

LODARIS SUB-SECTOR

ETERNAL REACHES SECTOR

Lodaris Combine

Re-established on the world of Lodaris, the Combine has begun bringing their version of equality to the stars. They decide what their citizens need and share it out to them. Many don't agree with what the Combine defines as a need of the people.

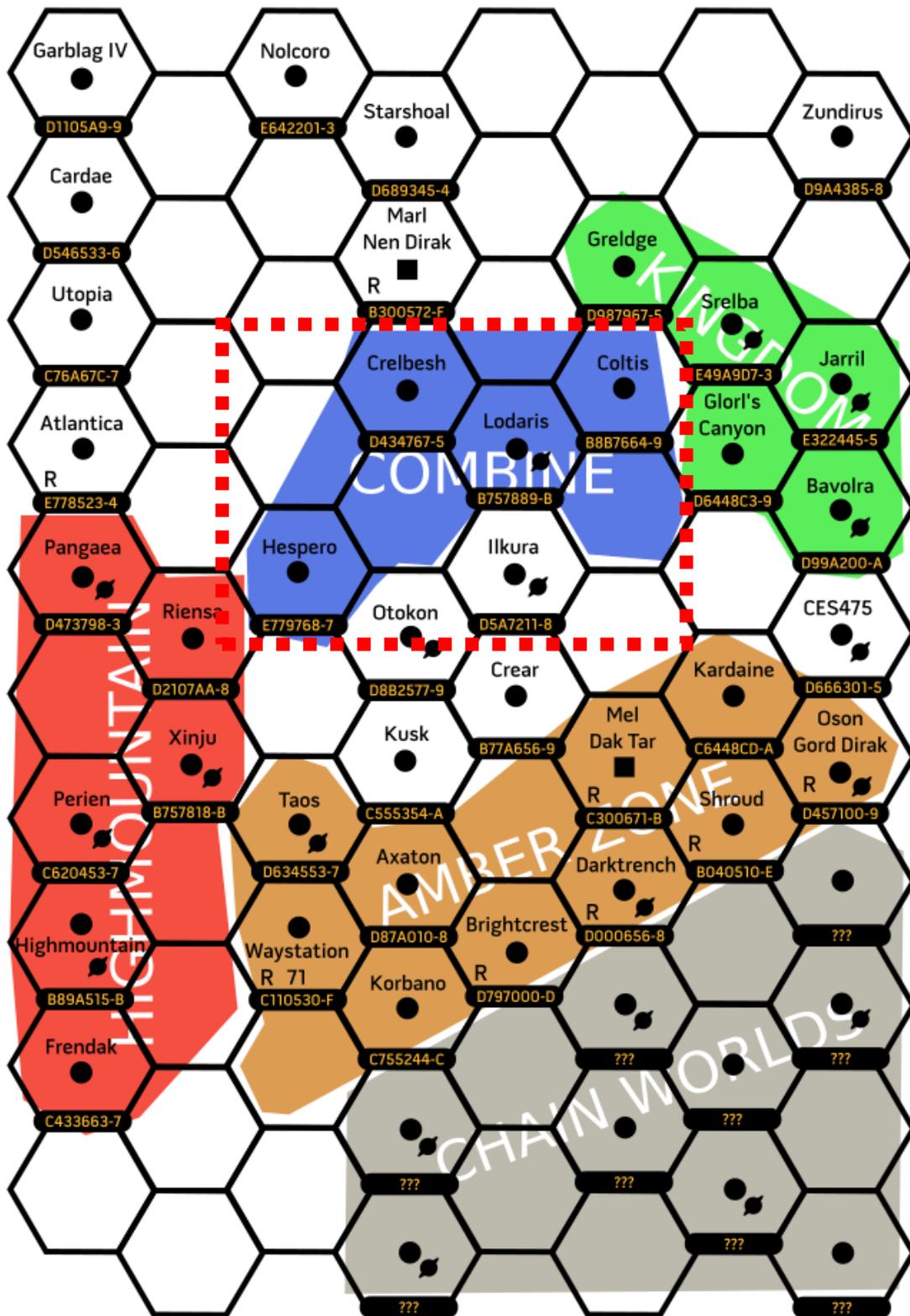
Combine Worlds

Lodaris

Coltis

Hespero

Crelbesh



LODARIS - 0504

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Size	7	11,546km diameter, 0.9G
Atmosphere	5	Thin
Hydrography	7	66-75% (large oceans)
Temperature	8	Temperate
Government	8	Civil Service Bureaucracy – Lodaris Combine
Population	8	154M (C:1% F:11% H:45% R:42% Y:1%)
Law Level	9	All weapons and armour are banned
Tech Level	B	Pre-stellar (grav supported structures, jump 2)

The jewel in the Crossley Exploration and Survey crown, this bountiful garden-like world was found on the edge of UC space centuries ago. It was rapidly settled by all ascendant species. The Hub world for the sub-sector, this world was the centre of all trade lanes and the base of operations for UC fleet and exploration activities. The fall of the UC was tough on Lodaris, as it had not sided with any one faction that started the Colonial Wars, even though it shared a trade lane with Xinju, which fought for Novus in the old war. Today, the Lodaris Combine is attempting to restart trade in the area with its shiny UC starport at the centre.

Lodaris was self-sufficient pretty much from day one and it continued to thrive in the absence of the UC, it being so far from the core worlds anyway. With equality being prized above competition, and conservatism a way of life the civilians of Lodaris lead unremarkable lives. Those coming from other worlds believe them ignorant of the greater galaxy around them, which seems startling considering their history. However, the Combine, which rules the planet from Luminary Station, believes that they should provide exactly what the people need and no more. Although what they have deemed as the need of the people provides a comfortable and healthy life, it does not provide much intellectual freedom.

Recently there has been some disquiet among the people concerning the state sponsored 'peace and quiet'. Xinju sponsored corporations have begun lobbying the government for more access to media and freedom of speech. As well as this, Arim Voidcutter, Ytrin commander of the naval forces has questioned whether passion and drive is allowed in the Lodaris culture. These opposing voices have become louder since the Combine started sending ships back out into the void to reconnect the old trade lanes and reacquaint the surrounding systems with Lodaris 'influence'.

Luminary Station, like most of the cities on Lodaris, is a technological marvel with clean broad avenues and all modern conveniences you could require. There is however fairly controlled media access and ship berthing costs Cr3000. There are excellent facilities for starships though, as well as a small fleet to protect it. The station is connected to the capital city, Populace Central, via a space elevator providing easy, if not cheap, access to the planet below. Atmospheric entry is heavily regulated via Luminary Station and all ships wishing to land on the surface are heavily screened.

Travellers are advised that all weapons and armour is to be left onboard. Media devices must also be left onboard, except courier content. Intellectual contraband is what's mostly likely to catch you out, so leave the people of the Combine to their boring, productive lives.

COLTIS - 0603

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Size	8	13,400km diameter, 1G
Atmosphere	B	Corrosive (Vacc Suit required)
Hydrography	7	Large oceans
Temperature	C	Boiling
Government	6	Captive Government – Lodaris Combine
Population	6	4.7M (C:94% F:1.5% H:1.3% R:2.4% Y:0.8%)
Law Level	4	Light assault weapons, smgs and cloth armour are banned
Tech Level	9	Pre-stellar (gravity manipulation, jump drive)

An ecological disaster of untold proportions wiped the once green Coltis clean of life. Now three centuries later the world is a toxic, brown and ochre maelstrom. No life exists on the surface of the planet, though the yearly break in the storm cycles reveals evidence of a once expansive colony on three continents. The world itself is no longer inhabited. Instead two orbital habitats are the centres of population in the system. The Vault is a maximum security prison facility in high orbit of Coltis. Exalted Predator Drift is a rixxformed asteroid, also in orbit, is home to a large Cho'Rixx colony.

The Vault is a large United Colonies era station, which fell into disrepair in the wake of the Colonial War. The Lodaris Combine have spent the last ten years extracting useful tech and converting the station into a holding area for their most fervent dissenters. Work ships take convict crews to and from the surface, extracting and refining volatiles and heavy metals in extremely dangerous conditions. Life expectancy is low, but the financial benefits to Lodaris are huge as refined materials are shipped from Coltis on a weekly basis. Most of the station is off limits to non-officials, with highly restricted access to all areas. The convict population numbers in the hundreds of thousands, with roughly one guard for every hundred.

Exalted Predator Drift however, is a huge asteroid that has been enhanced by Cho'Rixx ingenuity and tech to make it space worthy. For over a century the colony has grown into it's millions and is now a hub of activity. Ships from here make their way to the asteroid belt to harvest ice and ores to ensure the colony's continued existence. Visitors are welcome, but Exalted Predator built the hive on the back of extensive battle prowess. Her people are stoic and ready for trouble at all times. Saying this, Cho'Rixx often feel little physical threat from non-Rixxians. Trade can be found here as can work.

The Lodaris Combine has made a trade deal with Exalted Predator, the only entity that might challenge their dominion on the system. In exchange for allowing the Combine to move their dangerous dissidents to the Vault and giving them rights to the planet's surface the Drift hive is allowed access to trade routes with other Combine worlds, something they have benefited from greatly. They have also struck a mutual defence pact. The Vault has advanced tactical systems, which so far have not been fully tested, and Exalted Predator Drift has a formidable fleet of fighters and frigates. Previous attempts by Glorl's Kingdom ships to 'influence' the Drift have also pushed it further into alliance with the Combine.

Travellers are advised to avoid the Vault, excessive paperwork and restricted access will limit your options. However, Exalted Predator Drift is a centre of great trade and commerce, if you don't mind dealing with a Cho'Rixx warrior clan.

HESPERO - 0305

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Size	7	11,809km diameter, 0.9G
Atmosphere	7	Standard, Tainted (filter required)
Hydrography	9	Largely water, few largeislands
Temperature	8	Temperate
Government	6	Captive Government – Lodaris Combine
Population	7	11.6M (C:0% F:5% H:63% R:29% Y:0.3%)
Law Level	8	All bladed weapons, stunners and visible armour are banned
Tech Level	7	21 st Century Earth

After three centuries of war, ended by as much a stalemate in weapons technology as a desire to end conflict, the three major powers of Hespero finally made peace. The fall of the United Colonies had create a power vacuum that had been filled by varying groups across the world. The northern island chain of Caritia formally ratified a monarchy. The western island chain of Merelia formed a nationalist republic. The eastern island chain of Permenic found leadership in capitalist organisations. These three factions were the dominant powers until the Lodaris Combine Navy arrived in orbit.

Once tied to Lodaris as a twin trade system, the Combine felt a duty to re-establish the ancient trade lane. The people of Hespero were reluctant though as their world had gone through a period of massive turmoil. Many island cities were still in need of repair and the vast kelp farms of the Caritian Ocean had been devastated by pollution and war. The world was licking its wounds and not prepared for interstellar relations. The Combine cared not. The simple starports in each nation were the site of landing troops and a permanent navy fleet was parked in orbit. Quickly Hespero came under the rule of Lodaris.

The Combine spent great effort in assisting with the rebuilding of Hespero infrastructure. They provided some advanced technology to the governments of each nation, carefully controlled by a new Combine Cultural Attache, currently one Garrett Goodman. The people of Hespero accepted this help, but were very aware that their world was effectively occupied. Some rebellious action was taken in the early days, but orbital bombing of strategic sites quickly quelled the dissenters. Goodman is in effect the defacto leader of the planet, with enough Lodaris Combine troops in orbit and planetside to keep the peace if required.

Hespero now serves the Combine. The governments of Caritia, Merelia and Permenic have been allowed to persist, but many believe it is only a matter of time before the Combine moves to change this. There are discussions of increased investment by Lodaris in particular trades and corporations, which is beginning to change legislation and cultural norms. The Combine insists that there is no such bias going on in what is actually regular trade patterns for interstellar commerce. Hespero food stuffs, in particular kelp, are regularly shipped back to Lodaris. The Combine makes a big deal about the co-operation between the governments of the world and their burgeoning interstellar organisation.

Travellers are advised to visit the vast shallows farms of Caritia, the views are stunning and the food is great. Beware though, the Lodaris Combine Navy is permanently stationed in this system, with plans afoot to build a starport in orbit of the world.

CRELBESH - 0403

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Size	4	6,920km diameter, 0.4G
Atmosphere	3	Very thin (respirator, filter required)
Hydrography	4	66-75% (large oceans)
Temperature	7	Temperate
Government	6	Captive Government - Lodaris Combine
Population	7	32M (C:5% F:7% H:21% R:67% Y:0%)
Law Level	7	All firearms are banned, except stunners
Tech Level	5	Mid 20 th Century Earth

Crelbesh used to be part of the Reedol Merchant Authority centuries ago, a member of the large semi-unified trading body. After the fall of the UC and the general disbanding of the Authority, Crelbesh was left to fend for itself. A long time ago they traded freely with Lodaris and the other UC systems in the region, part of the great mixture that was the Intersection. With the fall of the UC and the isolationist stance taken by many worlds Crelbesh followed suit. There was general pandemonium in the immediate period following this, with much of the world's advanced industrial base being destroyed.

Up until recently the family elders of the Reedol people ruled, these ancient hereditary lines forming a new government and providing familiarity and stability. The Old Hegemony as they came to be known, held little favour with the population. However, peace lasted in an uncertain time. The factories that made and repaired environmental gear were staffed, domes were patched and life settled into a more mundane, but safe rhythm. Until recently.

Lodaris naval forces arrived in the system some twenty years ago, their first jaunt out into the void. What they found was a productive world that they would very much like to join their new trading alliance. The Old Hegemony were open to this and made their meagre starport available to the Lodarisians. Slowly over the last two decades the Lodaris forces have selectively sponsored key Old Hegemony members, dividing that old faction and elevating some as a puppet government. The remainder await their time to take back their world. With little support or love from the people they could be waiting some time.

The people of Crelbesh live in either domed plazas or underground tunnels. Most areas are maintained as tropical environments however, optimised for Reedol living. Sophonts of other species learn to adapt and wear little clothing. Their world has fallen backwards under Old Hegemony rule, however now they are eager to embrace the new technology and trade that their new found, and not influencing in anyway, friends in the Lodaris system have brought. It is rumoured that the local security forces are about to be rearmed by Lodaris arms manufacturers.

Travellers are advised that Combine Naval ships patrol this system as Crelbesh technical capability is not at the stage of being able to produce or crew starships. Only personal stunners are allowed as defence on planet and expect some Combine 'hospitality' on your way down.

