

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

ASHDOWN



SOL & XOTH SECTORS

LUMINOUS DESIGN

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INTRODUCTION: THE ASHDOWN UNIVERSE

ONE HUNDRED CHARTED WORLDS FOR STARSHIPS & SPACEMEN™ 2E

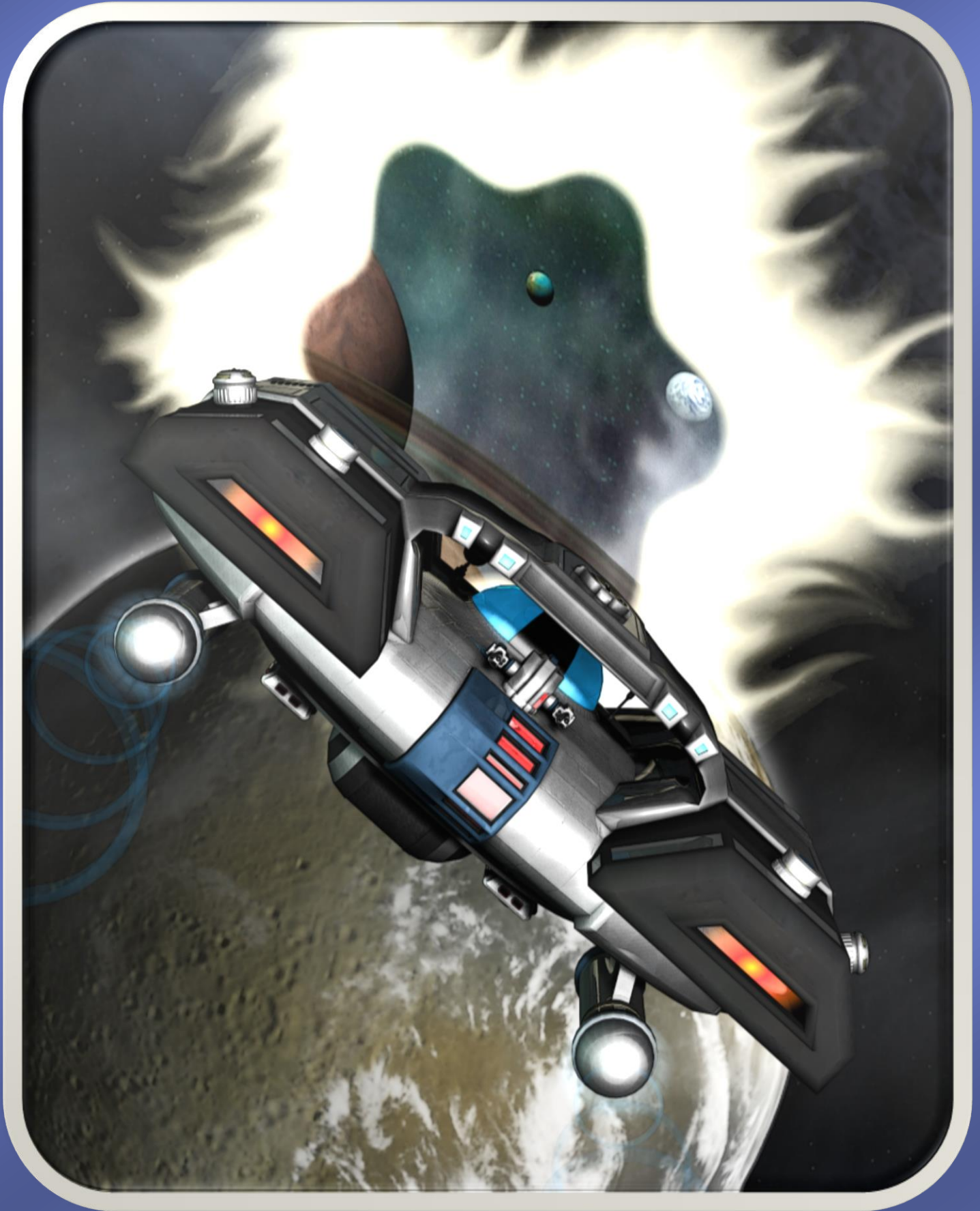
Presented here are one hundred charted worlds from the Ashdown Campaign Universe for use in the Goblinoid Games' Starships and Spacemen 2nd Edition role playing game. These factual and fictional inspired star systems can be used as is or randomized to create a new galactic map. To randomly select an individual planet to explore roll D100 to pick a world from the sixteen pre-generated star systems. You can use the surrounding planets listed in the same star system to populate the whole system or mix and match them to create a new one as needed. The two classification tables listed below are an abbreviated version of those found on Page #37 of the Goblinoid Games' Starships and Spacemen 2nd Edition Rulebook. These tables briefly describe the characteristics of each kind of world and its surrounding star system.

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 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.

THE CAMPAIGN SETTING

The Ashdown Universe is a fictional alternate reality in the year 2290 loosely based on factual and fictional places in our own universe. It is an abstraction, like the television programs and movies that inspired it. This resource supplement introduces the Sol & Xoth Sectors from their respective quadrants. Space Masters may add additional sectors to these quadrants to expand the size of the galactic map as needed. There are some “artistic” differences between this game setting and the original one found in the 2nd Edition Rulebook. One specific distinction is that in the Ashdown Universe the Gorran have an independent interstellar government and are not a member of the Confederation. If a player has a Gorran character serving on a Confederation starship when it enters Ashdown this can create some very interesting adventure hooks and plot devices for your game. Space Masters who wish to keep the Gorran as written in the 2nd Edition Rulebook can simply articulate that the Gorran home-world is the Confederation’s foothold in the Beta Quadrant. A foothold that serves as a severe irritation for both the Zangid and Videni. This option creates an entirely different set of adventure hooks and plot devices that you can explore. For example, the Confederation must send starships on a routine basis into the Beta Quadrant to discourage Zangid or Videni threats. All while trying to stay clear of adversary-controlled space to avoid sparking another interstellar war. Some things in this supplement have been left deliberately vague so that you can fill in details from 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, alien portal, or inter-dimensional rift. You can use this product as it is or as a tool to help you create your own game setting and galactic map.



THE WORLDS OF THE SOL SECTOR

SOL SYSTEM (01)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#01	Mercury	Sol I	W	Sol	Alpha	Sol	G
#02	Venus	Sol II	X	Sol	Alpha	Sol	G
#03	Earth	Sol III	H	Sol	Alpha	Sol	G
#04	Luna (Moon)	Sol III-A	W	Sol	Alpha	Sol	G
#05	Mars	Sol IV	D	Sol	Alpha	Sol	G
#06	Saturn	Sol V	L	Sol	Alpha	Sol	G
#07	Jupiter	Sol VI	K	Sol	Alpha	Sol	G
#08	Neptune	Sol VII	T/J	Sol	Alpha	Sol	G
#09	Uranus	Sol VIII	T/J	Sol	Alpha	Sol	G
#10	Pluto	Sol IX	W	Sol	Alpha	Sol	G
#11	Nibiru	Sol X	V	Sol	Alpha	Sol	G

SOL SYSTEM BRIEF:

The Sol System is approximately 27,000 light years from the galactic center and has eleven charted worlds orbiting a single Class-G star called the Sun. It is the interstellar seat of government for the Galactic Confederation of Allied Worlds (Commonly referred to as the "Confederation") and a center of interstellar commerce. The only naturally habitable planet is Earth which is the third planet and rests in a pristine habitable zone with ideal conditions for promoting a diverse life bearing ecological system. Earth is the home-world for Humans who are one of the founding members of the Confederation. During Earth's 22nd Century, Humanity established off-world colonies on Luna (Earth's moon) and the planet Mars where conditions were favorable for long term low gravity mining and industry. The Galactic Confederation's Headquarters, Starbase Alpha, and the Europa Shipyards are all centrally located in the Sol System. Early in the 23rd Century, the existence of a tenth planet called Nibiru was discovered by a deep space survey team. This recently charted world has an extremely long elliptical orbit that mysteriously transitions between the material and psionic planes through an unknown space-time phenomenon. This makes the planet hard to find as it phases in and out of the material universe.

ALPHA CENTAURI SYSTEM (02)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#12	Centaurus	Alpha-C I	H	Sol	Alpha	Alpha-C	G
#13	Myra	Alpha-C II	F	Sol	Alpha	Alpha-C	G
#14	Tobyn	Alpha-C III	V	Sol	Alpha	Alpha-C	G
#15	Jericho	Alpha-C IV	W	Sol	Alpha	Alpha-C	G



ALPHA CENTAURI SYSTEM BRIEF:

The Alpha Centauri System is approximately 4.35 light years from Earth and has four charted planets orbiting a Class-G star. Centaurus is the only Class-H planet in the system and is remarkably Earth-like with slightly higher gravity. There is a large Confederation colony on the planet with a scientific research facility dedicated to studying an unusual time displacement phenomenon found on the nearby planet Tobyn. Named after the 22nd Century deep space explorer Victor Tobyn, this planet appears to be Earth-like except for the unusual localized time phenomenon that the scientists have named "Time Storms". The neighboring planets of Myra and Jericho have extremely inhospitable environments and little or no indigenous animal life. Both planets have abundant supplies of mineral ores and fuel gases suitable for industrial mining.



PROXIMA CENTAURI SYSTEM (03)

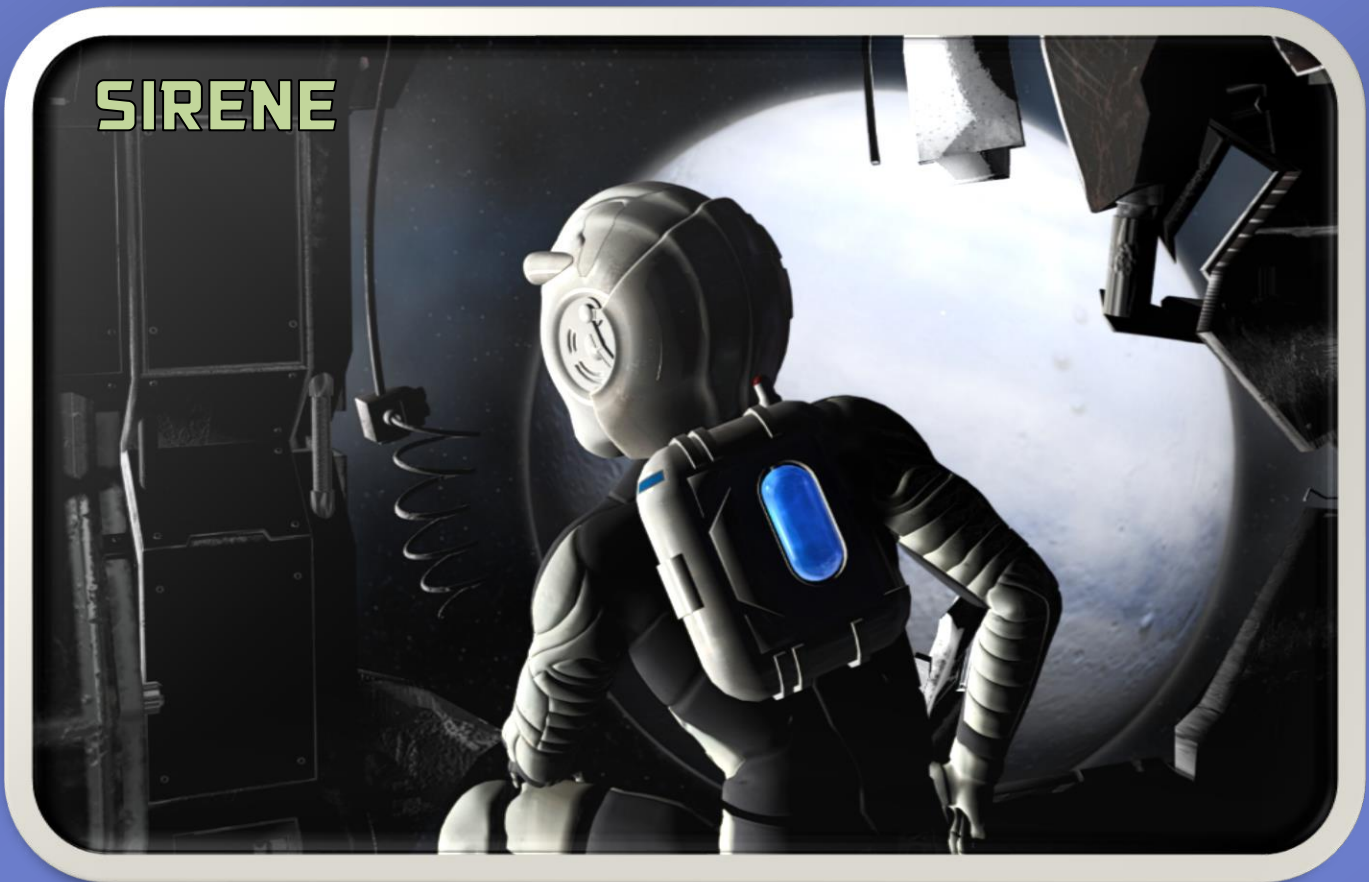
ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#16	Achilles	Proxima-C I	W	Sol	Alpha	Proxima-C	M
#17	Trinity	Proxima-C II	H	Sol	Alpha	Proxima-C	M

PROXIMA CENTAURI SYSTEM BRIEF:

The Proxima Centauri System is approximately 4.25 light years from Earth and has two charted planets orbiting a Class-M star. The first of the two planets in this system is named Achilles and is a small barren world with a toxic atmosphere. The planet does not have any oceans or large bodies of water but is covered with a tan colored fibrous vegetation. The second planet in the system is named Trinity and is a habitable jungle world with massive rain forests covering all major land masses. Trinity is slightly larger than Earth and has a hot humid climate all year round. Early Confederation expeditionaries unsuccessfully attempted to colonize both planets and abandoned the colony sites within the same year. The colony structures can still be found on both planets and are believed to be a favorite hiding place for smugglers and space pirates.

SIRIUS SYSTEM (04)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#18	Altair	Sirius I	W	Sol	Alpha	Sirius	F
#19	Sirene	Sirius II	T	Sol	Alpha	Sirius	F
#20	Deneb	Sirius III	H	Sol	Alpha	Sirius	F



SIRIUS SYSTEM BRIEF:

The Sirius System is approximately 8.6 light years from Earth and has three charted planets orbiting a Class-F binary star. The first planet in the system is Altair, who's mining colony provides a high percentage of the crystalline compounds used in Confederation computer technologies. The neighboring ice planet Sirene is the location of the Confederation transplanted Andromedan colony that was established when their home-world became uninhabitable. This planet has several underground cities where a large percentage of the population lives. The same system is also shared with a Class-H planet named Deneb which is a water saturated swamp world and home of the Hykhot.



TELLAS

EPSILON ERIDANI SYSTEM (05)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#21	Arkona	Epsilon-E I	P	Sol	Alpha	Epsilon-E	G
#22	Taura	Epsilon-E II	H	Sol	Alpha	Epsilon-E	G
#23	Tellas	Epsilon-E III	E	Sol	Alpha	Epsilon-E	G
#24	Vesta	Epsilon-E IV	E	Sol	Alpha	Epsilon-E	G

EPSILON ERIDANI SYSTEM BRIEF:

The Epsilon Eridani, or Ran System, is approximately 10.5 light years from Earth and has four charted planets orbiting a Class-G star. All four planets have a breathable atmosphere but only the Tauran home-world can be considered habitable. Arkona is a volcanically active planet that has too thin of a mantle to sustain an ecosystem. Taura is a mountainous planet with high gravity and large hostile deserts. The two outer worlds in the system, Tellas and Vesta, are in very early stages of evolutionary growth and not suitable for long term settlements or colonization.

TAU CETI SYSTEM (06)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#25	Tau Ceti I	Tau Ceti I	T	Sol	Alpha	Tau Ceti	G
#26	Tau Ceti II	Tau Ceti II	H	Sol	Alpha	Tau Ceti	G
#27	Tau Ceti III	Tau Ceti III	H	Sol	Alpha	Tau Ceti	G
#28	Tau Ceti IV	Tau Ceti IV	E	Sol	Alpha	Tau Ceti	G
#29	Tau Ceti V	Tau Ceti V	O	Sol	Alpha	Tau Ceti	G



TAU CETI SYSTEM BRIEF:

The Tau Ceti System is approximately 12 light years from Earth and has five charted planets orbiting a Class-G star. This system has three planets with a breathable atmosphere; two of which are classified as habitable. Tau Ceti II is home to an indigenous humanoid culture that live in high cliff dwellings. While these people strive to live in harmony with nature, they are no strangers to advanced technology and are suspicious of outsiders. Tau Ceti III has a large industrialized urban sprawl comprised of several massive cities and spaceports. Considered by many to be both a modern urban paradise and a decadent den of corruption. Tau Ceti III is a frequent destination for traders and tourists in search of rare treasures. Tau Ceti I, IV, and V are often visited for scientific exploration but do not host any permanent outposts or settlements.

VEGA SYSTEM (07)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#30	Halon	Vega I	S	Sol	Alpha	Vega	G
#31	Black Rock	Vega II	W	Sol	Alpha	Vega	G
#32	Gideon	Vega III	F	Sol	Alpha	Vega	G
#33	Rigel	Vega IV	H	Sol	Alpha	Vega	G
#34	Antarus	Vega V	H	Sol	Alpha	Vega	G
#35	Hydra	Vega VI	G	Sol	Alpha	Vega	G
#36	Geminora	Vega VII	H	Sol	Alpha	Vega	G
#37	Thyoph	Vega VIII	E	Sol	Alpha	Vega	G
#38	Asterillis	Vega IX	V	Sol	Alpha	Vega	G
#39	Remuan	Vega X	T	Sol	Alpha	Vega	G
#40	Rohina	Vega XI	W	Sol	Alpha	Vega	G



VEGA SYSTEM BRIEF:

The Vega System is approximately 25 light years from Earth and has eleven charted planets orbiting a Class-G star. Vega is one of the largest solar systems in the Alpha Quadrant with nine of its eleven planets possessing a breathable life sustaining atmosphere. The first planet in the system, Black Rock, is the home to Starbase Beta which administers the largest Beryllium mining colony in the quadrant. The fourth planet in the system is Rigel which is the home-world of the hybrid half Zangid-half human Rigellians. Several of the other planets in the system have a long established Rigellian presence in the form of colonies, outposts, and settlements of both renown and ill repute.

40 ERIDANI-A SYSTEM (08)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#41	Ryaden	Eridani-A I	U/R	Sol	Alpha	Eri-40	F
#42	Skaranis	Eridani-A II	U/R	Sol	Alpha	Eri-40	F
#43	Solace	Eridani-A III	K	Sol	Alpha	Eri-40	F
#44	Voltanis	Eridani-A IV	I	Sol	Alpha	Eri-40	F
#45	Lament	Eridani-A V	F	Sol	Alpha	Eri-40	F

40 ERIDANI-A SYSTEM BRIEF:

The 40 Eridani-A System, abbreviated Eri 40, is approximately 17 light years from Earth and has five charted planets orbiting a triple Class-F star group. Eri 40 was the location of a horrific planetary war between the Xin and the Shi'an that left the entire system decimated. Both races have long since abandoned their home world leaving behind a scorched wasteland full of dangerous unspent munitions and war machines. The entire star system is considered a dangerous quarantine zone which is avoided by almost everyone except rogue Rigellian mercenaries seeking to profit from salvaged alien technologies. The quarantine zone is enforced by the surviving elements of the Xin military who patrol the system on a routine basis.



DEMAI SYSTEM (09)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#46	Sear	Demai I	F	Sol	Alpha	Demai	K
#47	Solaria	Demai II	I	Sol	Alpha	Demai	K
#48	Farlight	Demai III	H	Sol	Alpha	Demai	K
#49	Dominion	Demai IV	M	Sol	Alpha	Demai	K
#50	Haven	Rogue	N	Sol	Alpha	(Rogue)	K



DEMAI SYSTEM BRIEF:

The Demai System is approximately 31 light years from Earth and has five charted planets orbiting a Class-K star. The only habitable planet in the system is Farlight which is the home-world of the Daelan. Farlight has very long periods of darkness due to the solar shadow cast by the neighboring super planet Solaria. The long nights on Farlight have resulted in unique biological adaptations for its lifeforms such as the Daelan's exceptional low light vision. One of the most interesting worlds in this system is Haven which is a rogue planet that was expelled from its original orbit by an ancient cataclysm. Haven is an unusual purple colored world that was captured by the massive gravity of the nearby gas giant Dominion.

ZETA HERCULI SYSTEM (10)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#51	Brax	Zeta-H I	E	Sol	Alpha	Z-Herculi	G
#52	T'Ganis	Zeta-H II	W	Sol	Alpha	Z-Herculi	G
#53	Eraban	Zeta-H III	J	Sol	Alpha	Z-Herculi	G
#54	Herculi	Zeta-H IV	H	Sol	Alpha	Z-Herculi	G
#55	Nentonga	Zeta-H V	V	Sol	Alpha	Z-Herculi	G
#56	Serradis	Zeta-H VI	M	Sol	Alpha	Z-Herculi	G
#57	Venatava	Zeta-H VII	L	Sol	Alpha	Z-Herculi	G



ZETA HERCULI SYSTEM BRIEF:

The Zeta Herculi System (Alternately spelled Zeta Herculis) is approximately 35 light years from Earth and has seven charted planets orbiting a Class-G star. Zeta Herculi is one of the furthest star systems from Earth in the Alpha Quadrant. The most note-worthy planet in the system is Herculi which is the home-world of a psionically gifted race that call themselves the Mind Masters. Both Herculi and its neighbor Nentonga have a unique surface composition that contains veins of psionic amplifying crystals embedded in the ground. It is not certain if these crystal deposits are natural or a construct created by the Mind Masters.

THE WORLDS OF THE XOTH SECTOR

XOTH SYSTEM (11)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#58	Maraga	Xoth I	X	Xoth	Beta	Xoth	M
#59	Ash	Xoth II	U	Xoth	Beta	Xoth	M
#60	Fury	Xoth III	F	Xoth	Beta	Xoth	M
#61	Agotha	Xoth IV	G	Xoth	Beta	Xoth	M
#62	Zonos	Xoth V	H	Xoth	Beta	Xoth	M
#63	Ro'Chin	Xoth VI	H	Xoth	Beta	Xoth	M
#64	Cerion	Xoth VII	W	Xoth	Beta	Xoth	M

XOTH SYSTEM BRIEF:

The Xoth System is approximately 39 light years from Earth and has seven charted planets orbiting a Class-M star. Harsh, gloomy, and austere are words frequently used to describe the inhospitable conditions of the Xoth System. The system's faint red dwarf is distant and dim providing little warmth to the orbiting planets. It is both miraculous and amazing that life could exist here at all. However, despite these harsh conditions the stoic warrior race called the Zangid flourished raising an interstellar empire. The fifth planet Zonos, is the Zangid home-world and seat of their interstellar imperial government.



MARKAR SYSTEM (12)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#65	Ashotun	MARKAR I	S	Xoth	Beta	Markar	G
#66	Nakara	MARKAR II	X	Xoth	Beta	Markar	G
#67	Sog'na	MARKAR III	E	Xoth	Beta	Markar	G
#68	Azargon	MARKAR IV	U	Xoth	Beta	Markar	G
#69	Mizar	MARKAR V	G	Xoth	Beta	Markar	G
#70	Amothep	MARKAR VI	F	Xoth	Beta	Markar	G
#71	Qarrak	MARKAR VII	H	Xoth	Beta	Markar	G
#72	Cho'rin	MARKAR VIII	E	Xoth	Beta	Markar	G
#73	Doradis	MARKAR IX	J	Xoth	Beta	Markar	G
#74	Bome	MARKAR X	T	Xoth	Beta	Markar	G



MARKAR SYSTEM BRIEF:

The Markar System is approximately 42 light years from Earth and has ten charted planets orbiting a Class-G star. Markar is the largest solar system in the Beta Quadrant and has a diverse variety of planets. The first planet in the system is named Ashotun and is a rare silicate world that is the home of the elusive Silotrons. Azaragon, the original home-world of the arboreal Driped race, was in this system before a brutal Zangid occupation decimated the planet. There is still a robust Zangid presence in the system with military installations located on the planets Cho'rin and Doradis. However, after decades of aggressive mining and exploitation there is precious little on these worlds left for them to consume. Only the presence of the Silotron on the inner worlds of the system has kept the Zangid from aggressively expanding further.

ORKUS SYSTEM (13)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#75	Katelk	Orkus I	C	Xoth	Beta	Orkus	K
#76	Onis	Orkus II	E	Xoth	Beta	Orkus	K
#77	Shigsin	Orkus III	G	Xoth	Beta	Orkus	K
#78	Nakoth	Orkus IV	J	Xoth	Beta	Orkus	K
#79	Memnaan	Orkus V	T	Xoth	Beta	Orkus	K
#80	Amerath	Orkus VI	T	Xoth	Beta	Orkus	K

ORKUS SYSTEM BRIEF:

The Orkus System is approximately 47 light years from Earth and has six charted planets orbiting a Class-K star. The harsh chaotic environments found on these planets initially discouraged early attempts at colonization but once Beryllium deposits were found on the Ice planet Memnaan the Zangid quickly annexed the entire system. Soon after, the Zangid Imperium established a starbase on Memnaan which included an infamous penal colony, political gulag, and Beryllium mine renowned for its deplorable conditions.

GOR SYSTEM (14)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#81	Izzar	Gor I	S	Xoth	Beta	Gor	F
#82	Yxia	Gor II	H	Xoth	Beta	Gor	F
#83	Okuli	Gor III	I	Xoth	Beta	Gor	F
#84	Thesulia	Gor IV	E	Xoth	Beta	Gor	F
#85	Gorganos	Gor V	G	Xoth	Beta	Gor	F
#86	Korivryn	Gor VI	E	Xoth	Beta	Gor	F
#87	Davax	Gor VII	X	Xoth	Beta	Gor	F
#88	Valissia	Gor VIII	W	Xoth	Beta	Gor	F

GOR SYSTEM BRIEF:

The Gor System is approximately 53 light years from Earth and has eight charted planets orbiting a Class-F star. Gor has the unique distinction of being a neutral buffer zone between the Zangid Imperium and the Videni Stellar Empire. As such, it is constantly under threat of invasion from either side and remains a fiercely contested region of space. Incursions into the system by both Zangid and Videni are a frequent occurrence. The second planet in the system is called Yxia and is the home-world of the reptilian Gorran race. This planet serves as the seat of the Gorran interplanetary government and is the headquarters of their space fleet. The intense political, diplomatic, and military pressure from the neighboring empires has encouraged an isolationist attitude amongst most of the Gorran population. Outsiders are often regarded with suspicion, mistrust, or hostility until proven honorable and trustworthy.

VIDEN SYSTEM (15)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#89	Luma	Viden I	F	Xoth	Beta	Viden	K
#90	Viden	Viden II	H	Xoth	Beta	Viden	K
#91	Minaria	Viden III	H	Xoth	Beta	Viden	K

VIDEN SYSTEM BRIEF:

The Viden System is approximately 52 light years from Earth and has three charted planets orbiting a Class-K star. While Viden is one of the smallest star systems in the Beta Quadrant it is also one of the most powerful and self-sufficient. Viden is the home of the conquest driven Videni who have a strong presence in the Beta Quadrant. The Videni are secretive isolationists so very little is known about their home or colony worlds. Those who have encountered Videni, and lived to tell the tale, describe their home-world as a forested paradise with large beautiful seas and oceans. With their cloaking screen technology and secretive nature, it is difficult to discern just how large the Videni Stellar Empire actually is.



LUMA

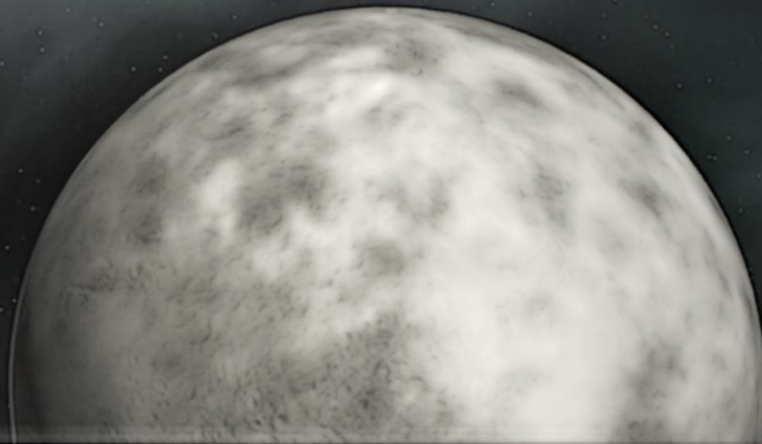
ALTERIA SYSTEM (16)

ROLL	PLANET NAME	POSITION	CLASS	SECTOR	QUAD	SYSTEM	STAR
#92	Jygar	Alteria I	X	Xoth	Beta	Alteria	A
#93	Okasys	Alteria II	P	Xoth	Beta	Alteria	A
#94	Narafon	Alteria III	Q	Xoth	Beta	Alteria	A
#95	Bydelva	Alteria IV	V	Xoth	Beta	Alteria	A
#96	Tankor	Alteria V	E	Xoth	Beta	Alteria	A
#97	Jonar	Alteria VI	O	Xoth	Beta	Alteria	A
#98	Solek	Alteria VII	F	Xoth	Beta	Alteria	A
#99	Ormena	Alteria VIII	W	Xoth	Beta	Alteria	A
#00	Veloc	Alteria IX	D	Xoth	Beta	Alteria	A

ALTERIA SYSTEM BRIEF:

The Alteria System is approximately 58 light years from Earth and has nine charted planets orbiting a Class-A star. Limited information is available about the Alteria System due to the conditions of a Videni treaty that prohibits the Confederation from entering the region. All information that is available about the system came from the Tauran Galactic Archives. It is believed that the Alteria system is now a Videni protectorate that was annexed prior to the Zangid-Videni schism. Space Fleet intelligence speculates that there is likely to be a heavy Videni military presence in the system.

BYDELVA



THE TAURAN GALACTIC ARCHIVES

Over the centuries, the Taurans have been compiling 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 which has been made public to all Confederation worlds.

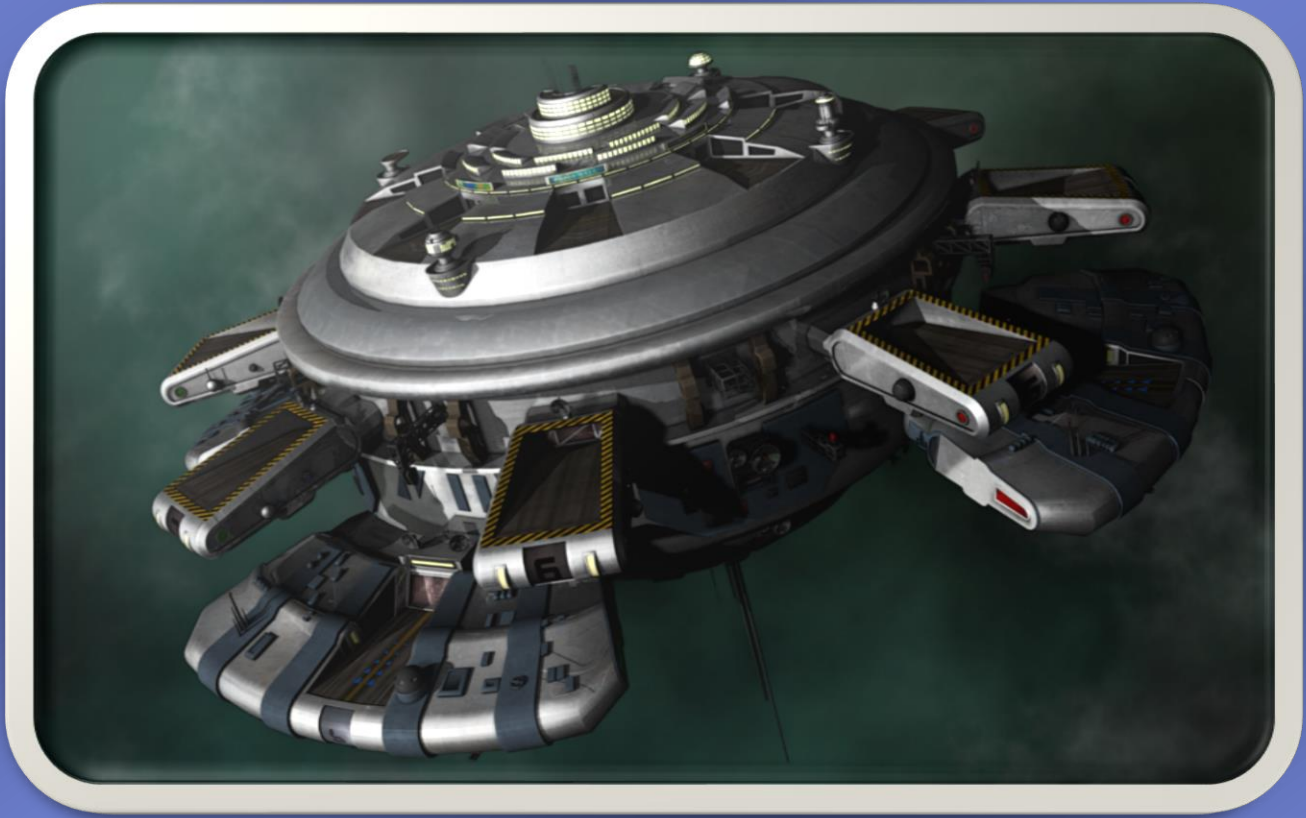
Roll	Planet	Class	System	Comments / Observations
#01	Mercury	W	#01	No atmosphere, rocky cratered surface.
#02	Venus	X	#01	Dense toxic sulfur-based clouds, gas mining.
#03	Earth	H	#01	Human home-world, Space Fleet headquarters.
#04	Luna	W	#01	Human colony, Helium 3 and mineral ore mining.
#05	Mars	D	#01	Human colony, domed cities, mineral ore mining.
#06	Saturn	L	#01	Ringed gas giant, high wind speeds, gas mining.
#07	Jupiter	K	#01	Large gas giant, severe storms, Europa shipyards.
#08	Neptune	T/J	#01	Dwarf ice/gas giant, gas extraction mining.
#09	Uranus	T/J	#01	Dwarf ice/gas giant, high windspeeds, storms.
#10	Pluto	W	#01	Desolate, rocky, Confederation penal colony.
#11	Nibiru	V	#01	Unusual orbit, strange dimensional anomalies.
#12	Centaurus	H	#02	Confederation colony, scientific research facilities.
#13	Myra	F	#02	Unremarkable inhospitable desert planet.
#14	Tobyn	V	#02	Earth-like with unusual space-time anomalies.
#15	Jericho	W	#02	Desolate, barren, Confederation penal colony.
#16	Achilles	W	#03	Fibrous vegetation, toxic air, abandoned colony.
#17	Trinity	H	#03	Rain forests, abandoned colony, pirate sanctuary.
#18	Altair	W	#04	Confederation outpost, crystalline mineral mining.
#19	Sirene	T	#04	New Andromedan home-world, underground cities.
#20	Deneb	H	#04	Hykhot home-world, water saturated swamp lands.
#21	Arkona	P	#05	Unstable core, thin mantle, severe volcanic activity.
#22	Taura	H	#05	Tauran home-world, high gravity, large deserts.
#23	Tellas	E	#05	Primitive water world with scarce land masses.
#24	Vesta	E	#05	Jungles and swamps, unusually large reptile life.
#25	Tau Ceti I	T	#06	Deep cold, minerals in water cause green tint in ice.
#26	Tau Ceti II	H	#06	Lush forests, great stone monoliths, cliff dwellings.
#27	Tau Ceti III	H	#06	Modern urban sprawl, frequent storms, heavy fog.
#28	Tau Ceti IV	E	#06	Primordial, loose red soil, primitive humanoids.

Roll	Planet	Class	System	Comments / Observations
#29	Tau Ceti V	O	#06	Unusual orbit, short seasons, chaotic weather.
#30	Halon	S	#07	Silicate planet, dust storms, hidden Silotron base.
#31	Black Rock	W	#07	Beryllium mining colony, Starbase Beta.
#32	Gideon	F	#07	Windy, large solar farms, industrial refineries.
#33	Rigel	H	#07	Rigel home-world, mountainous, rare minerals.
#34	Antarus	H	#07	Rigel colony, lawless mercenaries and smugglers.
#35	Hydra	G	#07	Rigel colony, floating cities, "sea monsters".
#36	Geminora	H	#07	Unusual purple skies, high winds, deep canyons.
#37	Thyoph	E	#07	Unremarkable primitive planet with dense jungles.
#38	Asterillis	V	#07	Ruined world, lost alien artifacts and technologies.
#39	Remuan	U/T	#07	Lost Andromedan colony, planet-wide instability.
#40	Rohina	W	#07	Abundant heavy metal deposits, toxic atmosphere.
#41	Ryaden	U/R	#08	War scarred wasteland, disease, unspent munitions.
#42	Skaranis	U/R	#08	Scorched earth, high radiation, unusual mutations.
#43	Solace	K	#08	Small gas giant surrounded by an asteroid field.
#44	Voltanis	I	#08	Large gas giant, high gravity, placid atmosphere.
#45	Lament	F	#08	Unique vegetation absorbs sound vibrations, silence.
#46	Sear	F	#09	Scarce water and vegetation, jagged rock formations.
#47	Solaria	I	#09	Large featureless gas giant with two rings.
#48	Farlight	H	#09	Daelan home-world, long nights in Solaria's shadow.
#49	Dominion	M	#09	Massive gas giant, high gravity, strong magnetic field.
#50	Haven	N	#09	Ancient cataclysm expelled planet from its orbit.
#51	Brax	E	#10	Pristine jungle world, dangerous insects and reptiles.
#52	T'ganis	W	#10	Unremarkable mass of rock and metals.
#53	Eraban	J	#10	Dwarf gas giant, dense orange dust clouds.
#54	Herculi	H	#10	Earth-like, psionic amplifying crystals, Mind Masters.
#55	Nentonga	V	#10	Singular land mass, large farms, agrarian society.
#56	Serradis	M	#10	Massive gas giant, high gravity, chaotic atmosphere.
#57	Venatava	L	#10	Large gas giant, high gravity, frozen liquid core.
#58	Maraga	X	#11	Violent storms, poison plants, dangerous animals.
#59	Ash	U	#11	Ancient war-ravaged planet, high radiation, artifacts.
#60	Fury	F	#11	Heavily cratered desert world, rare mineral deposits.
#61	Agotha	G	#11	Domed underwater cities, deep sea mining.
#62	Zonos	H	#11	Zangid home-world, walled cities, cold and gloomy.
#63	Ro'chin	H	#11	Violent storms, underground prison colony, mining.
#64	Cerion	W	#11	Desolate ice world with few plants or animals.
#65	Ashotun	S	#12	Silotron home-world, underground crystal cities.

Roll	Planet	Class	System	Comments / Observations
#66	Nakara	X	#12	All life on this planet is aggressive and hostile.
#67	Sog'na	E	#12	Earth-like, aggressive carnivorous flora and fauna.
#68	Azargon	U	#12	Former Drepid home-world, vast decimated jungles.
#69	Mizar	G	#12	Featureless water world with no land masses.
#70	Amothep	F	#12	High dunes, windstorms, ancient pyramid ruins.
#71	Qarrak	H	#12	Unique axial tilt, dense atmosphere, high gravity.
#72	Cho'rin	R	#12	Hidden Zangid military facilities and shipyards.
#73	Doradis	J	#12	Dwarf gas giant, Zangid gas mining station.
#74	Bome	T	#12	Frozen wasteland, electrical storms, ancient ruins.
#75	Katelk	C	#13	Young planet, settling core, frequent seismic activity.
#76	Onis	E/P	#13	Mountainous terrain, volcanic, early humanoids.
#77	Shigsin	G	#13	Water planet, temperate islands, sunken ruins.
#78	Nakoth	J	#13	Dwarf gas giant, twin rings, violent storms.
#79	Memnaan	T	#13	Deep cold, toxic air, abundant beryllium deposits.
#80	Amerath	T	#13	Unremarkable ice world with no indigenous life.
#81	Izzar	S/P	#14	Unstable volcanoes, molten silicate rivers.
#82	Yxia	H	#14	Gorran home-world, jungles, freshwater oceans.
#83	Okuli	I	#14	Massive industrial urban sprawl, Gorran shipyards.
#84	Thesulia	E	#14	Wild grasslands, flat terrain, narrow waterways.
#85	Gorganos	G	#14	Small polar land masses, underwater Videni base.
#86	Korivryn	E	#14	Gorran outpost, forested cities, numerous caves.
#87	Davax	X	#14	Carnivorous plant life, dangerous terrain, storms.
#88	Valissia	W	#14	Unremarkable planetoid, abundant mineral deposits.
#89	Luma	F	#15	Videni mining colony, rare minerals and helium 3.
#90	Viden	H	#15	Videni home-world, large oceans, temperate climate.
#91	Minaria	H	#15	Videni colony, towering forests, unusual wildlife.
#92	Jygar	X	#16	Spaceship graveyard, wreckage, dangerous slime.
#93	Okasys	P	#16	High volcanic activity, constant volcanic winter.
#94	Narafon	Q	#16	High radiation zones, strange mutated lifeforms.
#95	Bydelva	V	#16	Smooth flat terrain, strange dimensional anomalies.
#96	Tankor	E	#16	Swampy wetlands, primordial bogs, high humidity.
#97	Jonar	O	#16	Chaotic climate, short seasons, electrical storms.
#98	Solek	F	#16	Rock monoliths, scarce water, Videni colony.
#99	Ormena	W	#16	Deep cold, vast network of underground caverns.
#00	Veloc	D	#16	Dead planetary core, toxic air, ancient necropolis.

SOL & XOTH SECTOR STARBASES

As of 2290, there were a total of eleven known active starbases operated by the interstellar governments of the Sol and Xoth Sectors. The chart below provides an overview of these massive planetary facilities or orbital stations and their capabilities.



Starbase	Sect.	Gov.	Planet	PPB	Crew	Beam	Torp.	Tele.	Shuttle	S-Bay	Cryo.
Alpha	Sol	Con	#03	1200	2200	10	30	16	10	40	12
Beta	Sol	Con	#31	1000	2000	08	20	12	08	32	10
Gamma	Sol	Con	#27	600	500	05	12	08	05	20	06
Delta	Sol	Con	#51	900	600	06	16	10	06	24	08
Lectar	Xoth	Zan	#59	900	600	07	N/A	10	06	20	08
Mectone	Xoth	Zan	#62	1000	1800	09	N/A	14	08	28	10
Klatau	Xoth	Zan	#79	1600	2200	11	N/A	16	10	36	12
S'Khesh	Xoth	Gor	#82	900	600	06	12	08	05	24	06
Mitar	Xoth	Vid	#85	1000	1200	08	FB	14	08	32	10
Selaka	Xoth	Vid	#90	1000	1200	08	FB	14	08	32	10
Vor Na	Xoth	Vid	#98	1000	1200	08	FB	14	08	32	10

STARBASE ALPHA (GALACTIC CONFEDERATION)

This massive orbital station was the first Confederation starbase in the Alpha Quadrant located in high orbit above the planet Earth (#03). This station serves as the headquarters for the Galactic Confederation Space Fleet and is a center of interstellar commerce. Alpha is a typical full service starbase with all the amenities one would expect from a Confederation facility. At any given time 1d6 Confederation starships, including at least one dreadnaught class, can be found at the facility or its nearby shipyard.

STARBASE BETA (GALACTIC CONFEDERATION)

This starbase is located orbiting the planet Black Rock (#31) in the Vega System and is the second largest Confederation starbase in the quadrant. Starbase Beta supports a large amount of interstellar trade and commerce associated with the nearby mining colony. There is large amount of unregistered starship traffic seen travelling through this area that the locals suspect is connected to the Confederation Space Fleet Intelligence Bureau.

STARBASE GAMMA (GALACTIC CONFEDERATION)

Located on the Planet Tau Ceti III (#27), near the massive urban sprawl of Ceti City, this terrestrial starbase is the smallest starbase in the quadrant. Gamma features a popular modern spaceport that supports exploration, tourism, and trade to the outer systems. There is a substantial contingent of Confederation Colony Rangers stationed here who protect the outer colonies and shipping lanes.

STARBASE DELTA (GALACTIC CONFEDERATION)

Delta is primarily a scientific outpost dedicated to the study of the unusual lifeforms on the planet Brax (#51) in the Zeta Herculi System. Like other Confederation Starbases, Delta is a full-service facility but in a considerably smaller package. Accommodations on the station are near claustrophobic in proportion but modern and well maintained. This station sees a constant flow of travelers and tourists on their way to and from the outer systems.

STARBASE LECTAR (ZANGID IMPERIUM)

One of two orbital starbases in the Xoth System, Lectar orbits the planet Ash (#59) and is the military headquarters of the Zangid Imperial Space Force. Accommodations and amenities on this facility are very Spartan in comparison to their Confederation counterparts. However, the station is equipped with all the normal features of a starbase including a spaceport, shipyard, entertainment zones, and artificial planetary habitats. At any given time 1d6 Zangid warships are either docked at or orbiting near the station.

STARBASE MECTONE (ZANGID IMPERIUM)

Mectone is a very old Zangid station of massive proportions orbiting the planet Zonos (#62) In the Xoth System. This starbase serves the Zangid as a military fortress, diplomatic outpost and hub for interstellar trade. This decrepit space citadel, well known for its poor accommodations and state of disrepair, is the closest most visitors will ever get to the Zangid homeworld. Mectone is also well known for its extensive variety of combat centric entertainment and brutal blood sports. At any given time 1d6 Zangid warships can be found in the vicinity of the starbase or orbiting Zonos.

STARBASE KLATAU (ZANGID IMPERIUM)

Klatau is a full service terrestrial starbase and mining colony located on the ice planet Memnaan (#79) in the Orkus System. This former Zangid penal colony was renowned for its harsh treatment of resident prisoners (especially Dreipeds) and slave labor. A prisoner revolt in CE-2231 decimated the original facility and Starbase Klatau was built over the ruins of the original site in CE-2244. While its harsh environment and sordid past make Klatau an unpopular travel destination it is still considered by many to be a center of interstellar commerce for difficult to find items. Superstitious locals believe the place is cursed and haunted by the shades of the prisoners once held there.

STARBASE S'KHESH (GORRAN PLANETARY ALLIANCE)

S'Khesh is a terrestrial Gorrans starbase located on the planet Yxia (#82) in the Gor system. Cleverly hidden in the vast marsh lands of Yxia this massive spaceport serves as the headquarters of the Gorrans military. S'khesh's secluded location and the Gorrans' mistrust of outsiders discourages all but the most committed visitors from finding the base. However, despite its inhospitable appearance the facility includes several alien habitats suitable for hosting other space-faring races in their natural environments.

STARBASE MITAR (VIDENI STELLAR EMPIRE)

Mitar is a secret aquatic starbase submerged below the ocean's surface near the Southern polar land mass on the planet Gorganos (#85) in the Gor system. This clandestine starbase is the primary source of Videni military incursions into Gorrans space. Space Fleet Intelligence suspects that this hidden facility is used as a staging area for Videni attacks on Zangid and Confederation outposts. At any given time, there are 1d6 Videni warships in the vicinity of the planet cloaked by their shielding screen technology.

STARBASE SELAKA (VIDENI STELLAR EMPIRE)

Selaka is an orbital starbase located near the Videni homeworld (#90) in the Viden System. Little is known about this station other than its general location orbiting the planet Viden. Unlike most Videni military facilities this impressive and beautifully designed starbase is not actively hidden by a shielding device. Visitors from outside the Videni Stellar Empire are not permitted on this station which resides at the very heart of this reclusive isolationist empire. At any given time, there are 1d8 Videni warships in the vicinity of Selaka and its neighboring shipyard.

STARBASE VOR NA (VIDENI STELLAR EMPIRE)

Concealed among the massive rock monoliths of the planet Solek (#98) in the Alteria System is the remote terrestrial Videni starbase Vor Na. Little is known about this secret base which is hidden in an undisclosed location on the planet's surface and cloaked by a shielding device. At any given time 1d4 Videni warships are in the vicinity of the planet cloaked by their shielding screens. Unlike the other Videni starbases, Vor Na is the only one protected by a space minefield surrounding its host planet.

STARBASE EPSILON & THE LUCANII DRIFT (OPTIONAL)

In the Ashdown Universe the Lucanii Drift (From "The Lucanii Drift" by Paul Kidd, 2016 Kistune Press) is a recently discovered vast expanse of uncharted space 400 light years above the main galactic arm in the Gamma Quadrant. The locales, space-faring races, new equipment, and supplemental rules from that Campaign are all welcome and encouraged within the Ashdown Universe. Confederation Starbase Anterra (Also known as Starbase Epsilon) is located above the Sol Sector star map approximately 22 light years from the Sirius System in open space. At the starting point of the Ashdown Campaign Universe (CE-2290), Starbase Anterra (a.k.a. Epsilon) is still under construction at the outer most edge of Confederation controlled space. At around this same time the first deep space exploration crews discovering the Drift would find the lost alien hulk that the Confederation would later repurpose into Starbase Keppler. The Zangid Imperium quickly learns of the Confederation's expeditions and sets out to establish their own route to the Lucanii Drift.



ASHDOWN UNIVERSAL COSMOLOGY

The Ashdown Universe is an alternate parallel reality that exists as part of a larger interconnected multiverse. Within this multiverse numerous parallel or mirrored microcosms and macrocosms have evolved into their own alternate realities coexisting within the same cosmic continuum. Each of these universes is composed of various layered dimensional planes that weave together to form physical existence as we know it. While most of these planes of existence are beyond scientific explanation or mortal comprehension; four have been discovered to be within our technological reach. These four planes of existence outside of our own prime material plane are referred to as the “Exo-Planes”. They were first encountered by scientists and explorers during early experiments developing hyperdrive and teleporter technologies. From the physical material plane one can enter these other dimensional planes through the energetic lattice-like structure of subspace via teleporter, hyperdrive, or transversable wormhole. Each of the four exo-planes exists on an ascending vibrational magnitude ranging from substantial material density to pure energy. The two highest exo-planes are ideal transcendent environments for interstellar or dimensional travel and theoretically hold the potential for travel between the various realms of the multiverse itself.

NORMAL SPACE

Also known as “N-Space”, this is the prime material plane of physical existence where natural laws such as inertia, gravity, time, and relativity are substantial components of reality. This dimensional plane is the physical reality in which most biological lifeforms live out their lives.

SUBSPACE (EXO-PLANE #1)

This exo-plane, also referred to as the “Firmament”, is the invisible energetic structural lattice upon which all the other dimensions are interwoven together within the universe. It is the essential space-time phenomenon necessary for technologies that make faster than light communication, teleportation of matter, and Hyperspace travel possible. Perception from inside of this plane is similar to that of the prime material plane but somewhat out of phase or sync with physical reality.

VOIDSPACE (EXO-PLANE #2)

This exo-plane is a dark, cold, and empty expanse that is devoid of recognizable form or energy. It has a strange fluid topography that is somewhat reminiscent of the physical universe but almost undistinguishable in its matte darkness. This dimension acts as a buffer between the lower and higher transitional exo-planes. Time, as we understand it, seems to move slower within the dense murky darkness of this realm. Some early attempts at circumventing the restrictions of relativity to achieve “faster than light” travel sought to use this plane as a short cut between points in the prime material plane. However, pursuit of such technologies was later abandoned when it was discovered that long term exposure to this dimension was harmful to biological life. Explorers who have accidentally encountered this dimension returned with reports of feeling a sense of entropic malignance about the space that seemed to drain the very life from them. Confederation scientists theorize that the exotic element Black Alkhemite may be connected in some way to this dark plane of existence.

HYPERSPACE (EXO-PLANE #3)

This is the first of the higher transitional exo-planes and consists of a unique transcendent space-time phenomenon where the measurable effects of distance over time do not apply in the same way as those in the prime material plane. Perception of the Hyperspace realm is the opposite of Voidspace with vivid energetic colors in the visible spectrum or vast expanses perceived in color or formless pure white. Hyperspace is used by starships as a short cut to cross vast distances faster than the speed of light between two points in the prime material plane of existence.

THE NETHER (EXO-PLANE #4)

This is the highest of the transitional exo-planes and consists of a cosmic dimension of pure energy. Sometimes referred to as the “Psionic Plane” or the “Astral Plane” this dimension is a vast nebulous expanse where the difference between thoughts and energy are indistinguishable. Perceptions of this plane of existence vary widely between observers as their conscious thoughts can directly influence the environment within the plane. Confederation scientists theorize that the exotic element Green Alkhemite may be connected in some way to this plane of existence.

HYPERGATE TRAVEL

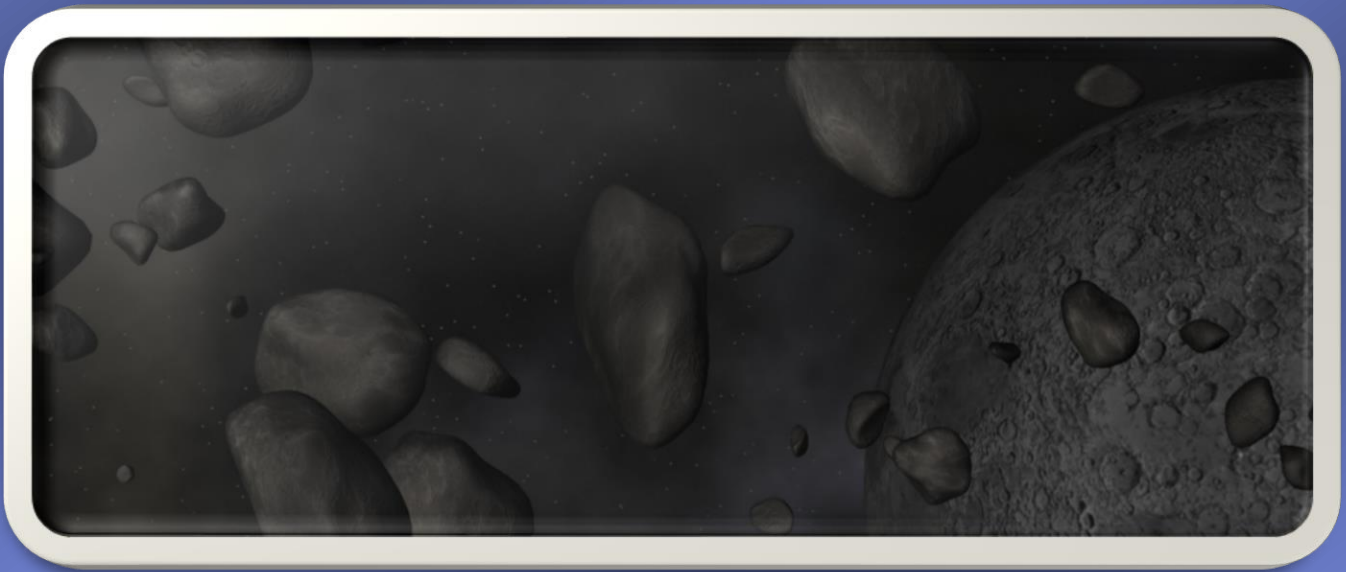
Some spacecraft are not capable of interstellar flight on their own and require assistance to travel between star systems. One workaround for this problem is to use a hypergate transit facility. Hypergates are artificial portals that use green alchemite crystals to create a temporary transversable wormhole allowing a spacecraft to travel vast interstellar distances without the need of a hyperdrive. Even starships equipped with their own hyperdrive can benefit from the use of a hypergate by conserving PPB that would normally be expended during hyperspace travel. Use of a hypergate requires two linked gateways with one acting as the point of origin and one acting as a point of destination. Both gateways are required for the system to operate and if one gateway is damaged or malfunctions transit will not occur. Multiple gateways can be linked together to form a hyperspace network between solar systems. Travel through the transversable wormhole is near instantaneous and is considered no more dangerous than a teleporter. Hypergates require a massive amount of energy and typically have their own powerplant or use one at a nearby starbase. Currently there are only two operational linked hypergates in Confederation space. One is located near Starbase Alpha and the other is located near Starbase Beta. While hypergate travel within the Confederation is free of charge it is not a commonplace occurrence and is highly regulated. Some planetary governments outside the Confederation who have hypergate technology may charge a toll or fee to use their gate. This is typically in the form of energy unit transfers or local currency. Hypergate usage is protected by a computer encrypted passcode that requires an engineering officer to successfully log-on to their ship's computer, download the code from the gate, and decrypt it. After the passcode has been successfully decrypted the Engineer will make a technical skill check to use the ship's computer to operate the gateway. If the Engineer fails the skill check, it will cause a malfunction resulting in a hypergate mishap. Space Masters should roll 1d10 on the chart provided here to determine the kind of mishap that occurs.

HYPERGATE MISHAP TABLE	
ROLL	HYPERGATE MISHAP
01	Arrival 1d6 months in the past.
02	Crew and ship are duplicated.
03	Arrival in the psionic plane.
04	Arrival at a gate in Xoth sector.
05	Arrival at an unknown alien gate.
06	Arrival in an alternate universe.
07	Arrival 1d6 months in the future.
08	Gateway does not work at all.
09	Arrive safely, crew has amnesia.
00	Feedback disables origin gate.



THE FORBIDDEN STARS

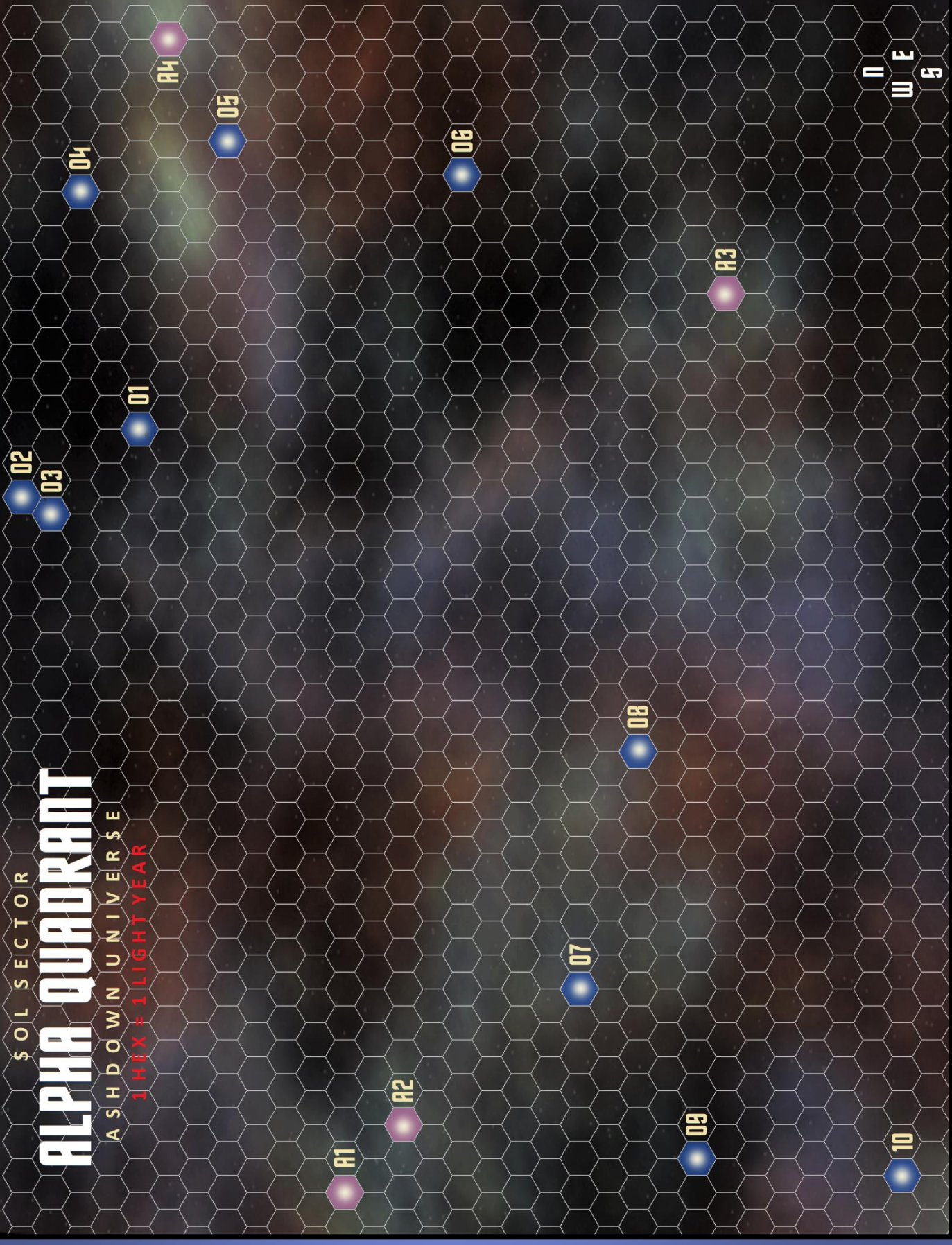
While most of the habitable star systems in the Alpha and Beta Quadrants have been explored or charted some areas remain undiscovered. Known as the “Forbidden Stars”, these mysterious systems are inaccessible due to navigational hazards too dangerous to traverse through normal space. The existence of these systems is known mostly from scientific postulation and the warnings of early deep space explorers. In the Ashdown Universe there are four forbidden systems in located the Sol Sector and eight in the Xoth Sector. For random adventuring, Space Masters can roll 1d12 to select a forbidden system for exploration or as a source of incursions of the unknown into charted space.



Roll	Designation	Quadrant	Sector	Star	Hazard Type
#01	A1: Alpha One	Alpha	Sol	B	Asteroid Fields
#02	A2: Alpha Two	Alpha	Sol	F	Space Clouds
#03	A3: Alpha Three	Alpha	Sol	G	Gravity Wells
#04	A4: Alpha Four	Alpha	Sol	M	Space Warps
#05	B1: Beta One	Beta	Xoth	A	Radiation Storms
#06	B2: Beta Two	Beta	Xoth	G	Asteroid Fields
#07	B3: Beta Three	Beta	Xoth	O	Radiation Storms
#08	B4: Beta Four	Beta	Xoth	B	Space Clouds
#09	B5: Beta Five	Beta	Xoth	G	Asteroid Fields
#10	B6: Beta Six	Beta	Xoth	A	Space Warps
#11	B7: Beta Seven	Beta	Xoth	G	Space Clouds
#12	B8: Beta Eight	Beta	Xoth	C	Gravity Wells

SOL SECTOR
ALPHA QUADRANT

A SHDOWN UNIVERSE
1 HEX = 1 LIGHT YEAR

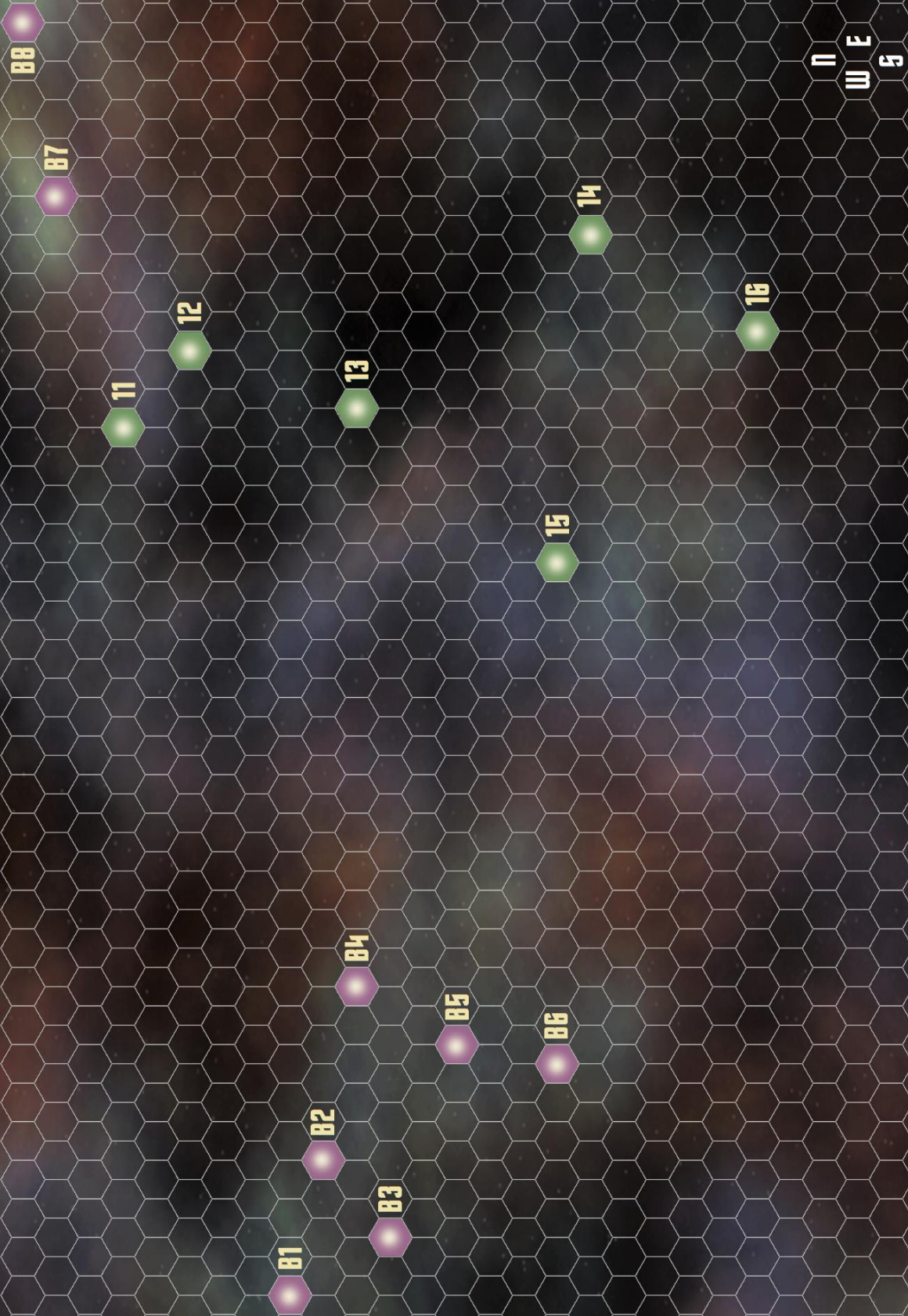


W E
U S

XOTH SECTOR
BETA QUADRANT

ASHDOWN UNIVERSE

1 HEX = 1 LIGHT YEAR



11
12
13



SPACE GEODES

“Space Geodes” are a kind of ancient asteroid that have large hollow interior chambers containing various kinds of crystalline deposits. Space Geodes are believed to have formed from proto-planetary debris expelled during the formation of the Universe. The interior crystalline structures can range in composition from common minerals to exotic Alkhemite elements. Space Geodes often appear to be common asteroids covered with elaborate crystalline structures protruding from the craters and fissures on their surface.



THE ALKHEMITE REVOLUTION

In 2258, emissaries from the Xin refugee colony at Camp Tycho (#04) on Earth's Moon introduced Confederation scientists to their Alkhemite based technologies during a scientific exchange program. Alkhemite is a rare transmutable crystalline element that has various energy altering properties. There are five known types of Alkhemite, classified by color, with each type possessing its own unique properties and applications. Only one type of Alkhemite can be incorporated into any given technology at a time because the elements tend to interfere or nullify each other when combined. Alkhemite is believed to be a kind of proto-matter remnant left over from the origin of the universe itself. It is usually found within ancient asteroids or space geodes drifting throughout the cosmos. The introduction of Alkhemite technologies to the Confederation ushered in a new "gold rush" and technological revolution. The Zangid and Videni soon learned of this remarkable element through their spies and began their own quests to find it too. In any given encounter with an asteroid or space geode there is a 30% chance that Alkhemite will be present. Due to its scarcity, Space Masters should secretly roll D100 whenever PC's encounter one to determine if Alkhemite may be present. Only one type of Alkhemite can be found on each space geode or asteroid that is determined to contain the element. Space Masters can decide what type of Alkhemite will be present or roll 1d10 for a random result from the descriptions below.

RED ALKHEMITE

Red Alkhemite is the most abundant variety found in ancient asteroids or space geodes and is present on a 1d10 roll result of 1, 2, 6, and 7. Red Alkhemite dramatically increases power management efficiency in all devices that use it. Any technology that incorporates Red Alkhemite provides an automatic +1 benefit to all technical skill rolls for operation. When used to replace conventional hyperdrive crystals in a starship it will increase energy production by 5 EU's per hyperdrive pod. Any weapon that utilizes Red Alkhemite automatically receives a +1 bonus to all damage rolls and shifts all range-based bonuses or penalties positively by one point. Starship energy-based beams (including tractor and pressor beams) using Red Alkhemite for energy management will have their range increased by 10,000 mi/km.

GREEN ALKHEMITE

Green Alkhemite is the second most abundant variety found and is determined to be present on a 1d10 roll result of 3 or 4. Green Alkhemite improves the efficiency of any technology that transforms physical matter into energy or transitions spacial or dimensional states. It is immensely useful in teleportation, molecular fabrication, or any technology that warps, folds, or manipulates the space/time continuum. Any teleporter device that uses Green Alkhemite provides an automatic +2 bonus to an operator's contact skill roll when performing blind teleports and reduces teleport lag time to 1d4-1. Any starship can replace it's conventional hyperdrive crystal with a Green Alkhemite one reducing their EU consumption by one point per hyperwarp factor for 1d20 light years until the crystal is depleted. Conventional hyperdrive crystals and Green Alkhemite can be exchanged without penalty but the exchange requires a successful technical skill check and one day of maintenance during which the ship's hyperdrive will be offline. Once a Green Alkhemite crystal is depleted it will also require a successful skill check and one day of maintenance to replace it or exchange it with a conventional crystal.

BLUE ALKHEMITE

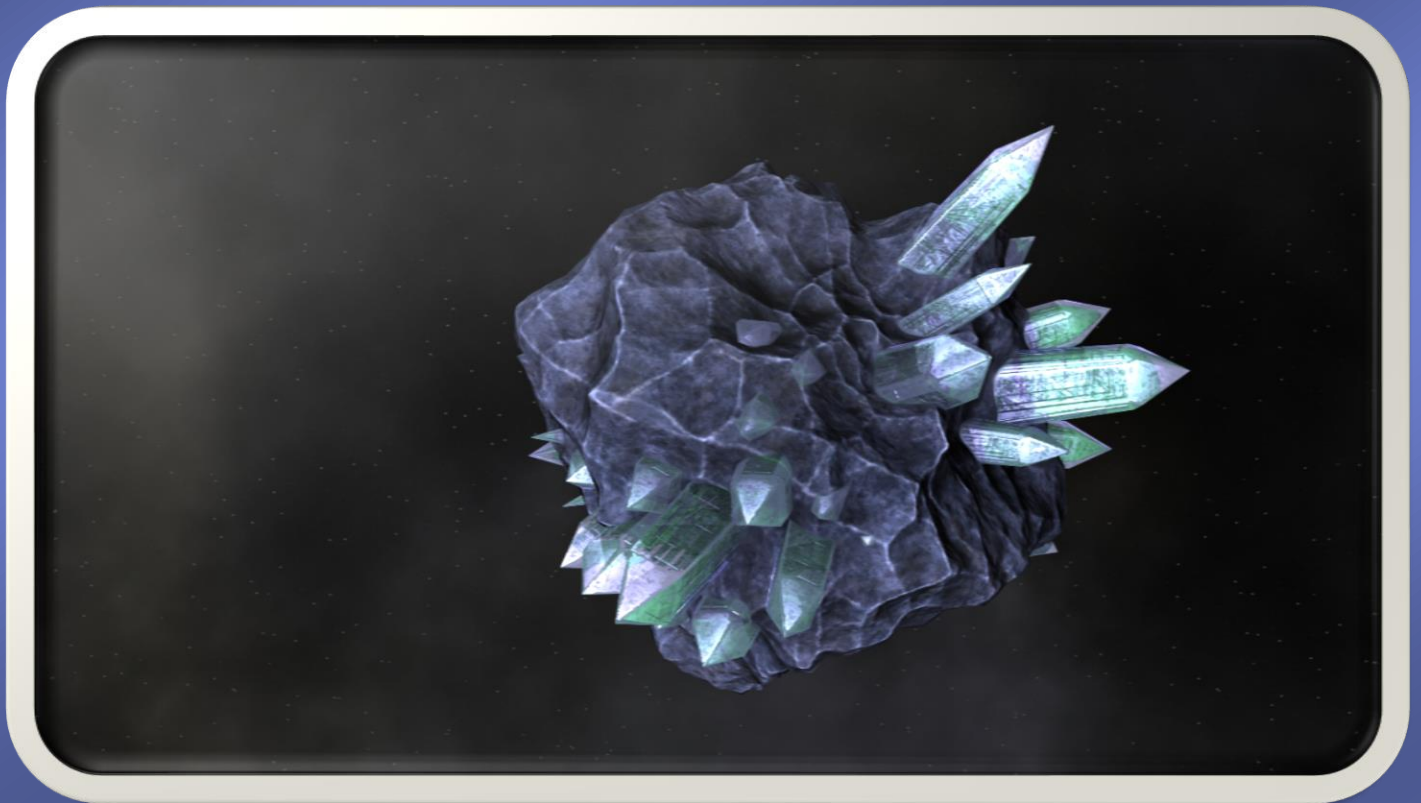
Blue Alkhemite is the third most abundant variety found and is determined to be present on a 1d10 roll result of 5 or 8. Blue Alkhemite improves data storage, retrieval, and transmission in computers or communication devices. When used in starship computers, Blue Alkhemite provides a +1 to any operator's technical skill check to interface with the computer and one additional question per inquiry roll. Blue Alkhemite also increases the range of any data transfer, communication or sensor device by 50%.

GOLD ALKHEMITE

Gold Alkhemite is one of the least abundant types found and is determined to be present on a 1d10 roll result of 9. This extremely rare element has biogenic properties which can accelerate healing, mutation, or genetic evolution within biological organisms. Because of its scarcity, Gold Alkhemite's potential applications are not entirely understood and it is considered potentially dangerous. Exposure to Gold Alkhemite can restore 2 Hit Points of damage per hour but can cause random mutations or evolutionary development (such as Psionic ability) at the Space Masters discretion. (*SM: See page #21 of Mutant Future GBD2001 for mutation list for possible mutation effects.*)

BLACK ALKHEMITE

Black Alkhemite is the rarest form known to exist and is determined to be present on a 1d10 roll result of 0. Black Alkhemite has been theorized to have the inverse properties of all the other forms. It hampers the transmission of energy or data, regresses evolutionary development, and impedes the transition between dimensional or spacial states. Nick-named “Phantom Alkhemite” this scarce element is believed to be able to absorb any spectrum of energy it encounters. What becomes of the energies that it absorbs is still a complete mystery to science. Alkhemite miners normally avoid deposits of this dangerous element due to its difficulty to extract, contain, or control. Regardless of quantity, exposed Black Alkhemite crystal can quickly drain a force field or a starship’s hyperdrive power supply at a rate of 5 EU’s per hour. Black Alkhemite’s energy absorbing properties are also detrimental to biological life by draining bioelectric energy from any lifeform in direct contact with it. Exposure to Black Alkhemite without the protection of a forcefield, radiation suit, or field armor will drain two points of Constitution per hour of exposure until death. The only known method of safely transporting Black Alkhemite is to keep it encased within the space geode or asteroid ore in which it is found.



ASHDOWN TIMELINE

Presented here is a brief timeline of important historical events that have transpired in the Ashdown Universe. While this is by no means an exhaustively complete history it does cover many of the important events that shaped the Sol and Xoth Sectors. 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 and Spacemen 2nd Edition Rulebook setting are included 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.

BCE-6003: An ancient alien empire known as the Shi’an discover the element Alkhemite which becomes the cornerstone of their society, religion and technology.

CE-1732: The Shi’an create a race of biomechanoids, called the Xin, to serve as soldiers and slave labor in their wars of interstellar domination.

CE-1947: A reported UFO crash on Earth (#03) near Roswell, New Mexico is later revealed to have been a Shi’an planetary survey ship that crashed landed while evaluating Earth as a potential candidate for conquest.

CE-1954: Shi’an biotech experiments conducted on the indigenous lifeforms of Skaranis (#42) unleashes a horrific plague that consumes almost all life on the planet. The Shi’an Empire dispatches an armada to sanitize the planet but the morally conflicted Xin serving aboard mutiny against their masters seizing control of the armada.

CE-1955: Start of the “Great War” between the Xin and their Shi’an masters on the planet Ryaden (#41). The Xin prevail but the war leaves the planet a ruined uninhabitable wasteland.

CE-1958: Classified United States Air Force report of UFO wreckage recovered in the Arizona desert is later confirmed in 2254 by Xin emissaries as a Shi’an scout ship.

CE-1961: Xin refugees fleeing Ryaden arrive at Farlight (#48) in the Demai System and establish contact with the Daelens. The Xin refugees set up a temporary colony on an improvised space station orbiting the planet.

CE-1976: Monoliths and structures are observed on the surface of Mars (#05) by Earth's Viking Space Probe. These structures are later identified in 2254 by Xin emissaries as the ruins of a Shi'an outpost used to monitor Earth.

CE-1987: Xin refugees searching for a new world to colonize in the Xoth Sector encounter the Zangid. Impressed by the refugee's Shi'an technology the Zangid Imperium establishes diplomatic relations with the Xin and grant them safe passage.

CE-1989: The Xin encounter the Gorran while exploring the Xoth Sector. The meeting is peaceful but the Xin and the Gorran find a mutual dislike for each other's company.

CE-1995: The Xin refugees inadvertently wander into Videni space where their convoy is detained by Videni warships. The tense encounter ends peacefully but the Xin are warned not to enter Videni space again.

CE-1996: United States Space Shuttle Columbia Mission STS-80 captures video footage of an unidentified spacecraft exploding in flight which was later revealed in 2254 as a dog fight between Xin space fighters and a Shi'an scout ship.

CE-2057: Arcodyne Industries builds the first ion-drive powered spacecraft which is used for Earth's first manned expedition to Mars.

CE-2062: A series of military conflicts known by history as the Genome Wars begin on the planet Earth led by genetically engineered super-humans.

CE-2096: The Genome Conflicts on planet Earth culminate in World War III.

CE-2097: Anticipating that Humanity would not survive World War III, the surviving genetically engineered super-humans and some of Earth's greatest minds were sent into space to find a new home for Humanity. The colonists were placed in suspended animation for the long journey and launched into deep space aboard automated sleeper ships.

CE-2107: Survivors of World War III begin to rebuild Human society and create the United Earth Government (UEG). Eugenics, alteration bioengineering, human cloning, and synthetic surrogate technologies are banned on Earth.

CE-2146: The UEG establishes the Tycho mining colony on Earth's moon (#04).

CE-2153: The UEG establishes the Cydonia Point colony and shipyard on Mars (#05).

CE-2167: Remar Patterson invents the Patterson Cannon for asteroid busting.



CE-2175: One of the sleeper ships sent from Earth arrives safely on the planet Rigel (#33) in the Vega System. Unbeknownst to the colonist, the Zangid Imperium had ambitious designs for establishing their own permanent outpost on Rigel as well.

CE-2180: Zangid imperial forces attack and subjugate the Human colony on Rigel claiming the planet for themselves. The Rigel colony is presumed lost by Earth's leaders when communications unexpectedly cease altogether from the colonists.

CE-2183: Molecular fabrication technology is invented by Arcodyne Industries on Earth making all scarcity-based economics obsolete. A growing conflict on the Zangid border in the Xoth System forces the Zangid to withdraw their occupation from Rigel to join the fight. The Zangids leave a single regiment and three patrol ships behind to protect their interests.

CE-2189: Edward Langstrom builds Earth's first hyperdrive spacecraft ushering in a new era of exploration and prosperity.

CE-2247: A Disastrous first contact encounter occurs between a Human UEG exploration starship and a Zangid warship resulting in the First Earth-Zangid interstellar war.

CE-2248: The Massacre of Tau Ceti III occurs. Zangid forces invade the planet destroying a newly established human mining colony and killing all its inhabitants.

CE-2249: Teleporter technology is invented on the Tycho colony by Dr. Ellis Marston.

CE-2250: During the Earth-Zangid War a task force of Human starships encounters the Taurans in the Epsilon Eridani-A System. Having learned from their mistakes with the Zangid, first contact with the Taurans successfully secures them as an ally. The newly formed Galactic Confederation of Allied Worlds send Tauran emissaries to use their diplomatic relations, and formidable reputation, to persuade the Zangid to end the war.

CE-2251: A Confederation science expedition encounters the Andromedans while investigating unusual geological instabilities caused by an axis shift on the planet Altair (#18). Facing extinction, the Confederation evacuates the surviving Andromedans to the neighboring planet Sirene (#19). The Andromedans join the Galactic Confederation as a member world later in the same year.

CE-2252: The Gorrans starship Zarzastis destroys a Confederation science outpost located on the planet Valissia (#88) mistaking it for a Zangid incursion. When the outpost failed to report in, the Confederation Cruiser Borman was dispatched to investigate and encountered the Zarzastis. The Gorrans Captain challenged the Confederation Captain to personal combat in a Gorrans justice arena as recompense to atone for the Confederation's trespass into Gorrans territory. The Confederation Captain prevailed in the combat but spared the Gorrans Captain's life. The Gorrans Government viewed this act as a demonstration of honor and sign a non-aggression treaty with the Galactic Confederation.

CE-2253: Xin refugees arrive in Sol System and encounter the Confederation Space Fleet near the Kuiper Belt. The refugees petition the Confederation for asylum in the Sol System and are permitted to establish a temporary settlement on Earth's Moon.

CE-2254: The Xin refugees and the Confederation create the Tycho Accords treaty establishing protected asylum status for the Xin in the Sol System. While the Xin had become close friends to the Confederation, their decentralized nomadic society and small endangered population hindered consideration for membership. The Xin lunar settlement located near Earth's Tycho mining colony was named "Camp Tycho" and soon became renowned as a mecca for the disenfranchised. Local merchants and colonists nick-named the settlement "The Trailer Park" due to its abundance of modular habitat pods and overcrowded living conditions.

CE-2255: Confederation deep space explorer Nikola Chen confirms the existence of the Forbidden Stars within the Sol and Xoth Sectors from sensor data obtained on his expeditions. However, these regions of space remain inaccessible due to dangerous celestial phenomenon and navigation hazards.

CE-2256: A Joint Xin / Confederation expedition to Ryaden finds no life on the planet and determines the area remains too dangerous for travel. The Xin Quarantine Zone is established creating a one light year wide no-fly zone around the 40-Eradani-A System. Elements of the Xin military strictly enforce the quarantine zone and an authorized guide is required to enter.

CE-2257: The Confederation begins construction of Starbase Alpha and the Langstrom Shipyard in high orbit above Earth. First successful human teleportation test conducted from Earth to an orbiting starship proves teleportation safe for biological lifeforms.

CE-2258: Xin Alkhemite Crystal based technologies are adapted into Confederation teleporters, computer cores, and starship hyperdrives vastly increasing their energy efficiency and output. A new gold rush begins as the Allied worlds seek out this difficult to obtain resource.

CE-2259: Under the articles of Confederation the Space Fleet Intelligence Bureau (SIB) is created and based out of Starbase Alpha. The Confederation begins construction of Starbase Beta in the Vega System.

CE-2260: Daelan agents are discovered on Earth conducting covert observation of the planet and human society as a prelude to first contact. The Daelan agents successfully convince the Confederation of their peaceful intentions and soon after the Daelan join the Galactic Confederation as a member world.

CE-2262: The Pathfinder Class Frigate enters Confederation Space Fleet service and quickly becomes a favorite among Confederation Captains.

CE-2265: The Confederation initiates a series of diplomatic missions in a campaign to emancipate former Zangid annexed worlds. During one of these missions Confederation forces encounter the Dreipeds on the planet Qarrak (#71) in the Markar System.

CE-2272: A Confederation expedition to the planet Deneb (#20) led by the Taurans encounters the Hykhot. Taurans had long been aware of rumors that an amphibious race resided on the planet but until now they had eluded contact. This favorable first contact encounter with the Taurans left a lasting impression that encouraged the Hykhot to join the Confederation as a member world three years later.



CE-2278: After a long absence, the Zangid returned to Rigel only to discover that their colony had been lost. A new hybrid race who were the interbred descendants of the original Human and Zangid colonies now inhabited the planet. The Zangid once again attempted to subjugate the planet but were met with fierce resistance. The growing conflict on the planet and the build-up of Zangid military assets in the area soon drew the attention of the Confederation. Not desiring to incite another interstellar conflict with the Confederation, the Zangid Imperium reluctantly withdraw their forces and abandoned the planet. Discovery of the Rigel's Human ancestry raised hopes within the Confederation of a reunion with this once lost colony. However, the opportunity was not enthusiastically embraced by the independent Rigel.

CE-2281: Continued diplomatic missions eventually persuade the Rigel to join the Galactic Confederation as a member world. A determined separatist faction within Rigel society disagreed with the colony's decision to join the Confederation. In protest the separatists left Rigel and are believed to be responsible for several acts of piracy in the region.

CE-2285: Videni warships destroy several Confederation border outposts in an attempt to incite conflict and destabilize the peaceful relations among the interstellar governments and alliances in the region.

CE-2286: The S.I.B. reports a temporal incursion event; incident details remain classified.

CE-2287: The Zangid Imperium forms an alliance and technological exchange with the Videni Stellar Empire.

CE-2288: Emboldened by their new alliance with the Videni, the Zangid waged a 2nd Interstellar War against the Confederation. However, during a decisive battle near the Tau Ceti System the Videni betrayed their Zangid allies and withdrew from the conflict. The Zangid fleet now cut in half by the Videni betrayal, were quickly overwhelmed and routed by Confederation forces. The Taurans brokered a renewed but uneasy truce between the Confederation and the Zangid Imperium based on the new common threat of the treacherous Videni.

CE-2289: Contact with the Confederation colony on Zeta Herculi IV is lost and Space Fleet dispatches the Frigate Deimos to investigate. The crew of the Deimos encounters the Mind Masters of Zeta Herculi IV while on mission. All other details of the Deimos mission have been classified or redacted by Space Fleet Command.

ASHDOWN GALACTIC 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 Zangid for example, use blood debts as a form of currency when an obligation is so binding that only bloodshed, either yours or an enemy's, is the only acceptable compensation to satisfy the debt.

The invention of molecular fabrication technology in 2183 ushered in a new era of prosperity for the Confederation rendering scarcity based-economics obsolete. Now, almost any required item, from a coffee cup to the components of a starship, can be quickly “grown” from a raw supply of transmutable matter. While the Confederation has made this technology available to anyone, only a few of the interstellar governments have adopted it. Those who do use this technology often accept transferable energy units, which are required to operate the fabricators, as a new form of currency exchange.

The chart provided in this section shows the three most common forms of currency exchange accepted by the various governments of the Sol and Xoth Sectors. 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.



#	Planet	Government Economy	Primary	Secondary	Tertiary
#03	Earth	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#04	Luna	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#05	Mars	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#07	Jupiter	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#08	Neptune	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#10	Pluto	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#11	Nibiru	Independent World	Time Stones	Alkhemite	N/A
#12	Centaurus	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#14	Tobyn	Independent World	Alkhemite	N/A	N/A
#15	Jericho	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#19	Sirene	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#20	Deneb	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#22	Taura	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#26	Tau Ceti II	Independent World	Ceti Cubes	Precious Metals	Beryllium
#27	Tau Ceti III	Independent World	Ceti Cubes	Precious Metals	Beryllium
#31	Black Rock	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#32	Gideon	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#33	Rigel	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#34	Antarus	Independent World	Credit Chits	Precious Metals	Energy Units
#35	Hydra	Independent World	Bit Tokens	Precious Metals	Energy Units
#48	Farlight	Galactic Confederation	Barter Exchange	Energy Units	Alkhemite
#55	Nentonga	Independent World	Time Tokens	Energy Units	N/A
#61	Agotha	Zangid Imperium	Precious Metals	Blood Debt	Alkhemite
#62	Zonos	Zangid Imperium	Precious Metals	Blood Debt	Alkhemite
#63	Ro'chin	Zangid Imperium	Precious Metals	Blood Debt	Alkhemite
#72	Cho'rin	Zangid Imperium	Precious Metals	Blood Debt	Alkhemite
#73	Doradis	Zangid Imperium	Precious Metals	Blood Debt	Alkhemite
#79	Memnaan	Zangid Imperium	Precious Metals	Blood Debt	Alkhemite
#82	Yxia	Gorran Planetary Alliance	Scarab Stones	Beryllium Crystal	Energy Units
#83	Okuli	Gorran Planetary Alliance	Scarab Stones	Beryllium Crystal	Energy Units
#85	Gorganos	Gorran Planetary Alliance	Scarab Stones	Beryllium Crystal	Energy Units
#86	Korivyrn	Gorran Planetary Alliance	Scarab Stones	Beryllium Crystal	Energy Units
#89	Luma	Videni Stellar Empire	Merit Notes	Precious Metals	Alkhemite
#90	Viden	Videni Stellar Empire	Merit Notes	Precious Metals	Alkhemite
#91	Midaria	Videni Stellar Empire	Merit Notes	Precious Metals	Alkhemite
#92	Jygar	Videni Stellar Empire	Merit Notes	Precious Metals	Alkhemite
#98	Solek	Videni Stellar Empire	Merit Notes	Precious Metals	Alkhemite





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