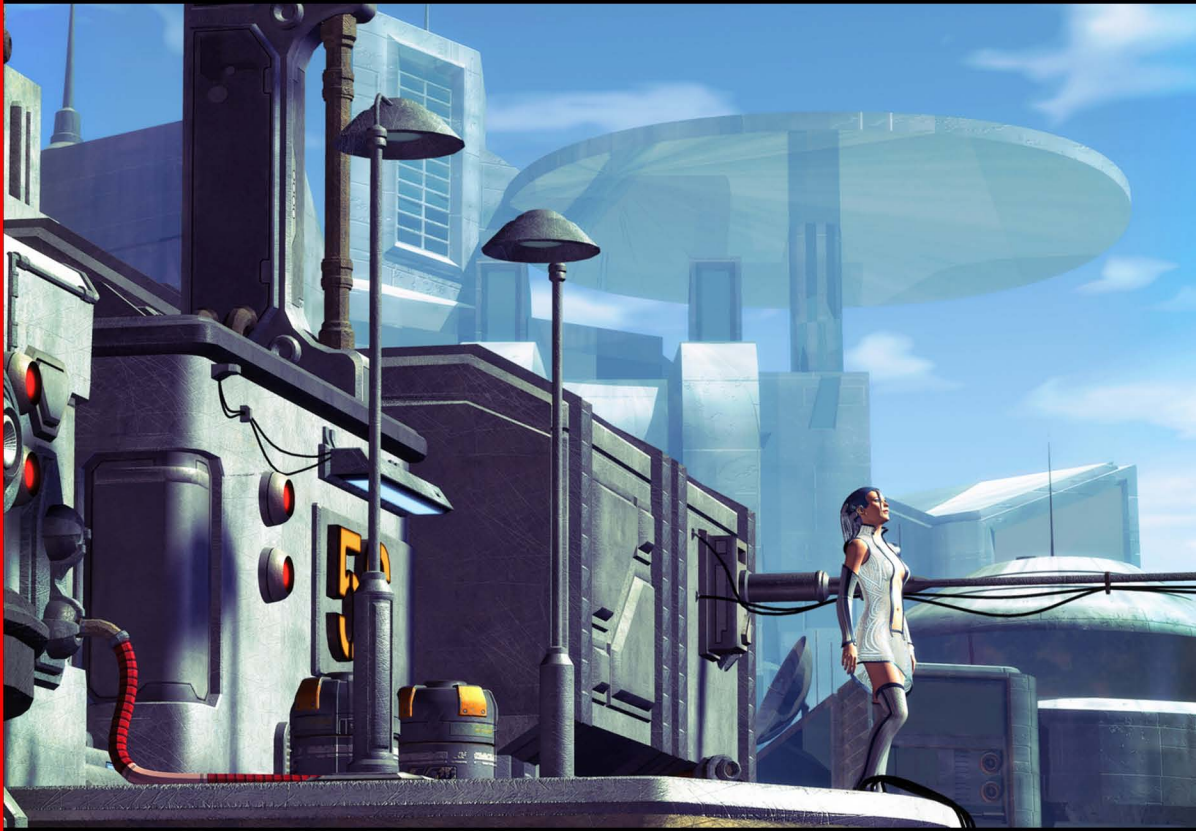


The Hub Federation



STARGAZING

TRAVELLER

Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.

The Hub Federation

The Hub Federation

Author

John Watts

Artists

Ian Stead (p.12, 60), Matt Kerns (p.3), Dreamstime.com: Luca Oleastri (Cover,7,10,15,24), Mike Heywood (p.11), Angela Harburn (p.51)

Editor

Curtis Rickman

Playtesters

Wendy Watts, Mike Nixon, Greg Seaborn, Tony Hicks, Matt Kerns, Paul Santiago, Timothy Lee, Curtis Rickman, Mike Osbahr, Dan Callahan, Steve Johnson, and Jay Wiegmann.

Find us on Facebook (GypsyKnights Games), Google + (Gypsy Knights Games), and Twitter (@GKGames).

Keep up with the latest from Gypsy Knights Games on our news blog gypsyknightsgames.blogspot.com

And you can find all of our products on our website www.gypsyknightsgames.com or at Drive-Thru RPG.

All rights reserved. Reproduction of this work by any means is expressly forbidden.

“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used with permission. The Traveller Main Rulebook is available from Mongoose Publishing.

The Hub Federation

About this book

This book is intended to provide a Traveller Referee with an interstellar polity full of adventure for his or her players. It can be used as an adjunct to an existing Traveller game or be used as the basis of a new campaign.

While previous books in our lines have been largely setting neutral, this one is not. The Hub Federation takes place within an alternate Traveller universe from the common Third Imperium setting. While there will be elements shared with that universe (such as a variation of jump drives), none of the thematic elements will be used.

Most of our previous books have had allusions to this setting but we've tried very hard not to be too heavy-handed with the presentation. Here, however, we will establish much of the history of our setting. In addition, we will show how our previous books connect together with this setting.

Of course, Referees can choose how and where to use this material as they see fit. This Federation, its history, culture, and people can all be imported into any existing Traveller game without too much pain.

At any rate, whether you choose to use the Gypsy Knights setting or not, we hope that this product can provide you and your gaming group with hours of fun and excitement.

In some places, you may note that not everything is detailed. This is entirely intentional and is done to allow Referees a bit of leeway with each world.

The text gives a general view of each system. This is, by necessity, a broad generalization. In every culture, there are those who do not go along with the established norm. On a world of millions or billions of inhabitants, keep in mind that some will simply not fit into the outline we are detailing. Referees are

The Shaded Areas

For the most part, the information concerning the systems, planets, governments, and people of the Hub Federation is presented in the manner of a travelogue. A largely neutral voice, along the lines of a guidebook, gives you the general idea of the subject matter.

In these shaded boxes, we talk directly to the Referee and the players as opposed to the travelogue writer speaking neutrally to your characters. So in places where we feel you need more detail, where we feel the need to let you in on something, or simply to point out a possible adventure idea, you'll see these shaded boxes.

advised that, while the overall culture might fit into these descriptions, a realistic portrayal will have variations from NPC to NPC.

About the Author

John Watts is the owner and president of Gypsy Knights Games, a third party, small press publisher creating supplements for the Traveller role-playing game. John is married to his wonderful wife, Wendy and lives with three cats, Ariel, Moneypenny, and Felix. He is a fan of many science fiction authors, the James Bond books and films, Blake's 7, Star Wars, Star Trek, Firefly, and football.

John has been the Referee of a continuing Traveller game since 1985 when he discovered the game. He has written a Traveller adventure "Winter of Discontent" which was published in the Journal of the Traveller's Aid Society by

The Hub Federation

Level of Detail

Something each reader should keep in mind when reading this book is that we are only giving a general look at each of these worlds. There are definite reasons for this.

First and foremost is time and space. We simply are not going to cover these worlds down to the minutest details. It would be impossible.

Each of these worlds could have an encyclopedia set devoted to all of the plant life, animal life, and so forth. We are simply not going to delve into that kind of detail.

In addition, we want to spark the Referee's imagination not think for him/her. We want to be sure that we give the Referee inspiration and room to move rather than create a rigid and unbendable background.

Steve Jackson Games in 2005. In February 2011, he founded Gypsy Knights Games. Since then, he has written 24 books in the "Quick Worlds" series, a Traveller career track for medical personnel, and two books in our 21 Plots series (a book of varied gaming situations for adventures in Traveller).

About the Gypsy Knights

The Gypsy Knights are a gaming club based in the southeast United States. The club started around a game of Traveller at a hobby shop in Chattanooga, Tennessee called The Royal Tiger in 1991. The group formed the core of the crew of the merchant ship Gypsy Rose. At the end of that campaign, one of the members of the group, Alan Mullican, coined the name "Gypsy Knights". It stuck.

Since then the group has spread out across the southeast US, played many other games and campaigns, and has thrown some fantastic parties at several conventions (you may remember us at Magnum Opus Con or Sci Fi Summer).

Now we have moved into a new phase that of creating products from some of those Traveller campaigns over the years. Our goal is to provide the "spark" for the imagination of a Referee, who can then go on to carry that flame to his/her gaming group. We hope our products perform this task.



GYPSYKNIGHTS

The Hub Federation

Table of Contents

About This Book	2
About The Author	2
About The Gypsy Knights	3
History of the Hub Federation	5
The Hub Federation Government	8
The Hub Subsector	11
Hub Subsector Map	12
Hub Overview	13
Hub	16
Reuschle	24
Donar	31
Wilhelmveldt	39
Wellington	47
Sigewif	55
Technology Changes	58
Printer/Copier Friendly Subsector Map	60

The Hub Federation

History of The Hub Federation

Pre-Colonization

By 2160, the major nations of Earth had spread into the solar system. Ion engines carried scientists to up-close views of the gas giants, carried miners to the asteroid belt, and brought untold amounts of ores, chemicals, and raw materials back to Earth.

However, many began to experiment with different forms of propulsion. Nuclear drives were used by some governments but never gained in popularity. Solar sails were often used, but these were found to be too maintenance intensive.

A German scientist by the name of Johann Zimm began to experiment with quantum entanglement. Over time, he discovered that the force which caused two particles to become paired used a dimension of space-time which allowed for a connection over large distances.

Zimm was able to build a drive which took advantage of this force and allowed a ship to leave the dimensional space of which we are all aware. The ship would remain in this extra-dimensional space for a period of time and then re-enter normal space. The drive allowed for the covering of great distances over a shorter amount of time.

The Zimm Drive, or Z-Drive, was originally intended to simply move vessels quickly between the asteroid belt and Earth. This was initially believed to be instantaneous, but more research showed that greater distances could be covered but would take more time. Experimental trials continued and it was discovered that the Z-Drive could move a ship from Earth to Sedna in a matter of minutes.

Trials continued and the Z-Drive test ships were able to cover a light-year in just over two days. The Z-Ship (as it

became called) then covered a parsec in seven days. Plans were made for a trip to Proxima Centauri. The Z-Ship made it in just over 9 days.

As tests continued, it was discovered that the Z-Drive could cover a distance of about 2 parsecs in one "shot" or "jump". The time it would take the vessel to cover the 2 parsecs was approximately 14 days. However, it was also discovered that the ship simply could not exceed a distance of more than 2.4 parsecs.

Over the next twenty years, vessels powered by the Zimm drive began moving into the stars. Colonies were formed at Tau Ceti, EZ Aquarii, Ross 780, Alpha Centauri, Wolf 359, Lalande 31185, Sirius, Gleise 1061 and 388. Most importantly, a colony was founded on a world orbiting Epsilon Eridani.

Called Neu Berlin the colony was settled by Germans arriving in a Z-ship. By 2200, the colony was thriving. However, it would be a discovery that year approximately one light year away from the colony that would open up new frontiers for many years to come. Two scientists, Woldemar Zielicke and Tekla Szymczak, studying space within a light year of Epsilon Eridani discovered a naturally occurring Einstein-Rosen bridge. While it was far too small for a ship, it was exponentially larger than anyone had ever dreamed such a wormhole could ever be. When Zielicke and Szymczak discovered the E-B bridge, it was approximately 2 millimeters in diameter.

Over several years, scientists studied the wormhole. In 2205, a group of scientists led by Dustin Thorne began to work on methods to expand the entirety of the wormhole. In 2208, the Thorne Project succeeded and expanded the bridge large enough to send through a probe.

The Hub Federation

The probe, named EB1, traversed the wormhole, collected data and returned. The wormhole opened to the other side of the Milky Way galaxy. Scientists were ecstatic. By 2210, the wormhole had been expanded to be large enough for ships to begin traversing it. A pair of permanent devices, which were octagonal (and thus referred to as “The Octagon”) were put into place to hold open the bridge. Ships of all types began traversing the bridge.

The other side of the wormhole opened within one light year of an orange K7 V main sequence star. This star had several planets and one was located in its habitable zone. This planet, called “Hub”, was settled and became a German colony. Hub became the first world visited by most of those who traversed to what became known as the Clement Sector.

Colonization

Over the next 120 years, colony ships began to travel through the wormhole (most often referred to as “The Conduit”) from Earth. Colonists began to expand from Hub to other worlds in what would, in time, come to be known as The Hub Subsector. Worlds were colonized, governments were established. Some of these initial governments, like Hub, were direct colonies of a government on Earth though most were independent colonies.

Political groups which felt disenfranchised on Earth, religious groups located on the fringe of society, corporations looking for new materials, all of these found reasons to load into a colony ship and head for Hub. When they arrived, they often discovered how crowded Hub had become and then used

their Z-Drive to move their colony ship to another system. The human presence in Clement sector expanded. As time passed, other subsectors (such as Franklin and Cascadia) were settled.

As these new colonies were established, trade routes began to form. Soon it was not only colony and scout ships moving across the region, but merchant vessels. Smaller freight companies and one person owner/operators began moving cargo across the Hub subsector and then into Franklin and Cascadia. The larger corporations tended to concentrate on bringing goods from Earth across the Conduit to Hub, but a few of their ships also plied these new shipping lanes.

But on April 15, 2331 everything changed. The Octagon on the Clement side of the bridge registered a large energy surge. Within seconds, the wormhole closed. The Octagon imploded killing the hundreds of workers employed there.

Scientists rushed to the site, but the wormhole was no longer there. Most believed that it had shrunk to a quantum level, but further study showed that it simply no longer existed. What caused this remains a mystery to this day.

Aftermath

Following the Conduit Collapse (as it came to be known) the President of Hub, Fyodor Hauser, contacted leaders of other systems. Hauser proposed an interstellar entity to replace governance from Earth.

Hauser had moved quickly following the Collapse and contacted the commanders of the cruiser squadrons in the Hub system. Each commander was negotiated with and some joined with the Federation while others refused.

The Hub Federation

Upon sending delegations to other worlds, Hauser met with much the same reactions. Some felt that scientists would find a way to re-open the Conduit. Others felt they could lead more effectively than those on Hub. Still others felt going it alone was the best course.

Hauser, as the German governor of the Hub colony, was already in control of the small base on Sigewif. He was able to convince the four systems nearest to Hub to join as well. He did

this by offering them free and open trade as well as the security provided by the fleets which were now allied with him. And so on July 30, 2332, Wellington, Wilhelmveldt, Reuschle, Donar, and Sigewif joined together to form the Hub Federation.

Almost ten years have passed. The Earth sector is considered lost to those in the Clement sector. The colonies have grown larger and societies which once looked to Earth, now look to themselves for answers. The year is 2342.



The Hub Federation

The Hub Federation Government

The Hub Federation Senate

The Hub Federation Senate meets in a recently renovated building located on Hub. The building is in the city of Kamfer, not far from the downtown.

Each of the member worlds (except Sigewif, which is considered a colony of Hub) in the Hub Federation chooses a senator to represent them in the Senate. The method for choosing the senator is entirely left to the government of that world.

Some senators are appointed and others are elected. With the current makeup of the Federation, there are five senators. Each senator serves a term of seven Hubbian years.

The Hub Federation Senate can vote on any issue which has been brought forward by one of the senators. These votes usually follow a debate among the senators concerning how their respective worlds would feel about the decision.

A simple majority is all that is needed for the vote to succeed. The decisions of the Senate are then passed on to the Hub Federation President.

The Hub Federation President

The Hub Federation President is the highest ranking person in the government. The President acts as the chief executive over the many bureaus which administer the federation. He/she also acts as the commander-in-chief of the Hub Federation military.

The President, however, cannot make law. Laws must be decided and passed by the Senate. Once those laws

are passed, the President is the person who is expected to carry out those laws.

The President is chosen by a vote of the Senate from among their ranks. A senator may not vote for him/herself. In the event of a tie, the senators must vote again. If the second vote does not determine a winner, the current president casts the tiebreaking vote.

When a senator is elected to the presidency, the member world's government then must pick a replacement to fill his/her seat in the Senate. The president serves a term of ten years.

The current president is Joshua Clement of Wellington. He is the grandson of Dr. Harold "Harry" Clement, a member of the survey team which mapped the Hub, Franklin, Cascadia, and Sequoyah subsectors and for whom the sector is named. Clement was also the commander of a British cruiser squadron which was stranded in the Conduit Collapse. He succeeded Fyodor Hauser, whose term just ended.

Politics

With governments as varied as those in the Hub Federation, getting everyone to agree is often a difficult task. Each world has its own agenda and this can often lead to political conflict.

Over the past few years, this has led to two distinct political blocs forming. Wilhelmveldt and Donar have formed one bloc while Wellington and Reuschle have formed the other. The Hub senator often provides the swing vote, though, of late, he has sided with Wellington and Reuschle.

The Hub Federation

The most important issue facing the Federation currently is that of expansion. It is generally agreed that the Hub Federation currently provides a satisfactory level of security against piracy. However, some in the Federation believe that expansion is key to continuing free trade across the sector. This is the common belief among the governments of Wilhelmveldt and Donar.

President Clement has denounced such beliefs as “wanton imperialism”. The Wellington-Reuschle bloc believes that, while it is sometimes necessary to aid other systems, it is best to keep resources and manpower to a small area. Often this is referred to as “maintaining scale”.

The Federation maintains a corps of diplomats which hold offices on many of the worlds within the Hub subsector and beyond. These diplomats attempt to maintain friendly relations with these worlds and keep the routes of free trade open.

Federation Navy ships, however, are rarely beyond the borders of the Federation. Only on occasions when there is the direst need does the Navy leave the confines of the Federation.

The Hub Federation Military

The Hub Federation military consists of the Hub Federation Navy and the Hub Federation Marines. Both are under the direct control of the President of the Federation in his/her capacity as commander-in-chief. This was done to specifically maintain civilian control of the military.

While the Federation charter does allow for worlds to maintain their own system defense forces, current law states that they must not be equipped with Zimm drives. Member worlds are

So What Do They Control?

The Hub Federation Charter gives the Federation control over a limited number of things. Most decisions are left to the member worlds.

The Federation is responsible for providing for the common defense of the member worlds, provide a common currency, investigate and punish interstellar crime, provide for a common navy, provide for a unified command of ground troops, and conduct foreign policy with other systems outside the Federation.

Member worlds control all other aspects of governance (including starports). So while some member worlds may maintain their own system defense, they must also contribute to the Federation Navy. While the Federation Marines are controlled by the President of the Federation, member worlds also must contribute forces as needed.

not permitted by the charter to own armed vessels with Zimm drives. All Z-Drive equipped armed vessels are controlled by the Federation Navy.

Currently, the largest vessels in the Federation fleet are referred to as “cruisers”. These vessels displace approximately 20 thousand tons.

The Federation Marines are used in ship boarding actions if Needed and are trained in planetary assaults. All Navy vessels carry a complement of Marines onboard. These troops are also trained in assaulting worlds if needed. As it currently stands, the Hub Federation has never used them against another planetary government, but there have been surgical strikes against pirates in the subsector.

The Hub Federation

In addition, each member world also maintains its own security force, both of vessels and troops. These troops not only defend the member world,

but can also be called upon to complement the Federation Navy under a unified command.



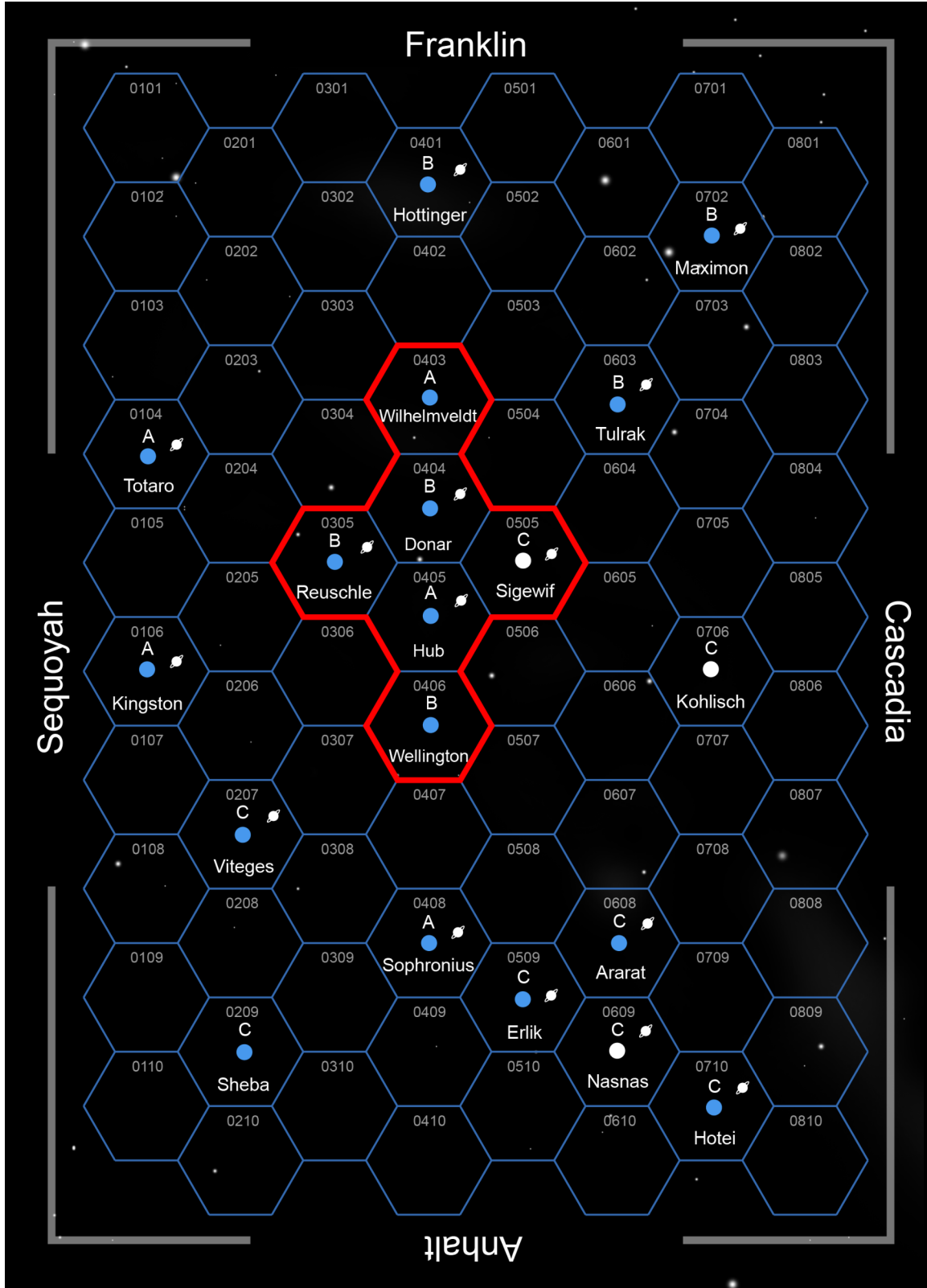
The Hub Federation

The Hub Subsector

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0104	Totaro	A762743-B	Ag Ri	712	K7 V
0106	Kingston	A8868DA-A	Ga Ri	821	G7 V
0207	Viteges	C563554-A	Ni	531	M8 V
0209	Sheba	C762433-A	Ni	500	M6 V M6 V
0305	Reuschle	B965725-B	Ag Ga Ri	103	M2 V
0401	Hottinger	B767686-A	Ag Ga Ni Ri	603	G6 V
0403	Wilhelmveldt	A664837-B	Ga Ri	630	G8 V
0404	Donar	B9668A6-B	Ga Ri	333	K2 V
0405	Hub	A565946-B	Ga Hi	504	K7 V
0406	Wellington	B572643-A	Ni	900	M5 V M5 V M5 V
0408	Sophonius	A864876-B	Ga Ri	403	A8 V G2 V
0505	Sigewif	C320367-B	De Lo Po	610	K3 V
0509	Erlik	C764735-A	Ag Ga Ri	522	K3 V
0603	Tulrakh	B5646A7-B	Ag Ga Ri	421	F4 V
0608	Ararat	C799546-A	Ni	302	F9 V
0609	Nasnas	C440646-A	De Ni Po	201	K6 V
0702	Maximon	B865846-B	Ga Ri	314	K5 V
0706	Kohlisch	C420546-A	De Ni Po	500	M4 V
0710	Hotei	C9967C8-A	Ag Ga Ri	511	M5 V M7 V



The Hub Federation



The Hub Federation

Overview

The Hub subsector is an area of space eight parsecs wide and ten parsecs long. Within this space are located nineteen inhabited solar systems. Each of these systems is named after the primary planet in that system. Each of the hexes on the map represents a parsec of space.

Located at the top of each hex is the class of starport one can expect to find at this destination. Systems containing gas giants will have a small representation of the gas giant in the top right corner. Centered in the hex is a representation of the world itself. Below this representation is the name of the system.

The chart on the previous page lists the universal world profiles (or UWPs) for each of the systems in the book. Referees are encouraged to refer to the rules for the UWP located in the Traveller Main Rulebook beginning on page 167. The Traveller Main Rulebook is available from Mongoose Publishing.

While this book only details the worlds of the Hub Federation, additional books will detail the other worlds in the subsector. *Quick Worlds 23: Ararat* and *Quick Worlds 24: Erlik* preceded this book and are available as pdfs from Drive-Thru RPG.

The Hub subsector is meant to be subsector G in the Clement sector. Hub attaches to the bottom (or rimward) of the map of the Franklin subsector. The top of Hex 0401 containing Hottinger connects to the bottom of hex 0410 in the Franklin subsector. This places Hottinger within 2 hexes of both Karnataka and Nyx.

The Cascadia subsector is located to the right (or trailing) of the Hub map. This placement should put

So what's in the blank hexes?

The short answer is “anything you want”. When the original concept for hex maps came along, the idea was that there would be nothing there. Many Traveller Referees still follow this.

Our position is that there are things out there, but nothing that the makers of the maps felt needed to be noted. Star systems without inhabited planets. Wandering planets. All manner of things.

Of course, as a Referee you are welcome to put things in the empty hexes as you see fit. However, it should be noted that we have placed the worlds where we have for certain reasons. As usual, feel free to ignore those but be aware that some of the background material may lose some of its punch.

Kohlisch (Hub 0706) within 2 hexes of Fairfax and Monroe.

The Franklin subsector was designed with this setting in mind, however, the Cascadia subsector was designed to be more of a generic Traveller setting. If you wish to maintain balance with the Hub Federation, certain changes will need to be made to the UWPs of the Cascadia subsector. These changes are outlined on the following page.

The Hub Federation

Cascadia Subsector UWPs For Use With The Hub Federation

Hex	Name	UPP	Trade Codes	PBG	Star(s)
0103	Megara	C9887B7-A	Ag Ga Ri	321	G4 V
0104	Nyahururu	C6628A7-A	Ri	623	G0 V
0105	Fairfax	A685745-A	Ag Ga Ri	530	K4 V
0107	Monroe	A745988-B	Ga Hi In	920	MD MD
0202	Catalunya	B788844-A	Ga Ri	531	G2 V
0205	Roskilde	B7988D8-A	Ga	934	G3 V
0208	Hendershot	A866748-B	Ag Ga Ri	501	K0 V M5 V
0307	Slaren	C665615-A	Ag Ga Ni Ri	213	G3 V
0308	Gagnon	A7667A5-B	Ag Ga Ri	624	G9 V
0405	Chance	A200612-B	Na Ni Va	200	MD
0408	Campbell	A556886-B	Ga	511	G3 V
0503	Kyiv	A6638AA-B	Ri	623	F0 V
0605	Dimme	C786842-A	Ri	703	G0 IV
0610	Joseon	C767647-A	Ag Ga Ni Ri	502	F4 V
0704	Antryl	B467655-B	Ag Ni Ri	222	K6 V MD MD
0705	Cascadia	A688846-C	Ag Ga Ri Ht	314	G2 V
0706	Tlix	A665653-A	Ag Ga Ni Ri	324	G8 V
0708	Marlowe	C000645-A	As Na Ni Va	200	M9 V
0709	Talca	A576557-A	Ag Ga Ni	632	F2 V
0808	Yangon	B8847BA-A	Ag Ga Ri	824	G5 V

Astrography

Because of the two parsec limitation on the Zimm drive, travel within the Hub subsector is defined by certain travel routes. These routes define certain groupings of planets as regions.

The largest and most commonly known region is the Hub Federation in the center of the subsector. This region and the polity which has grown from it are the subject of this book.

The Sophronius region is to rimward of the Hub Federation. This region consists of the independent worlds of Sophronius, Erlik, Ararat, Nasnas, and Hotei. While they do have strong trade connections to one another,

they are not politically affiliated with one another.

The remaining worlds are usually referred to as “bridge worlds”. These worlds are separated by a parsec from the regions and are often used as stopovers as one travels from region to region.

These worlds often benefit from such travel and capitalize on the increased trade due to their astrography.

The Hub Federation



The Hub Federation

Hub (Hub 0406) A565946-B

System Details

Hub is located in the first orbit of its sun, Zimm, a K7 V orange main sequence star. Hub orbits Zimm at a distance of approximately 0.38 AU (56.8 million kilometers or 35.3 million miles).

The system has four gas giants: Szymczak, Zielicke, Wimever, and Wolfdietrich. The closest to Zimm is Szymczak which orbits at a distance of 1.01 AU (152 million kilometers or 94.4 million miles). One of Szymczak's moons, Challenger, is used a refueling base. Another of Szymczak's moons, Tarvin, is the primary headquarters for an insystem shipping company, Tarvin Express.

Zielicke orbits Zimm at a distance of 2.82 AU (423.2 million kilometers or 262.9 million miles). One of moons of Zielicke, Bauer, is the central naval base for the Hub Federation Navy.

Orbiting in the fourth orbit is Wimever at a distance of 5.23 AU (785 million kilometers or 487.8 million miles) from Zimm. Two of Wimever's moons, Townsell and Defoor, are inhabited by scientific research stations.

Wolfdietrich lies in the final orbit at about 10.45 AU (1.6 billion kilometers or 974.3 million miles) from Zimm. One of its moons, Asric, is used as a high security prison for the Hub Federation. Another, Terla, is used as a refueling center.

In addition, there is Terminal which sits approximately 0.99 light years away from Zimm. This is a massive station built near The Octagon. While in its day, it was home to about 50 million people and was an A-class port, now it sits mostly empty. Currently, there is only a small group of scientists who still

Terminal

While most scientists have determined that the Conduit will not reopen and have moved on, there are still a group of diehards who are dedicated to reopening it. While it is our intent in the overall narrative to not have the Conduit reopen, Referees are free to do with it as they will. If the Referee so chooses, we suggest having one of these dedicated scientists be the one to do it.

Of course, much of the rest of the scientific community in the Clement sector thinks these scientists are misguided at best and loons at worst. Referees can make of that what they will.

One of the more popular conspiracy theories that gets spread in the Clement sector concerns the Marine regiment on Terminal. In truth, the government keeps them there as a contingency plan and as a place for training. However, that fact has certainly not stopped more inventive minds from asserting that they are doing anything from mounting an invasion through a secret wormhole to protecting alien artifacts discovered when the Conduit closed. How much truth there is to any of this is entirely up to the Referee.

study the Conduit's former location. In addition, the Hub Federation keeps a contingent of Marines on the station as well.

The Hub Federation

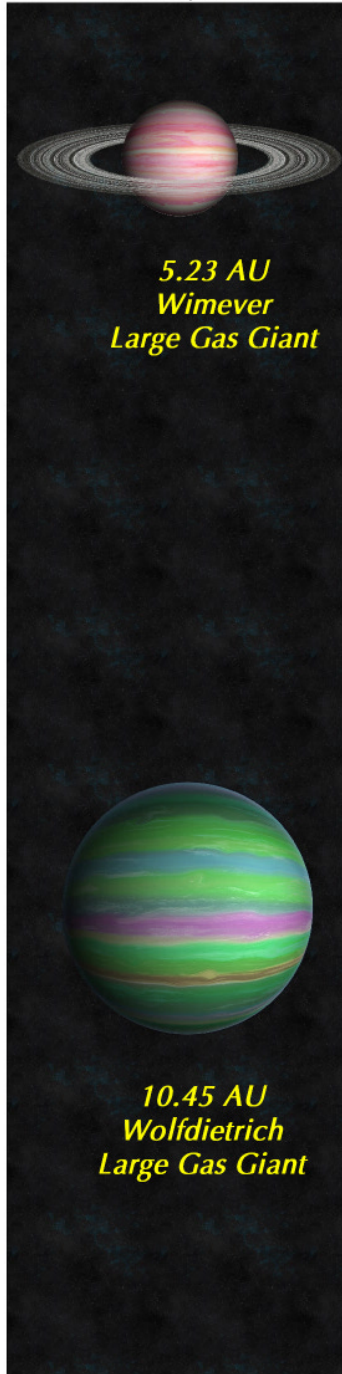
Hub

Inner System



0 - 5.0 AU

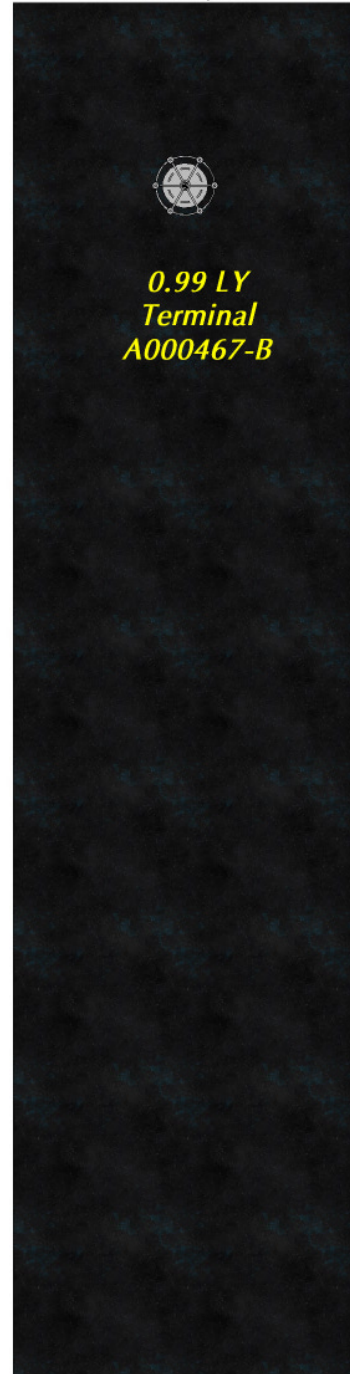
Outer System



5.1 - 77 AU

Hub 0405

Remote System



77.1 AU And Beyond

The Hub Federation

Physical Data

Hub has a diameter of 8160 kilometers (5100 miles). Its molten core gives a density of 1.01 standard. Hub has a surface gravity of 0.65 standard.

Hub has no moon.

Hub has a rotation period of 24 hours, which is the same as a standard day.

Hub has an orbital period of 116 days. This is referred to locally as either a "semester" or a "local year".

Atmospheric Details

Hub has an atmosphere consisting of 78.4% nitrogen, 20.05% oxygen, 0.28% carbon dioxide, 0.22% argon, and 1.05% other trace gases.

Hub has a rather dynamic climate. Equatorial temperatures average 48 C (118.4 F) during the day and 36 C (96.8 F) at night. Summer polar temperatures average 12 C (53.6 F) during the day and 0 C (32 F) at night. In winter, this drops to -64 C (-83.2 F) during the day and -76 C (-104.8 F) at night.

Hydrographic Details

52% of the surface of Hub is covered in water, much of which is in the southern hemisphere. Locals divide the hydrosphere into three major bodies of water.

The Fulke Sea refers to most of the water in the southern hemisphere. This sea covers the southern pole. The sea extends across the equator and is considered by locals to stop at the Troger Strait and the Kiel Strait. The Fulke Sea reaches a maximum depth of 987 meters (3238 feet).

The Zesner Sea is considered by locals to start at the Kiel Strait and

extend eastward to the Sterza Peninsula. The Zesner Sea reaches a maximum depth of 865 meters (2838 feet).

The Prock Sea extends northward from the Troger Strait to the northern polar regions. The Prock reaches a maximum depth of 877 meters (2877 feet).

All of these seas can be quite violent. Storms on these seas are common and people along the coastlines can expect violent weather.

Lake Bazala is the largest inland sea. Lake Bazala is located on the equator in the center of the Sterza Peninsula. Lake Bazala is a freshwater sea which reaches a depth of 265 meters (869 feet) near its center.

Geographic Details

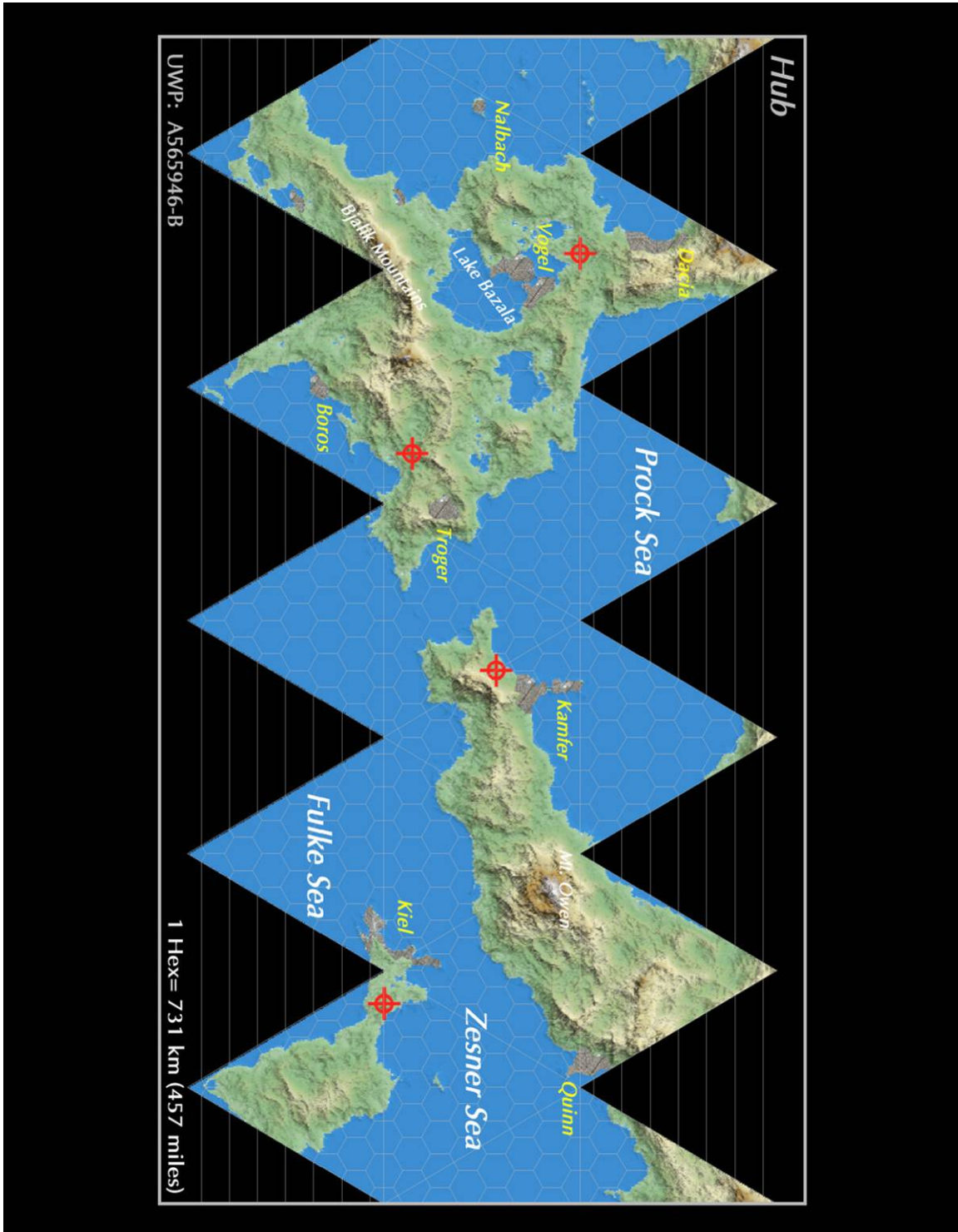
The land mass of the planet consists of one large supercontinent which is, in geologic terms, in the later stages of assembly. In most of the areas, the subcontinents are pushing together.

The Morten Mountains which extend up the Kamfer peninsula are the result of earlier collisions. This range of mountains includes the large stratovolcano Mount Owen. Mount Owen is nearly 3787 meters (12,425 feet) tall.

North of these is the Stephenson Mountains which are being pushed upward by the collision of the Morten Plate into the Northern Polar Plate.

The Northern Polar Region is a rough and mountainous place. The Polar Range covers the pole and most of the land to the south. This extends down the Dacian Isthmus to the Sterza Peninsula.

The Hub Federation



The Hub Federation

The Sterza Peninsula is actually three subcontinents which are in the process of coming together. The northern part, the Vogel, is connected to the Northern Polar Region by the Dacian Isthmus.

To the south, the subcontinent of Mumpower pushes against Vogel to the north. The center of Mumpower is dominated by the Bjalik Mountains, themselves the result of an earlier continental collision.

To the southwest of Mumpower is the subcontinent of Kreiser. Kreiser is connected to Mumpower currently, but is actually moving northward toward the Kamfer Peninsula.

Population Details

Hub is home to approximately 5 billion people. The majority of these people live within cities on the surface of the planet. There are settlements scattered across the planet, in the sea, and in orbit.

Government Details

The government of Hub is a representative republic. Hub has a bicameral legislature which determines all decisions facing the planetary government. This is referred to as the Hub Congress.

The Hub Congress is divided into two houses, the Upper and the Lower. The Lower House consists of 625 members which are elected every three years. These members are referred to as the "Lower Members of Congress" or simply "The Lowers". Each of the Lowers represents a district of approximately 8 million people.

All bills which are to become law must originate in the Lower House of

Congress. Those bills which are passed in the Lower House must then proceed to the Upper House for approval.

The Upper House consists of 77 members which are elected every eight years. All members of the Upper House must have served at least four terms as a member of the Lower House. Each of the members represents a district of approximately 64 million people. These members are referred to as "Upper Members of Congress" or simply "The Uppers".

The Upper House elects a High Member of the Upper House or simply "The High Member". The High Member has to have been a member of the Upper House for at least two terms.

All bills which are passed by the Lower House are then voted upon by the Upper House. Those bills which are then passed by the Upper House become law. Those laws are then administered by bureaus within the Upper House members which oversee certain aspects of governance (for instance, the Upper House Bureau of Defense or the Upper House Bureau of Trade). Each bureau is managed by the senior member of that bureau.

There are currently two major parties which vie for seats in both the Lower and Upper Houses. The conservative party, the Storich Party (named for a past leader of the party) currently has control of the Lower House by a 368-257 margin.

The liberal party, the Manheim Party (again, named for a past leader of the party), currently controls the Upper House by a 40-37 margin. The current High Member is also a member of the Manheim Party.

The Hub Federation

Legal Details

Many of the basic laws laid down by the Hub government involve the right to personal privacy and the assumption of innocence. These basic assumptions influence all laws on Hub.

These assumptions have a definite effect on police activities. Police may not touch, search, or otherwise involve themselves in any citizen's affairs unless it is obvious that a problem exists. Many locals praise this as a lack of intrusiveness, but it has often been criticized (particularly by those not from Hub) as forcing a "responsive" rather than a "preventative" law enforcement technique.

For instance, firearms (other than shotguns and stun weapons) are illegal to carry on Hub. However, in practice, provided that the weapon is concealed in a manner which does not draw attention, no enforcement officer will search the carrier.

However, a person using a firearm in the commission of a crime may find that he/she is not arrested but stopped with deadly force. This can apply to those using the firearm in their own defense as well.

These assumptions, however, do not extend beyond the privacy of the person themselves. Private property is not beyond the reach of law enforcement. So a person's domicile, vehicle, or anything not attached to the body can be searched, scanned, or examined.

All persons coming to Hub must first obtain a visa. Without a visa, the person will not be allowed to leave the starport facility. To obtain a visa, one must apply directly to the Bureau of Immigration. Usually, this is a simple formality, but if a person has committed a crime on Hub in the past, the visa will likely not be granted.

Hub Law

Hubbian law can be an odd thing to travellers who are not versed in its nuances. The sanctity of the individual is often paramount within laws on Hub. However, this does not extend to property.

For instance, while it is illegal for a character to carry a pistol on Hub, no one is going to search the character. However, if a law enforcement officer suspects that the character is in ownership of a weapon, the police officer can simply follow the character. Once the character returns to his/her hotel, home, starship, etc, the police officer can simply ask to search the property. If illegal items are then found, the character may be arrested. At no point, however, will the character's person be searched, examined, or otherwise scanned.

While we are using the examples of weapons, this will apply to any type of contraband or illegal substance.

Cultural Details

To those living on Hub, a person's personal privacy is sacred. Not only does this apply to law enforcement, but it also applies to the culture.

Gossip (whether in the form of public media or among a set of friends) is seen as a taboo. Travellers seeking to engage in such an activity will find themselves shunned quickly by local society. Interest in the private life of another person is seen as a sickness by the average Hubbian and most will respond with revulsion to such inquiries.

Some, but not all, of the topics regarded as private are personal financial status, sex lives, diet, rearing of

The Hub Federation

children, and even hobbies engaged in at home. While some Hubbians will feel free to discuss these topics with another person, asking about them is taboo. Indeed, in most of Hubbian society, a person willing to speak about such topics is often viewed as a bit of a rebel.

While educational media does exist about these topics, there will be no media concerning them as an entertainment source. For instance, while there may be very explicit sexual instruction manuals on Hub, pornography is received with revulsion by most Hubbians. While there may be educational systems on how to manage one's own personal finances, one simply does not discuss or disclose those figures to anyone else.

Due to the often violent changes in weather, the average Hubbian spends most of his/her time indoors. Large arcologies are the norm in the cities with these huge buildings holding almost an entire city inside. All buildings which are adjacent to another will have a method (either a skyway, an enclosed ground level connection, or an underground connection) to get to the other building without going outside.

The Hubbian Calendar

Hub has an orbital period of 116 days. This is, however, not considered a year on Hub. Hubbians refer to this period as one semester. A year, to a Hubbian, is three of these semesters or 348 days. Each year consists of Early Semester, Middle Semester and Late Semester. These are often abbreviated ES, MS, and LS.

Dates are referred to by the number in each semester. For instance, someone might give a date as 115 Middle Semester or more commonly, 115MS.

Years are measured since the colonization of the planet. In most informal settings, the year will not be mentioned. However, if the year is mentioned, it will follow the semester (as in 101 Early Semester of 123 or 101ES,123).

Selected City Details

Kamfer

Kamfer is the capital city of Hub. This is the seat of both the Upper and Lower Houses of Congress. It is also the oldest and most populous city on the planet. It has a population of approximately 30 million people.

Many of the city's arcologies and other large buildings sit on an island which is connected by an artificial land bridge to the mainland. The location of the city, on the north side of the Kamfer Peninsula sees fewer hurricanes.

The city is connected by shuttle and magrail to a downport located to the southwest of the city. The port is a C-class port.

In addition, there is a space elevator anchored to a mountain, Mount Osiric, to the south of the city and east of the downport.

Summer temperatures at Kamfer average 52 C (125.6 F) during the day and 40 C (104 F) at night. In winter, this drops to -24 C (-11.2 F) during the day and -36 C (-32.8 F) at night.

The Hub Federation

Vogel

Vogel is both the second oldest and second most populous city on Hub. It is home to approximately 26 million people.

Straddling Lake Bazala, the city stretches across a natural land bridge and onto several islands. There are three arcologies which are built on the lake bottom and extend upward into the skyline.

The city is connected by shuttles and magrail to a C-class downport. The downport is located just to the north of Lake Bazala.

Summer temperatures in Vogel average 48 C (118.4 F) during the day and 36 C (96.8 F) at night. In winter, this drops to -7 C (19.4 F) during the day and -19 C (-2.2 F) at night.

Kiel

Located on the western edge of the Kiel Peninsula, Kiel is the third largest city on the planet. It is home to approximately 20 million people.

Kiel hugs the coastline and is often battered by severe storms. Steps have been taken by both government and private industry to minimize damage caused by this, but nature does occasionally get the better of it. Travellers are warned that spring and autumn can be dangerous times to visit Kiel.

Inland from Kiel are a great many domed farms. These farms grow an abundance of crops under protective domes. These domes ward off both violent storms and the extreme temperature changes.

On the eastern side of the domed farms is a C-class downport. The downport is connected to the city by

maglev trains and numerous shuttle services.

Summer temperatures in Kiel average 45 C (113 F) during the day and 33 C (91.4 F) at night. In winter, this drops to -27 C (-16.6 F) during the day and -39 C (-38.2 F) at night.

The Hub Federation

Reuschle (Hub 0305) B965725-B

System Details

Reuschle is located in the first orbit of its sun, Marlen, an M2 V, red main sequence star. Reuschle orbits Marlen at a distance of about 0.20 AU (30 million kilometers or 18.6 million miles).

There are three gas giants in the system. The closest to Marlen is Lazaro. Lazaro orbits Marlen at a distance of 0.90 AU (135 million kilometers or 83.9 million miles). One of Lazaro's moons, Sheridan, is used as a system defense base. Sheridan is used jointly by both

the Reuschle system navy and the Hub Federation navy.

Sheppard orbits in the third orbit at a distance of 1.47 AU (220 million kilometers or 136.7 million miles). Sheppard has two moons, Rose and Pietri which have mining colonies upon them. Both of these are owned by the Paulsen Mining Corporation.

Winans orbits in the final orbit at a distance of 5.27 AU (790 million kilometers or 490.9 million miles). One of its moons, Halswelle, is used as an outer system refueling station.



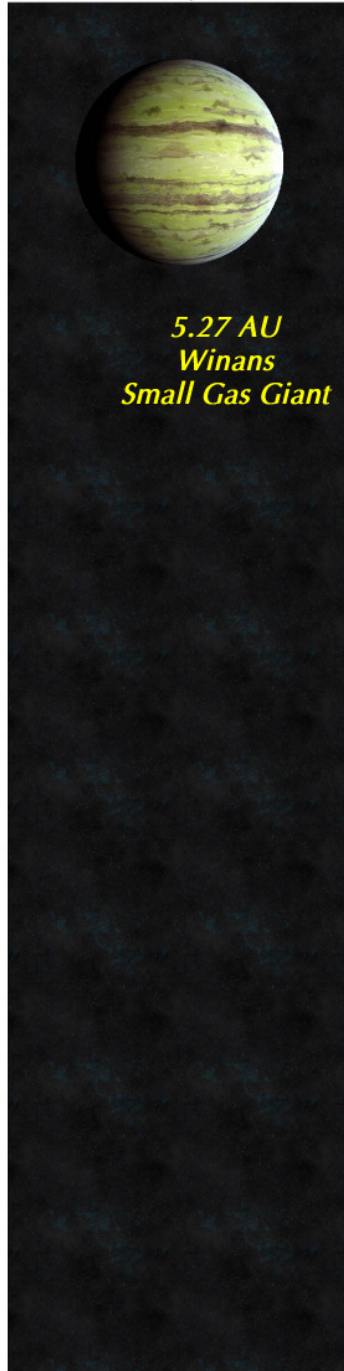
The Hub Federation

Reuschle

Inner System

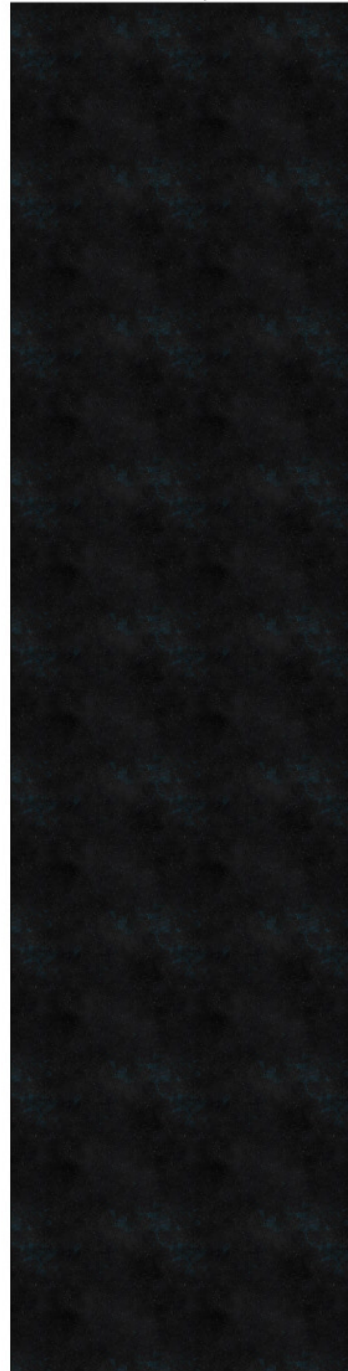


Outer System



Hub 0305

Remote System



The Hub Federation

Physical Data

Reuschle has a diameter of 15,360 kilometers (9600 miles). Its molten core gives it a density of 1.04 standard. Reuschle has a surface gravity of 1.17 standard.

Reuschle has no moon.

Reuschle has a rotation period of 27 hours. This is referred to locally as "one day".

Reuschle has an orbital period of 50 local days (56.25 standard days). This is referred to locally as "one sequence".

Atmospheric Details

Reuschle has an atmosphere consisting of 74.40% nitrogen, 23.96% oxygen, 0.58% argon, 0.28% carbon dioxide, and 0.78% other trace gases. The atmospheric pressure at sea level is 1.1 standard.

Reuschle has a dynamic climate. Seasons last about 12.5 local days. This can cause violent storms and most Reuschans elect to remain indoors more often than not.

Summer temperatures at the equator average 45 C (113 F) during the day and 28 C (82.4 F) at night. In winter, this drops to 7 C (44.6 F) during the day and -10 C (14 F) at night.

Summer polar temperatures average -11 C (12.2 F) during the day and -28 C (-18.4 F) at night. In winter, this drops to -87 C (-124.6 F) during the day and -104 C (-155.2 F) at night.

Hydrographic Details

49% of the surface of Reuschle is covered in water. In the southern

polar regions, this is covered in a thick ice sheet.

The open sea is referred to as The Nadi Sea. This was named after one of the original colonists and her family. The Sea reaches a depth of 17.5 kilometers (10.8 miles) near the center of the sea.

Geographic Details

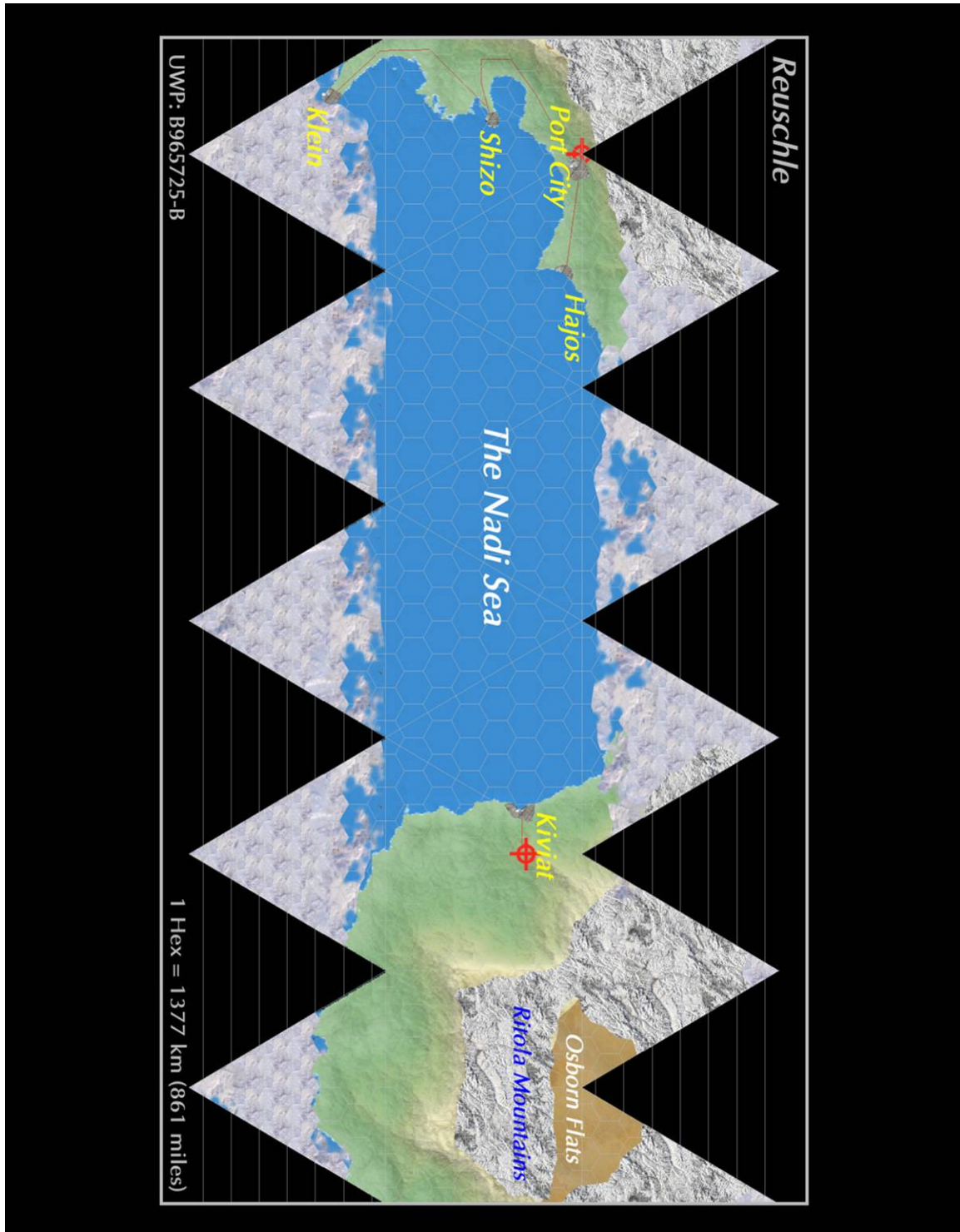
The remainder of the surface is comprised of one supercontinent called Ellsinore, though few call it that. Ellsinore extends from the northern polar regions almost to the southern polar region.

Much of the northern latitudes are dominated by the Ritola Mountains. These mountains extend coast to coast across the north of the continent and then to the south across the equator. These peaks are jagged but have eroded due to ice movement and wind.

The Osborn Flats are a valley region in the midst of these mountains. Once a large inland sea, it has since dried up after the continents collided. This has left a wide expanse of salt flats in the sea's absence.

The remainder of the surface of the planet is covered in a tall grass called Sway. The grass got its name after colonists noted the odd way it seemed to move in the winds. The top part can lean against the wind while the middle moves back and forth like a dancer. The grass grows to a height of about 3 meters (9.8 feet). The Sway seems to have overgrown most other plant life after the continental collision. Other varieties of native plant life are few and far between.

The Hub Federation



The Hub Federation

Population Details

There are approximately 10 million people living on Reuschle. All of these live within the five cities on the planet. Due to the extreme nature of the weather, most elect to live inside.

Those who do go outside are often forced to wear protective clothing when they do. On the days when the weather permits it, travellers can see most of the population enjoying their time outdoors.

Government Details

The Reuschan government is a participatory democracy. All decisions are put before all citizens of the planet. This is achieved by contacting each citizen through a cybernetic implant placed in them at the age of 22.

The issues which are to be voted upon are nominated by citizens of Reuschle in a cybernetic forum. These issues are then rated as to level of importance. These are rated by the citizens with a number between 0 and 5. The issues which have an average rating of 3 or higher are then put to a vote of the people. Those with averages lower than 3 are rejected and can not be renominated again for 5 sequences.

Votes are cast simply by mentally casting a vote. These votes are then tabulated by the governmental computer located in Shizo.

Posts which administrate any aspect of Reuschan life are elected positions. This includes the Chief of Law Enforcement and the Commander in Chief of the military.

Legal Details

Laws can change with public opinion, so travellers are advised to consult the government upon arrival. The legal details covered here are the most current data available and reflect those laws which have so far stood the test of time.

Firearms are illegal to carry without a permit. Rifles of any kind, and any sort of military grade weapons are illegal for anyone who is not a member of the military to carry (and they may not carry unless on a training mission or in combat).

Handguns (including laser weapons) are legal to carry with a permit; however they must be carried openly. Concealed weapons, if discovered, are considered illegal and will result in incarceration.

Permits to carry weapons can be obtained by citizens or travellers by applying to Law Enforcement. If the person has any crime which involved the use of a weapon in their record, the permit will be denied.

Many drugs are illegal on Reuschle. This includes all narcotics (though some are available with a prescription), marijuana, torla syrup, and water dragon. Alcohol is not available to those under the age of 22.

Travel visas are not required to visit Reuschle. The Reuschle military however requires that all vessels landing on the planet register their intent and destination as they approach the planet.

The Hub Federation

Cultural Details

Since Reuschans are expected to make all political decisions themselves, this has resulted in a population keenly aware of the issues of the day. Reuschans are more than willing to discuss not only their own internal politics and policies, but also the affairs of the Hub Federation and its surrounding worlds. Travellers will find Reuschans to be highly educated in these matters.

In addition, most Reuschans are also familiar with history and political theories. Travellers will often find Reuschans willing to talk about such matters, even if the traveller him/herself is not.

Travellers who seem apolitical or apathetic to such matters may find themselves shunned by the average Reuschans. Reuschans love to question visitors concerning their homeworlds. A traveller without basic knowledge of the political and social situation on their homeworld will receive puzzled stares from the Reuschans. Travellers unwilling to discuss the subject or who admit to being willfully ignorant of it may even receive scorn.

Life on Reuschle is often difficult. This has led to certain camaraderie among Reuschans. Unfortunately, this leads many Reuschans to have a very elitist attitude toward offworlders. Travellers may note certain condescension from locals.

Most Reuschans live their lives inside buildings in their cities. Very rarely do they go into the outside world to face the harsh elements. When they do, it is often treated as a major event.

Some simply refuse to go out into the elements at all. Some have a fear of going out while others simply enjoy the confined spaces of their city. Most of these Reuschans enjoy going

into space because being inside a spaceship is simply another, more exotic, way to be inside.

The Reuschan Calendar

Many Reuschans use the standard Gregorian calendar for everyday use. If asked for the date, many will respond with a Gregorian date. However, most Reuschans are also aware of the local date.

The system of 50 day sequences is used for most official purposes. All governmental matters use sequences and many local businesses as well. These dates are denoted as day and sequences past since the colonization.

So if asked for the date, most will almost instantly respond with something like July 30, 2522. If it is posted as an official time it will read with something like 45(122).

Selected City Details

Shizo

Shizo is the most populous city on the planet. It is also the location for most of the planetary government's offices. This includes the computer which controls the voting performed by citizens.

Located on the east coast of Ellsinore, Shizo is home to approximately 3.5 million people. The city is comprised of buildings less than three stories tall to avoid wind damage. Most buildings have enclosed walkways so people can avoid dealing with stormy weather.

Like all cities on the east coast of Ellsinore, the city is connected to the downport at Port City by a maglev rail

The Hub Federation

system. Located mostly underground, the maglev rail is the primary intercity transportation system.

Summer temperatures at Shizo average 45 C (113 F) during the day and 28 C (82.4 F) at night. In winter, this drops to -12 C (10.4 F) during the day and -29 C (-20.2 F) at night.

Kiviat

Kiviat is the third most populous city on the planet. It is also home to the original settlement on the planet. However, Kiviat's population has decreased steadily over the past few years as most people have begun to move to the east coast of Ellsinore. It is home to about 2.2 million people.

Seemingly a target for major storms, the city tends to take more damage than the other cities on the planet. It is the only city located on the west coast of Ellsinore.

The city is connected by maglev subway to a downport to the east of the city. The port is rated C-class.

Summer temperatures at Kiviat average 45 C (113 F) during the day and 28 C (82.4 F) at night. In winter, this drops to -12 C (10.4 F) during the day and -29 C (-20.2 F) at night.

Port City

Port City is the second most populous city on the planet. Port City is home to about 2.9 million people.

The city is built partially underground and has a few buildings which are visible from the surface. The port which is attached nearby is also mostly underground. Vessels land on pads which then descend underground. Vessels less than 1000 tons are then moved from the pad by an automated crane system which parks the ship in a bay.

Summer temperatures aboveground average 38 C (100.4 F) during the day and 21 C (69.8 F) at night. In winter, this drops to -38 C (-36.4 F) during the day and -55 C (-67 F) at night.

The Hub Federation

Donar (Hub 0404) B9668A6-B

System Details

Donar is located in the second orbit of its sun, Marlette, a K2 V, orange main sequence star. Donar orbits Marlette at a distance of approximately 0.67 AU (101 million kilometers or 62.8 million miles).

The system has three gas giants: Quinn, Ogle and Sexton. The closest to Marlette is Quinn which orbits at a distance of about 1.06 AU (159 million kilometers or 98.8 million miles). One of moons of Quinn, Steven, is home to the Hub Federation's search and rescue training center. It is here that members of the Hub Federation system navies train in rescue and recovery operations.

Ogle orbits at a distance of approximately 2.84 AU (426.1 million kilometers or 264.8 million miles). Ogle has a complex ring system. One of the moons, Vera, is home to a mining colony owned by Paulsen Mining Company.

Sexton is located at a distance of about 5.22 AU (783.3 million kilometers or 486.7 million miles). One of the moons, Olivia, is used as a refueling and re-supply base for the local system navy.

The system has three planetoid belts. The closest of these to Marlette is Hollifield's Belt which orbits at a distance of 0.23 AU (34.3 million kilometers or 21.3 million miles). Only recently has Hollifield's Belt been mined. One of the largest asteroids in the belt, Caleb, is currently being mined for large deposits of silver.

Tanner's Belt, orbiting at a distance of 1.40 AU (210 million kilometers or 130.5 million miles), is the location for Paulsen Mining's system headquarters. The belt is extensively mined and home to thousands of miners.

Like Tanner's Belt, Rench's Belt is also home to a sizeable mining colony. PMC's ore transport ships are a common sight in this area of the system. Rench's Belt orbits at a distance of 1.67 AU (250 million kilometers or 155.3 million miles).

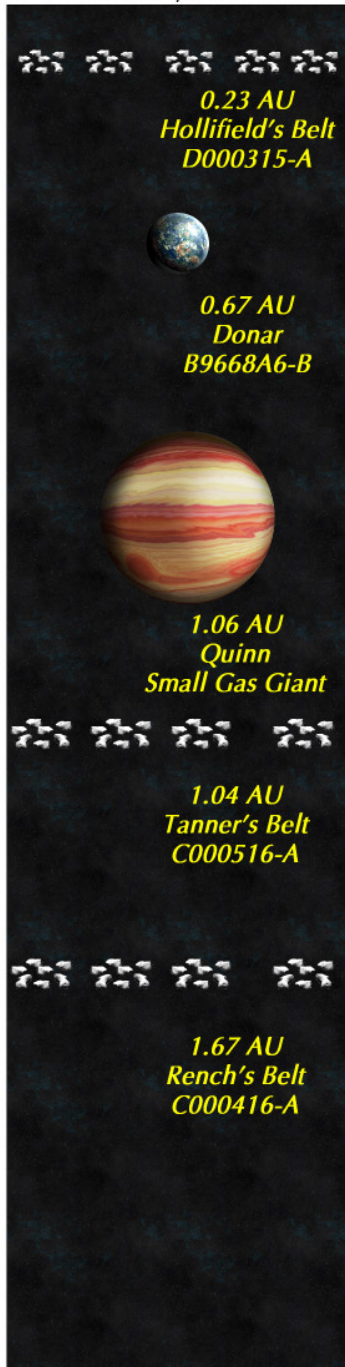
There are two other rocky bodies in the system. The closest of these to Marlette is Stansell. Stansell orbits at a distance of 5.95 AU (892.1 million kilometers or 554.3 million miles). Stansell is a rocky body covered in a layer of water ice. There are several geysers on the planet, which throw water into the atmosphere. This water then returns to the ground in the form of snow and ice. This constant snow often causes many to refer to the planet as "Donar's Snow Globe".

Leonard is the furthest out from Marlette at 12.40 AU (1.86 billion kilometers or 1.16 billion miles). The planet is believed to have been captured by Marlette as it orbits at a 35 degree inclination from the ecliptic.

The Hub Federation

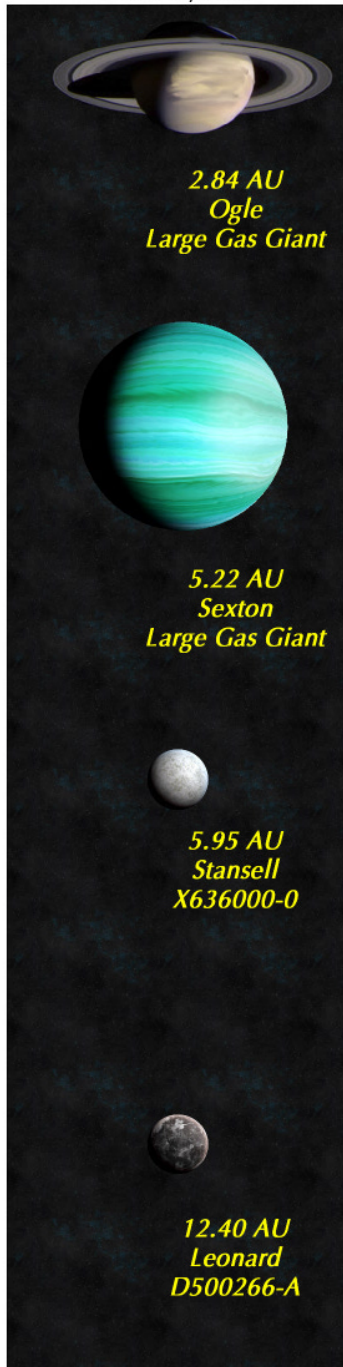
Donar

Inner System



0 - 2.5 AU

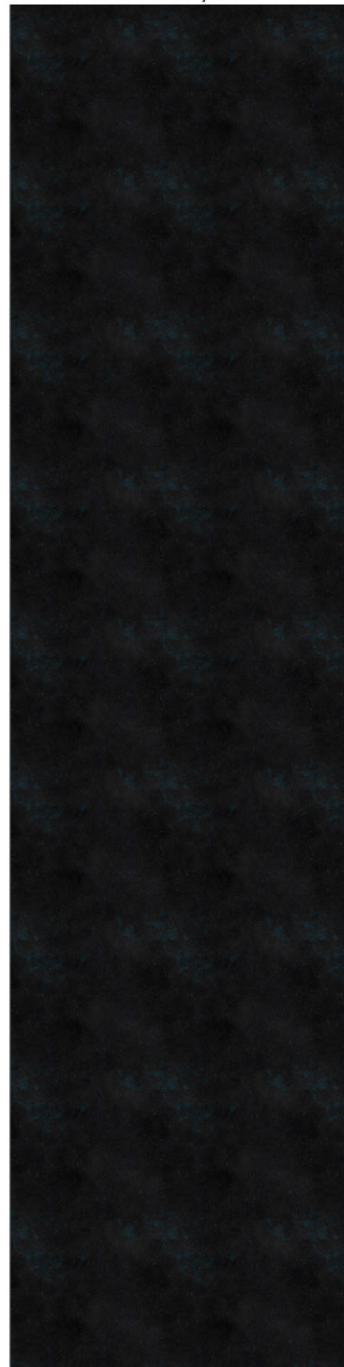
Outer System



2.6 AU - 30 AU

Hub 0404

Remote System



30.1 AU And Beyond

The Hub Federation

Physical Data

Donar has a diameter of 14,240 kilometers (8900 miles). Its molten core gives it a density of 1.11 standard. Donar has a surface gravity of 1.24 standard.

Donar has two moons. The closest, Bell, has a diameter of about 868 kilometers (539.5 miles). It orbits at a distance of approximately 42,000 kilometers (26.098 miles). Bell orbits Donar once every 24 hours.

Orbiting Donar at a distance of 62,516 kilometers (38.846 miles) is Ledford. Ledford has a diameter of about 1632 kilometers (1014 miles). Ledford orbits Donar once every 42 hours (1.62 local days).

Donar has a rotation period of 26 hours. This is referred to locally as "one day".

Donar has an orbital period of 220 local days (238.33 standard days). This is referred to locally as "one year".

Atmospheric Details

Donar has an atmosphere consisting of 71.6% nitrogen, 27.05% oxygen, 0.36% carbon dioxide, 0.22% argon, and 0.77% other trace gases. The atmospheric pressure at sea level is 0.93 standard.

Donar has a cool climate. Equatorial temperatures average 17 C (62.6 F) during the day and -1 C (30.2 F) at night. Summer polar temperatures average -37 C (-34.6 F) during the day and -56 C (-68.8 F) at night. In winter, this drops to -79 C (-110.2 F) during the day and -97 C (-142.6 F) at night.

Hydrographic Details

59% of the surface of Donar is covered in water. Much of this water

flows beneath frozen ice caps in the northern and southern hemispheres. In addition, during the winter months, sea ice will increase.

Most of the equatorial region is taken up by the Kerns Ocean. The Kerns reaches a maximum depth of 23 kilometers (14.3 miles) near the equator, north of the city of Wiegmann.

The Walker Sea is partially enclosed between the continents of Abbot and Sutton. The Walker opens to the Kerns in two locations, the Cothorn Straits and the Osbahr Strait.

Icebergs are a common sight on both seas. These break away from the ice sheets and move about in a rogue fashion. These icebergs can be a danger to anyone attempting to move about on the seas.

Geographic Details

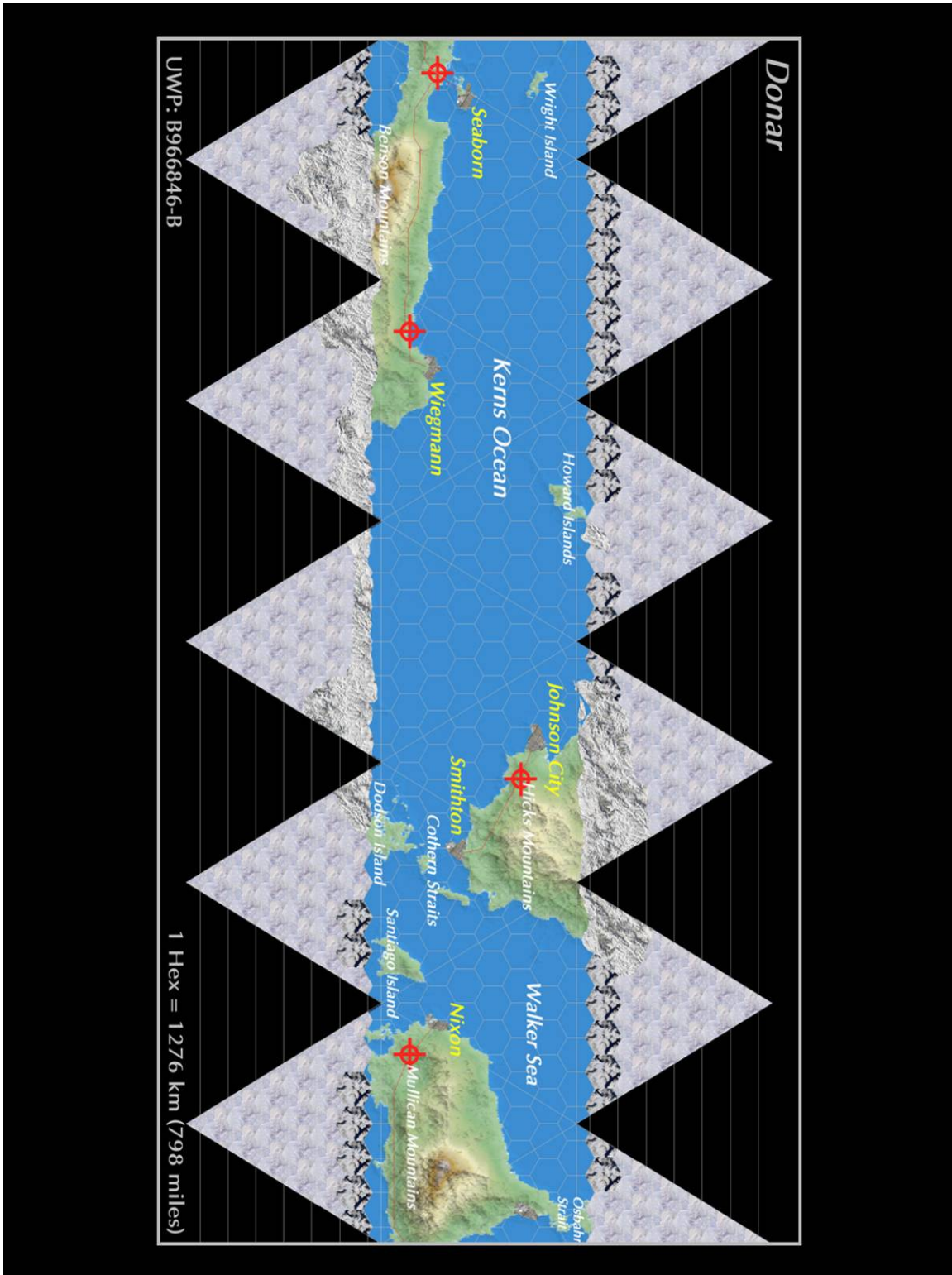
Sutton is the largest continent on Donar. It stretches from ice sheet to ice sheet. The Mullican Mountains cover much of the interior of the continent. The foothills of these mountains extend to the seas.

The largest mountain in the Mullican range is Mount Westbrook. Mount Westbrook is a large stratovolcano which has been dormant for the last few hundred years. It is expected that the volcano may erupt within the next 10-20 years causing havoc across the planet.

To the east, across the Sizemore Isthmus is the continent of Layton. Layton extends from the southern ice sheet north almost to the equator. Much of the continent is currently under the ice sheet.

The Benson Mountains extend along the edge of the ice sheet. Most of these peaks are covered in ice and snow. Near the center of the range is

The Hub Federation



The Hub Federation

Mount Ariel, an active volcano which seems to erupt once every 63 years. Its next eruption, as of this writing, is within the next two years.

Across the Walker Sea from Sutton is the continent of Abbot. Abbot extends from the northern ice sheet southward across the equator. Abbot is dominated by the Hicks Mountains which take up most of the continent's land area.

Population Details

Donar is home to just under 300 million people. The majority live in small towns and settlements scattered across the planet.

Government Details

Donar is ruled by a dictator named Cyrus Hopkins. Hopkins has been in power for 21 years. Before that, Donar was an independent world ruled by an elite council.

Hopkins first served in the Donar military and reached the rank of colonel. From there, he became a military liaison to the High Council.

While serving as the liaison, he began to involve himself more and more in politics and gained quite a few supporters. When the position of Manager of Labor opened, Hopkins campaigned among the Council for the job. His efforts succeeded and he was appointed to the post.

As he served as Manager of Labor, he began to champion the cause of the poor and underprivileged. He began to travel across Donar making speeches and rallying support against the rest of the High Council, saying that the Council was run by and for the wealthy.

Imprisoned

One of those locked away by Hopkins is the woman who led his jailbreak, Sharon Stansell. In the years following the revolution, Stansell began to crave power as well and attempted to overthrow Hopkins. This coup was kept quiet by Hopkins and the government controlled media.

Stansell was said to have died from natural causes "serving Donar until the end".

In truth, she was imprisoned and now, twelve years later, she is still there. Characters may find that some of her supporters have fled Donar and would be willing to pay to have them extract Stansell.

Many of the people who were once rich and powerful on Donar now live elsewhere.

By the time the High Council moved to silence Hopkins, he had already galvanized support among many. However, this could not prevent Hopkins from being jailed for his insubordination. According to Hopkins autobiography, he was tortured as part of this incarceration.

While Hopkins languished in prison, his supporters were still fighting for change. Specifically, a man by the name of Alexander Tanner, a colonel in the Donar military, led many members of the armed forces to revolt.

In the city of Seaborn, Tanner and a group of military rebels seized the city. They held out for weeks against the Donar military, but eventually the city was recaptured and Tanner was executed.

This made Tanner a martyr to Hopkins' cause and only served to spread the rebellion across the planet. More and more of the military began to

The Hub Federation

revolt, and two years later, a group of rebels led by Sharon Stansell freed Hopkins from his prison.

In what is now referred to as The Hundred Days, Hopkins established control over the planet. While some of the High Council fled to other worlds, many were captured and jailed. Some remain imprisoned to this day. Hopkins, in turn, took the position of High Councilor which he continues to hold to this day.

Legal Details

As time has passed, Hopkins has used his popularity rather than an iron fist to maintain power. Over time, as the security forces became more subtle and less overt, Hopkins proclaimed reforms and openness.

Law enforcement, a branch of the security forces, is always visible. Police are seen in the cities and towns as a visible reminder of law and order. However, the security forces employ subterfuge and subtlety to maintain control of the people.

If a crime is committed, it is most often the police who will show up to investigate and possibly arrest the perpetrators. However, investigative “undercover” work is always carried out by the security forces.

Firearms are illegal for anyone who is not a member of the police, the security forces or the military. Military members are only allowed to carry weapons during training, while members of the security force and police are empowered to carry them at all times.

Bladed weapons, however, are quite common. Previous to the revolution, it was the practice for the High Council to reward military members who excelled with a cutlass to wear with dress uniforms. Following the revolution,

Hopkins made a point of saying that all of the “common folk” who supported the revolution were “heroes of the people”. Since then, it has become popular for anyone older than a teenager wearing business or dress attire to also have a sword strapped to their hip.

Narcotics are illegal for anyone to possess on Donar. This includes the use for medicinal rather than recreational purposes.

Alcohol, on the other hand, flows freely on Donar. Alcoholic beverages, some quite potent, are common on Donar. It is common to see someone on Donar drinking as they perform their job. Travellers will find that alcoholism is common on Donar.

Only recently has trade with other worlds begun to be encouraged. Previously, Hopkins had made “self-sufficiency” one of the virtues of the revolution. However, Hopkins has since seen the economic benefits of open trade, particularly with the rest of the Hub Federation. Hopkins now states in speeches “the value of our goods” and sells the idea that Donar is “helping the rest of the subsector survive since they have been cut off from Earth”.

Travel beyond the orbital starport is forbidden for anyone without a travel permit. These permits can be obtained from officials at the orbital port. In turn, there are three types of permits: Red, Yellow, and Green.

A Red permit will allow a traveller to go from the orbital port to a specific downport. The bearer of the permit may not go outside the downports.

A Yellow permit will allow travel to a specific downport and that downport’s associated city. The bearer may not travel anywhere else on the planet.

A Green permit will allow travel anywhere on the planet. Such permits are rare and usually involve negotiations with the Donar government or a special

The Hub Federation

permit previously negotiated with the Hub Federation.

Cultural Details

As said above, alcohol plays a large part in Donarian culture. Donarians drink a lot of alcohol and this carries with it the problems (both health problems and social problems) that such widespread use entails. While automation has taken care of vehicle driving problems, it is not uncommon to board a shuttle or a maglev train car filled with inebriated passengers.

It is not only alcohol which is enjoyed to excess by the average Donarian. Meals on Donar can be lavish affairs and can contain up to seven courses. Each course can be an extravagant affair with large portions.

Travellers, particularly those who get to travel outside the downports, will discover Donarians have a dedicated hedonistic tendency about them. "Tomorrow we may die..." is a popular saying among Donarians.

The Donarian Calendar

A local year consists of 220 26 hour days. These days are not divided into months or weeks, but are simply numbered. Days are referred to by the number of the day followed by the year since Hopkins took power.

For example, the 65th day of this year would be written as 065-21.

Selected City Details

Hopkins

Hopkins is the orbital city which also serves as the highport for Donar. It is home to approximately 12 million people.

The port is a large torus and was built in the pre-revolutionary period. The city and port are one entity and there is very little to stop a traveller from going from port to city. Indeed, the lines between the two are blurred.

Hopkins is often the only city that travellers will visit and most will come away with a good impression. The city is open and welcoming. The laws are less enforced here than they would be in the planetside cities.

All persons who wish to travel to the surface of Donar must first stop here. After obtaining permits, a traveller may then board a shuttle going to the surface.

Johnson City

Johnson City is the largest and most populous city on Donar. The city has a population of about 20 million. It is home to High Councilor Cyrus Hopkins, dictator of Donar.

The city sits on the west coast of the continent of Abbot on the fields of the Hopkins Plain. The plain was once a wide area of open grassland, but is now covered in buildings and enclosed farming areas.

The city is attached to the Johnson City downport by a maglev train system. Citizens may travel to and from the port as they wish. Those with yellow permits specific to Johnson City may visit this port and Johnson City (though Smithton is also on the same maglev rail

The Hub Federation

system). The port is a C-class port and may only be reached by shuttles from the highport.

Temperatures average 10 C (50 F) during the day and -8 C (17.6 F) at night.

Nixon

Nixon is the second largest city on the planet. It is home to approximately 17.5 million people.

The city is located on the west coast of Sutton near the foothills of the Mullican Mountains. The city is surrounded by large domed farming areas.

Nixon is connected to the Nixon Downport by a maglev train system. Citizens and those carrying yellow or green visas may move from the city to the downport freely. Those with yellow visas (which must be specific to Nixon), however, may not move beyond Nixon and the Nixon Downport. The port is a D-class port.

Temperatures at Nixon average 11 C (51.8 F) during the day and -7 C (19.4 F) at night.

Wiegmann

Wiegmann is the fourth most populous city on the planet. It is also the site of the original settlement on the planet. Until the revolution, it was the site of the capital of Donar. The High Council Building still stands, but it is now a museum dedicated to the history of Hopkins' Revolution. The building is famous for a large mural on the walls, complete with holographic features, which celebrates Hopkins rise to power.

Home to about 16 million people, Wiegmann is located on the north coast of Layton. The city was built on a peninsula which juts out into the Kerns Ocean.

The city is attached to the Wiegmann Downport located to the southwest by a maglev rail system. Those with yellow "Wiegmann" permits may only visit the city and this downport. The port is a C-class port.

The Hub Federation

Wilhelmveldt (Hub 0403) A664837-B

System Details

Wilhelmveldt is located in the third orbit of its sun, Germania, a G8 V, yellow main sequence star. Wilhelmveldt orbits Germania at a distance of approximately 0.90 AU (134.7 million kilometers or 83.7 million miles).

The system has no gas giants and three planetoid belts. The three planetoid belts are located in separate orbits which are near to one another. For this reason, locals will often refer to this as "The Great Belt".

The closest of these belts to Germania is Augusta's Belt. This belt is located about 1 AU (150.2 million kilometers or 93.3 million miles) away from Germania.

Hermine's Belt is located approximately 1.32 AU (198 million kilometers or 123 million miles) from Germania.

Viktoria's Belt orbits Germania at a distance of about 1.43 AU (215 million kilometers or 133.6 million miles).

Each of these belts has an extensive mining presence associated with it. The Wilhelmveldt government leases the belts to the Paulsen Mining Corporation. PMC's main offices are located on Wilhelmveldt in the city of Degen. The corporation maintains an extensive fleet of ore haulers and cargo carriers as well. Their ships are a common sight both in this system and in systems across the Hub Federation.

There are three other rocky bodies in the system. Closest to Germania is Frederick. Frederick orbits at a distance of 0.22 AU (33 million kilometers or 20.5 million miles). Its scorched surface is uninhabited.

Viktor is in the second orbit at a distance of about 0.40 AU (60 million kilometers or 37.3 million miles). It has a trace carbon dioxide atmosphere. Viktor is currently inhabited by 267 members of a research team. The purpose of this team is not currently known.

Oskar orbits Germania at a distance of approximately 2.67 AU (401 million kilometers or 249.2 million miles). Oskar is home to a refueling station owned by the Wilhelmveldt government. While it is ostensibly for use by system defense vessels, other vessels are allowed to use the facility.

The Hub Federation

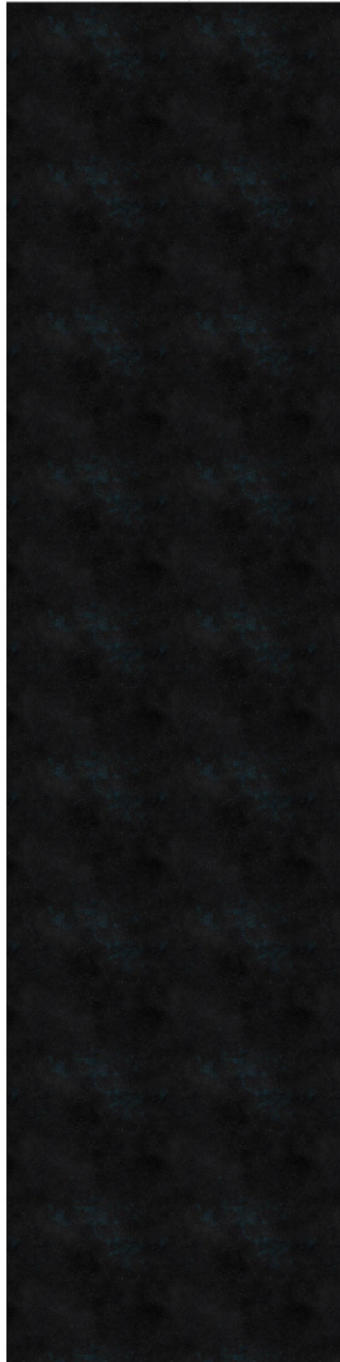
Wilhelmveldt

Inner System



0 - 5.0 AU

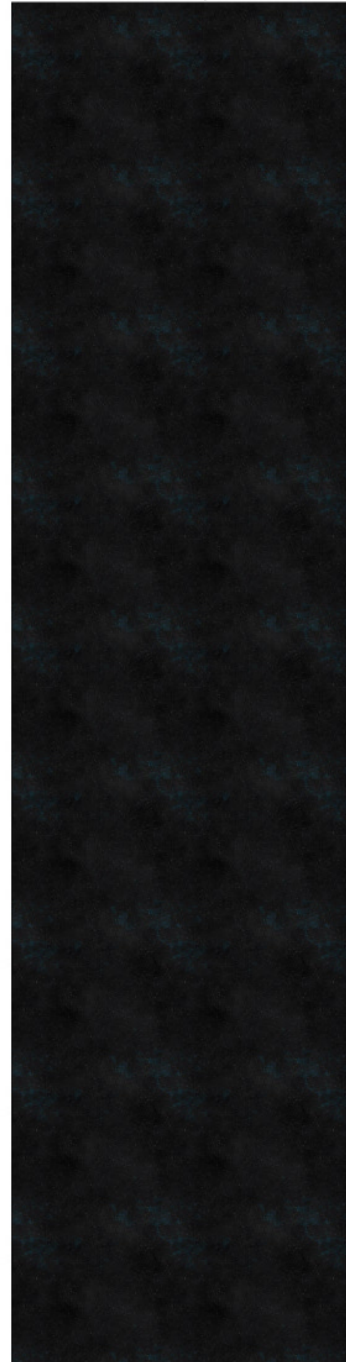
Outer System



5.1 AU - 77.2 AU

Hub 0403

Remote System



77.3 AU And Beyond

The Hub Federation

Physical Data

Wilhelmveldt has a diameter of 9920 kilometers (6200 miles). Its molten core gives it a density of 0.94 standard. Wilhelmveldt has a surface gravity of 0.73 standard.

Wilhelmveldt has no moon.

Wilhelmveldt has a rotation period of 22 hours. This is referred to locally as "one day".

Wilhelmveldt has an orbital period of 334 days. This is referred to locally as "one year".

Atmospheric Details

Wilhelmveldt has an atmosphere consisting of 75.8% nitrogen, 22.9% oxygen, 0.32% carbon dioxide, 0.18% argon, and 0.80% other trace gases.

The atmospheric pressure at sea level is 0.76 standard.

Wilhelmveldt has a temperate climate. Equatorial temperatures average 38 C (100.4 F) during the day and 27 C (80.6 F) at night. Summer polar temperatures average at -7 C (19.4 F) during the day and -18 C (-0.4 F) at night. In winter, this drops to -41 C (-41.8 F) during the day and -52 C (-61.6 F) at night.

Hydrographic Details

40% of the surface of Wilhelmveldt is covered in water. Much of this water is in the equatorial zone and is divided by the Shonburg Isthmus. In nomenclature, the ocean is divided by the locals into several seas.

The largest of these seas is the Lagendorf Sea. Considered to go from the Shonburg Isthmus on its west to the Vaught Peninsula its east, the Lagendorf stretches across 16,891 kilometers

(10,564 miles). Northwest of the Lagendorf is the Pahl Sea. The sea is named for one of the original colonists who died while boating here during a storm. The strait leading from the Lagendorf into the Pahl is named after Pahl's partner, Corrin.

On the eastern side of the Vaught Peninsula is the Shein Sea. The Shein Sea was named after an early settler, Warren Shein. It was Shein's dream to place a floating downport on the sea here. While Shein's dream never became a reality, the sea still carries his name.

To the east of the Shein is the Keinholz Sea. The Keinholz is an often stormy sea and seagoing vessels are often in danger, as well as those living on its shoreline.

Through the Degen Straits to the northwest is the Volz Sea. The Volz is small calm sea. The city of Degen and its flood control system take up much of the strait leading to the Keinholz.

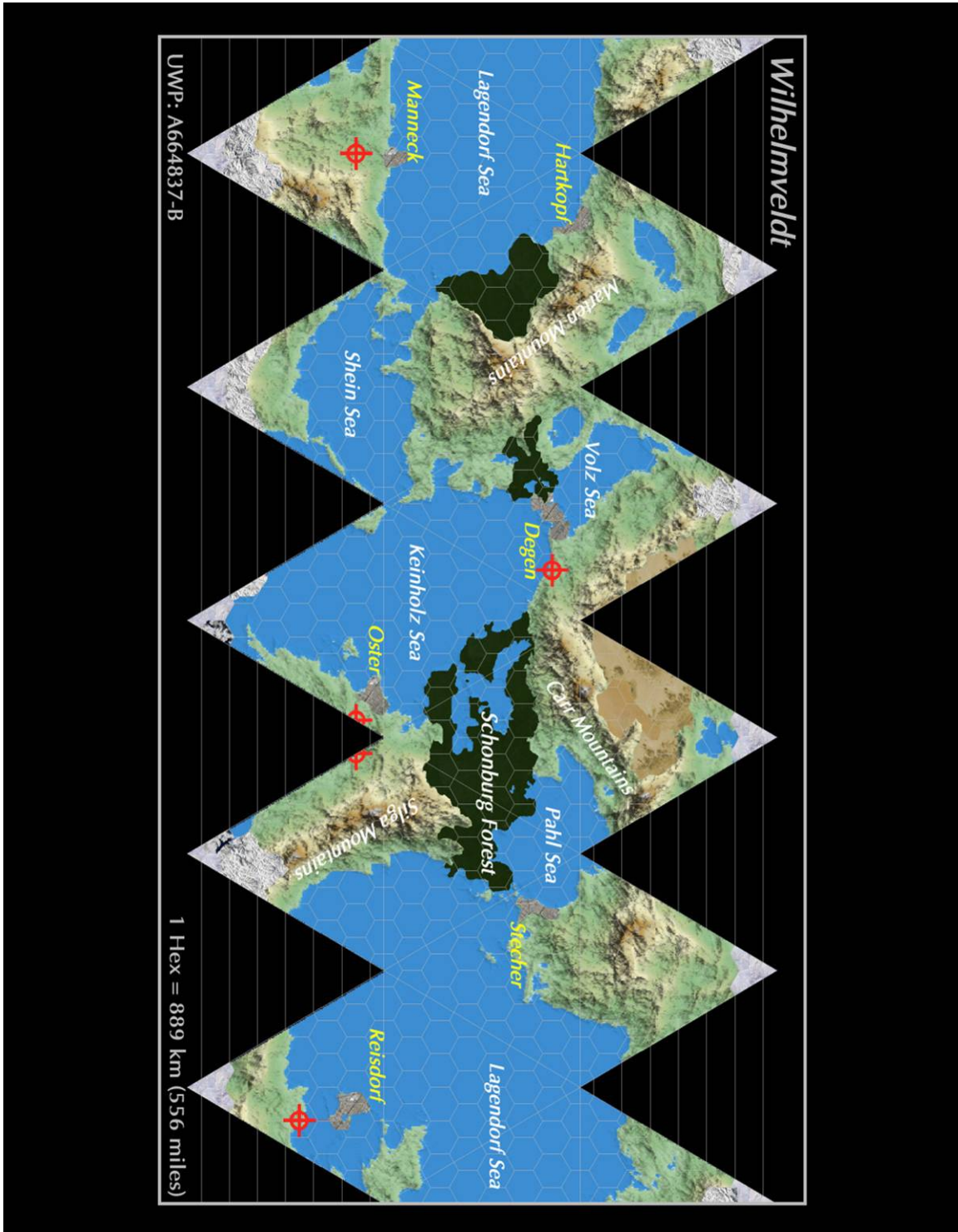
Geographic Details

Located on the equator on the Shonburg Isthmus, the Shonburg Forest is one of the most prominent features on the planet. The forest is made up almost entirely of a local tree called the Ziska Tree living in the shallow saltwater which covers this area of the Isthmus.

The "floor" of the Shonburg Forest is actually about 2-3 meters (6.5 – 9.8 feet) underwater. While some might refer to this as a swamp, the locals here refer to it as the forest.

The Ziska thrives in this environment and covers all of the continental shelf here. The trees have adapted to grow from underwater to an average height of about 22 meters (72 feet). The trees drop large, heavy cones into the

The Hub Federation



The Hub Federation

water which carry their seeds to the forest “floor”. These seeds then begin to grow roots into the claylike floor. These roots grow large and deep into the hard clay and act as anchors for the large trees.

North of the Shonburg Forest are the Carr Mountains. These mountains are tall and jagged. Most jut upwards with steep faces. Many of these, like Mount Corda, are popular with those who enjoy such a climbing challenge.

North of the Carrs is the Oren Steppe. This wide and largely flat region is dry and has little vegetation. Most often cold winds from the north rip through the landscape creating harsh conditions. Few locals go here unless they must.

Across the Volz Sea from the Carrs are the Four Lakes. Each of the lakes (Lake Stubbs, Lake Fakir, Lake Benson, and Lake Payton) is very deep and some believe may have been caused by asteroid impacts.

Southwest of the Four Lakes are the Marten Mountains. The Martens, much like the Carrs, are characterized by jutting peaks and sheer cliffs. The Martens continue to the Hartkopf Pass and then along to the northern polar region, which is covered in a thick ice sheet.

South of the Shonburg Forest are the Silga Mountains. Once believed to be as jagged as the Carrs and Martens, the Silgas have worn with wind and water erosion. Large stones lay scattered at the feet of the Silgas marking the many landslides of the past years. Many different species of small trees have since grown on the sides of those once mighty peaks.

The Silgas extend to the south pole and back north again from there. The southern Silgas have large glaciers formed upon them.

Population Details

Wilhelmveldt is home to approximately 200 million people. While many live in the major cities, most live in smaller communities

Government Details

Wilhelmveldt was an independent world before the Conduit collapse. It is ruled by a hereditary monarchy. The royal family, the Hohenzollerns, claim to be descendants of the German Hohenzollern dynasty. The current ruler is Kaiser Sophia. Kaiser Sophia has ruled for the last 27 years. She is currently 67 years of age.

Kaiser Sophia is the head of state. She keeps several advisors, called chancellors, who advise her on aspects of state. These chancellors, in turn, then manage departments which oversee various aspects of governance (Department of Internal Security, Department of Trade, etc).

Kaiser Sophia is well-liked, but recently her popularity has waned a bit after the recent death of her husband, Lord Stephen. During the funeral ceremony, she was seen to smile broadly upon leaving. Many felt this was disrespectful to her late husband and this was duplicitous on her part.

Legal Details

Travellers should know that inside the orbiting port and within the boundaries of the downports, laws are somewhat more lenient. Kaiser Sophia believes in free trade and thus encourages the arrival of travellers. All of these laws are, technically, still in effect, however most persons will simply

The Hub Federation

be warned by a member of law enforcement rather than arrested.

The exception to this is that all firearms are illegal on Wilhelmveldt for anyone who does not hold a permit. Only those who are currently acting in a law enforcement capacity are allowed to carry firearms and they must do so openly. Even members of the military and the Kaiser's personal security force are only allowed to carry weapons while on duty.

Permits can be obtained to carry a weapon by travellers who are on official missions sanctioned by the Hub Federation. It is possible, though highly unlikely, that the Department of Immigration will allow a character with government credentials to carry a firearm. Otherwise, travellers must keep their weapons inside their ship.

Kaiser Sophia believes that health is the foundation for a better world. As such, the Chancellor of the Department of Health has been tasked to ensure that the food eaten by citizens meets guidelines for health and safety. This means that, outside the starport, one will not find foods or drinks made with high levels of fat, cholesterol, salt, sugar, or alcohol.

Alcoholic beverages are forbidden on Wilhelmveldt. Non-alcoholic versions of beer, ale, and wine are served in establishments outside the starports. Inside the starports, alcoholic beverages are served, but are far less potent than their average counterparts on other worlds.

The use of any drug is strictly prohibited without a prescription from a doctor licensed by the Department of Health. Most any drug labeled as addictive will be prohibited by the Department of Health to be prescribed.

While Kaiser Sophia does encourage trade with other worlds and is a proud member of the Hub Federation, she feels that some outside influences

can be dangerous. Travellers are warned that espousing any view contrary to that of the accepted view of the Kaiser is not recommended.

In addition to uniformed law enforcement officers, the Kaiser keeps a group of personal security forces. These forces are often dressed in plain clothes and mingle among the populace. Those espousing anti-Kaiser views are often cited as a danger to the Kaiser's security. The security force is empowered to take a wide range of actions. Most often, this will start with a friendly suggestion that such views might not be welcome and usually that is enough to stop the utterances. If not, the security force member is empowered by the government for anything from arresting the offender to use of deadly force.

Travellers wishing to visit Wilhelmveldt outside the ports will be required to obtain a visa. Provided that they have not been suspected of a crime on Wilhelmveldt in the past, this is usually a mere formality.

Cultural Details

Despite the level of restrictive government, Veldtians are often open and friendly to visitors. Veldtians have a love of the outdoors and are encouraged by both their culture and their Kaiser to be athletic. Most cities will have expansive parks filled both with recreational areas and statuary reminding the citizen of the greatness and protectiveness of the Kaiser.

However, many will also note that there is a level of superstition that is prominent in Veldtian culture. While not rising to the level of a formal religious belief, there is a consensus that the world is full of spirits. Each of these spirits must be appeased by certain

The Hub Federation

actions to maintain proper balance with them.

For instance, many Veldtians will immediately knock on the nearest inanimate object following a statement in which they express a hope or desire. This is believed to free the spirit which was hiding in the object. This spirit is now free to aid them in the pursuit of this desire or asked to not stop the desire from being achieved. As one can not see these spirits or ascertain their motives, it is best to simply knock and get them active.

A common sight on Wilhelmveldt is to see people with a piece of wood hanging from a chain around their neck. This is a piece of Ziska wood and it is believed that the wood wards off evil spirits. These can be anything from a small sliver of wood to an ornate carving made from the wood.

Another common sight on Wilhelmveldt is people with no eyebrows. Very often Veldtians will shave their eyebrows completely off. While many maintain this is to ward off evil spirits as well, some maintain that it is a simple fashion trend which now has the force of superstition attached.

The Veldtian Calendar

In general, the Veldtian calendar is a modified version of the Gregorian calendar. The 334 day year forces some modification to the number of days in each month.

This will be denoted as day, then month, then the year since the colonization. So one will see dates like 22 Juni 134 or 26 April 131.

20 Juli is the birthday of Kaiser Sophia. All businesses and services are closed. Parades are thrown and restrictions on alcohol are often ignored.

Januar	28
Februar	28
Marz	27
April	28
Mai	28
Juni	27
Juli	28
August	28
September	28
Oktober	28
November	28
Dezember	28

Selected City Details

Degen

Degen is the capital of Wilhelmveldt and the location of the original settlement. It is the largest and most populous city on the planet. Degen is home to approximately 12 million people and Kaiser Sophia.

The city sits on what is called the Degen Peninsula. The city was originally built upon the land of the peninsula but has since expanded into the strait and across to the other side. In the meantime, extensive measures have been taken to prevent flooding and lessen the effects of storms.

To the west of the city is a vast forest. This forest, now called the Sophia Forest, has been protected since the early days of colonization. The forest contains many different species of native trees and plants, which were later discovered to not exist anywhere else on the planet. The Kaiser continues the policy of protecting this forest.

The Degen downport is east of the city. Rated at C-class, the port is the

The Hub Federation

busiest of the downports. Shuttles carry those with visas to and from the city.

The Kaiser's palace is located in the grassy hills to the northeast of the city. The palace is heavily guarded and no traffic is allowed anywhere near the palace. Those violating the area above, around or under the palace will be subject to the use of deadly force.

In summer, the average temperature at Degen is 30 C (86 F) during the day and 19 C (66.2 F) at night. In winter, this drops to 28 C (82.4 F) during the day and 17 C (62.6 F) at night. Storms are common, particularly during the spring and autumn months.

Reisdorf

Reisdorf is the second largest and most populous city on the planet. It was the fourth of the major cities to be established. Reisdorf is currently home to about 10 million people.

The city is located on an island called Orson Island in the South Lagendorf. Reisdorf now takes up the entire island and extends off of it.

The Reisdorf downport is on the mainland to the south of the city. The only way to get from the city to the downport is by shuttle. It is a C-class port.

Summer temperatures average 25 C (77 F) during the day and 14 C (57.2 F) at night. In winter, this drops to 5 C (41 F) during the day and -6 C (21.2 F) at night.

Wilhelmveldt Orbital

Wilhelmveldt Orbital is the B-class starport and city which orbit the planet. This is the most common place for travellers to arrive at Wilhelmveldt and, for some, all they will ever see of it.

The Orbital is a massive structure and home to about 6 million people. It is the location for many government offices such as the Department of Trade and the Department of Immigration. Here, these two departments hold more power than the Department of Health and this is reflected in the number of alcohol selling establishments.

The interior of the city is, by laws, kept at a constant 21 C (69.8 F).

Manneck

Manneck is the fourth largest and fourth most populous city on Wilhelmveldt. It is home to 8.5 million people.

Most of the city is on the mainland on the Manneck Peninsula, but over the years the city has expanded onto artificial reefs as well as five islands off the coast. The city is best known for its varieties of seafood. The ingenious ways of cooking the seafood while staying within the requirements of the Department of Health are near legend on the planet.

The Manneck downport, a D-class port, is located to the south of the city. It sits in a valley near where the Silga Mountains come to their end after crossing the south pole.

Summer temperatures average 25 C (77 F) during the day and 14 C (57.2 F) at night. In winter, this drops to 14 C (57.2 F) during the day and 3 C (37.4 F) at night.

The Hub Federation

Wellington (Hub 0406) B572643-A

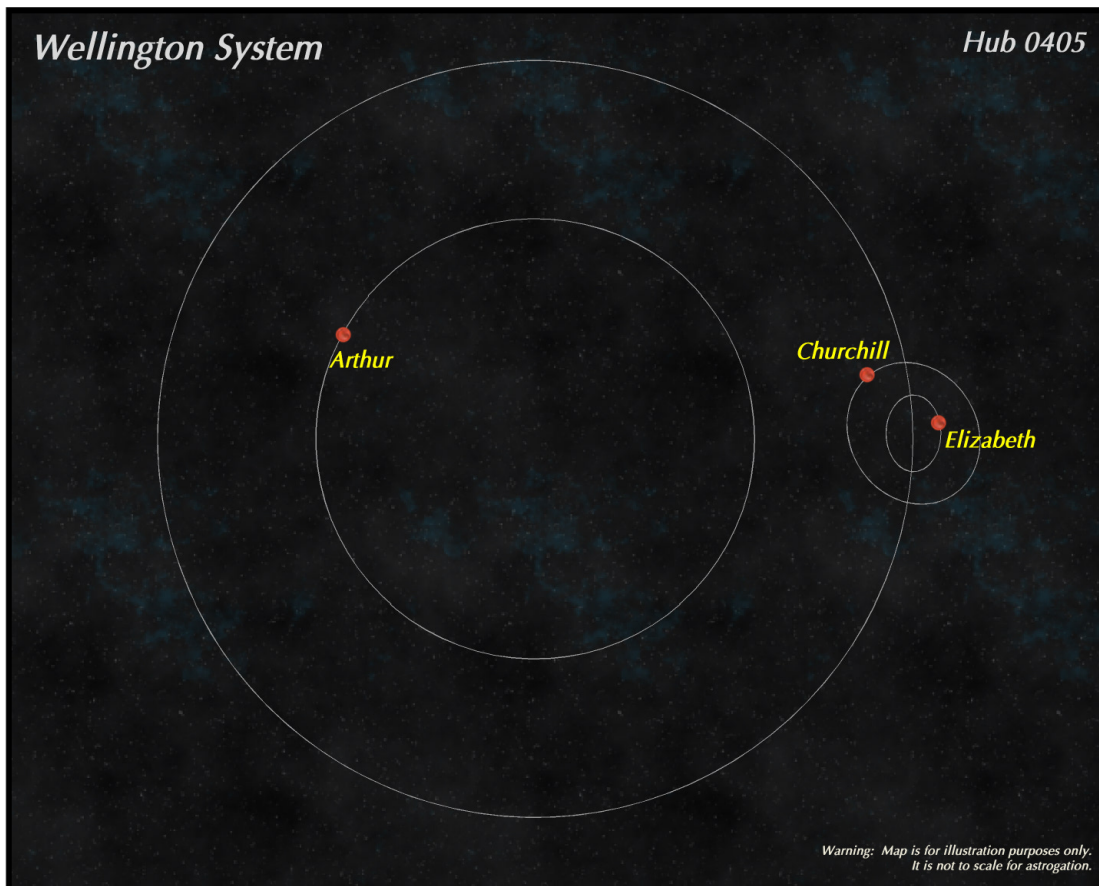
System Details

Wellington is located in the first orbit of its sun, Arthur, an M5 V, red main sequence star. Wellington orbits Arthur at a distance of approximately 0.21 AU (31.1 million kilometers or 19.3 million miles).

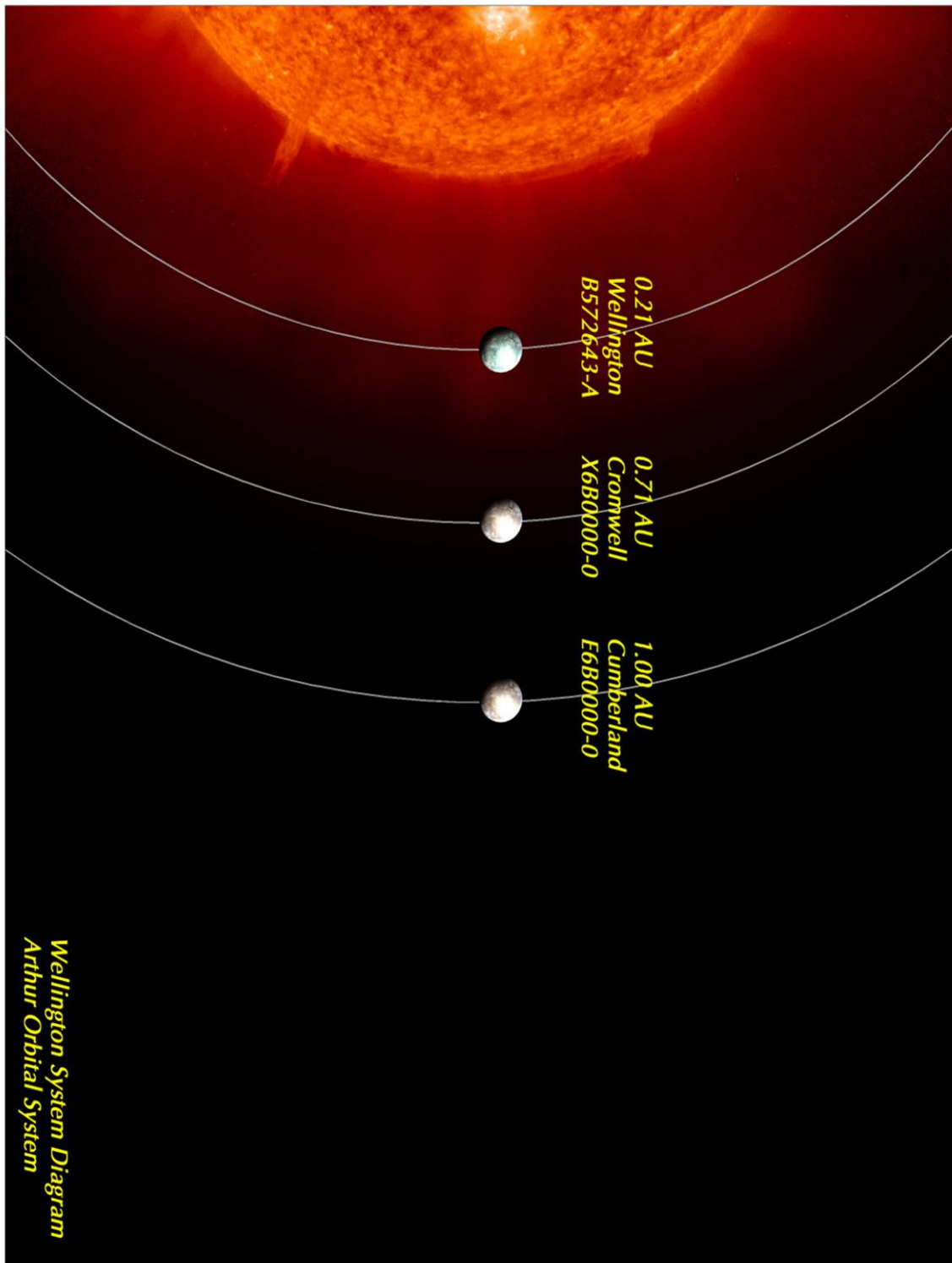
Arthur is part of a trinary system. Arthur is separated from the other two stars, Elizabeth and Churchill, by about 426 AU (63.9 billion kilometers or 39.7 billion miles). Elizabeth and Churchill orbit one another with an average separation of approximately 36 AU (5.4 billion kilometers or 3.4 billion miles).

There are two other rocky bodies in the system, both of which orbit Arthur. Cromwell is located in the second orbit at a distance of about 0.71 AU (106.5 million kilometers or 66.2 million miles). Cromwell has a carbon dioxide atmosphere and is currently uninhabited.

Similarly, Cumberland, in the third orbit, also has a carbon dioxide atmosphere. It is not home to any permanent population, but the Hub Federation military has used the planet as a hostile environment training facility.



The Hub Federation



The Hub Federation

Physical Data

Wellington has a diameter of 7840 kilometers (4900 miles). Its molten core gives it a density of 0.94 standard. Wellington has a surface gravity of 0.58 standard.

Wellington has no moon.

Wellington has a rotation period of 22 hours. This is referred to locally as "one day".

Wellington has an orbital period of 66 local days (60.5 standard days). This is referred to locally as an "ice year".

Atmospheric Details

Wellington has an atmosphere consisting of 84.3% nitrogen, 9.19% oxygen, 5.20% nitric oxide, 0.37% argon, 0.29% carbon dioxide, and 0.65% other trace gases. The atmospheric pressure at sea level is 0.98 standard.

Persons breathing this atmosphere must have a filter mask on at all times. Most locals will have extras in their home or office in case of emergencies.

Wellington has a cool climate. Equatorial temperatures average 5 C (41 F) during the day and -8 C (17.6 F) at night. Summer polar temperatures average -38 C (-36.4 F) during the day and -51 C (-59.8 F) at night. In winter, this drops to -56 C (-68.8 F) during the day and -69 C (-92.2 F).

Hydrographic Details

Most of Wellington's surface water is frozen. Even in summer at the equator, the seas are filled with pack ice and icebergs. The remainder of the seas to the north and south has ice sheets covering them. The interior equatorial

seas, called "The Melt" by the locals, have ice in them but never freeze over.

Geographic Details

Most of the surface of the planet is covered in a massive ice sheet. This ice sheet is approximately 520 meters (1706 feet) deep. In some places, the ice is nearly perfectly flat. In others, the ice is broken with sharp edges, crevices, and peaks.

Along the mountain ranges of the planet, the ice sheet abuts to the sides of the mountains and then connects to the glaciers on their sides.

In the equatorial region, near sea level the ice sheet stops. The exposed land is dry with little to no vegetation.

The largest of the continents, Fairbanks, is nearly completely covered in ice. The Zon Mountains jut out of the ice sheet to show their glacier and snow covered peaks. The Zon is the largest mountain range on the planet.

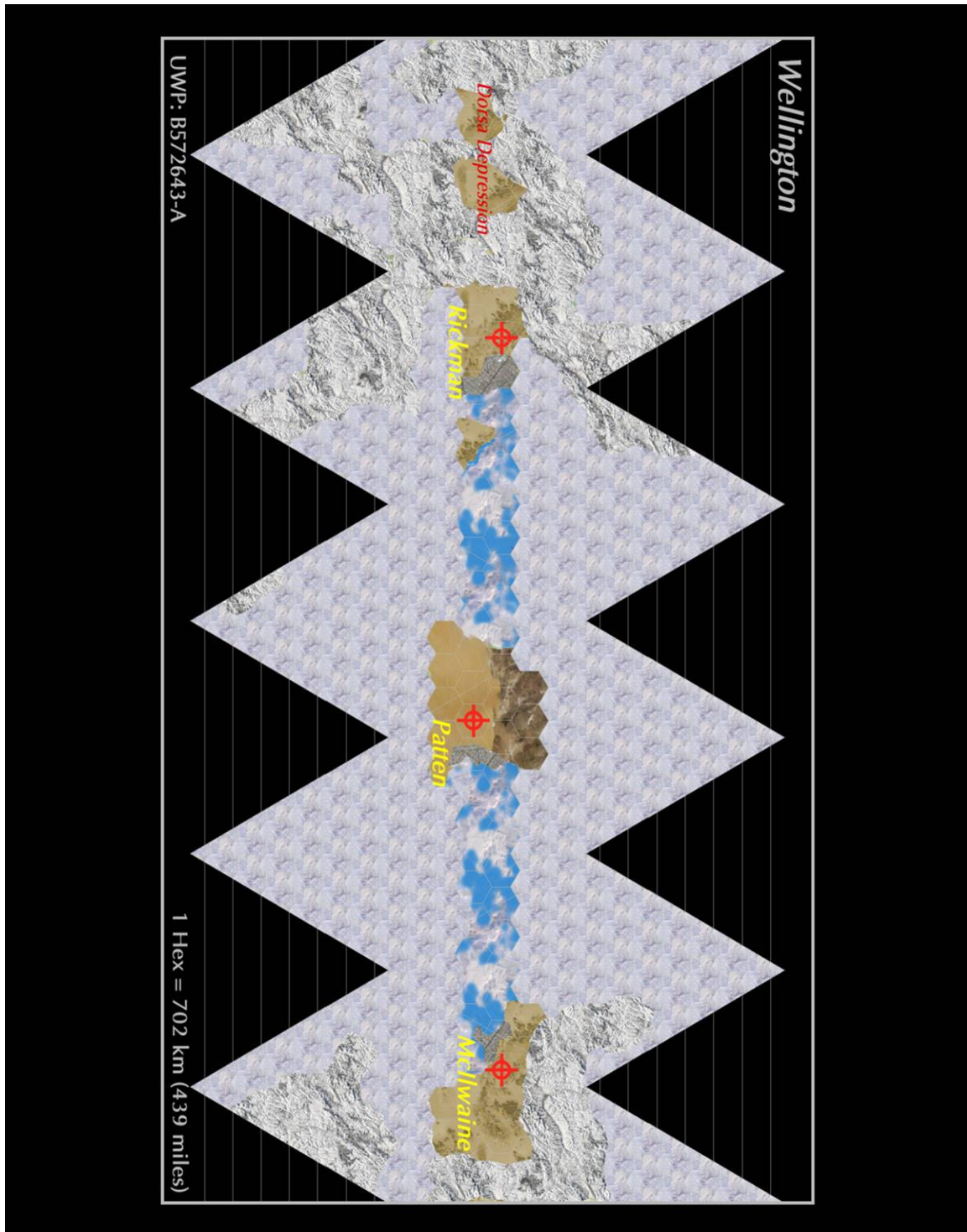
The broken soil of the Dorsa depressions stands out against the icy peaks. With no vegetation, the dusty land will often whip a dust storm onto the glaciers.

Across the Zons to the east is the Rickman Plains. The Rickman extends, as the locals say, "from the mountain to the melt". The Rickman is covered in rocks and debris left behind when the ice sheet moved to the north and south several hundred years ago.

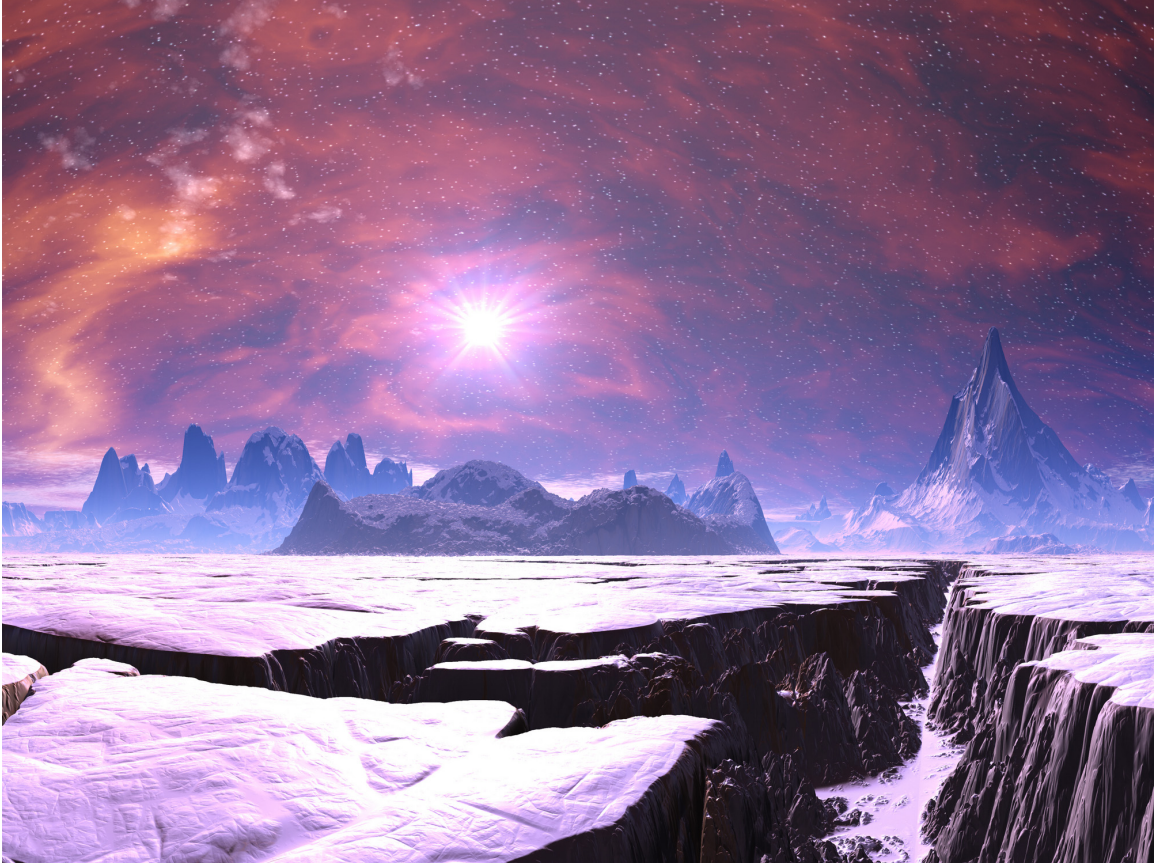
Some lichen and other short plants are starting to make a comeback here and efforts are being made by locals to attempt to seed non-native plants and genetically engineered plants as well. As of yet, this has met with limited success.

Crossing the mountains to the west from the Rickman, one comes to the Georgian Plain. This exposed

The Hub Federation



The Hub Federation



region is wide and expansive. Large boulders litter the landscape.

East from the Rickman and across the “Melt” is the equatorial region of the continent of Thomas. The southern region, called the Chesire, is dry like the Rickman but much more sandy and gritty.

To the north of the Chesire is the Felix region. The Felix is marked by rough tears in the ground by the retreating ice sheet. These ridges are called “the scratches” by the locals and are often used in recreation. Small ground vehicles will be driven up and across these rolling cuts in the surface.

Population Details

Wellington is home to about 9 million people. All of these live within the three cities. Due to the atmosphere, all three cities are mostly enclosed. All buildings are pressurized and generally consist of only one or two floors.

Almost all of the buildings are rounded to withstand the snowfall. The short, rounded buildings cause the cities (with populations in the hundreds of thousands) sprawl across the landscape. Each building is connected by a rounded walkway.

Those who do venture outside must wear a filter mask to be able to breathe. Most will choose to wear protective clothing against the cold as well.

The Hub Federation

Government Details

The government of Wellington is a representative republic. Every five years, each of the three cities elects a representative to the Tribunal. These Tribunes then elect two other persons, from the general populace (though, of late, there has been a tendency to elect past Tribunes) to serve as Law Writer and Executor.

The Law Writer is tasked with paying close attention to the needs and wants of the populace of the planet. Every 20 days, the Law Writer is required to submit a set of new laws and regulations to the Tribunal for approval. This list can be, and has been, blank.

Those laws which are passed by the Tribunal then go the Executor. The Executor oversees several department heads that see the law is enforced.

Legal Details

A Hubbian comedian once joked that the easiest job in the galaxy was Law Writer on Wellington. "You don't have to do anything and what you do will be rejected!" While this bit of comedy might be exaggerating, it is true that government involvement in the daily lives of its citizens is quite light, especially when compared to other worlds in the Hub Federation.

Wellington citizens, or Wellies as they call themselves, are allowed by law to openly carry weapons. Most Wellies are at minimum familiar with a weapon and its use. The majority of those above the age of 22 carry a weapon.

There are restrictions to this. Military grade weapons are forbidden (this includes energy weapons, rocket propelled grenades, and so forth but not assault rifles). One must be over the

age of 22. One must be licensed to carry the weapon.

To be a licensed weapon owner, the citizen must pass a proficiency exam. Travellers wishing to carry a weapon must also pass this test to be granted a license. Once a license is obtained, there is only a small fee to maintain it.

Drugs which have been determined by the government to be addictive are illegal to own, use, or sell. This includes most narcotics, which are also not available even as pharmaceuticals. Notable legal drugs include caffeine, alcohol, tobacco, marijuana, and torla syrup.

Wellington relies on free trade to survive. Tariffs are slight and travellers are encouraged to import goods here. Security checks consist of cursory looks and electronic scanning for illegal items.

A travel permit is not required to visit Wellington. The small system defense navy asks that you land exclusively at the starports, however, there is very little chance anyone will object to someone landing in the north or south ice fields. Landing within a city will result in a heavy fine and impound of the vessel.

Cultural Details

Wellington is often regarded by others in the Hub Federation as a home of hedonistic, undisciplined, rubes. This often carries over into jokes made at the expense of those from Wellington. The term "Wellie" is sometimes used on other worlds as a derogatory epithet.

Locals, however, wear the term as a badge of pride. "Wellie Pride" is a term that travellers will see often on Wellington.

There is, however, a certain truth to some of the stereotypes. The education system on Wellington is

The Hub Federation

routinely rated as the worst in the subsector.

Discussion of sex and other bodily functions on Wellington is often open and frank. The subjects permeate the common slang used by the locals and this can often be considered offensive to travellers.

In the early days of colonization on Wellington, a building near the center of the city was used as a public meeting place. During elections, it was used as a polling place, but at all other times it was simply "The Center".

As the cities grew, the local city governments placed more of these around the city. Though these were not in the center of the city, they retained the name.

"The Center" is a combination bar, restaurant, nightclub, and debate society. Except on voting night, there is someone present at "The Center" every night, often large crowds. A common sight would be musicians playing against one wall

The Center

Centers are usually much more boisterous and loud than the travelogue states. One can expect loud conversation, fights, drunken stumbling, political and religious arguments, nearly nude people dancing, and even the occasional flying object.

However, Centers are often the places where things got done on Wellington. Any patron who wishes to hire the characters will wish to discuss business at The Center. Characters wishing to hire someone or seeking information will find what they are looking for here as well.

Fair warning though: This is a place where people are imbibing, arguing, and carrying weapons. It can get a little rough.

while a group argues legal matters which should be addressed by the Law Writer. One can expect that all will be intoxicated.

Centers are loud and boisterous places and the activities going on there lead to the hedonistic stereotype.

The Wellington Calendar

Wellington has a year consisting of 66 22 hour days. While the days are kept at 22 hours, the length of the year is largely ignored. Until Wellington joined the Hub Federation, the Gregorian calendar was used exclusively.

Since Wellington has joined, there has been a group which would like to move to the Hubbian Calendar. So far, this move has not yet been made, but some have already made the change. This can create some confusion and can be one of the many topics argued over at The Center.

Travellers may hear the term "ice year" discussed as well. This refers to the 66 day orbital period. While this is not used as a calendar, some will keep track of it simply to know if there will be ice melt or ice freeze north or south of the equatorial region.

City Details

Rickman

Rickman is the largest and most populous city on the planet. It is home to approximately 4.2 million people.

Located on the eastern coast of Fairbanks, the city sprawls along the coast. Farmers to the west of the city

The Hub Federation

are beginning to see some success in encouraging some of the local plants as well as bringing in non-native plants. However, most of the food is either imported or comes from one of the few enclosed farms.

There are a great many here who work in mines in the Zon Mountains to the west. These workers are shuttled there from the starport.

The starport is connected by maglev rail to the city. The port is rated B-class.

Temperatures at Rickman average 1 C (33.8 F) during the day and -12 C (10.4 F) at night.

Mcllwaine is located on the west coast of Fairbanks. The city was founded here to take advantage of mining opportunities in the nearby Zon Mountains. However, better opportunities were discovered on the other side of the continent and many have left the city over time.

The Mcllwaine Downport is located to the east of the city. It is connected by maglev rail to the city and shuttles travel back and forth hourly. The port is a B-class port.

Temperatures at Mcllwaine average 3 C (37.4 F) during the day and -10 C (14 F) at night.

Patten

Patten is the second largest city on the planet and is home to 2.9 million people. It is also the capital of the planet and home to the Tribunal.

Patten is located on the east coast of Thomas. The city sits on cliffs overlooking the ice packed ocean below.

The Patten Starport is located to the west of the city and is connected by maglev rail. It is rated as a B-class port. Travellers are warned that winds and the sandy soil of the Chesire can often create difficult visual conditions.

Temperatures at Patten average 5 C (41 F) during the day and -8 C (17.6 F) at night.

Mcllwaine

Mcllwaine is home to approximately 1.9 million people. It is the location of the original settlement of the planet. There is a large museum featuring the original colony ship with exhibits inside telling the story of Wellington.

The Hub Federation

Sigewif (Hub 0505) C320367-B

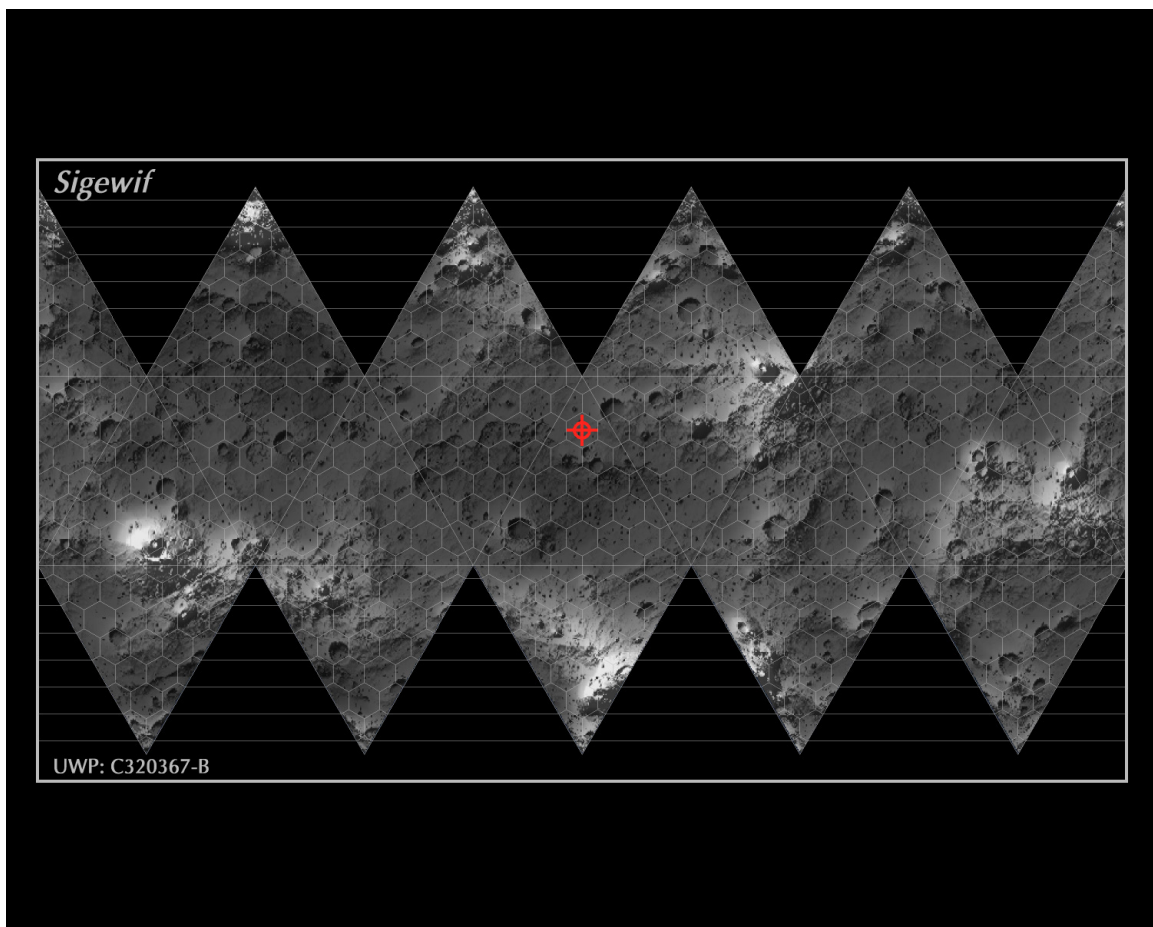
System Details

Sigewif is located in the third orbit of its sun, Forla, a K3 V, orange main sequence star. Sigewif orbits Forla at a distance of 0.78 AU (117 million kilometers or 72.7 million miles).

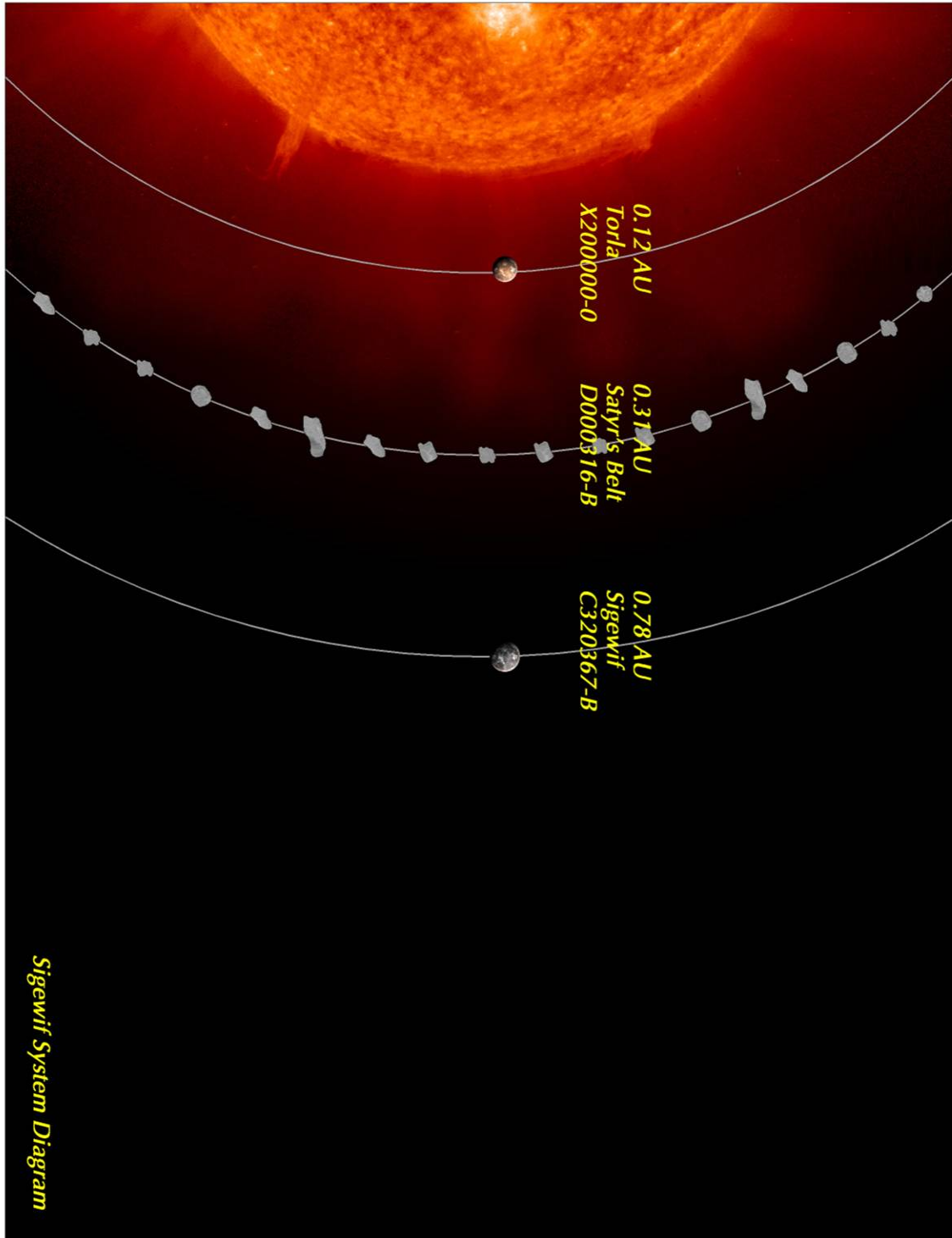
There is one planetoid belt in the system. Satyr's Belt orbits Forla at a distance of 0.31 AU (46.1 million

kilometers or 28.6 million miles). The belt has a small mining colony within it owned by the Paulsen Mining Corporation.

There is one other rocky body in the system. Torum orbits at a distance of 0.12 AU (18.3 million kilometers or 11.4 million miles). Torum is uninhabited.



The Hub Federation



The Hub Federation

Physical Data

Sigewif has a diameter of 4480 kilometers (2800 miles). Its rocky core gives it a density of 0.68 standard. Sigewif has a surface gravity of 0.24 standard.

Sigewif has no moon.

Sigewif has a rotation period of 17 hours. However, this is ignored in favor of the standard 24 hour day.

Sigewif has an orbital period of 308.42 standard days. This is also ignored in favor of the Hubbian Calendar.

Atmosphere Details

Sigewif has a slight atmosphere consisting of 82.40% nitrogen, 6.20% oxygen, 4.27% argon, 3.20% carbon dioxide, and 3.93% other trace gases. The atmospheric pressure at ground level is 0.22 standard.

Travellers must wear a vacuum suit at all times when on the surface and out of a pressurized area.

Hydrographic Details

There is no water on Sigewif.

Geographic Details

Sigewif is covered in gray dust and rocks. This dust is often compared to volcanic ash, though it has a different composition, it can be just as dangerous to those who breathe it. For this reason, anyone going onto the surface of Sigewif must have their suit cleaned before they enter a pressurized area.

The surface of Sigewif is a broken and mountainous place. There are rocks strewn everywhere, some the result of asteroids hitting the planet.

There are hundreds of craters across the landscape. Some are quite small while others can be tens of kilometers across.

Population Details

There are currently 6000 people living on Sigewif. All of them live within the downport.

Government Details

Sigewif is ruled by the Hub Federation. All of the permanent population is either the starport crew or their families.

The planet is administered by a governor placed here by the Hub Federation government. The current governor is Stephen Holt.

Sigewif was colonized simply to place a starport here. In the early days of colonization, it was discovered that the best path to the Cascadia subsector was to jump from Hub to here and then on to Kohlisch and from there, into Cascadia. The colony still serves that purpose.

Legal and Cultural Details

The vast majority of Sigewif citizens are from Hub. The legal and cultural details of Hub also apply to Sigewif.

The Hub Federation

Technology Changes

Overview

In using the Hub Federation setting, there is an obvious change from the usual Traveller setting: The Zimm Drive.

While this is entirely optional, you will see references to the drive throughout future Gypsy Knights Games products. Our hope is that, if you decide not to use this technology, you will still be able to use our products for whatever setting you choose to use.

The Zimm drive is central to the setting. While, for the most part, the worlds we have provided are TL11 or less, some are TL12 and could possibly have Jump-3 (while the Zimm drive will never be able to cover more than 2 parsecs). In your own setting, you may have far higher tech levels. While, of course, you are still free to use the setting materials, know that having a higher jump drive ability does change how the history turns out. It will certainly change the relationships between the worlds in question.

As we always say, that decision is yours and yours alone and you are free to use or ignore any part of this or any Gypsy Knights Games book that does not work well within your own game.

The Zimm Drive

The Zimm Drive, or Z-Drive, is the method of travel between the stars used in this setting. While it does allow for ships to move over great distances faster than light could travel there, it does actually go faster than light. The Zimm Drive uses a property of quantum relationships to suppose that one can

take something out of our “normal” space.

The Zimm Drive, unlike the Jump Drive (see the Traveller Main Rulebook, available from Mongoose Publishing, p.141), will not go more than 2 parsecs. Thus, there is no “jump number”, rather the Zimm Drive can be set to go to a specific location within 2 parsecs and then “jump” (which is still the preferred nomenclature).

The Zimm Drive does not create a bubble; rather it energizes the exterior hull of the ship and moves it out of normal space. However, like a jump drive, the ship must be 100 diameters away from a large object to perform the “jump”.

The rules listed in the Main Rulebook for preparing to use the jump drive and the consequences of a misjump are the same for the Zimm Drive.

However, the time one spends out of normal space is not uniform. If one jumps the full 2 parsecs allowed by the Zimm Drive, one can expect to stay in “jumpspace” for a full week (168 hours or, if you prefer, the 148 + 6d6 hours quoted in the Main Rulebook). If you decide to travel less distance than this, the time goes down in direct relation.

For instance, while it takes 168 hours to travel two parsecs, it will only take 84 hours to travel one parsec. So a jump from one hex to an adjacent hex will take only 84 hours (3.5 days). To travel one light year, the travel time would be just over 26 hours. To travel 1 Astronomical Unit (1 AU) would take 0.15 seconds.

For those wishing to design spacecraft (see Traveller Main Rulebook, p. 167-168), ships equipped with a Zimm Drive are to be treated as if

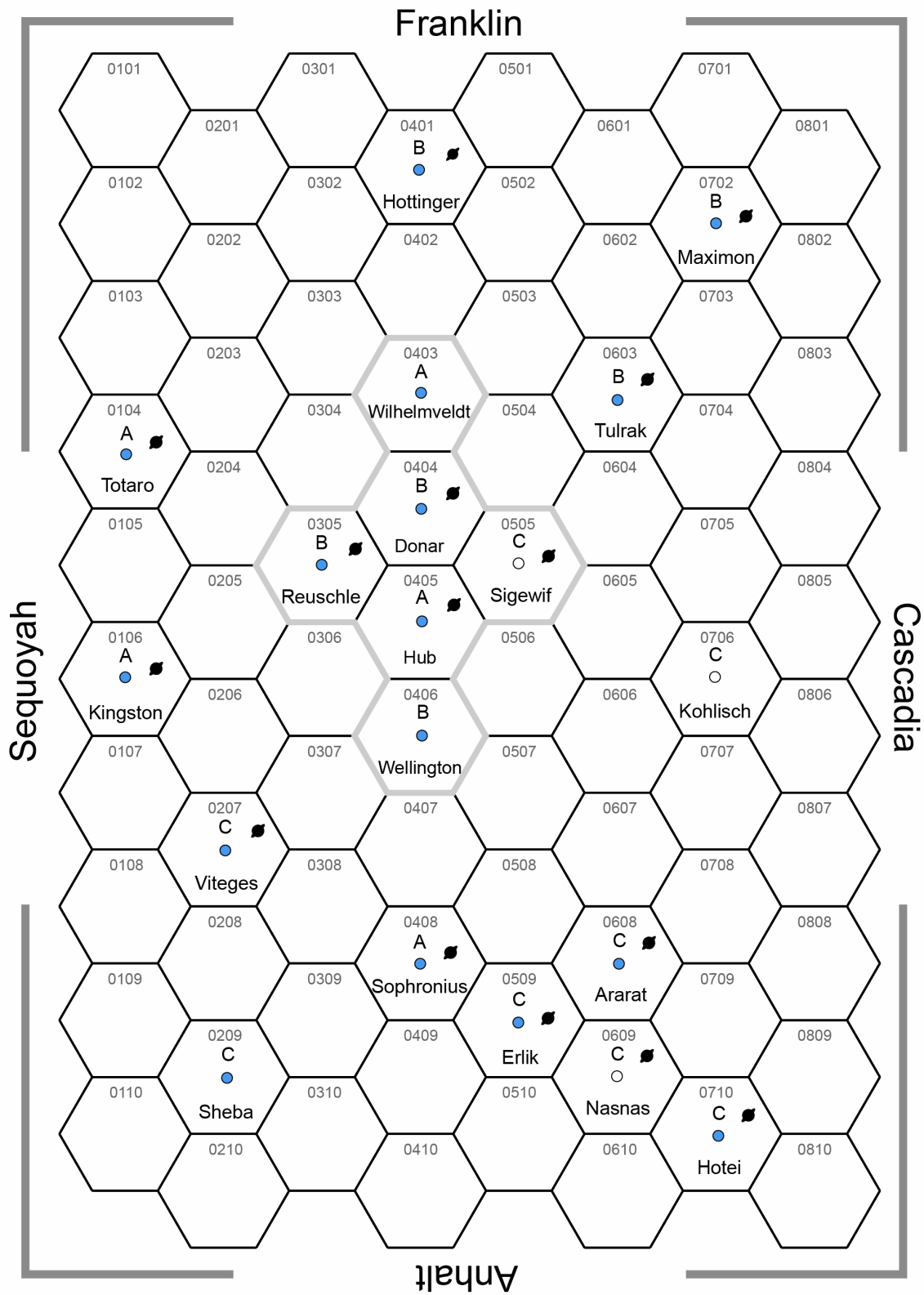
The Hub Federation

the potential is always 2. For instance, a 100 ton ship could only use drive type "A". A 700 ton ship, could use drive types "G" through "J".

For any purpose of design or size, the ship should be considered to

have been equipped with a "Jump-2" drive.

The Hub Federation



The Hub Federation

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create

Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content

does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
Traveller System Reference Document
Copyright © 2008, Mongoose Publishing.
The Hub Federation
Copyright 2012, Gypsy Knights Games LLC