



Armed, Sanctioned & Dangerous

Compendium

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Bestiary

Dragonscale

Clerk (F)

RANGED	INTEGRITY	WEAPON
0	1	Duster

Office staff, an ID lanyard at the neck and a laser pistol on the hip.

Engineer (E)

RANGED	INTEGRITY	WEAPON
0	2	Duster

A field engineer with a tool belt, a diagnostic slate, and a holstered laser pistol.

Elena Vasquez (D) Notable

RANGED	INTEGRITY	WEAPON
0	3	Duster

Medium height, athletic build, dark hair worn short and practical, brown eyes. Immaculate executive dress, dark red tailored business wear with subtle golden yellow accents, minimal jewellery, a compact laser pistol holstered beneath the jacket.

Guard (D)

RANGED	INTEGRITY	WEAPON
1	3	Guardian

Site security in uniform, a laser carbine, nothing heavier than the uniform for protection.

Security Officer (C)

RANGED	INTEGRITY	ARMOUR	WEAPON
2	3	Bellator	Perforator

Security in Bellator combat plates, a bodkin carbine.

Bodyguard (B)

RANGED	INTEGRITY	ARMOUR	WEAPON
3	4	Bellator	Punkdropper

Corporate close-protection in a tailored suit over Bellator combat armour, a heavy bodkin pistol holstered.

Fixer (A)

RANGED	INTEGRITY	WEAPON
5	5	2× Punkdropper

An elite corporate operative, sharply dressed with a pair of heavy bodkin pistols concealed.

Master-at-Arms (S)

RANGED	DEFENCE	INTEGRITY	ARMOUR	WEAPON
5	5	6	Bellator	2× Punkdropper

A veteran close-protection instructor in Bellator combat armour, a heavy bodkin pistol in each hand.

Golems

TeleGolem F

INTEGRITY

5

Remote-operated shell with no onboard cognition. A human operator controls the unit through a VR/AR interface. Used where human judgement is required but human presence is dangerous, and for fighting, as seen on the hit show "Golem Gladiators". The head module is square and functional: minimal stereo cameras for 3D perception, microphone arrays, and a speaker, just enough for the operator to see, hear, and speak through the unit.

AutoGolem D

INTEGRITY

5

Preprogrammed for simple, repetitive tasks, with enough autonomy to handle basics like navigating around obstacles. It has no real decision-making capability; faced with something outside its programming it improvises, with results that range from adequate to comically inept. The head module carries an advanced sensor suite: better cameras, audio pickups, and communication equipment, clearly mechanical but more sophisticated than a TeleGolem's.

SentiGolem B

INTEGRITY

5

Truly sentient. It cannot be programmed; it must be trained, instructed, or persuaded like any thinking being, and is capable of learning, adapting, and independent judgement. The head module is built from thousands of tiny moving parts, obviously mechanical and capable of genuine facial expression; it sidesteps the uncanny valley by not attempting to look human. Classified as property under UN commercial regulation, a status the United Workers Council rejects.

Golem Prime S

INTEGRITY

5

Folklore. Spacer tales speak of ancient Golems with superhuman intelligence and origins predating modern civilisation. Persistent rumours insist their heads are built from some kind of nanobot swarm, letting them reshape their faces at will, looking like any of the other Golem types, or even completely human. The same stories claim their default appearance is that of an animal, which conspiracy theorists take as proof they were originally someone's pets. No verified Golem Prime has ever been documented, and Kalmon Kinematics officially denies their existence.

Hermanidad

Campana (F)

RANGED INTEGRITY WEAPON
0 1 Duster

A hanger-on, barely more than a teenager, a cheap laser pistol shoved into the waistband.

Aspirante (E)

RANGED INTEGRITY WEAPON
0 2 Equalizer

A prospect, not yet a full member, a bodkin pistol on the hip.

Soldado (D)

RANGED INTEGRITY WEAPON
1 3 LazCar

A full gang member, a laser carbine slung across the chest.

Sicario (C)

RANGED INTEGRITY WEAPON
3 3 Flyswatter

A lean, watchful killer carrying a scoped bodkin marksman's rifle.

Lugarteniente (B)

RANGED INTEGRITY ARMOUR WEAPON
2 4 Bellator Perforator

A crew leader in Bellator combat plates, a bodkin carbine in hand.

Segundo (A)

RANGED INTEGRITY ARMOUR WEAPON
3 5 Aether Lighter

The under-boss in Aether combat armour, a bodkin automatic across the chest.

Jefe (S)

RANGED INTEGRITY ARMOUR WEAPON
4 6 Magnus Heavy

A cell boss in Magnus battle armour, a heavy bodkin automatic in hand.

Abel 'Lobo' Dlamini (S) (Notable)

RANGED INTEGRITY ARMOUR WEAPON
4 6 Magnus Arbeh

Weathered face, grey-streaked black hair cropped short, an old burn scar down the left side of his neck. Lean and wiry. Gold-finished Magnus battle armour, a gold chain with an ouroboros pendant, a rotary cannon in his hands.

Outpost 13

Critter F

RANGED	INTEGRITY	WEAPON
0	1	Duster

A small quadruped mechanoid and ambush predator. It grips its victim with its legs; an interface on its belly couples to the spine while the tail goes up over the head and into the frontal lobe.

Husk E

RANGED	INTEGRITY	WEAPON
0	2	Duster

Support staff being controlled by a Critter: secretaries, clerks, and the like. No armour, no combat training, lightly armed.

Drone D

RANGED	INTEGRITY	WEAPON
0	2	Guardian

A hacked and heavily damaged AutoGolem.

Executioner C

RANGED	INTEGRITY	ARMOUR	WEAPON
1	3	Bellator -2	Perforator

Outpost security in Bellator, controlled by a Critter, its armour heavily damaged in the incident.

Shepherd B

RANGED	INTEGRITY	ARMOUR	WEAPON
2	4	Bellator -1	Lighter

A hacked TeleGolem, crudely modified, with Bellator plates welded directly onto the frame and no factory integration.

Pestilence A Notable

RANGED	INTEGRITY	ARMOUR	WEAPON
5	5	Bellator	LazCar

Former Security Chief, controlled by a Critter. He is covered in blemishes and sickly patches, his hands and ankles swollen and bruised, his torso bloated with retained water.

War A Notable

MELEE	INTEGRITY	ARMOUR	WEAPON
3	5	Bellator	Multiple

Former Security Chief, controlled by a Critter. A cut, defined, athletic male with camo facepaint.

Famine A Notable

RANGED	INTEGRITY	ARMOUR	WEAPON
3	5	Bellator	Lighter

Former Security Chief, controlled by a Critter. A skinny woman with bulging eyes and hollow cheeks, her hair a mess of split ends.

Death A Notable

RANGED	INTEGRITY	ARMOUR	WEAPON
3	5	Bellator	Flyswatter

Former Security Chief, controlled by a Critter. An athletic woman, the skin of her face thin and drawn tight, the skull clearly visible beneath.

Righteous Revenge.exe S Notable

Rogue AI, distributed across the facility's mesh network. It has no physical body and cannot be engaged in combat. The only way to defeat it is to destroy the infrastructure it lives on.

The Mangler S Notable

MELEE	INTEGRITY	ARMOUR	WEAPON
3	6	Magnus	Multiple

Former Head Researcher at the outpost, controlled by a Critter. He has begun modifying his body to be more robotic.

The Caretaker S Notable

RANGED	INTEGRITY	ARMOUR	WEAPON
4	6	Magnus	Punkdropper

A SentiGolem, convinced of the righteousness of the cause. Its chassis is built from a special dragonscale alloy, armoured to protect its internals.

Patriot Armoury

Intern (F)

RANGED	INTEGRITY	WEAPON
0	1	Duster

An intern with a data slate and a visitor lanyard, issued a company laser pistol on day one.

Technician (E)

RANGED	INTEGRITY	WEAPON
1	1	Lifeline

A factory technician, ear defenders round the neck, a personal defence weapon slung across the chest.

Sales Rep (D)

RANGED	INTEGRITY	WEAPON
2	2	Guardian

A sales rep with a product catalogue slate and a demo laser carbine.

Range Officer (C)

RANGED	INTEGRITY	WEAPON
2	3	Guardian

A range officer, ear and eye protection pushed up, a laser carbine.

Fixer (B)

RANGED	INTEGRITY	WEAPON
4	4	Punkdropper

A fixer who brokers the special contracts, a heavy bodkin pistol concealed.

Hayashi 'Zero' Mei (B) (Notable)

RANGED	INTEGRITY	WEAPON
4	4	Punkdropper

Athletic build, sharp features, dark hair cut short and practical, no visible scars. A khaki blazer over a dark red blouse in PA colours, a slim wrist computer on the left forearm, a heavy bodkin pistol concealed.

Marksman (A)

RANGED	INTEGRITY	WEAPON
5	4	Flyswatter

A lean champion test-shooter cradling a bodkin marksman's rifle.

Security Guard (S)

RANGED	INTEGRITY	ARMOUR	WEAPON
4	6	Magnus	Arbeh

A security guard in Magnus power armour, a rotary cannon braced in both hands.

Sons Of Thule

Knecht (F)

RANGED INTEGRITY WEAPON

0 1 Punkdropper

The lowest of the freeborn castes, in worn tiger-stripe fatigues with a single lineage mark, a heavy bodkin pistol on the hip.

Knappe (E)

MELEE INTEGRITY WEAPON

1 1 Multiple

An unblooded youth in fatigues too crisp to have seen a raid, a messer-pattern mono blade carried everywhere and a heavy pistol he has yet to fire in anger.

Thegn (D)

RANGED MELEE INTEGRITY WEAPON

1 1 2 LazCar

A raider in tiger-stripe fatigues, caste markers riveted to the webbing, a laser carbine slung and a messer-pattern mono blade on the back.

Ritter (C)

RANGED MELEE INTEGRITY ARMOUR WEAPON

1 1 3 Bellator Perforator

A ritter in combat plates over tiger-stripe, lineage insignia across the chest, a bodkin carbine in hand and a messer-pattern mono blade within reach.

Kappi (B)

RANGED MELEE INTEGRITY ARMOUR WEAPON

3 3 3 Bellator Perforator

A holmgang-proven duellist, plates scarred and unpainted, a bodkin carbine slung loose, a heavy pistol holstered at the chest, and a messer-pattern mono blade on the hip.

Jarl (A)

RANGED MELEE INTEGRITY ARMOUR WEAPON

3 3 5 Bellator Arbeh

A house head in combat plates dense with lineage insignia, a rotary cannon carried like a birthright and a messer-pattern mono blade at the belt.

Fyrste (S)

RANGED MELEE INTEGRITY ARMOUR WEAPON

4 4 6 Magnus Nutcracker

A clan head in battle armour worn open-visored, insignia of a whole bloodline down both pauldrons, an autocannon braced across the chest and a messer-pattern mono blade on the back.

Unile

Desk Jockey (F)

RANGED	INTEGRITY	WEAPON
0	1	Duster

A desk jockey in agency uniform, a lanyard at the neck, a laser pistol holstered.

Cadet (E)

RANGED	INTEGRITY	WEAPON
0	2	Duster

A cadet, badge freshly issued, a laser pistol on the belt.

Constable (D)

RANGED	INTEGRITY	WEAPON
1	3	Punkdropper

A constable in patrol uniform, a heavy bodkin pistol.

Sergeant (C)

RANGED	INTEGRITY	ARMOUR	WEAPON
2	3	Bellator	LazCar

A sergeant in Bellator plates, a laser carbine.

Negotiator (B)

RANGED	INTEGRITY	ARMOUR	WEAPON
3	4	Bellator	LazCar

A crisis negotiator in concealed Bellator, an earpiece in, a laser carbine within reach.

Gendarme (A)

RANGED	INTEGRITY	ARMOUR	WEAPON
5	5	Bellator	Punkdropper

A seasoned field gendarme in Bellator combat plates, a heavy bodkin pistol.

Tariq Hassoun (A) (Notable)

RANGED	INTEGRITY	WEAPON
5	6	Punkdropper

Olive skin, dark eyes, a neatly trimmed beard greying at the chin, weathered features and a calm expression. Off duty in board shorts and an unbuttoned linen shirt, wraparound sunglasses, his badge and a heavy bodkin pistol in a beach bag.

Siege Breaker (S)

RANGED	INTEGRITY	ARMOUR	WEAPON
5	6	Magnus	Heavy

A siege breaker in Magnus battle armour, visor down, a heavy bodkin automatic shouldered.

Gear

Brawling

Multiple Melee

PMB

RANGE	HANDLING	PRICE
Close	Two Handed	500 Bits

A simple blade. A more elegant weapon for a simpler time.

Defence

Vitae T1

SEALED	POWERED	BACKPACK	HELMET	LIFE SUPPORT
Yes	No	Yes	Detachable	External

PRICE

2,000 Bits

A one-piece coverall of woven dragonscale composite that hugs the body, padded for protection, with integrated gloves, boots, and an adaptive liner that fits any shape. The visor auto-tints against flash. The Vitae is not life support; it is the platform that lets life support keep you alive, holding only the air trapped inside until an umbilical takes over.

Salus T1

SEALED	POWERED	BACKPACK	HELMET	LIFE SUPPORT
Yes	No	Yes	Integrated	External

PRICE

5,000 Bits

Rigid dragonscale plate over the torso and limbs resists compression, while flexible woven joints between them preserve mobility. The smooth plate decontaminates far more easily than the woven joints. Rated for the worst duty going: Venus surface, reactor containment, deep salvage, post-disaster zones.

Bellator T2

SEALED	POWERED	BACKPACK	HELMET	LIFE SUPPORT
No	No	Yes	Separate	None

PRICE

8,000 Bits

Two heavy dragonscale plates over the chest anchor a wrap-around harness; optional plates extend cover to the torso, sides, and groin while the limbs stay in fatigues for mobility. The separate helmet runs open-faced, building up through a clip-on riot visor and facemask to a sealed full helm.

Aether T2

SEALED	POWERED	BACKPACK	HELMET	LIFE SUPPORT
Yes	Yes	Yes	Detachable	Reserve

PRICE

30,000 Bits

Full coverage in lighter dragonscale plates that form the entire shell, with a wrist computer hardwired to the suit on the left forearm. A 30-minute air reserve carries the wearer between umbilical hookups.

Magnus T3

SEALED	POWERED	BACKPACK	HELMET	LIFE SUPPORT
Yes	Yes	No	Integrated	Integrated

PRICE

50,000 Bits

A 2m sealed exo-suit whose servo actuators supply the strength to carry and fire crew-served weapons solo. A dedicated generator and life-support plant fill the back, driving the actuators, air, and smartgun link.

Vastus T4

SEALED	POWERED	BACKPACK	HELMET	LIFE SUPPORT
Yes	Yes	No	Integrated	Integrated

PRICE
500,000 Bits

A 3m sealed exoskeleton carries the pilot inside, who occupies the head and torso while actuators drive the limbs. Integrated mountpoints take Mountpoint-class armament, and triple-redundant life-support plants with an internal reactor run actuators, weapons, and smartgun link.

Explosives

Vengeance Ordnance

PRL1

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Single	Long	1	Team	5,000 Bits

A single tube with a pistol grip, launching 150mm ordnance.

Ranged

Duster Laser

PLP3

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Semiautomatic	Short	6	One Handed	500 Bits

The most-sold weapon in the known universe, favoured for its simplicity and reliability. A very small laser pistol, with a grip guard running from the bottom of the grip to the tip of the barrel. An internal cell recharges through a smartgun link in the grip.

LazCar Laser

PLC5

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Select	Long	30	Two Handed	2,000 Bits

Bullpup configuration carbine with detachable energy cells allows rapid reloads for sustained combat operations. Versatile rails along the top of the barrel and underneath allow for different tactical additions. Its cells are so widespread they have become the universal energy cell.

Guardian Laser

PLC6

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Burst	Long	300	Two Handed	1,500 Bits

A mostly rectangular casing; the entire gun is a massive radiator. Includes an integrated 4x tactical sight.

Lifeline Laser

PDW2

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Burst	Short	30	Two Handed	1,200 Bits

The PDW2 is a compact laser weapon with a detachable under-barrel energy cell and a collapsible stock.

LazFist Laser

PLA1

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Single	Long	3	Team	25,000 Bits

A rectangular tube containing an array of lasers that can be focused to hit a single point. It can be fired over the shoulder or from the hip. Each shot drains an entire energy cell, and the cells are loaded into the back of the weapon.

Equalizer Bodkin 5mm

PBP5

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Semiautomatic	Short	12	One Handed	750 Bits

A light pistol with a large magazine capacity. Bodkins are stored in the grip pointing upwards, and rotated into the chamber for firing.

Perforator Bodkin 5mm

PBC5

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Select	Medium	30	Two Handed	2,500 Bits

A compact bullpup configuration carbine. The combined grip and magazine cradle features a thumb hole and an adjustable stock. A rail for attachments runs along the top of the barrel.

Lighter Bodkin 5mm

PBA5

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Auto	Long	100	Two Handed	4,000 Bits

The only automatic you can reasonably hipfire. An underslung helical magazine doubles as a forward grip, keeping its weight low and on the centreline.

Arbeh Bodkin 5mm

PBR5

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Rotary	Medium	1000	Team	15,000 Bits

Three rotating barrels deliver an overwhelming volume of fire, vacuum-fed through a feeder tube from an ammunition case.

Punkdropper Bodkin 10mm

PBP10

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Semiautomatic	Short	8	One Handed	1,000 Bits

The most powerful handgun in the known universe. An internal magazine holding 8 shots sits under the barrel, looking vaguely like an over-under shotgun. A slot underneath the magazine lets you slide in extra rounds, one at a time.

Flyswatter Bodkin 10mm

PBM10

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Single	Long	12	Two Handed	3,000 Bits

A long-range rifle, designed for single-target engagement. A magazine sits in front of the grip. The barrel is free-floating and features a built-in compensator, with an underslung special grip that doubles as a bipod.

Heavy Bodkin 10mm

PBA10

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Auto	Long	500	Team	8,000 Bits

A very heavy barrel dissipates the heat and stress of sustained fire. Mounts on a tripod, vacuum-fed from a tube magazine.

Nutcracker Bodkin 20mm

PBM20

FIRE	RANGE	MAGAZINE	HANDLING	PRICE
Single	Long	5	Team	12,000 Bits

A light cannon with a heavy, free-floating barrel. A revolving chamber allows you to load a single round at a time.

Security

BOTL

PRICE

10,000 Bits

A Binary One-Time Lock: tamper-proof encrypted storage about the size and shape of a one-litre bottle, which is exactly what everyone calls them. It opens once, for its keyed recipient only; any attempt to force it destroys the contents. Standard issue for UN and Zephyr couriers, highly illegal in civilian hands.

Jobs

Assault on Outpost 13

Message in a Bottle

Mechanics

On Creating Characters

Label	Budget
F	2,500 Bits
E	4,000 Bits
D	10,000 Bits
C	20,000 Bits
B	30,000 Bits
A	75,000 Bits
S	—

On Using Characteristics

Integrity

DISCIPLINE

Ego

Integrity is how much punishment a character can take, in whatever shape it comes. Impairments stack against it; take on more than Integrity allows and the last one converts. A Wound cuts a point off Integrity itself, so the next Impairment sits that much closer to breaking something again.

- Grazes, from combat, clears on Wound or within 24h. Converts to Wound.
- Fatigue, from exertion or missed rest, clears after 4h of rest. Converts to collapse.
- Stress, from danger, clears after 2h of calm. Converts to panic.
- Toxicity, from poison, clears only with time. Converts to Wound.

Brawling

DISCIPLINE

Combat

Brawling covers unarmed strikes, grappling, and melee weapons. Knives, clubs, improvised weapons, or a rifle swung stock-first once a fight closes to arm's reach. It's the discipline that keeps working after every gun runs dry or gets knocked away. Pinning a guard in a corridor, breaking a chokehold, finishing what a firefight started once the range collapses to nothing.

Ranged

DISCIPLINE

Combat

Ranged covers sidearms, carbines, rifles, and crew-served weapons. Anything meant to put a shot on target from beyond arm's reach. Sighting a shot across a hangar bay, walking rounds onto a moving target, holding suppressing fire while a teammate repositions. All Ranged.

Explosives

DISCIPLINE

Combat

Explosives covers handling, placing, and disarming anything from a grenade to a structural charge. Blowing a breach in a bulkhead, shaping a charge to drop one wall and not the next one over, defusing something someone else left behind.

Defence

DISCIPLINE

Combat

Defence covers armour, shields, and cover. Getting the most out of protection instead of just wearing it. Knowing which plate stops which round, moving cover to cover without exposing a flank, running heavy armour like a second skin instead of a burden.

Medical

DISCIPLINE

Academic

Medical covers keeping people alive. Battlefield first aid, surgery, diagnosing what's wrong and treating it. Stopping a bleed before someone bleeds out, stabilising a friend after a firefight, running down what's making a whole outpost sick.

Computing

DISCIPLINE

Academic

Computing covers operating, programming, and breaking into computer systems. Cracking a locked terminal, coaxing a damaged drone back online, writing a script under pressure to buy the team thirty more seconds.

Security

DISCIPLINE

Academic

Security covers the systems that watch and guard. Cameras, alarms, access control, signals intelligence. Running them and beating them are both Security. Reading a stranger's intercepted traffic, spoofing a keycard reader, working out which sensor sweep a facility actually relies on.

Larceny

DISCIPLINE

Academic

Larceny covers getting past locks and getting past people. Infiltration, lockpicking, forged documents, a fabricated identity that survives a second look. Slipping a sealed door, walking a fake ID past a checkpoint, forging a signature that clears a records check.

Presence

DISCIPLINE

Academic

Presence covers reading people and being read by them. Persuasion, command, catching a lie before it lands. Talking a guard into looking the other way, holding a room's attention with nothing but tone, spotting the tell in a fixer who's about to sell you out.

Level	Label	Points
0	Pathetic	0
1	Poor	1
2	Below Average	3
3	Average	6
4	Above Average	11
5	Good	19
6	Excellent	32
7	Exceptional	53
8	Amazing	87
9	Incredible	142
10	Magnificent	231
11	Awesome	375
12	Ultimate	608

On Rolling Dice

Roll	Result
1	Fail
2	None
3	None
4	Success
5	Success
6	Success

Roll	Result
1	Miss
2	Graze
3	Graze
4	Graze
5	Graze
6	Hit

Roll	Result
1	Miss
2	Miss
3	Graze
4	Graze
5	Hit
6	Hit

Roll	Result
1	Miss
2	Miss
3	Hit
4	Hit
5	Critical
6	Critical

Roll	Result
1	Miss
2	Miss
3	Critical
4	Critical
5	Critical
6	Critical

Roll	Result
1	Graze
2	Graze
3	Hit
4	Hit
5	Critical
6	Critical

Setting

Organisations

Dino Santoro Active

Milan, Italy, Earth (Sol System)

TYPE SECTOR UNIFORM
Corporation Apparel Silver

Patch: A silver hex field, with no ordinary, and a plum mechanical peacock charge.

Apparel house founded by Gerardino "Dino" Santoro, spanning the whole garment supply chain: textile synthesis, manufacturing, design, branding, and retail. Every human in settled space wears Dino Santoro products, whether they know it or not.

Dragonscale Safety Technology Active

Skyhaven, Salvation, Prima

TYPE SECTOR UNIFORM
Corporation Armour Crimson

Patch: A crimson hex field, with no ordinary, and a gold mechanical dragon's-head charge.

Dragonscale Safety Technology produces the environment suits and armour systems used across hazardous industrial settings, civilian infrastructure, and corporate security. Its equipment is the baseline for safety and survivability everywhere, from sealed maintenance facilities to conflict-prone corporate zones.

Earthright Active

Geneva, Earth (Sol System)

TYPE SECTOR UNIFORM
Network Politics None

Patch: A blue square field, with no ordinary, and a charge of a circle where the bottom half is filled in sand.

Political movement advocating for the primacy of Earth citizenship and the preservation of Earther privileges in UN governance. Membership drawn primarily from Earth's approximately 150 million families - the wealthiest population in human history, where even the poorest residents hold assets measured in billions.

Grendel Skunkworks Active

Roarkestown, Salvation, Prima

TYPE SECTOR UNIFORM
Corporation Mechs Olive

Patch: An olive hex field, with no ordinary, and a yellow mechanical skunk charge.

Grendel Skunkworks is a heavy-engineering corporation focused on the reconstruction and long-term maintenance of Grendels. The company does not manufacture complete Grendels; it specialises in refurbishing existing chassis and producing compatible subsystems, including armour components, actuator assemblies, hydraulic structures, and standardised hardpoints.

Hermanidad Active

None (decentralised)

TYPE SECTOR UNIFORM

Network Crime Purple

Patch: A purple square field, with no ordinary, and a gold mechanical ouroboros charge.

Loose confederacy of independent criminal chapters originating in the Vasken system. Each chapter operates autonomously within its territory under a Boss, with Brothers as full members. No central leadership exists; disputes resolve through inter-chapter councils or violence. Hermanidad does not perceive itself as criminal; members view themselves as a legitimate brotherhood providing for their community.

House Salazar Historical

Crucible Dome, Ironhold (Vasken II)

TYPE SECTOR UNIFORM

Military Defence Purple

Patch: A purple heater field, with no ordinary, and a gold mechanical donkey charge.

Resistance faction formed around Viceroy Ricardo Salazar, the Concordance-appointed governor of Vasken who refused to flee when the Sons of Thule activated. Salazar was an exiled Earth aristocrat who had built something on Vasken and would not cede it.

Ikari Heavy Industries Active

Yokohama, Japan, Earth (Sol System)

TYPE SECTOR UNIFORM

Corporation Spacecraft Gold

Patch: An orange hex field, with no ordinary, and a blue anchor charge.

Interstellar industrial conglomerate. Its main business is the manufacture of 5D Translation Generators and high-tonnage vessel hulls, with revenue coming through the direct sale and servicing of spacecraft.

Kalmon Kinematics Active

Kalmon Kinematics Campus, Lacus Somniorum, Lunar Near Side

TYPE SECTOR UNIFORM

Corporation Golems Indigo

Patch: A silver hex field, with no ordinary, and an indigo golem's-head charge.

Kalmon Kinematics produces the standardised humanoid Golems, supplying the chassis, head modules, and servomechanisms used across industrial, domestic, and service sectors. Its lunar campus at Lacus Somniorum hosts a large-scale servofabrication complex, making KK a central pillar of inter-settlement automation.

Patriot Armoury Active

Patriot, Indiana, Earth (Sol System)

TYPE SECTOR UNIFORM

Corporation Weapons Sand

Patch: A sand hex field, with a crimson bend ordinary, and a gold mechanical eagle's-head charge.

Patriot Armoury manufactures human weapon systems. While it presents itself as an independent, publicly traded arms producer, its strategic direction is controlled by Ikari Heavy Industries through concealed ownership structures, aligning its output with IHI's wider industrial and logistical objectives.

Prima's Patriots Historical

Roarkestown, Salvation (Prima III)

TYPE SECTOR UNIFORM

Military **Defence** **Lilac**

Patch: A grey heater field, with no ordinary, and an orange cog charge.

Resistance movement formed in the early days of the Reunification Wars when the Sons of Thule activated across colonial space. Founded by Rohan Cheng, a Roarkestown factory worker who organised the city's industrial workforce into a fighting force after those in authority fled.

Professional Sportsball Association Active

Geneva, Earth (Sol System)

TYPE SECTOR UNIFORM

Corporation **Sportsball** **Green**

Patch: A green hex field, with no ordinary, and a gold laurel charge.

Governing body of professional sportsball. The PSA sanctions every planetary league and runs the cup, where each planet sends its two best teams and elimination decides the rest. Its broadcast schedule is the closest thing settled space has to a shared calendar.

QBC Active

None (franchise model)

TYPE SECTOR UNIFORM

Network **Fencing** **None**

Patch: None recorded.

Quick Bits Crew. A franchise criminal network operating across settled space. Each chapter runs independently, paying a cut upward for access to fencing networks, smuggling routes, and territorial recognition. QBC takes anyone willing to work. Exit is simple: stop working, stop earning.

Roarkestown Rangers Active

Roarkestown, Salvation (Prima System)

TYPE SECTOR UNIFORM

Military **Bounties** **Lime**

Patch: A grey heater field, with no ordinary, and a crimson mechanical hound's-head charge.

Centralised bounty hunting organisation founded in the industrial heart of Prima. Rangers take contracts posted by UN authorities and local governments for individuals wanted dead or alive.

Saxum Clavatum Active

Unknown

TYPE SECTOR UNIFORM

Network **Unknown** **None**

Patch: A silver square field, with no ordinary, and a gold key charge.

Saxum Clavatum ("The Keystone") is a secret society predating the Collapse, with origins in pre-spaceflight antiquity.

Sons of Thule Active

None (Thule Prime destroyed 3110)

TYPE SECTOR UNIFORM

Network Raiding Grey

Patch: A grey square field, with no ordinary, and a silver triple-lambda charge.

Fascist raider state built on fabricated mythology combining misinterpreted Norse, Rus, Germanic, and Spartan historical elements. Society is modelled on ancient Sparta: a warrior caste supported entirely by slave labour. Sons of Thule do not work. They train, they fight, they raid.

The Concordance Historical

Earth (Sol System)

TYPE SECTOR UNIFORM

Government Administration Silver

Patch: A silver round field, with no ordinary, and a gold fractal-star charge.

Founded in 2115 as a republic of sovereign city-states. Governed through the Articles of Concordance, which were never reformed.

Thornridge Active

Distributed (divisional garrisons across colonial systems)

TYPE SECTOR UNIFORM

Military Mercenaries Black

Patch: A sand heater field, with no ordinary, and a black dagger erect through a horseshoe charge.

Largest private military company in human space. Maintains approximately 14,000 personnel organised into seven divisions, with one division garrisoned in each colonial system. Sol system excluded from operations by standing agreement.

Thulebane Historical

Paradise City, Elysium (Nexa II)

TYPE SECTOR UNIFORM

Military Defence Rose

Patch: A rose heater field, with no ordinary, and a silver diamond charge.

Originally the Elysium Outfit - the organisation that ran Nexa's entertainment economy. Not a criminal enterprise - on Elysium, vice is commerce. The Outfit controlled the casinos, resorts, and services that were the planet's entire economy.

Tonglu Active

Assault Carrier New Nassau (mobile)

TYPE SECTOR UNIFORM

Network Piracy Orange

Patch: A sand square field, with no ordinary, and an orange chalice charge.

Pirate organisation originating from Reunification War veterans. Operates from the assault carrier "New Nassau", a mobile base captured during the conflict. Governed by the Congress of Captains, a republican body where each vessel captain holds equal vote. No central commander; strategic decisions require majority consensus.

UNCLAIMED Active

New York, United States, Earth (Sol System)

TYPE	SECTOR	UNIFORM
Government	Boarding	Azure

Patch: An azure round field, with no ordinary, and a silver ship's-bell charge.

United Nations Combat Legionnaires, Assault and Interdiction Mechanised Expeditionary Detachment. Primary operations involve anti-piracy actions, counter-boarding operations, shipboard security, hostile vessel interdiction, and maintaining order aboard UN and contracted civilian vessels. UNCLAIMED draws heavily from individuals seeking redemption, escape from their past, or accepting assignment as alternative to incarceration. Legionnaires who complete their service earn full UN citizenship and have records expunged.

UNICORN Active

Classified

TYPE	SECTOR	UNIFORM
Government	Intelligence	None

Patch: An azure round field, with no ordinary, and a silver mechanical unicorn's-head charge.

United Nations Interstellar Covert Operations and Reconnaissance Network. Primary operations involve intelligence gathering, counter-intelligence, covert operations, and strategic reconnaissance across all settled systems. Maintains networks of informants, conducts surveillance operations, performs threat assessment, and executes classified missions as directed by the UN Security Council.

UNIFIED Active

New York, United States, Earth (Sol System)

TYPE	SECTOR	UNIFORM
Government	Garrison	Azure

Patch: An azure round field, with no ordinary, and a silver chess-rook charge.

United Nations Infantry Fortifications and Integrated Emplacement Defence. Primary operations involve garrisoning colonial settlements, establishing defensive fortifications, and providing integrated defensive capabilities through combined arms warfare. Personnel are primarily reservists activated for tours of garrison duty, similar to National Guard or Territorial Army models.

UNILE Active

New York, United States, Earth (Sol System)

TYPE	SECTOR	UNIFORM
Government	Policing	None

Patch: An azure round field, with no ordinary, and a silver scales charge.

United Nations Interstellar Law Enforcement. The Gendarmerie. Paramilitary police force answering directly to the UN Senate, with jurisdiction across all settled systems.

UNIQUE Active

New York, United States, Earth (Sol System)

TYPE	SECTOR	UNIFORM
Government	Infrastructure	Azure

Patch: An azure round field, with no ordinary, and a silver fulcrum charge.

United Nations Infrastructure Quality and Universal Engineering. Primary operations involve establishing and enforcing universal engineering standards for all construction, infrastructure development, and utility systems across settled space. Responsible for quality assurance, safety protocols, and technical specifications for habitats, life support, power generation, water treatment, and all critical infrastructure.

UNSCOM Active

New York, United States, Earth (Sol System)

TYPE SECTOR UNIFORM

Government Navy Azure

Patch: An azure round field, with no ordinary, and a silver delta-and-rings charge.

United Nations Space Command and Operations Management. Primary operations involve command and operation of all UN military vessels from Frigates to capital ships. Responsible for ship-to-ship combat, orbital defence, fleet coordination, naval logistics, and strategic space operations. Maintains the largest concentration of military firepower in settled space.

UNSEEN Active

Classified

TYPE SECTOR UNIFORM

Government Operations Azure

Patch: An azure round field, with no ordinary, and a silver skull-and-spear charge.

United Nations Special Engagement, Extraction and Neutralisation. Primary operations involve surgical strikes against high-value tactical targets, hostage rescue, intelligence gathering through direct action, rendition of enemy leadership, and neutralisation of critical threats. Missions are typically classified and conducted with full plausible deniability. Operators commonly refer to themselves as "Ghosts".

United Workers Council Active

None (decentralised)

TYPE SECTOR UNIFORM

Network Labour None

Patch: A red square field, with no ordinary, and a black fist-and-chain charge.

Decentralised socialist movement operating across all systems with significant worker populations. Membership estimated in the millions. UWC cells seize individual manufacturing facilities from IHI and its subsidiaries, establishing worker ownership under the principle "Workers keep what we make".

Xu Applied Physics Active

Shanghai, China, Earth (Sol System)

TYPE SECTOR UNIFORM

Corporation Vehicles Green

Patch: A black hex field, with no ordinary, and a green Bohr-model lithium atom charge.

Xu Applied Physics manufactures ground vehicles and auxiliary craft. The corporation began as a research laboratory in Shanghai, where in 2314 it developed the Higgs-Compensator, the device that makes anti-gravity propulsion possible.

Zephyr Services Active

Singapore, Earth (Sol System)

TYPE SECTOR UNIFORM

Corporation Courier Ochre

Patch: A grey hex field, with no ordinary, and a charge of three brown wavy lines.

Zephyr Services runs interstellar freight and courier operations. In the absence of faster-than-light communication, physical transport of data, documents, packages, and cargo remains the only way to move information and goods between star systems.

Settlements

New York

Sol III, North America

POPULATION

~2 million (administrative staff)

PLANET

Sol III — Earth

Political capital. UN Headquarters. Where policy is made. The city exists to serve government, not citizens. Estate owners visit; workers commute from off-world or live in service quarters.

Geneva

Sol III, Europe

POPULATION

~500,000 (administrative staff)

PLANET

Sol III — Earth

Diplomatic hub. Treaty negotiations, international law, Earthright's political base. Conference centres and empty hotels waiting for the next summit.

Singapore

Sol III, Southeast Asia

POPULATION

~1 million (administrative staff)

PLANET

Sol III — Earth

Commercial nexus. Banking, shipping, trade coordination. The machinery of interstellar commerce, operated by a skeleton crew.

Olympus Mons Arcology

Sol IV, Tharsis Region

POPULATION

~2 billion

PLANET

Sol IV — Mars

The big city. Largest single structure ever built. Covers the flanks of the ancient volcano. Heavy industry, shipyards, manufacturing. A vertical city where the working class of Sol lives and dies. If Earth is where decisions are made, Olympus is where those decisions become reality.

Ceres Station

Asteroid Belt, Ceres

POPULATION

~8 million

PLANET

Asteroid Belt

Belt hub. Mining coordination, ore processing, waystation for outer system traffic. Rough, practical, independent-minded.

Titan Dome

Sol VI moon Titan

POPULATION

~500 million

PLANET

Sol VI — Saturn

Outer system capital. Largest settlement beyond the asteroid belt. Volatile harvesting, chemical processing, cold-weather industries. Self-sufficient and proud of it. Titanites consider themselves the real frontier, everything closer to the Sun is just suburbs.

Lacus Somniorum

Luna, near side

POPULATION

~400 million

PLANET

Luna

Industrial hub. Robotics manufacturing, servofabrication complexes, assembly lines, shipping terminals.

Skyhaven

Prima III, northern continent

POPULATION

PLANET

600 million **Prima III — Salvation**

Colonial capital. Primary spaceport for Salvation. Clean, prosperous, optimistic. The city that proves colonies can thrive. Extensive parks, modern infrastructure, a population that believes in the future.

Roarkestown

Prima III, southern continent

POPULATION

PLANET

200 million **Prima III — Salvation**

Industrial powerhouse. Heavy manufacturing, shipyards, the practical work of keeping civilisation armed and armoured. Grittier than Skyhaven, prouder of it.

Newcourt

Prima III, central highlands

POPULATION

PLANET

50 million **Prima III — Salvation**

Seat of government. Purpose-built administrative centre for Prima system governance. Ministries, courts, bureaucracy. Planned, orderly, functional. The kind of city where everything works and nothing surprises.

New Babylon

Prima IV — Safeharbour, temperate zone

POPULATION

PLANET

400 million **Prima IV — Safeharbour**

Agricultural capital. Processing centres, granaries, shipping terminals. Feeds the system. Practical, unglamorous, essential. Residents joke that nobody visits New Babylon, they just eat what it grows.

Tillford

Arden II — Verdance, central plains

POPULATION

PLANET

500 million **Arden II — Verdance**

Agricultural capital of Verdance. Processing centres, silos, rail hubs, shipping terminals. The city exists to move grain. Functional architecture, wide streets for heavy transport, no pretension. Honest work, honest people, early bedtimes.

Hearthstone

Arden II — Verdance, northern reaches

POPULATION

PLANET

200 million **Arden II — Verdance**

Secondary city. Equipment manufacturing, agricultural research, seed banks. Where the science of feeding humanity happens. Universities, corporate R&D campuses, test farms stretching to the horizon.

Covenant

Arden III — Providence, river delta

POPULATION

PLANET

300 million **Arden III — Providence**

Capital of Providence. River port, processing hub, the closest thing Arden has to cosmopolitan. Restaurants actually serve interesting food here, the farmers who grow it want to eat it too.

Shepherd's Rest

Arden III — Providence, highland plateau

POPULATION

PLANET

100 million **Arden III — Providence**

Livestock country. Ranches, breeding facilities, meat processing. The plateau's cooler climate suits animals that don't thrive in the lowlands. Quiet, sparse, and proud of both.

Capital Square

Varon II — Sterling, equatorial zone

POPULATION

PLANET

TEAM

800 million **Varon II — Sterling** **Capital Square Suits**

Financial heart. Largest arcology on Sterling. Banking, investment, insurance, corporate law. Glass towers reaching toward climate shields. The deals that move interstellar commerce are signed here. Dress sharp, speak carefully, bill by the hour. Home of the Suits, who make the cup every year on the deepest payroll in sportsball, and are hated for it everywhere the game is watched.

Founders Grove

Varon II — Sterling, northern plateau

POPULATION

PLANET

TEAM

500 million **Varon II — Sterling** **Founders Grove Evergreens**

Corporate campus district. Headquarters of dozens of major corporations. Research parks, executive facilities, conference centres. Slightly cooler than the equator, a prestigious address.

Bridgewater

Varon III — Nexus, temperate coast

POPULATION

PLANET

TEAM

700 million **Varon III — Nexus** **Bridgewater Spanners**

Capital and largest city. Government, services, culture. Beautiful waterfront, mild climate. Where Sterling executives keep their families. Property values reflect proximity to good schools.

Lakeside

Varon III — Nexus, inland valley

POPULATION

PLANET

TEAM

400 million **Varon III — Nexus** **Lakeside Leviathans**

Residential sprawl. Endless suburbs, good schools, safe streets. Where Sterling families actually live. Commuter shuttles run hourly. Boring by design. That's the point.

Azure Coast

Varon III — Nexus, western archipelago

POPULATION

PLANET

TEAM

100 million **Varon III — Nexus** **Azure Coast Corsairs**

Retirement and leisure. Beaches, resorts, medical facilities. Where Sterling partners go when they make senior. Warm but not too warm. Peaceful. Earned.

Paradise City

Nexa II — Elysium, equatorial coast

POPULATION

PLANET

100 million (plus 500 million visitors average) **Nexa II — Elysium**

The big show. Largest resort complex in human space. Casinos, hotels, entertainment venues, convention centres. The strip runs for hundreds of kilometres along the coast. Neon, noise, and negotiable virtue. What happens in Paradise City generates tabloid content across eight systems.

Coral Bay

Nexa II — Elysium, island archipelago

POPULATION

PLANET

20 million (plus 100 million visitors average) **Nexa II — Elysium**

Upmarket alternative. Private islands, exclusive resorts, discrete services. Where the wealthy go to avoid the crowds at Paradise City. Quieter, prettier, ten times the price.

Festival

Nexa II — Elysium, northern peninsula

POPULATION

PLANET

30 million (plus variable, up to 200 million during major events) **Nexa II — Elysium**

Convention and events hub. Conference centres, exhibition halls, concert venues. Hosts the major industry gatherings, trade shows, and festivals that bring professionals to Elysium on expense accounts. Business by day, Paradise City by night.

Greystone

Nexa III — Backstage, temperate dome cluster

POPULATION

PLANET

600 million **Nexa III — Backstage**

Worker capital. Largest dome complex on Backstage. Housing, training academies, transit hubs for the Elysium commute. Functional, affordable, deliberately unglamorous. The sign at the spaceport says "Welcome to Reality."

Coldwell

Nexa III — Backstage, polar region

POPULATION

PLANET

300 million **Nexa III — Backstage**

Industrial support. Food processing, laundry facilities, supply logistics, everything that keeps Elysium running but would spoil the aesthetic. Workers here rarely see the pleasure planet. They just keep it fed and clean.

Crucible Dome

Vasken II — Ironhold, equatorial zone

POPULATION

PLANET

2 billion **Vasken II — Ironhold**

System capital. Largest arcology complex, housing administration, major refineries, and the bulk of the workforce. Grey corridors, shift rotations, company scrip. The Hermandad runs protection in the lower levels. Corporate security pretends not to notice.

Furnace Heights

Vasken II — Ironhold, northern industrial zone

POPULATION PLANET

1.5 billion Vasken II — Ironhold

Processing hub. Where raw ore becomes refined metal. Smelters, foundries, fabrication plants. The air recyclers work overtime. Workers joke that you can taste the metal. They're not joking.

Deepwell

Vasken II — Ironhold, polar region

POPULATION PLANET

800 million Vasken II — Ironhold

Shipping and logistics. Cargo terminals, warehouses, transit facilities. Where Vasken's output leaves the system. Zephyr Services maintains a major depot here. Transient population, rough bars, short tempers.

Camp Epsilon

Vasken III — Dustbowl, northern plateau

POPULATION PLANET

200 million Vasken III — Dustbowl

Largest mining settlement on Dustbowl. Company town built around a massive open-pit operation. Self-contained habitat, limited amenities. Workers sign multi-year contracts. Leaving early costs more than most can afford.

Dawnside

Kael I — Meridian, sunward terminator

POPULATION PLANET

1.5 billion Kael I — Meridian

The bright side. Districts here sit closer to the dayside, bathed in permanent golden light. Warmer, sunnier, considered more desirable. Property values rise with proximity to the light. Parks and plazas designed to maximise the eternal sunset aesthetic. Tourists come here for the views.

Duskside

Kael I — Meridian, darkward terminator

POPULATION PLANET

1.2 billion Kael I — Meridian

The dark side. Districts here lean toward the nightside, illuminated by artificial light against permanent darkness. Cooler, moodier, cheaper. Nightclubs and entertainment venues thrive in the eternal night. Artists and bohemians cluster here. Some residents haven't seen natural light in years.

Centrum

Kael I — Meridian, prime meridian

POPULATION PLANET

800 million Kael I — Meridian

System capital. Government, finance, major institutions. Located at the arbitrary "prime meridian" where the Ringcity officially begins and ends. The most temperate zone, perfectly balanced between light and dark. Prestigious address, astronomical rents.

The Span

Kael I — Meridian, antipodal point

POPULATION

PLANET

600 million **Kael I — Meridian**

Opposite side of the world from Centrum. Industrial district, shipping terminals, the working end of the Ringcity. Twenty thousand kilometres from anywhere important. Residents have a chip on their shoulder about it.

Transit Zones

Kael I — Meridian, distributed

POPULATION

PLANET

1.9 billion (distributed) **Kael I — Meridian**

The stretches between major districts. Residential blocks, local commerce, neighbourhood life. Most of the population lives here, not in the famous districts, just somewhere along the ring. Address format includes ring-kilometre coordinates. "I live at R-17,432" tells you exactly where on the planet someone calls home.

Remedy

Ryda II-a — Apotheca, near-side equator

POPULATION

PLANET

1.2 billion **Ryda II-a — Apotheca**

System capital. Gleaming towers, manicured grounds, aggressive security. The executives live here, the decisions happen here, the profits flow here.

Laborium

Ryda II-a — Apotheca, northern plateau

POPULATION

PLANET

800 million **Ryda II-a — Apotheca**

Research and development. Hundreds of laboratory complexes, testing facilities, clinical trial centres. Where new drugs are born.

Distillery

Ryda II-a — Apotheca, processing zone

POPULATION

PLANET

600 million **Ryda II-a — Apotheca**

Manufacturing hub. Where laboratory breakthroughs become mass production. Refineries, synthesis plants, packaging facilities. The actual work of making medicine happens here. Workers handle compounds that could cure or kill in equal measure.

Portside

Ryda II-a — Apotheca, primary spaceport

POPULATION

PLANET

400 million **Ryda II-a — Apotheca**

Gateway to Ryda. Shipping terminals, customs inspection, security checkpoints. Everything entering or leaving the system passes through here.

Stars

Arden

82 G. Eridani

Arden I UNH

TYPE

Hot super-Earth

Too close to the star, with a scorched surface and no atmosphere worth mentioning. Automated mining only.

Arden II — Verdance APW

TYPE

SETTLEMENT

SETTLEMENT

Temperate super-Earth Tillford Hearthstone

First of the twin breadbaskets. Higher gravity than Earth-standard but manageable, with engineered crops stretching to every horizon. A population of 3 billion is concentrated in agricultural cities surrounded by farmland; primary exports are grain, protein cultures and processed foodstuffs.

Arden III — Providence APW

TYPE

SETTLEMENT

SETTLEMENT

Temperate super-Earth Covenant Shepherd's Rest

Second breadbasket, with more varied terrain of highlands, river valleys and coastal zones. A population of 2 billion specialises in higher-value crops, livestock analogues and luxury foods. Where Verdance grows bulk calories, Providence grows flavour.

Arden IV UNH

TYPE

Rocky

Cold rocky world. Minimal development.

Arden V UNH

TYPE

Rocky

Cold rocky world. Scientific outposts only.

Arden VI UNH

TYPE

Rocky

Distant rocky body. Automated mining.

Arden VII UNH

TYPE

Gas dwarf

Small gas world. Atmospheric mining for industrial gases.

Arden VIII UNH

TYPE

Gas dwarf

Small gas world. Limited development.

Arden IX UNH

TYPE

Jovian

Gas giant. Volatile harvesting, with moons hosting small refuelling stations.

Arden X UNH

TYPE

Jovian

Outer gas giant. Minimal development.

Arden XI UNH

TYPE

Ice giant

Distant ice giant. Automated operations.

Arden XII UNH

TYPE

Ice giant

Outermost major planet. Automated fuel harvesting.

Arden XIII DZ

TYPE

Inner debris ring

Debris ring between inner and outer system. Mining operations.

Arden XIV DZ

TYPE

Outer debris belt

Outer system debris. Scattered outposts.

Kael

Teegarden's Star

Kael I — Meridian UMW

TYPE	SETTLEMENT	SETTLEMENT	SETTLEMENT	SETTLEMENT
Tidally locked terrestrial	Dawnside	Duskside	Centrum	The Span
SETTLEMENT				
Transit Zones				

The ring world. Dayside temperatures exceed 150°C and the nightside drops below -100°C, but the terminator band holds between 10°C and 30°C under constant thermal wind. A population of 6 billion lives in the Ringcity, a single continuous arcology following the terminator around the planet.

Kael II UNH

TYPE
Hot rocky

Inner rocky world, too close to the star. Automated mining only.

Kael III UNH

TYPE
Rock dwarf

Small rocky body. Minimal development.

Kael IV UNH

TYPE
Gas dwarf

Small gas world. Atmospheric processing for system fuel needs.

Kael V UNH

TYPE
Ice dwarf

Outer ice body. Automated water extraction.

Kael VI DZ

TYPE
Debris belt

Outer system debris. Small-scale mining operations.

Nexa

Ross 128

Nexa I UNH

TYPE

Hot rocky

Scorched inner world. Automated mining only.

Nexa II — Elysium HPW

TYPE

SETTLEMENT

SETTLEMENT

SETTLEMENT

Warm terrestrial Paradise City Coral Bay Festival

Paradise, for a price. Tropical and subtropical climate, white sand beaches, crystal waters, endless sunshine. A permanent population of 500 million is dwarfed by over a billion transient visitors. The economy is pure entertainment, with no heavy industry to spoil the view.

Nexa III — Backstage UMW

TYPE

SETTLEMENT

SETTLEMENT

Cold terrestrial (domed) Greystone Coldwell

The machinery behind the magic. Too cold for open habitation, it houses 3 billion workers in arcologies and domed cities who commute to Elysium, serve the guests, and return home.

Nexa IV UNH

TYPE

Dry terrestrial

Arid world. Limited development, home to training facilities for Elysium's security services.

Nexa V UNH

TYPE

Gas dwarf

Small gas world. Fuel harvesting.

Nexa VI UNH

TYPE

Gas dwarf

Small gas world. Minimal development.

Nexa VII UNH

TYPE

Gas giant

The system's major gas giant. Volatile harvesting; its moons host fuel depots for tourist traffic.

Nexa VIII UNH

TYPE

Ice giant

Outer ice giant. Automated operations.

Nexa IX DZ

TYPE

Inner asteroid ring

Debris ring. Mining operations.

Nexa X DZ

TYPE

Outer debris band

Outer system debris. Scattered outposts.

Nexa XI UNH

TYPE

Scattered dwarf

Distant dwarf planet. Scientific monitoring stations.

Prima

Tau Ceti

Prima I UNH

TYPE

Hot rocky

Scorched inner world, too close to the star for practical development. Automated solar collection arrays only.

Prima II UNH

TYPE

Hot rocky

Second inner world, similar to Prima I. Minimal development.

Prima III — Salvation HPW

TYPE

SETTLEMENT

SETTLEMENT

SETTLEMENT

Warm terrestrial Skyhaven Roarkestown Newcourt

The prize: a world that needed minimal terraforming, with breathable atmosphere, liquid water and tolerable gravity. A population of 8 billion across multiple continents makes it the beating heart of colonial humanity.

Prima IV — Safeharbour APW

TYPE

SETTLEMENT

Temperate super-Earth New Babylon

Agricultural world with higher gravity than Earth-standard, but within tolerable range. Vast automated farms feed Prima and export to other systems, with 2 billion permanent residents in processing centres and port cities plus seasonal workers.

Prima V UNH

TYPE

Cold rocky

Cold outer rocky world. Limited mining operations and a small permanent population in the tens of thousands.

Prima VI UNH

TYPE

Gas dwarf

Small gas world. Atmospheric mining for industrial gases from orbital processing stations.

Prima VII UNH

TYPE

Gas giant

The system's major gas giant. Volatile harvesting operations, with moons hosting perhaps fifty million across several settlements.

Prima VIII UNH

TYPE

Ice giant

Outer ice giant. Minimal development, automated fuel harvesting.

Prima IX UNH

TYPE

Outer dwarf

Distant dwarf planet. Scientific outposts only.

Prima X DZ

TYPE

Debris belt

Outer system debris field. Mining operations extract metals and volatiles, with scattered habitats and a transient population.

Ryda

Epsilon Indi

Ryda I UNH

TYPE

Hot rocky

Scorched inner world. No development.

Ryda II UNH

TYPE

Jovian

Massive gas giant and primary source of atmospheric volatiles: complex hydrocarbons, rare gases and chemical precursors harvested by orbital skimmers and processed on the moon below.

Ryda II-a — Apotheca VHW UMW

TYPE

SETTLEMENT

SETTLEMENT

SETTLEMENT

SETTLEMENT

Major moon **Remedy** **Laborium** **Distillery** **Portside**

Pharmaceutical capital of human space. A population of 3 billion lives in sealed arcologies; harvesting platforms dip into the gas giant's atmosphere, refineries process the haul, and laboratory complexes synthesise everything from basic analgesics to cutting-edge biotechnology.

Ryda II-b UNH

TYPE

Minor moon

Small moon. Automated monitoring stations.

Ryda III UNH

TYPE

Jovian

Outer gas giant. Secondary volatile harvesting, less developed than Ryda II.

Ryda IV UNH

TYPE

Gas dwarf

Small gas world. Fuel processing.

Ryda V UNH

TYPE

Gas dwarf

Small gas world. Minimal development.

Ryda VI UNH

TYPE

Ice giant

Outer ice giant. Automated operations.

Ryda VII UNH

TYPE

Ice dwarf

Distant ice body. Scientific outposts.

Ryda VIII UNH

TYPE

Rocky dwarf

Outer rocky body. Minimal development.

Ryda IX DZ

TYPE

Inner debris belt

Inner system debris. Mining operations.

Ryda X DZ

TYPE

Outer debris belt

Outer system debris. Scattered prospector claims.

Ryda XI UNH

TYPE

Kuiper dwarf

Distant dwarf. Automated monitoring.

Ryda XII UNH

TYPE

Scattered dwarf

Outermost body. Deep space observation post.

Sol

Sol I — Mercury UNH

TYPE

Rocky

Tidally locked, with extreme surface temperatures. Automated mining operations extract rare metals. No permanent human habitation.

Sol II — Venus UNH

TYPE

Rocky (greenhouse)

Crushing atmosphere, surface temperature exceeding 450°C. Only high-altitude research stations exist; surface operations require Salus armour at minimum.

Sol III — Earth HPW

TYPE

SETTLEMENT

SETTLEMENT

SETTLEMENT

Temperate terrestrial New York Geneva Singapore

Homeworld, recovered from the Collapse over centuries. Roughly 150 million families occupy private estates averaging a square kilometre each, the entire habitable surface divided among the wealthiest population in human history. Cities exist only as administrative centres.

Luna UMW

TYPE

SETTLEMENT

Rocky (airless) Lacus Somniorum

Earth's moon, extensively developed since the First Exodus. Over three billion live in arcologies and subsurface warrens, running the heavy industry and services Earth's estate owners prefer not to see.

Sol IV — Mars UMW

TYPE

SETTLEMENT

Cold terrestrial Olympus Mons Arcology

Fully terraformed over eight centuries, now breathable with open water. A population exceeding fifteen billion is concentrated in arcologies and industrial zones. Olympus Mons Arcology is the largest single structure in human space.

Asteroid Belt DZ

TYPE

SETTLEMENT

Debris field Ceres Station

Extensive mining operations. Ceres hosts the Belt's largest settlement, with thousands of smaller habitats scattered throughout.

Sol V — Jupiter UNH

TYPE

Gas giant

Massive gas giant. Ganymede houses over a billion in domed cities, and Europa's population approaches 500 million around its subsurface ocean. Atmospheric volatile harvesting feeds Sol's energy and chemical industries.

Sol VI — Saturn UNH

TYPE

SETTLEMENT

Gas giant Titan Dome

Gas giant with an extensive ring system. Titan hosts over 500 million in domed settlements, the largest population in the outer system. Volatile harvesting from atmosphere and rings supplies fuel and chemicals across Sol.

Sol VII — Uranus UNH

TYPE

Ice giant

Distant ice giant. Minimal development, automated fuel harvesting.

Sol VIII — Neptune UNH

TYPE

Ice giant

Outermost major planet. Automated operations only.

Kuiper Belt DZ

TYPE

Debris field

Outer system debris. Scattered outposts at the edge of the system.

Varon

HD 219134

Varon I UNH

TYPE

Hot rocky

Innermost world, too hot for practical development. Automated solar collection only.

Varon II — Sterling UMW

TYPE

SETTLEMENT

SETTLEMENT

Warm terrestrial Capital Square Founders Grove

Corporate world. Surface temperatures average 45°C, but climate-controlled arcologies house 4 billion in comfort. Corporate headquarters, financial services and legal firms fill glass towers and air-conditioned plazas.

Varon III — Nexus HPW

TYPE

SETTLEMENT

SETTLEMENT

SETTLEMENT

Temperate terrestrial Bridgewater Lakeside Azure Coast

Temperate climate, breathable air and open skies. A population of 6 billion, many of them families of Sterling workers, spreads across pleasant continents in suburbs with schools, parks and hospitals.

Varon IV UNH

TYPE

Cold rocky

Cold outer world. Limited mining operations.

Varon V UNH

TYPE

Gas dwarf

Small gas world. Atmospheric mining for industrial feedstocks.

Varon VI UNH

TYPE

Ice dwarf

Distant ice body. Automated operations only.

Varon VII DZ

TYPE

Debris band

Outer system debris. Mining and salvage operations.

Vasken

Epsilon Eridani

Vasken I — Scorchpit REW

TYPE

Hot metallic

Inner extraction world, tidally locked with one face perpetually blasted by the star. Automated mining works the dark side for heavy metals, with human oversight crews rotating through shielded stations on short, high-hazard tours.

Vasken II — Ironhold UMW

TYPE

SETTLEMENT

SETTLEMENT

SETTLEMENT

Super-Earth (arcology) Crucible Dome Furnace Heights Deepwell

Where the workers live. High gravity and no breathable atmosphere, but positioned conveniently between the two extraction worlds. A population of 8 billion is housed in sprawling arcology complexes alongside refineries, processing plants and shipping terminals.

Vasken III — Dustbowl REW

TYPE

SETTLEMENT

Rocky super-Earth Camp Epsilon

Outer extraction world: cold, dry and geologically stable. Open-pit mining scars the surface, and self-contained company towns cluster around the mine heads. Workers here measure their tours in months.

Vasken IV UNH

TYPE

Ice dwarf

Distant ice body. Automated water extraction for system use.

Vasken V DZ

TYPE

Debris belt

Outer debris field, scavenged for metals. Small-time prospectors work claims hoping to strike something the corporations missed.