

System Briefs

TRUANE'S STAR

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SYSTEM DATA

System Primary: Truane's Star
Spectral Type: G7
Color: Orange-Yellow
Habitable Planets: Pale, New Pale

PALE

Moons: Dan (Colonized industrial/mining)
Joe (Military Base)
Distance from Star: 175,597,870km
Climate Range: Low humidity temperature frozen cold at the poles to warm at the equator.
Atmosphere: 60% nitrogen 24% oxygen 16% Carbon dioxide
Gravity: 0.91
Colonists: 2 Billion Sentient (Human 65%) Core Four and immigrants from Rim and Volturnus
Diameter: 11,004 kilometers
Length of Day (hours): 50
Average Surface Temp: 15 C
Native Life: No sentient native life. Primitive plant life: lichens, mosses, and algae. Some ferns near the equatorial regions.

PLANET DESCRIPTION

Pale started as a mining colony but soon grew into an industrial center. With very little usable life on the planet, heavy industry has been allowed to flourish almost unimpeded by environmental regulation and factories of various types now dot the landscape. Clean water and air, however, are must haves for the health of the entire population as healthy workers are productive workers.

Though there are numerous population centers on the planet, the most notable is the capital City of Point True where Streeel Corporation Headquarters dominates the skyline with a 500 story triple tower mega skyscraper complex.

NEW PALE

Moons: Sven, a dead lifeless rock with a communications outpost and separate military observation/listening post.
Distance from Star: 149,597,870km
Climate Range: Moderate humidity with temperatures ranging from frozen cold at the poles to tropical at the equator.

Atmosphere: 60% nitrogen 24% oxygen 16% Carbon dioxide
Gravity: 1.4
Colonists: 23 million sentient - 79% Human, 20% Mix of others (Core Four). 1% Rim races
Diameter: 15,000 kilometers
Length of Day (hours): 23.94
Average Surface Temp: 30 C
Native Life: No sentient native life but home to a great variety of flora and fauna in a variety of species.

PLANET DESCRIPTION

New Pale is considered one of the most fertile farming colonies in the Frontier, producing a seasonal bounty that provides a vast amount of exportable foods for sale throughout the Frontier and use on Pale, ranging from grains to various types of cattle.

More than half of the farming output is shipped off planet in system ships owned by Streeel Corporation for use on Pale where various farming companies, corporations, and grange associations must compete for market share in the agricultural commodities market. Remaining stores are exported fresh or frozen for trade throughout the Frontier. The high profit margin on these exports provides the people of New Pale with a thriving economy.

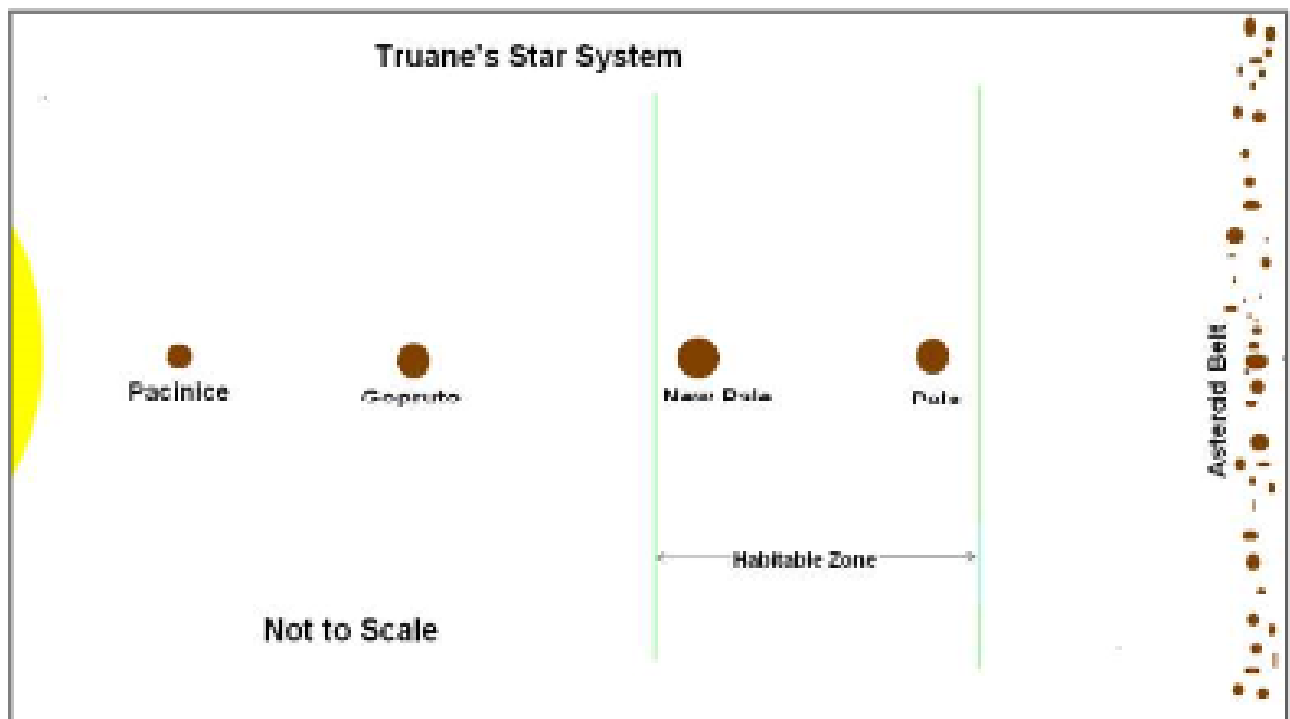
The surface is covered in vast oceans and 5 large continents - water covers 72% of the planet's surface.

Environmental laws and regulations are considered to be very important on New Pale. Clean farm production is the key to the survival of both planets in Truane's Star

SYSTEM GOVERNMENT

The Truane's Star system has a system wide Republic governing both planets.

After the invasion during the Sathar War, the populations of both planets decided that corporate government could not guarantee the safety of the colonies. Corporate security forces were no match for a Sathar invasion force, and fell quickly to the Sathar onslaught. A de facto people's militia was formed and fought on as partisans. On the other hand the people did not want any form of dictatorship or monarchy, they had already lived under the corporate dictates of the Streeel Corporation. Democracy was not considered strong enough and too liable to become a tyranny of the majority. So the people of



Truane's Star decided on a republic with divided powers and a solid set of laws to be their government. They have three official branches of government: a legislative body composed of 2 houses, an executive with two Consuls and a high court.

Wealthy landowners are allowed to fill the upper house called The Senate. There are 50 senate seats (25 from each planet) elected every 6 years. To add a candidate to the ballot costs one million credits, paid to the government treasury and the fee must be put forth by a private citizen landowner, not a corporation (Although the CEO of Strel is a wealthy landowner). After the vote, the candidates who take the most votes from 1" to 51" are elected. Any number of candidates may take part in this senate race.

The second house is the Plebscites. These are voted on by district and they serve for 3 years. There are 221 districts between both planets. Population level was not a consideration when these districts were formed. The citizens of the planets vote on the Senators and the Plebes. Any citizen can run for Plebe in his/her own district, the price of putting yourself on this ballot is 1000 credits.

The executive branch is composed of the Consuls. There are 2 of these Consuls and they must make joint decisions on everything. If a law is sent through legislation it must be passed by both Consuls.

The third branch is the Court of the People. The court's composition varies based on the Judges chosen by the Senate and Plebscites and approved by the Consuls. Usually the 5 to 9 judges are chosen for 10 years. Besides seeing that the law is correct, the Judges choose the Consuls, one from the Senate and one from the Plebes. In

times of emergency a dictator is chosen from the military for a period of six months. The dictator is allowed to prosecute a war or handle a natural disaster only. If a dictator exceeds his bounds or granted powers during his/her tenure, he or she can be tried for high crimes after the emergency has past.

ARTIFICIAL SATELLITES

Above Pale orbits *Fortress Pale*, a UPF space fortress and Class I construction and resupply center for fleet use only. (Sometimes the Pale militia contracts for use of building/repair space). This fortress is used as a forward operating base in the case the Sathar come back. Spacefleet command suspects they will come through the Zebulon system first, giving an early warning that way. The recent Battle of Volturus (SF2 Starspawns of Volturus) seems to confirm this theory. Spacefleet is known to keep a light cruiser and her escorts near this system in case of such an emergency. Strike Force NOVA also visits on an irregular schedule.

A trading station named *Pale Point Station* is the major mercantile station in the System. Almost anything can be bought here, if the price is right.

Truane's Shipyards is the third station that orbits Pale. It is a Class III construction and docking facility. Originally owned by Strel Corporation, it was sold off to a small private company after the Sathar invasion. As a Class III shipyard it is still profitable due to the large amount of system ships in Truane's Star that need repair and refuel.

Granger Point Station is an Armed Space Station orbiting New Pale. It is usually the first stop for agricultural

products coming from New Pale to all points. There is a lot of freighter traffic here.

In conjunction with Sorru Suub Shipbuilding and CFM, Streeel is currently building a Class I shipbuilding center orbiting New Pale. The station has yet to be named. The mega corporations have decided to let the citizens vote on the name. The most popular name for the new station so far is *Lylianna Trent Construction Facility* after a hero of the resistance during the Sathar invasion Lylianna Trent.

HISTORY

Pale was settled as a mining colony by Streeel about 200PF and New Pale was settled as an Agricultural support colony. This was a more convenient way to grow food for the mining colony than putting in an agriculture station around it. This would shorten shipping time from already populated worlds for food needed to sustain the miners, and later factory workers. With strike after strike finding valuable minerals, the Pale colony grew very quickly with new immigration daily. New Pale was a challenge to farm on as the gravity was so heavy, but a few generations had both colonies well established. Streeel and its security force ruled with an iron hand. Soon, a labor movement was founded. It was organized labor, in conjunction with free landowners, that would give the most in the resistance to the Sathar invasion.

Corporate security was not prepared for an invasion. Rather they were more a police force and union breaking thug organization. When the Sathar landed thousands of combat troops around the City of Point True and the sky was filled with the streaks of fire from crashing spacecraft, corporate security was quickly overwhelmed.

It was Jamie Cervel, a retired Captain of the Clarion Royal Marines, who organized the resistance. He had settled on Pale hoping to strike it rich with a copper mine, which panned out well. With that money he started many small businesses and sent a call to friends also retiring from the CRM such as Master Chief Allen Mako. These fifty or so old buddies built a lot of small factories and mines. When the Sathar came threatening to undo all that hard work.... "Well, once a marine always a marine."

It was this group that contacted union boss Jack Bolt and started to organize the two groups into an effective guerilla fighting force. It took more than 3 months to take back the City of Point True and eliminate the Sathar invaders. Once that was done they took the fight to New Pale using a star freighter that had come with a relief force from Streeel Corporation. By this time the battles at Cassidine and Prenglar were long over with.

Meanwhile on New Pale, Lylianna Trent, leader of an independent farming coalition, organized another force of partisans who waged a 6 month long guerilla campaign to "exterminate the alien infestation". It was these three forces that fought the Sathar at the Battle of MaCombs

Farms, completely eliminating the enemy force. The battle was long and bloody. The Sathar had no place to retreat to as the fleet had long been destroyed and dispersed at the battles around Cassidine and Prenglar. The Sathar fought to the death.

After the Invasion the peoples of the two planets were not going to allow corporate dictatorship by any corporation. A constitution was written and the Pale Republic was formed. The First Consuls of the new Republic were Jamie Cervel and Lylianna Trent. It was Jamie who organized a new army for the republic.

ORGANIZATION OF PALE REPUBLIC MILITARY

COMBINED PALE FLEET (CPF)

"WE SHALL NOT FALL AGAIN!"

Headquartered on the moon Joe at the MaCombs base is the Combined Pale Fleet (CPF)

Currently the CPF has one frigate, *CPFS The City of Point True*, and three Assault Scouts: *CPFS Cervel*, *CPFS Mako*, and *CPFS Bolt* [Author's Note: Those names were taken from SFMan #11 page 9]. There is also a new experimental Corvette, *CPFS Battleaxe*, currently on its trial runs. Two more Assault Scouts are currently on order: *CPFS Arrow* and *CPFS Bullet*.

There are two squadrons of fighters at MaCombs base for a total of 12 fighters, and two HS 2 reconnaissance ships. Number 1 Squadron, known as *Lyly's Hammers*, is a space superiority squadron of interceptors armed with the newest Pod Lasers. Number 2 Squadron, *Mako's Marauders*, is a squadron armed with the normal compliment of Assault Rockets used for anti-shipping.

The moon Joe is armed with six planetary defense Laser Batteries. Since this moon has no atmosphere the batteries can reach a full ninety thousand kilometers in range. (Unlike planet based batteries hindered by atmosphere - see page 95 Knight Hawks remastered rules). There is also a roving missile battalion carrying 20 torpedoes with them and 2 reloads for each vehicle. Range 40,000 Kilometers. (Standard KH torpedo with a larger rocket booster to account for escaping the moon's gravity). MaCombs base is surrounded by several ICM launcher sites.

GROUND FORCES

There are five major Army Commands called Legions. Legions are commanded by a Major General with a Brigadier as his assistant commander. All the Legions together are commanded by the Field Marshall there is only one of those. Each legion is made of 10 Cohorts and several support battalions.

First and Second Legions are stationed on Pale and New Pale as maneuver units. First through 4th Cohorts are Mechanized Infantry and armed with infantry fighting vehicles (IFV) and powered armor for the dismounted infantryman. Numbering around 500 soldiers called Legionaries, a Cohort is divided into companies, and below that platoons, and then Squads. A squad consists of 1 IFV and 6 to 10 dismounts. 5th thru 7th Cohorts are Heavy Armor utilizing the best hovertank technology available. A platoon consists of 5 hovertanks. 8th Cohort consists of a recon group, the eyes and ears of the legion, usually lightly armed with fast hovercycles to get around on. Their job is to reconnoiter the enemy. 9th and 10th Cohorts are the Artillery. They provide heavy firepower for the Legion. They are armed with 155mm self-propelled cannons on tracks. Nobody has made a hover vehicle that can absorb that much recoil yet. Every Legion has several Support Battalions which deal with logistics issues: food, ammo, fuel, SEU, spare parts replacement, as well as Maintenance and a field hospital for each battalion.

Third and Fourth Legion are Air Combat and Combat Support. They consist of armed aircars and rotary wing (helicopter) assets. Third Legion supports First as they slug it out on the ground and Fourth supports the Second Legion. Third is On Pale while Fourth is on New Pale.

Fifth Legion is the Air and Space Defense Legion. They are stationed at various anti-ship energy batteries around each planet along with missile silos used to launch torpedoes or ICMs into space. These Legionaries also man the Space Station Defenses around the planets and moons.

LAWS

Most of the laws of the Pale Republic are just plain common sense and follow basic moral principles: no murder, no theft, no prostitution, no controlled drugs. After the Sathar Invasion firearms and lasers are encouraged and some small towns require citizens to carry a blaster of one type or another in the open. You don't need to conceal it, we want you to have it. Further it is illegal to conceal a ranged weapon. The only exception is convicted felons; they can't carry anything bigger than a vibro-knife.

A NEW SHIP DESIGN

These are the KH board game statistics for the Experimental Corvette *CPFS Battleaxe*:

HS: 4 HP: 32
 DCR: 64 ADF: 4 MR: 4
 Weapons: LB x4 ARx5
 Defenses: RH MSx2
 Crew: 20

The Battleaxe is a new ship being tested by Combined Pale Fleet. They don't see the Assault Scout as a good

warship. However, they wanted a starship that could use the assault rocket's firepower and have a lot of versatility after the fact. But not being able to afford another frigate at the moment, they came up with something bigger than a scout but not as powerful as a frigate. After watching the slaughter of their fellow colonists at the hands of the Sathar, the people of Pale and New Pale are willing to pay high taxes for defenses to prevent it ever happening again. If this ship design works out as well as hoped, they will demand more of them. Shakedown cruises are happening now.

OTHER PLANETS OR BODIES

Goprato	
Distance from star	40,078,898km
Radius	2,038km

Pacinice	
Distance from star	39,298,399km
Radius	4,934km

Asteroid Belt	
Distance from star	222,898,078km
Many of the asteroids are large enough to land on	

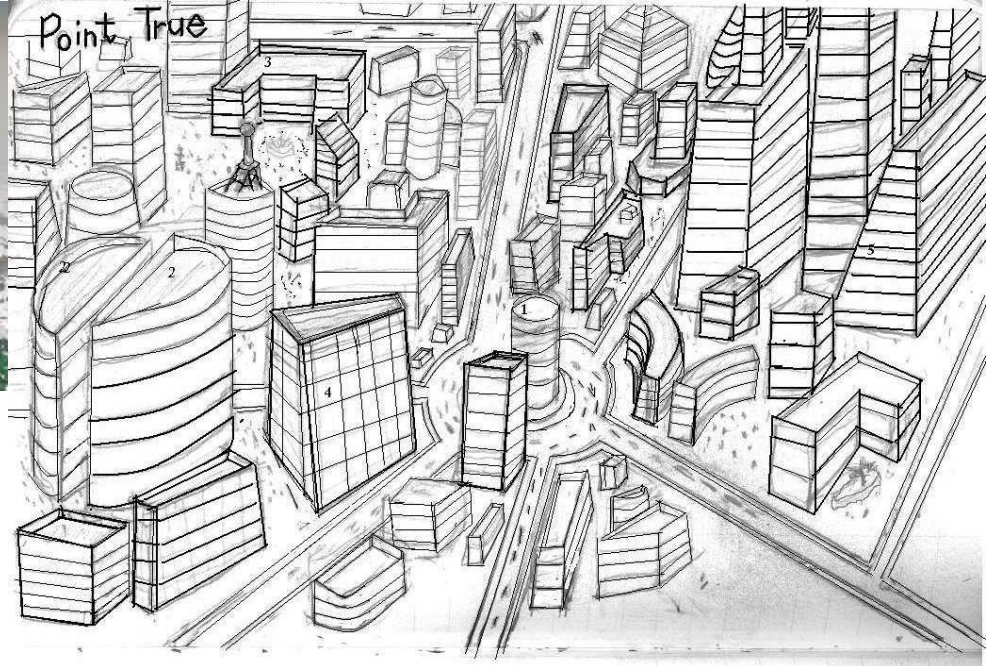
LARTAI	
Distance from star	826,840,962km
Radius	52,371km
Gas Giant. Has four small satellites.	

Hammilwort	
Distance from star	3,470,338,706km
Radius	172,920km
Gas Giant. Has 3 planet-sized satellites around it, left intentionally not described for referee use.	

Tiberon	
Distance from star	7,624,487,995km
Radius	121,000km
Gas Giant	

RESOURCES

- Star Frontiersman Number 11; Article: "Military Ship Design" by Adam Moffett.
- Star Frontiersman Number 11 Article: "UPF Order of Battle" by parish.
- Alpha Dawn Rulebook
- Knight Hawks Rulebook



Point True, Pale, Truane's Star System

1. **Pale Government Center** located in the exact place where the first exploration ships landed.
2. **PGC Center**, note the size compared to the Pale Government Center.
3. **GVMPI**, largest on any world not primarily populated by Vrusk. Oddly enough, larger than the one on Gran Quivera!
4. **Star Law HQ**, note proximity to PGC.
5. **Streel**, where there's PGC, there's a Streel office complex. It is rumored that Yan-SOON works in this office building, but has never been independently corroborated.

STREEL CORPORATION

Streel has grown remarkably in the last few decades and is fast approaching PGC in size and financial power. Streel offices are now spread throughout the Frontier and Rim, the latter an area the PGC has neglected. Streel backs technological research, banking systems, savings and loan institutions, and financial backings for real estate and agricultural areas.

Headquarters: Point True, Pale, Truane's Star

Chief Executive: Hilo Hadow (Yazirian)

Subsidiaries: The larger companies are Greater Vrusk Mutual Prosperity Institution, First Dralasite Savings and Loan chain, and the Yazirian Financial Co-op. All of these were once major competitors that Streel acquired.

Allies: MercCo

Enemies: PGC, Galactic Task Force Inc.

Occasional Enemies: CDC

PAN-GALACTIC CORPORATION

Consensus has it that the PGC is the largest business entity in the Frontier, but no factual data has been released to support this belief. The PGC has offices on nearly every inhabited planet.

Headquarters: Port Loren, Gran Quivera, Prenglar

Chief Executive: Chang Kim Lee (Human)

Subsidiaries: PGC owns innumerable small and medium-sized corporations, including Trojan Enterprises on Kraatar.

Allies: Galactic Task Force Inc.

Enemies: Streel Corporation, MercCo

Occasional Opposition: CDC, Capellan Free Merchants

By parriah (Jess Carver)

System History

F.Y. 44 - human merchant Seccitte Zebulon accidentally misjumped when leaving Truane's star. He found himself in a mysterious and new star system. Upon return to Pale, Seccitte sold the astrometric data he and his crew acquired while charting their way back.



F.Y. 45 - Pale's government created a Planetary Research and Development division, to open up the "Zebulon Star Route". Pale launched a deep space probe to explore the system, now named Zebulon after its discoverer. The probe reported a planet with great mineral wealth (Voturnus). Pale became eager to colonize the planet. Because it is an ore-rich world, it already had many mining companies in operation on it. The Research division began taking development bids. The resulting competition was fierce.

F.Y. 47 - The contract to develop Voturnus was awarded to a healthy company called MINER. Plans and negotiations went on for a year, and MINER planned to begin settlement of Voturnus in early F.Y. 47.

F.Y. 49 - Pale was struck by the worst quake in the planet's history. Two major cities were destroyed, thousands were killed, and it plummeted Pale into a recession as the colonists poured all resources into the recovery. Production on the planet took a drastic decline. MINER put Voturnus on the back burner, and Truane's Star had enough on its hands to worry about the new system.

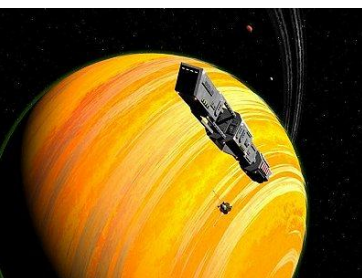
F.Y. 53 - Pale had rebuilt and had pulled out of its recession. New Pale had received a flux of colonists from Pale and was experiencing growing pains of its own. Pale liked this even better, as the increased population on New Pale would increase food production, lowering prices. The future was beginning to look bright again for Pale.

F.Y. 54 - New Pale, however, was a different story. The influx of colonists put a strain on the system and the labor pool swelled. New Pale was primarily Human, and when other races poured in, taking jobs, there were racial tensions. Many political and a few militant groups formed.

F.Y. 55 - 3 major terrorist attacks on Pale industrial targets by New Pale militant groups. Unfortunately, MINER was one of the random targets, and they poured several million credits into recovery. Pale began a military mobilization for defense. The political factions of New Pale objected to these terrorist attacks. Neither government liked what was beginning to brew on the horizon.

F.Y. 56 - A food transport to Pale was sabotaged. HUSP, a predominantly human faction opposed to the 'oppression and manipulation' of New Pale by the Pale government, took credit for the attack. Pale citizens were outraged and terrified - an attack on food supplies was an attack on their very survival. They demanded action. Pale increased their military presence by sending many ships to New Pale. These ships were there only for protection of vital food shipments, but the citizens of New Pale protested loudly.

F.Y. 57 - The second food shipment was destroyed in a bombing at New Pale's major Space port. This caused Pale to move their military presence planet side, as a "colonial protection" force. No one took credit for the bombing and rumors spread rapidly. Many believed that forces on Pale were responsible; the attack gave them the excuse to have forces planet side. New Pale began mobilizing their military as well, to 'assist' in the protection of food supplies. Residents of Pale were becoming very nervous of the situation, and the second exodus of population started; a war seemed inevitable and no one wanted to be stuck on Pale with no food.



Tiberon

F.Y. 58 - The inevitable happened; despite diplomatic attempts, Pale and New Pale forces clashed and the two planets were at war. Voturnus' plans were nearly forgotten. The war was fought primarily through terrorist tactics, as the New Pale military was no match Pale's numbers. Food

shipments were attacked often. This led to a few pitched battles over rich agricultural centers on New Pale.

F.Y. 60 - The President and owner of MINER, a Vrusk named H'rrik Sen'tkl was kidnapped and later reported killed when his ransom was not paid. His body was never recovered, and his will called for the liquidation of MINER, with all his moneys then deposited into a private bank account. It was widely believed that a rival mining company was responsible for his death. Pale was spiraling into depression, which opened the way for warfare on the corporate level. Many mining operations went out of business. Others grew. One mid-sized corporation, based in Point True, began to acquire these small companies hoping to gain a planet-wide monopoly. The corporation was Streeel. By F.Y. 63, Streeel completely controlled all mining operations on Pale.

F.Y. 63 - The war between Pale and New Pale ended. For three years, Streeel poured millions of the company's profits into the war effort, making an effort to end the war (and no doubt to further its relations with the government of Truane's Star). Confronted by an army of far superior quality and quantity, the HUSP faction was caught and their leaders convicted of murder. The few remaining factions were wiped away as well. The New Pale military surrendered soon after; the cease-fire was surprisingly civil. The 'undesirable' faction of New Pale's government was replaced, and the two planet's relations began a slow improvement.

F.Y. 64 - Streeel became aware of the long-deserted Zebulon colonization attempt. It urged the government to develop the system claimed twenty years ago. Streeel even helped finance a new Planetary Research division. The division sent an exploratory team three and a half months into the year to Zebulon, but it was never heard from again.

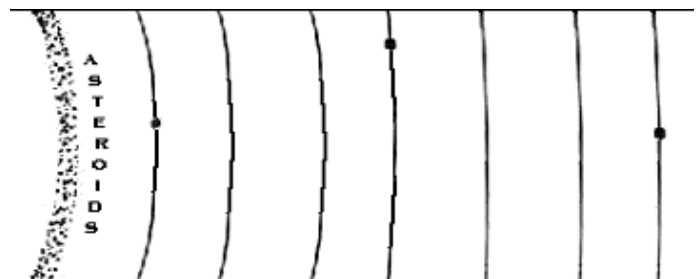
F.Y. 65 - Recovery from the war is proceeding very well and most of the refugees have returned to Pale. Truane's star and the Streeel Corporation are organizing a second expedition to search for survivors of the initial mission.

***Note** ~ Tiberon, the 7th planet of Truane's Star system is also known as Cygnus Omicron.*

Tiberon has multiple satellites in orbit. Ships dock with the satellites to refuel and/or to load chemicals that are skimmed from the atmosphere. Also, ships with the proper equipment can skim the upper atmosphere for these chemicals. These chemicals are then transported to Pale for sale.



Sierra Dawn launching from Point True, Pale



outer Truane's Star System 1