship attacking cargo freighters two light years East of the Avoh System (S-#022). Your ship has been dispatched from Starbase Theta in the Kolok System (S-#018) to investigate the report, determine who or what is responsible, and put an end to the attacks if possible. The unknown warship is hiding among a group of drifting asteroids from which it launches its hit and run attacks against any vessel entering the vicinity.



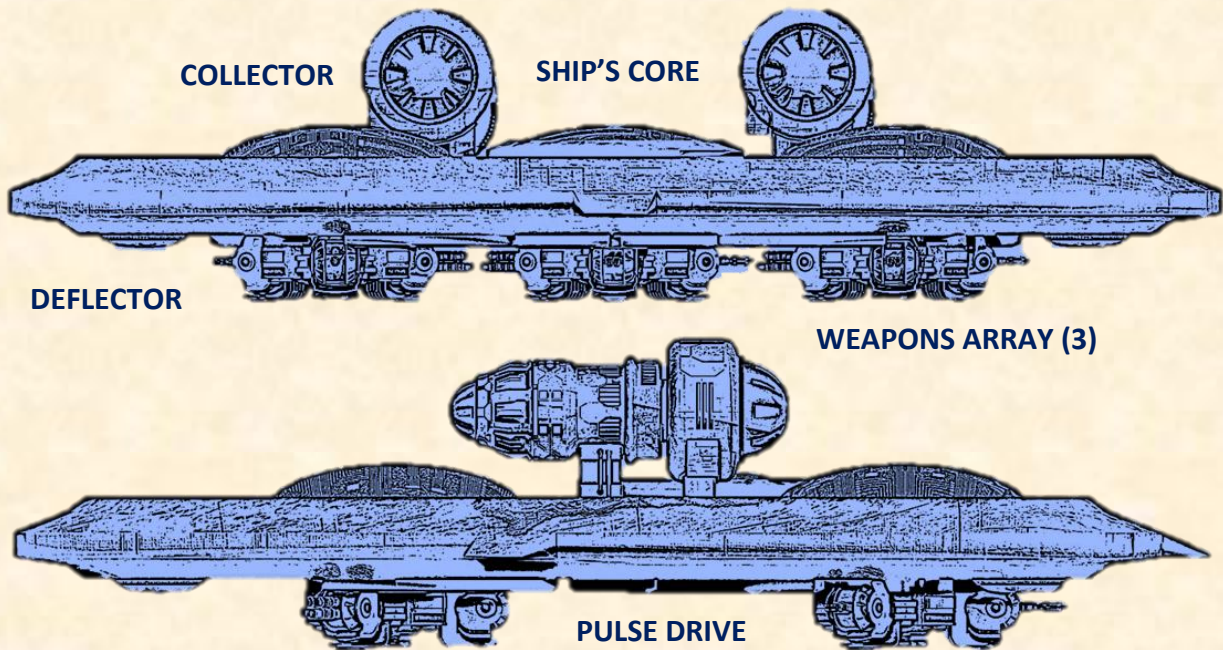
# S.I.B. ARCHANGEL MK I (DD)



HYPERDRIVE POD (2)

MISSION MODULE (3)

**TOP SECRET**



COLLECTOR

SHIP'S CORE

DEFLECTOR

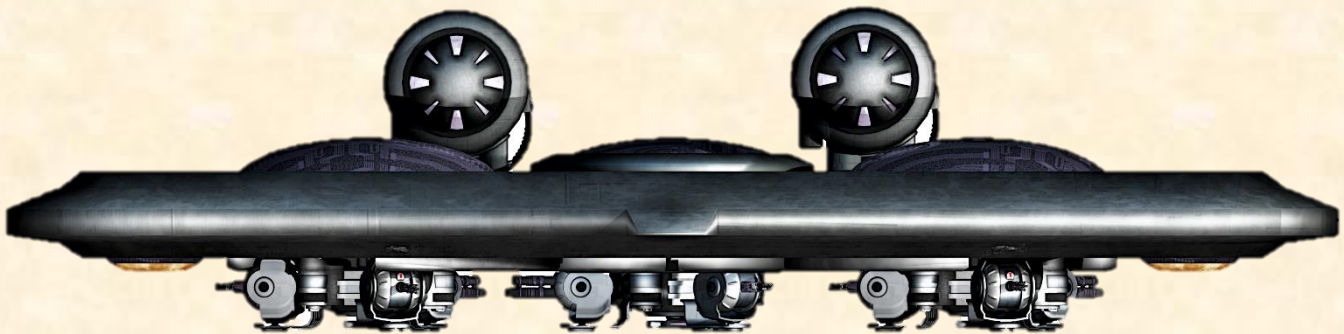
WEAPONS ARRAY (3)

PULSE DRIVE





**Space Master:** Unknown to the Player Characters, this ship is an experimental Space Fleet Intelligence Branch (S.I.B.) automated warship prototype designed for the ultra-secret Division II. The vessel is completely automated with no living crew on board and controlled by an advanced artificial intelligence computer that calls itself “Archangel” (Combat skill of 20). The ship’s A.I. appears to have gone rogue and is now making its own mission orders outside the control of its Division II handlers. The vessel is shielded by an advanced electronic warfare pod that prevents the ship’s emissions from being detected by conventional sensors scans. The ship can be observed and tracked visually but is completely invisible to instrument detection. All records or reports for the project have been completely scrubbed or redacted from all Confederation computers. Captain Namora is the only Confederation officer in the region that has knowledge of the project and has been sworn to secrecy on the matter. If the Player Characters are able to disable or destroy Archangel, the Division II S.I.B. Handlers will intercept the PC’s ship for debriefing. The two S.I.B. Handlers, who will not give their names, will advise the crew that everything that transpired in this encounter is classified ultra-top secret and that they are never to speak of these events to anyone under penalty of legal prosecution and imprisonment.



S.I.B. ARCHANGEL MK-I DESTROYER (DD)									
TYPE	CLASS	CREW	PPB	TELE	BEAM	TORP	SHUTTLE	S-BAY	CRYO
Destroyer	Archangel	N/A	120	02	03	12	N/A	02	02

## ***SECTOR DANGERS:***

There are many dangerous places and creatures found throughout the Hydra Sector, some of which are known, and some are yet to be discovered. Included here are some of the more noteworthy examples of lifeforms in the Hydra Sector that you would not want to stumble upon by accident, or in some cases on purpose either.

## OIRETOPHID HUNTING PARTY

Reports have begun to circulate among spacefarers in the sector that an alien spacecraft of unknown origin has been attacking merchant freighters between the Proxat System (S-#019) and the radiation cloud surrounding Gamma One. Unknown to the residents of the sector, this spacecraft is carrying an ambitious hunting party of mutated Oiretophid from the Gamma One system. They are an advanced scouting party sent to search for new sources of nourishment for their kind among the stars of this sector. The voyage through the radiation cloud has caused substantial damage to the Oiretophid's spacecraft giving validity to its appearance as a derelict in distress. All the while luring unsuspecting victims to their doom who stop to investigate or provide aide. While these vile predators prefer to rely on their special attacks in combat, they also have access to technologically advanced weaponry acquired from their past victims. This can include anything from beam pistols to ABC sprayers or alien artifacts. This mutated subspecies of Oiretophid has the ability to psionically enthrall victims as space zombies once half of their INT is consumed in a brain drinking attack. The Oiretophid can control up to 3d8 space zombies whom it can use as minions, attack animals, or save for future brain drinking nourishment.

<b>Mutant Oiretophid</b>	
<b>Reference: S&amp;S-2E, Pg. #73.</b>	
Encountered:	2d4, (2d6)
Movement:	120', (40')
Intelligence:	Genius
PSI Potential:	2d6+6, Kinetic
Hits:	4d8
Armor:	-3
Combat Skill:	15
Save As:	Level 4
Attacks:	Up To 3
Damage:	Weapon/Spec./PSI
Morale:	9
XP:	120





## VAMPIRE WYRM

The Vampire Wurm is a gigantic sightless worm-like creature with thick armored segments of exoskeleton covering its elongated body and are found on several planets in the Hydra Sector. Vampire Wyrms are carnivorous hematohagic predators that feed on the blood of other lifeforms. Averaging 20 to 40 feet long these pack hunters attack their prey from underground. Their rigid exoskeletal body segments assist in burrowing and leave a unique pattern in loose surface ground as they move through it. The creatures typically hunt in packs consisting of three to six worms but occasionally are encountered alone by themselves. The creatures have a unique set of highly developed sensory organs inside their armored skulls that can detect heat, infrared radiation, and motion which helps them to hunt while underground. When a Vampire Wurm senses potential prey, they will spring up from their burrow and attempt to bite at its victim from below. Vampire Wyrms can be found in any area with soft ground, sand, or mud that they can burrow in. They will avoid areas of solid rock as they cannot burrow through it or climb well. Vampire Wyrms are typically afraid of fire as it disrupts their thermal sensory organs and will try to avoid it whenever possible.

Vampire Wurm	
Encountered:	1d4, (2d6)
Movement:	150', (50')
Intelligence:	Animal
PSI Potential:	1d4, Inactive
Hits:	10d8
Armor:	-3
Combat Skill:	21
Save As:	Level 10
Attacks:	1: Bite / Constrict
Damage:	2d6+6 / 1d6
Morale:	11
XP:	2000



## CEUN MUD DEVIL

The Ceun Mud Devil has the appearance of a large slow-moving mollusk or alien slug with multiple eyes and tentacles protruding from its body. These sentient carnivorous predators range in size from three to ten feet in length. The majority of their lives is spent hunting for food under the deep muddy surface of the planet Ceun. They are highly intelligent, cunning, and aggressive predators that use their psionic abilities to lure potential prey. A potent neural toxin is secreted from their skin that can paralyze lifeforms with iron or copper-based metabolisms, but cobalt-based metabolisms are somehow immune. The Ceun Mud Devil are an inseparable part of the unique symbiotic eco-system on the planet Ceun and the healing properties found in the planet's mud are a result of the creature's biological processes. Mud Devils are highly intelligent self-aware beings capable of reason and non-verbal communication. However, they have no interest in developing these capabilities beyond improving their abilities to survive and feed.

Ceun Mud Devil	
Encountered:	2d4, (3d6)
Movement:	90', (30')
Intelligence:	High
PSI Potential:	4d4, Kinetic
Hits:	4d8
Armor:	-3
Combat Skill:	15
Save As:	Level 4
Attacks:	2: Tentacle / Bite / PSI
Damage:	1d8 / 2d6
Morale:	9
XP:	90



## THE METAL MEN OF HARLABUS

The Metal Men are metallic skinned androids that were created by the Harlabans for use in space exploration and military defense. These powerful artificial beings are scattered about the planet's surface in an inert state of hibernation. The androids will remain in this state of eternal slumber until disturbed or tampered with. These androids are incredibly old and have developed their own rudimentary artificial intelligence making them self-aware. The Metal Men speak a binary based computer language that sounds like a series of fast beeps and clicks that can be interpreted by a universal translator device. They can be reasoned with and have an appreciation for mechanical logic. The Metal Men were created to regard anyone who is not Harlaban, or of Harlaban descent, with suspicion and as a potential threat. They can survive the vacuum of space and are impervious to most kinds of physical damage with the exception of electrical or energy draining attacks. The Metal Men are equipped with beam emitters in their eye mechanisms that can fire a single energy burst from both eyes equivalent to a beam rifle blast set on "Kill", once every other round up to ten times per day. They have an internal jetpack device (S&S-2E: Pg. #17) inside their bodies which can be used to assist their mechanical bodies with movement or limited flight. Metal Men androids are reluctant to utilize their internal jetpack for flight except when absolutely necessary as it rapidly depletes their energy. They are capable of operating at peak performance for 48 hours before requiring power recharge from a nuclear fusion power source. If the Metal Men engages in combat with its eye blasts, or uses its internal jetpack for flight, it will require recharge within 24 hours or revert back to hibernation mode.

<b>Metal Men of Harlabus</b>	
Encountered:	1d4, (2d6)
Movement:	120', (40')
Intelligence:	Low to average.
PSI Potential:	3d4, Inactive
Hits:	4d8
Armor:	-3
Combat Skill:	15
Save As:	Level 4
Attacks:	1: Melee / Eye Blast
Damage:	1d10 / 3d6
Morale:	N/A
XP:	125



**Space Master:** The Videni have a secret base on Harlabus and are aware of the Metal Men androids which they are trying to reverse engineer for their own agenda. The Videni will try to avoid any direct confrontation with Confederation forces but will attempt to sabotage any efforts to remove Harlaban technology they want to keep for themselves.

## REMNAPAR DEATH SLUGS

The Remnapar Death slug is an eight-foot-long carnivorous worm-like invertebrate creature indigenous to the planet Remnapar (P-#116) in the Vulnax System (S-#020). Death Slugs are drawn to heat or radiant energy sources and will attack anything (organic or inorganic) that could potentially be a source of food. Death Slugs do not hunt as a pack but are commonly found in groups which will work together cooperatively to find food or act in mutual defense. The slugs can attack with either a bite from their massive toothy maw or by constriction with their flexible muscular body. Death slugs are predominately daytime hunters and while nocturnal attacks are rare, they are not un-heard of.

REMNAPAR DEATH SLUGS	
Encountered:	1d8, (2d10)
Movement:	120', (40')
Intelligence:	Animal
PSI Potential:	1d4, Inactive
Hits:	5d8
Armor:	-2
Combat Skill:	16
Save As:	Level 5
Attacks:	2: Constrict / Bite
Damage:	1d6 / 2d6+2
Morale:	7
XP:	125





## PHALANOX BULL DRAGON

The Bull Dragon is a gigantic reptile native to the grasslands of the planet Phalanox (P-#122) that resembles a wart covered, elephant sized, prehistoric lizard. These massive creatures are typically found near ponds or lakes and are a favorite big game hunt for the Gorran living on the planet. Like lizards and frogs, the Bull Dragon uses a long sticky elastic tongue to capture its prey which is then pulled into its mouth with two sharp mandible appendages. Their immense size does not afford the Bull Dragon a lot in the way of agility. However, what they lack in dexterity they make up for in sheer mass and momentum. Bull Dragons are cold blooded reptiles that predominately hunt at night and sleep during the day. Their thick armored scales provide a natural kind of camouflage that potential prey often mistake for a large rock formation before being devoured.

PHALANOX BULL DRAGON	
Encountered:	1d8, (2d10)
Movement:	90', (30')
Intelligence:	Low
PSI Potential:	2d4, Inactive
Hits:	6d8
Armor:	-3
Combat Skill:	17
Save As:	Level 6
Attacks:	1: Bite / Trample
Damage:	2d6+2 / 4d6
Morale:	8
XP:	500



## THROG

The Throg are a nomadic space-faring race of carnivorous grub-like insectoids from the Gamma Three system. This species has four eyes, six claw tipped manipulator appendages, and four small legs. They are surprisingly quick for their awkward appearance, able to walk upright on their legs or crawl like a caterpillar. Throg are exceptionally good climbers and can effectively navigate over almost any solid surface with ease. When standing upright, the average Throg is between seven and eight feet tall and weighs around 500 pounds. The Throg are reclusive subsistence scavengers that live in small family pods traveling together for life. They are primarily interested in acquiring anything technologically or biologically useful to their pod and have little regard for the concept of territory or property ownership.

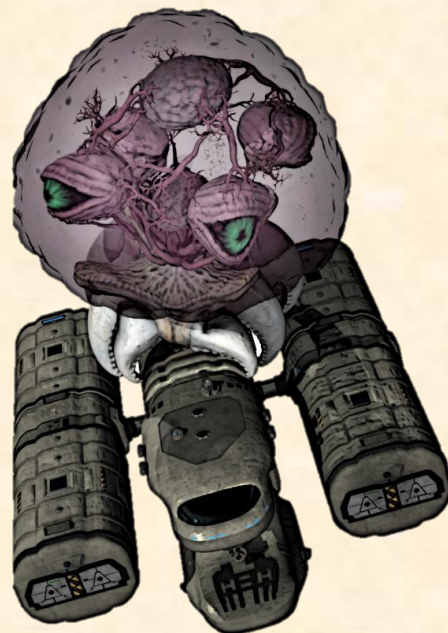
Throg	
Encountered:	2d6, (1d20)
Movement:	120', (40')
Intelligence:	Average - High
PSI Potential:	3d4, Inactive
Hits:	4d8
Armor:	-2
Combat Skill:	15
Save As:	Level 4
Attacks:	1, Weapon / Bite
Damage:	Weapon / 1d8
Morale:	7
XP:	200



## EDOVA

Edova are massive, highly intelligent, space-faring creatures that originate from the forbidden star systems Gamma One and Gamma Four in the Hydra Sector. These gigantic lifeforms resemble a disembodied brain floating in a gelatinous membrane with several protruding tentacles. Edova feed on interstellar clouds and produce vast amounts of bioelectric plasma that provides their means of propulsion and defense. They are most likely to be found in areas with expansive nebulas or persistent cosmic cloud activity which provides their primary source of sustenance. The exact nature of their anatomy, lifecycle, or ability to survive in the vacuum of space is not yet known. What is known is that they can travel at hyperwarp and consider starships they encounter as tasty snacks. If an Edova attaches itself to a starship it can drain the vessel's energy at a rate of 10 EU's per turn. Due to the immense size of these creatures and their ability to travel at hyperwarp they are statistically equivalent to a destroyer sized starship in terms of space combat. Their massive brains are also a potent source of psionic power which is active in all members of the species.

Edova	
Encountered:	1, (1d4)
Intelligence:	Ultra-Genius
PSI Potential:	4d4, Potent
"PPB":	100
Bio Beam Banks:	2
Combat Skill:	23
Save As:	Level 12
Attacks:	2: Bioweapon / Drain
Damage:	1d6x5 / 10 EU Per Turn
Morale:	11
XP:	6000



**Space Master:** Edova are exceptionally powerful creatures that should be used with prudence as they can be campaign enders if used indiscriminately. However, as space-faring creatures that live exclusively in the dark vacuum of space, they do have one particular weakness, extremely bright light. Edova have finely tuned sensory organs that help them find the energetic emissions of space clouds and nebula gases that they feed upon. These same organs do not react well to extremely bright bursts of light which can stun an Edova and possible cause them to flee (-4 morale check penalty).

## THE “BLACK FINGER” DISEASE

(Severity: High, Save Modifier -3)

Reports of a new contagious spacer disease called the “Black Finger” have started coming in from space stations servicing commercial traffic along the Heracles Corridor. The disease gets its name from the dark web-like skin discoloration that forms on the fingertips of humanoids infected by it. The disease is caused by toxins produced by an alien bacterial infection that is spread through direct physical contact between humanoid lifeforms. This disease infects all humanoids regardless of metabolism and can result in insanity or death if not treated. With a successful Resist Trauma check, the infected victim will temporarily lose 1d4 points of STR and CON and suffer -2 on all skill checks for 2d6 days while the disease runs its course. If the victim’s Resist Trauma check fails, the toxins produced by the bacteria will lead to insanity and then death within 2d6 days. The disease can be cured with intense bombardment of UV radiation which can cause severe side effects or injury. The progression of the disease to its terminal stage can be halted (but not cured) by placing the victim into suspended animation. As the disease progresses the toxins expelled by the bacterium will pool in the fingertips causing splotchy discoloration that grows darker as the victim gets closer to the terminal stage of the disease. The highly contagious nature of the disease and its visible symptoms creates an intense social stigmatism towards those who are infected. Most space stations in the region have adopted new docking protocol procedures that require passengers to remove gloves or undergo medical scans prior to entering the station.

## SPACE MADNESS

(Severity: High, Save Modifier -3)

Space Madness is a rare non-contagious mental illness caused by traumatic mental stress while travelling at hyperwarp. At the Space Master’s discretion, any Player Character or NPC involved in a physically or psionically traumatic event while travelling at Hyperwarp has a 20% chance of developing Space Madness (d% Check). If the character’s d% check fails, the conditions that cause Space Madness are present and they must roll a save check to avoid succumbing to the illness. The disease manifests itself as a form of dementia characterized by confusion, paranoia, and delirium that lead to psychosis. No one knows the exact combination of psychological or physical stressors that trigger Space Madness, but it is believed that anyone is potentially susceptible. There is no known cure for Space Madness and treatment normally consists of sedation or suspended animation.





# ***SECTOR TIMELINE:***

Presented here is a brief timeline of important historical events that have transpired in the Hydra Sector of the Ashdown Universe. While this is by no means an exhaustively complete history it does cover many of the important events that shaped the Hydra Sector. The term CE in this timeline indicates the “Common Era” of Earth’s historical calendar which is often used within the Galactic Confederation. Space Masters and Players will find most of the original historical background from the Starships & Spacemen 2<sup>nd</sup> Edition Rulebook setting are referenced here with some minor changes for this unique campaign universe. Space Masters are encouraged to either use this timeline as written or as a source of inspiration to create their own timeline to fit their game setting.

**CE-1303:** The Vehwen, a now extinct indigenous race of humanoids from the planet Shaden (P-#139) in the Umtara System (S-#024) discover hyperwarp travel and begin to explore beyond their solar system.

**CE-1310:** The Vehwen encounter an armada of Oiretophid starships that follow the explorers back to their homeworld on Shaden. The Vehwen mount a pitched battle against the Oiretophid armada to defend their homeworld from invasion. Unfortunately, the Vehwen are no match against the vile predators and the space fleet is destroyed. The Wreckage and debris from the decimated Vehwen space fleet forms the core of the Spaceship Graveyard.

**CE-1998:** Three Shi’an Conquest Ships carrying 10,000 exiled refugees arrive at the planet Bothara (P-#133) and establish a new colony under the command of General Mahzar. Two of the Conquest Ships were damaged beyond possible repair and were used as raw materials by the refugees to construct an underwater colony base.

**CE-2019:** The mysterious rogue planet Nothar arrives near the Rohei System (S-#026) after a seven-thousand-year journey from the Gamma Four forbidden star system. The planet was expelled from its original solar orbit after an unknown cosmic event and now rests in a stable position in open space.

**CE-2118:** The Tauran exploration vessel Ventatha surveys the star systems of the Hydra Sector mapping several planets for inclusion into their archival database.

**CE-2119:** The crew of the Gorran warship Draz, who were secretly following the Tauran starship Ventatha, discover the unusual properties of the planet Sephamar (P-#149) in the Rohei System (S-#026). Curious as to the Ventatha’s activities, the Draz shadowed their journey for several months in an effort to determine what the Taurans were up to this far from home. After the Ventatha departed the Rohei System, the Draz sent an expedition to the same areas on Sephamar and discovered the unexplainable psionic activity present on the planet.

The crew of the Draz reported their findings to the Alliance who quickly laid claim to Sephamar and established an outpost on the planet to study the unusual phenomenon.

**CE-2126:** An expedition of Gorran mystics arrives on Sephamar (P-#149) and declare the unusual psionic areas on the planet to be places of profound spiritual significance to their order. The Gorran mystics establish sanctuary outpost at each of these areas. Shortly afterwards, Gorran mystics and clerics begin routine pilgrimages from the Gor System (S-#014) to Sephamar to experience these psionic marvels.

**CE-2244:** The Suinar develop Hyperdrive technology on their homeworld and begin to explore beyond their solar system deeper into the Hydra Sector.

**CE-2246:** Successful first contact between a Suinar exploration starship and a Gorran pilgrimage to their sacred sanctuary on Sephamar (P-#149). The Gorran establish peaceful diplomatic relations with the Suinar but neither race is terribly fond of the other.

**CE-2264:** The Dratax Group moves the Utopia space station into orbit near the planet Panguram (P-#131) in the Avoh System (S-#022). Intended as a recreation resort for interstellar traders and miners it soon became a run-down den of corrupt criminal villainy.

**CE-2278:** The Dratax Group designates Mr. Lobar as administrator of Utopia Station. The Pleiadian based space pirate syndicate known as the Forsaken Sons arrives in the Hydra Sector and establishes a hidden base in the abandoned underwater cities on Cedelias (P-#138) in the Umtara System (S-#024).

**CE-2280:** The Galactic Confederation Starship C.S.F. Deimos provides aide to a Pleiadian trader vessel that suffers an engine malfunction near Tau Ceti III (P-#027) while enroute to the Xoth Sector. While assisting the crippled Pleiadian ship the traders provide the Deimos crew a detailed account of their travel route through hazards of the Hydra Sector. This route, which has been used by the Pleiadians and Gorran for years, is mapped by Confederation survey teams and named the Heracles Corridor.

**CE-2284:** Confederation Exploration Starship C.S.F. Aspire arrives in the Hydra Sector on a planetary survey mission. The Aspire makes successful first contact visit with the Suinar homeworld of Mu'Rok (P-#106) in the Kolok System (S-#018). Two weeks later, the Aspire experiences catastrophic engine failure while mapping the planet Depraxa (P-#119) in the Vulnax System (S-#020). The Aspire is lost and all crew abandon ship evacuating to the planet H-114 (later named Brolan's World). The Aspire crew are rescued by the Confederation Cruiser C.S.F. Beaumont but Dr. Atticus Brolan and his team volunteer to stay behind and establish an outpost on the planet.

**CE-2285:** The Galactic Confederation dispatches a salvage team to the derelict C.S.F. Aspire only to find that the wreck has been claimed by independent traders and converted into an improvised space station named Pilgrim's Point.

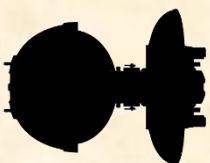
**CE-2286:** The Suinar join the Galactic Confederation as a member world. Construction begins on Starbase Theta and a Class-B shipyard in orbit around the planet Mu'Rok. The Gorran Planetary Alliance reverse engineers a Confederation Ion Torpedo and equips all of their warships with the copied weapons.

**CE-2287:** The Videni Stellar Empire secretly begins construction of a hidden underground starbase on the planet Harlabus (P-#141) in the Gartac System (S-#025). This secret facility is named after the infamous Videni leader Namol who ordered the Videni fleet to abandon the Zangids during the Second Zangid War. The Confederation Merchant Space Fleet begins construction of five way-point space stations to improve transit safety in the Heracles Corridor. The Dratax Group and the Hydran Merchant's Guild win the bids for administration of the facilities with oversight support from the Merchant Space Fleet Command.

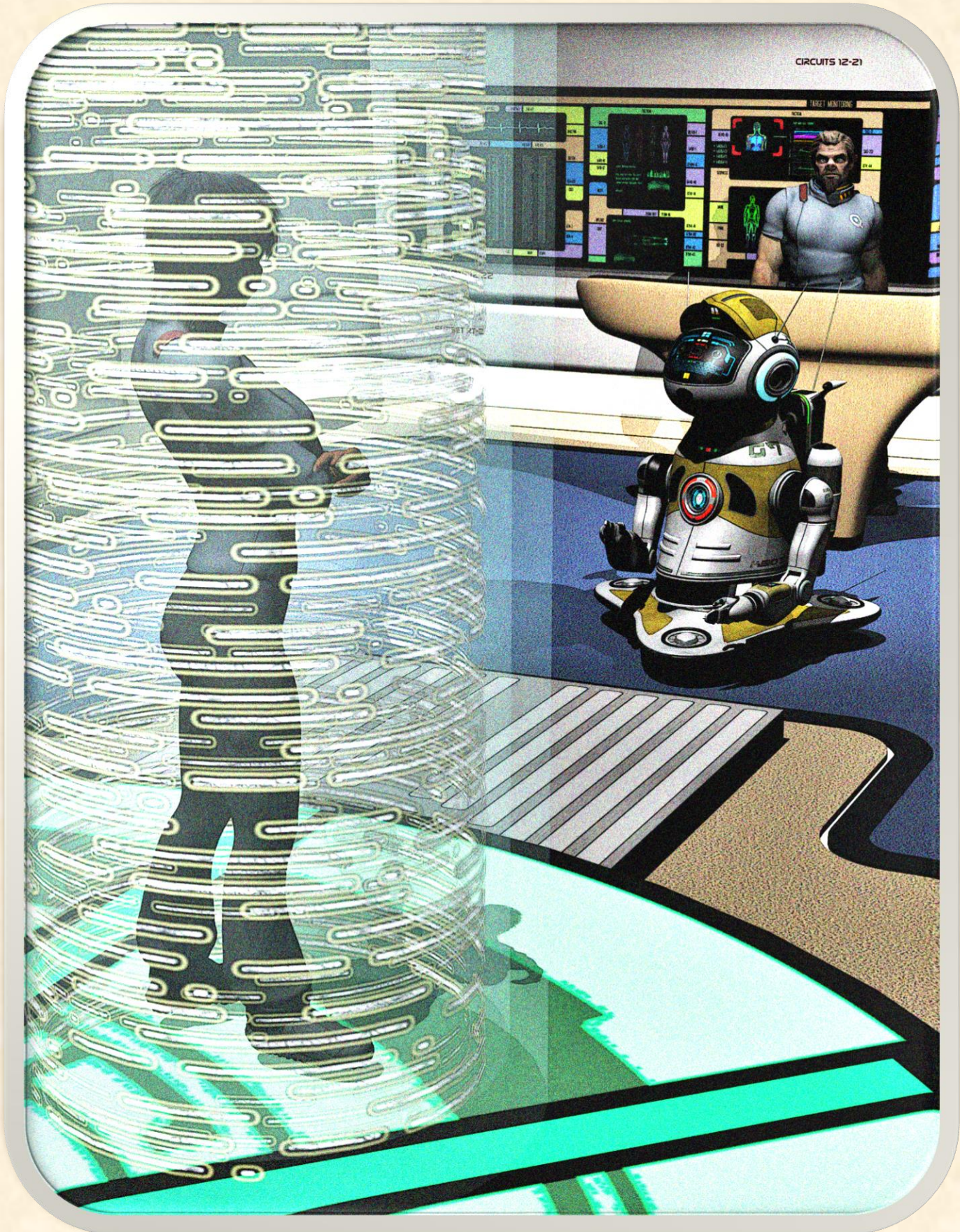
**CE-2288:** The Galactic Confederation Cruiser C.S.F. Yamato arrives in the Hydra Sector as the first resident Confederation starship assigned to the region. Construction of Starbase Theta is completed, and the facility opens for service. The Suinar begin construction of a hypergate that will link Starbase Theta in the Hydra Sector with Starbase Delta in the Sol Sector.

**CE-2289:** The C.S.F. Ranger and C.S.F. Newton arrive in the Hydra Sector in an effort to expand the Confederation's presence and security of the region. The mysterious disavowed S.I.B. Division II begins testing an experimental robotic destroyer class starship code named Archangel 1. All details on the project have been classified ultra-top secret and redacted in all Confederation records.

**CE-2290:** The C.S.F. Farragut arrives in the Hydra Sector to support the C.S.F. Ranger with piracy interdiction and escort duty. Reports of mysterious attacks against merchant freighters in various areas of the sector prompts Space Fleet Command to commit additional support and resources to the region. Outbreak of the dreaded "Black Finger" Disease have been reported at several way point stations along the Heracles Corridor. Some planetary governments in the Sol Sector have petitioned the Confederation to restrict travel to the sector and establish a quarantine of the region.







# ***TAURAN GALACTIC ARCHIVES:***

Over the centuries, the Taurans have compiled a massive archival database detailing all recorded information they have learned about the known galaxy. Here you can find the discoveries and observations from all space-faring races the Taurans have encountered. Provided below is an abridged version of their compiled data from the Hydra Sector which has been made public to all Confederation worlds.

No.	Planet	Class	System	Comments / Observations
101	Anion	D	017	Poisonous atmosphere, abundant mineral deposits.
102	Syderion	C	017	Eclipsed by Anion, small land masses, rare minerals.
103	Ceun	X	017	Dark gloomy atmosphere, deep mud, toxic water.
104	Sulnaro	I	018	Massive earth-like planet, Confederation outpost.
105	Valdera	L	018	Large gas giant with vast floating cities, gas mining.
106	Mu'Rok	H	018	Suinar homeworld, urban sprawls, Starbase Theta.
107	Talamist	P	018	Rocky orange surface, frequent earthquakes.
108	Bant	C	018	Entire surface is glassy smooth solid obsidian.
109	Surmox	U	019	Desolate wasteland, Mind Master colony ruins.
110	Narataro	X	019	Charred surface with fiery lava rivers, rare metals.
111	Zemda	G	019	Rare minerals and dangerous undersea lifeforms.
112	Hettak	P	019	Vast active volcanic regions, ash covered surface.
113	Tolanine	V	020	Foggy monochromatic environment, sinister cities.
114	Brolan's W.	H	020	Earth-like planet, independent agricultural colony.
115	Gunta Gartis	V	020	Earth-like, time anomaly repeats the same day.
116	Remnapar	Q	020	Unusual mutant lifeforms, Beryllium deposits.
117	Zelan	B	020	Moderately stable core, deep canyons, rare metals.
118	Ta'Oronia	W	020	Desolate planet, abundant metals, and minerals.
119	Depraxa	F	020	Dunes, scorching sands, sprawling alien necropolis.
120	Zazema	D	020	Cratered surface, no atmosphere, Gorran outpost
121	Haronin	S	021	Craggy surface, deep fissures, hidden Silotron base.
122	Phalanox	H	021	Swampy jungle planet, Gorran Starbase S'kak.
123	Wunan	D	021	Lifeless world covered with ash and silicate sands.
124	Ozinar	X	021	Torrential rains, flash flooding, violent storms.
125	Durrokus	F	021	Arid deserts, sandstorms, secret Videni outpost.
126	Tur	T	021	Small Ice planet, Helium 3, Alkhemite deposits.
127	Cyamar	H	021	Earth-like, tall grasslands, forests, Gorran outpost.
128	Woht	X	021	Beautiful toxic skies, deep oily tar-like surface.

No.	Planet	Class	System	Comments / Observations
129	Vamakar	Q	021	Rapidly evolving lifeforms, H-drive crystal deposits.
130	Aropas	S	022	Toxic atmosphere, lightning storms, Silotron base.
131	Panguram	O	022	Sudden weather changes and dangerous storms.
132	Iveris	W	022	Jagged rocky cliffs and peaks, Alkhemite deposits.
133	Bothara	E	023	Primal jungles, secret underwater Shi'an colony.
134	Klothep	T/J	023	Dwarf ice/gas giant, gas extraction mining.
135	Bastosh	O	023	Sudden temperature changes, dangerous animal life.
136	Thandotonia	H	023	Earth-like, large land masses, hidden Shi'an outpost.
137	Galladep	H	024	Pre-hyperdrive society, mineral and metal mining.
138	Cedelias	G	024	Vast oceans, small islands, abandoned alien cities.
139	Shaden	U	024	Ancient war-ravaged planet, pathogens, artifacts.
140	Fu'Nari	W	024	Cold desolate rocky ice world, Beryllium deposits.
141	Harlabus	H	025	Ancient alien pyramids, secret Videni military base.
142	Skarva	X	025	Quicksand surface, severe storms, dangerous swamps.
143	Kondafall	J	025	Ringed dwarf gas giant, high gravity, severe storms.
144	Borbota	R	025	Massive city states constantly in a state of warfare.
145	Tmmas	W	025	Unremarkable planetoid, abundant mineral deposits.
146	Hirok	I	026	High gravity purple planet, cratered surface, Helium 3.
147	Gloom	M	026	Dark colored dense gas giant with massive gravity.
148	Ektan	T	026	Flat topography and strangely beautiful deep blue ice.
149	Sephamar	V	026	Earth-like, unusually psionic activity, Gorran colony.
150	Veynar	S	026	Towering crystal monoliths, hidden Silotron base.



# SECTOR ECONOMY:

The galactic economy in the Ashdown Universe is diverse and complex, much like the governments that utilize it. While most of the planetary economies listed here accept mutually required resources as mediums of exchange for goods and services, others do not. For example, planets with an abundance of precious metals, such as gold and silver, will find these resources less valuable than planets where they are rare. Some governments use more abstract and conceptual economic models based on cultural lore, multi-sourced credit, transferable energy units, or various forms of barter. The chart provided in this section shows the three most common forms of currency exchange accepted by the various governments of the Hydra Sector. Here the term “precious metals” refers to any rare or high demand metal such as rhodium, platinum, gold, silver, or copper used in industry and space travel. While most of these metals can be produced through molecular fabrication the time and energy required to do so can be prohibitive.

No.	Planet	Government Economy	Primary	Secondary	Tertiary
104	Sulnaro	Galactic Confederation	Barter Exchange	Energy Units	Alchemite
105	Valdera	Independent World	Precious Metals	Barter Exchange	Energy Units
106	Mu'Rok	Galactic Confederation	Barter Exchange	Energy Units	Alchemite
113	Tolanine	Independent World	Precious Metals	Credit Tokens	N/A
114	Brolan's W.	Independent World	Precious Metals	Barter Exchange	Energy Units
115	Gunta Gartis	Independent World	Precious Metals	Barter Exchange	Energy Units
120	Zazema	Gorran Planetary Alliance	Scarab Stones	Beryllium Crystal	Energy Units
122	Phalanox	Gorran Planetary Alliance	Scarab Stones	Beryllium Crystal	Energy Units
125	Durrokus	Videni Stellar Empire	Merit Notes	Precious Metals	Alchemite
127	Cyamar	Gorran Planetary Alliance	Scarab Stones	Beryllium Crystal	Energy Units
133	Bothara	Shi'an Empire (Exiled)	Alchemite	Energy Units	N/A
136	Thandotonia	Shi'an Empire (Exiled)	Alchemite	Energy Units	N/A
141	Harlabus	Videni Stellar Empire	Merit Notes	Precious Metals	Alchemite
144	Borbota	Independent World	Precious Metals	Credit Crystals	Energy Units
149	Sephamar	Gorran Planetary Alliance	Scarab Stones	Beryllium Crystal	Energy Units



# ***PRODUCTION CREDITS:***

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