

ELESTRIAL CONCORDAT
CENTRAL COMMITTEE
BRIEFING DOCUMENT

CONCORDAT SURVEY RESULTS
YAL 999

SECURITY CLEARANCE: VIOLET

EFFECTIVE DATE: 25/13/999

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DISTRIBUTION LIST:

- ALL SPACER-TICKET HOLDERS.
- ALL MEMBER GOVERNMENTS.
- ALL HIGHER EDUCATION INSTITUTIONS.

Concordat Briefing Data

Definitions

Name	Hex	U P P	B	P M G P T	TradeCodes
System Listing	Or *	S A H P G L TL		P M T Z	Trade Codes

Name is name of word

PMTZ is

Hex is Hex Number

P Population Multiplier

UPP is A-BCDEFG-H

M Moons

A Starport X,E,D,C,B,A

T Temperature (FCTHB)

B Size R,S,0-C

Z Stellar Zone (I,H,O)

C Atmosphere 0-F

Or is Orbit Number

D Hydrographics 0-A

P is primary Star

E Population 0-C

Trade Codes

F Government 0-H

See Core Rulebook

G Law Level 0-H,J-N

Mainworld Symbols

H Tech Level 0-B

⊙ No Water, Pop

B is bases

N ★ Navy

⊙ Water, Pop

S ▲ Scout/Mail System

⊕ Fluid, Pop

R ⊗ Research

○ No Water, No Pop

H ♥ Hostel

● Water/Fluid No Pop

P ☠ Pirate

⚙ Unknown System

C ☼ Consulate

★ Star Only, no worlds

L ⊕ Law Enf. (Space Patrol)

✦ Asteroid Belt Mainworld

PMGPT is

Other Symbols

P Population Multiplier

∅ Gas Giants

M Moons

∴ Planetoid Belts

G Gas Giants in System

P Planetoid Belts in System

T Temperature (FCTHB)

P Plutonian

F Frozen

C Cold

T Temperate

H Hot

R Roasting

Map Grid	Center Stuff
0409	☞ Hex
▲★ A ☠☼☠	☞ Starport
♥☠ ⊙ ∅ ∴	☞ Mainworld
KANAJ	☞ Name
☞	☞ Side stuff
Bases	Bases Upper Row
Bases	Other Lower Row

Concordat Briefing Data

Office of Standards

Official Calendar Months

M	Days (Julian)	
0	1	Landing
1	28 (2-29)	March
2	28 (30-57)	April
3	28 (58-85)	May
4	28 (86-113)	June
5	28 (114-141)	July
6	28 (142-169)	August
7	28 (170-197)	September
8	28 (198-225)	October
9	28 (226-253)	November
10	28 (254-281)	December
11	28 (282-309)	January
12	28 (310-337)	February
13	28 (338-365)	Flight
14	1 (366)	Jump

Jump is observed every 4th year only, per Command Council of YAL 10

Official Week Names

Origin unknown, Traditional

Days	Name
1-7	New
8-14	Waxing
15-21	Full
22-28	Waning

Official Day Names

Origin unknown, Traditional

1	Sunday
2	Monday
3	Tuesday
4	Wensday
5	Thursday
6	Friday
7	Saturday

Official Times

Year:	365.25 standard days
	1 day + 13 months
	Every 4th year: + 1 day
Month:	28 Standard Days
	4 Standard Weeks
Day:	24 standard hours
Hour:	60 Standard Minutes
Minute	60 Standard Seconds
Second:	9,192,631,770 cycles of Cesium 133 radiation
Shorthand dates:	d/m/yyyy
	dd/mm/yyyy

Standard Measures

1G:	10m/s ²
C:	300,000,000m/s
1Td	14m ³
1Tc	10m ³ or 10Mg
1Tm	10Mg aka10,000kg
G_:	1E9_
M_:	1E6_
K_:	1E3_

Currencies of the Concordat (and value in Cr)

Cr, Crc	Concordat Credits	A9 (1)
<i>M</i>	Elestial Mark	A9 (1)
Bu	Kamaj Buck	AA(1.07)
	Racine	D2 (0.07)
P	Quetzal - Aztican Peso (per 10)	AB (1.14)
\$	Quetzal - Mayaci Dollare	AB(1.10)
¢	Quetzal - Olmecan Coin	BB (1.07)
Ag	Auroran Glows (Defunct)	A8 (0.93)
₩	Alfar Unit, Work Unit	E8 (.64)

The Concordat

The concordat consists of approximately 1.2 billion Humans on 5 major worlds. The status of the primate colony in the Aurora System is unknown, as is the Aurora Separatist Human Colony. At this time, no contact is had with outside populations, and the Concordat sciences are insufficient to jump outside the Alfar Trace. All humans in the Trace, including the extinct population of Aurora I, are descended from the original colonial expedition which arrived on 1/0/0.

The Central Government is a Civil Service Bureaucracy with appointments made by the Central Committee. Each member government receives two voting ambassadors on this committee, and three non-voting Ambassadors-cadet on the committee. All member governments select their cadets however seen fit; the remaining counselors select from a member's cadets when a vacancy occurs. Ambassadors and Ambassadors-Cadet may be removed by their Government or by majority vote of the Council. No Ambassador may be removed by their government until having served at least 4 years.

The concordat maintains a small navy, and a mail fleet. Mail couriers depart Mondays on the Kemaj—Quetzal and Quetzal—Elestial runs. The Elestial—Racine run departs Elestial on Waning Mondays and Racine on Waning Mondays. Additionally, a ship is left on-station at Racine, crews changed with the mail run, in case of emergency; the ship rotates back to Quetzal in March and July for maintenance.

For traditional reasons, the mail fleet is known as the Scout Service; duties include the mail and census bureaus.

Concordat "citizenship" is solely through citizenship of a member government.

The constitutional document, Signed 1/0/524 YAL, is entitled the Concord of Elestial. It guarantees a navy, a space marine, space patrol, and a mail service, with census detail assigned to the mail service, guarantees that Nobles may retain and continue to pass on titles while residing in other member polities, guarantees local governmental autonomy, bans Chemical, Nuclear, Biological, and Meson warfare under pain of genocide, and forbids internal or external genocide on worlds with member populations. The Concordat provides right of appeal to local convictions of citizens by other than their home polity, provides for extradition procedures, and defines murder, barratry, piracy, kidnapping, treason against the concordat, currency forgery, and mail tampering as Concordat Crimes.

Concordat Documentary History begins only a few years before landing. What is known is that there are humans from at least to home worlds, Dirt and Terra; which is which is unknown at present. Two non-human races share origins on one of them, Simians, a 1 to 1.5m tall species with prehensile feet, limited fur, and generally heightened sexuality, and Vargr, which appear to be related to wolves on both homeworlds. Both these species were uplifted by the humans of their homeworld.

The Emperor of Homeworld declared war on history and upon all historical documents at some point. It was forcibly destroyed whenever possible. After a few generations, hidden oral histories were being enshrined into religious texts; the Emperor declared himself, his predecessors, and heirs to be God's incarnate avatars, and declared the God Emperor and his crusade to ban worship of anyone else. Rampant chipping of the citizens in the second generation of this purge, plus desecration of temples, lead to the Exodus.

The Exodus was permitted by the God Emperor, but persons were searched on the outgo for anything religious or historical, and it was destroyed. None the less, some texts were successfully smuggled.

Landing, as you should know already, was made on Landing, 0YAL (1/0/0), at Alfar. The ships' drives destabilized during transit, and were no longer serviceable.

From Alfar, it took a few generations to build the tech base sufficient to colonize the other worlds. The following survey results are presented for the Council's benefit.

Concordat Briefing Data

Homeworld Briefing

No further contact is known from Homeworld. The exodus from Homeworld started with gathering political will to revolt against the "God Emperor" as he suppressed all other faiths, ruthlessly suppressed Simian Rights, and otherwise turned society upon its head.

Since Homeworld is not accessible, and the details of how the transit were made were lost, a recapitulation of known data is in order. It is presented out of sequence due to historical importance.

Homeworld as a system is known to have two stars, a G5V with an M9D companion at about 183.9 billion kilometers orbit.

Homeworld's system has two belts, inside Homeworld's orbit, and Jove, a gas giant.

There are 3 races known to have inhabited the system: Humans, Vargr, and Simians. The Vargr and Simians are known to have arrived with a group of humans from the other Homeworld.

Homeworld is, physically, 12,600km diameter, with a standard atmosphere at 1 bar, tainted by industrialization effects, with 72% hydrographics. Space discernible man-made features include the vast cities, the grand pyramids, and the Ancestor's Walls; the age of these is unknown. They require magnification in low orbit, but are visually discernible at only 2x power at 200km above ground.

Concordat Briefing Data

Model A1M-9 Merchant

Td	MCR	PU	SYSTEM
200	8	0	Hull
0	0.8	0	Streamlining
10	1	0	Bridge
0	0.015	0	Model 1
10	10	{6.}	JD9A
2.4	3	{2.}	MD9A
5	7	{2.}	PP9A
1	0.3	0	Single Turret
0	0.5	1	Pulse Laser
48	6	0	12x SR: P, N, E, G, S, M, 6 pass
20	0	0	Fuel, Jump
2	0	0	Fuel, PP 2wk
100.6	0	0	Cargo
200	36.615		
	-3.662		Std Discount
200	32.953		List Price

A low end mixed hauler. She must run really close to full to make ends meet.

Model A1M-B Merchant

Td	MCR	PU	SYSTEM
200	8	0	Hull
0	0.8	0	Streamlining
10	1	0	Bridge
0	0.015	0	Model 1
10	10	{6.}	JD9A
2	4	{2.}	MD11A
4	8	{2.}	PP11A
1	0.3	0	Single Turret
0	0.5	1	Pulse Laser
48	6	0	12x SR: P, N, E, G, S, M, 6 pass
20	0	0	Fuel, Jump
2	0	0	Fuel, PP 2wk
104	0	0	Cargo
200	38.615		
	-3.862		Std Discount
200	34.753		List Price

An improved low end hauler. The extra tonnage does not make up for the increased costs when being a freighter; for speculation, however, it can.

These have only been manufactured since YAL995.

Concordat Briefing Data

Model R1M-9 Merchant

Td	MCR	PU	SYSTEM
400	16	0	Hull
0	1.6	0	Streamlining
10	2	0	Bridge
0	0.015	0	Model 1
15	20	{12.}	JD9B
3.6	6	{4.}	MD9B
9	14	{4.}	PP9B
1	0.3	0	Single Turret
0	0.5	1	Pulse Laser
48	6	0	12x SR
			P, N, 2E, G, S
			M, 5 pass
40	0	0	Fuel, Jump
			4
			0
			0 Fuel, PP 2wk
269.4	0	0	Cargo
400	66.415		
	-6.642		Std Discount
400	59.773		List Price

A midrange mixed load. She must run really close to full to make ends meet.

4982	Maint
26400	Salaries
8800	Fuel
24000	

The typical pirate ship is a variation on this hull, swapping for triple turrets, and an additional jump of fuel.

Model R1L-9 Merchant

Td	MCR	PU	SYSTEM
400	16	0	Hull
0	1.6	0	Streamlining
10	2	0	Bridge
0	0.015	0	Model 1
15	20	{12.}	JD9B
3.6	6	{4.}	MD9B
9	14	{4.}	PP9B
			1
			0.3
			0 Single Turret
0	0.5	1	Pulse Laser
200	25	0	50x SR
			C, P, N, 2E, G,
			9S, M, 35 pass
40	0	0	Fuel, Jump
			4
			0
			0 Fuel, PP 2wk
117.4	0	0	Cargo
400	85.415		
	-8.542		Std Discount
400	76.873		List Price

Required Shares: 29

A small passenger liner. 35 passengers. Better quality stewards can handle more passengers, resulting in either double occupancy or in reduced crewing. Subject to activation as a troopship.

6407	Maint
57700	Salaries
8800	Fuel
100000	LS
-350000	HP
-72000	Cargo

Concordat Briefing Data

Model TP-A Patrol

Td	MCR	PU	SYSTEM
400	16	0	Hull
0	1.6	0	Streamlining
50	8		Armor 10
10	2	0	Bridge
0	0.16	0	Model 2
2	1	0	Sens: +0 BMil
15	20	{12.}	JD9B
27.6	36	{24.}	MD9M 6G
53	91	[26.]	FuPP9N
14	16	[4.]	FiPP10B
3	3.3	0	Triple Turret x3
0	1.5	3	3x PL-9
0	3	6	3x BL-9
0	12	9	3x PA-10
0	0.6	0	Triple fixed
0	2.25	0	3x MSL
48	6	0	12x SR
			C, P, N, 4E, 4G M
80	0	0	Fuel, Jump x2
78	0	0	Fuel, FuPP 6wk
4	0	0	Fuel, FiPP 1yr
15.4	0	0	Cargo
400	221.41		
	-22.141		Std Discount
400	199.279		List Price

Model TPX-B Patrol (1 May 1000)

Td	MCR	PU	SYSTEM
400	16	0	Hull
0	1.6	0	Streamlining
50	8		Armor 10
10	2	0	Bridge
0	0.16	0	Model 2
2	1	0	Sens: +0 BMil
25	40	{12.}	JD11D
23	48	{24.}	MD11M 6G
40	104	[26.]	FuPP11N
12	18	[4.]	FiPP11B
4	0.2	0	FPP 80T/d
3	3.3	0	Triple Turret x3
0	1.5	3	3x PL-9
0	3	6	3x BL-9
0	12	9	3x PA-10
0	0.6	0	Triple fixed
0	2.25	0	3x MSL
48	6	0	12x SR
			C, P, N, 4E, 4G M
80	0	0	Fuel, Jump 1j2
78	0	0	Fuel, FuPP 6wk
4	0	0	Fuel, FiPP 1yr
5	0	0	Mail Bin (Cargo)
16	0	0	Cargo
400	267.61		
	-26.761		Std Discount
400	240.859		List Price

The Mystic Flux Class, formally the TP-A, is Concordat's Space Patrol Corvette. The crews are small, close knit, and quite lethal.

The hull is a distinctive octagonal extrusion.

The Fission power plant is specifically for long-term operations; it's the normal day-to-day patrol plant. When confronted with hostiles, the fusion plant is started up.

Turrets may be either 3x(PL+BL+PA) or (3xPL)(3xBL)(3xPA), at the captain's discretion.

Note that it isn't uncommon for this model ship to make 3 jumps on internal tankage; it's just over half the Fusion Plant fuel for a third jump. Normal cruise is on the fission plant alone, at a measly 1G.

The crew of 13 is often augmented by up to 8 troops.

Command grades are Major through Colonel, nominally Lt. Col. There are about 200 TP-A ships in service, and the oldest are set to be scrapped and replaced. Most are being scrapped due to unreparable damage from pirates.

The Mystic Flux Refit 1 Class is Dr Jones' experimental testbed. The drive bays are completely reorganized, but fit the same section of the bays, adding a mail bin and 4 tons of fuel purification. Theoretical performance is J2, but that has yet to be realized as of the date in service.

Concordat Briefing Data

Model FP-A Frigate

TD	MCR	PU	SYSTEM
800	80	0	Hull
0	8	0	Streamlining
100	40		Armor 10
0	80	0	Reflec
16	4	0	Bridge
0	0.16	0	Model 2
2	1	0	Sens: +0 BMil
25	40	{24.}	JD9D
27.6	36	{24.}	MD9M 3G
98	256	{32.}	FiPP9R
6	6.6	0	Triple Turret x6
0	3	6	6x PL-9
0	6	12	6x BL-9
0	24	18	6x PA-10
0	1.2	0	2x Triple fixed
0	4.5	0	6x MSL
2	0	0	MSL Magazine
224	28	0	56 SR: 4C, 2P, N, 13E, 8G, M, 2A, 25ST
160	0	0	Fuel, Jump x2
80	0	0	Fuel, FiPP 4yr
30	16	0	Ship's Boat
6	1.5	0	3x Armory
4	0.5	0	Briefing room
19.4	0	0	Cargo
800	637.46		
	-63.746		Std Discount
400	573.715		List Price

Model DD-A Destroyer

TD	MCR	PU	SYSTEM
1200	120	0	Hull
0	12	0	Streamlining
150	60		Armor 10
0	120	0	Reflec
24	6	0	Bridge
0	0.16	0	Model 2
2	1	0	Sens: +0 BMil
25	40	{24.}	JD9F
42	54	{36.}	MD9T 3G
146	384	{48.}	FiPP9Z
72	24	-	240 stored PU
11	11	0	Triple Turret x10
0	3	6	6x PL-9
0	6	12	6x BL-9
0	72	54	18x PA-10
0	1.2	0	2x Triple fixed
0	4.5	0	6x MSL
2	0	0	MSL Magazine
264	33	0	66 SR: 4C, 2P, N, 18E, 12G, Med, Maint, 2A, 25ST
240	0	0	Fuel, Jump x2
96	0	0	Fuel, FiPP 4yr
30	16	0	Ship's Boat
6	1.5	0	3x Armory
4	0.5	0	Briefing room
86	0	0	Cargo
800	635.46		
	-63.546		Std Discount
400	572.915		List Price

The Broken Arrow Class Model FP-A frigate is the Concordat Navy's primary vessel. It is modeled after the frigates of the God Emperor, but improved to TL 10.

The Concordat Navy has about 130 frigates, organized in squadrons of 4 lines of four ships per line. This is a Commander's or Captain's Command.

The Space Patrol operates 4 of these as flag units, but does not actually see the "need" for them. One each is on station over Kamaj, Racine, Quetzal, and Elestial. Space Patrol command for these is always a Colonel.

10 staterooms are set aside as a brig.

It should be noted that the ship can only sustain fire with the pulse lasers; the heavier weapons drain the reserve power quickly; 5 salvoes is the limit.

The ships in the class are named for weapons, usually with some adjective preceding it. The Space Patrol ships are named Bloody Claw, Pirate's Purse, Deadly Pen, and Tiger's Maw.

Known names for Navy frigates include Broken Arrow, Brilliant Spoon, Sharp Knife, Dull Knife, Long Spear, Shiny Pistol, Treacherous Fear, Bold Spatha.

The Kamaj Class, Mixotl Subclass, Model DD-A Destroyer is the Concordat Navy's odd duck. First laid down in 850, The Kamaj (DD1), Elestial (DD2), Quetzal (DD3), Coatl (DD4), Aurora (DD5), and Sheboygan (DD6) are still in service. The Class of 870 added Green Bay (DD7), Wisconsin (DD8), Kanal (DD9). The Class of 900 added Hail (DD10), Hades (11), Xoctomil (12), Dirt (13), Terra (14), Jove (15), and Ryokan (16). The class of 924 added Alpha (17), Beta (18), and Madison (19). The Class of 938 added Racine (20), and Paris (21). The class of 950, the Mixotl (22) was commissioned as a variant, and all others ordered refit from lasers to PA beams to match; two were refit per year, all weapons and drives were replaced on DD's 1-16, and all weapons upgraded. In 979, the Racine engaged pirates, and was destroyed. 981 saw Aztica (22) and Olmeca (23) enter service. 990 Saw the Eau Claire (24) and Lafayette (25) enter service.

It's a larger version of the frigate. In fact, the crew is only 10 people larger. It's a captain's command.

It suffers from a severe power shortage in combat; firing a full broadside and full maneuver results in spending 60 of the 144 reserve EP on the plant.

Concordat Briefing Data

An additional storage for 240pu was added as a refit beginning in 950. This gives the ship a very dangerous punch.

Only 24 are in service; 8 each in Kamaj, Quetzal, and Elestrial Battle Squadrons.

2 more are under construction in the Kamaj yards Racine II (26), and Islander (27). They will be completed in April of 1001, and join with CA10 to form the Racine Battle Squadron.

Model CA-A Cruiser

TD	MCR	PU	SYSTEM
1600	160	0	Hull
0	16	0	Streamlining
200	80		Armor 10
0	160	0	Reflec
32	8	0	Bridge
0	0.16	0	Model 2
2	1	0	Sens: +0 BMil
45	80	{48.}	JD9H
27.6	36	{48.}	MD9Z 3G
146	384	{48.}	FiPP9Z
146	384	{48.}	FiPP9Z
12	13.2	0	Triple Turret x12
0	6	12	12x PL-9
0	12	24	12x BL-9
0	48	36	12x PA-10
50	20	40	50Td PA Bay
0	1.2	0	2x Triple fixed
0	4.5	0	6x MSL
2	0	0	MSL Magazine
300	37.5	0	75 SR: 6C, 2P, N, 31E, 15G, Me, Ma, 3A, 25ST
320	0	0	Fuel, Jump x2
192	0	0	Fuel, 2x FiPP 4yr
30	16	0	Ship's Boat
6	1.5	0	3x Armory
4	0.5	0	Briefing room
	0	0	Cargo
<hr/>			
800	637.46		
	-63.746		Std Discount
<hr/>			
400	573.715		List Price

The Admiral Don Franklin Model CA-A Cruiser is the core unit; 3 are in each of the three battle fleets. As with all current concordat designs, she suffers from power shortages. She's a Commodore's Command.

Kamaj Battle Squadron

- CA1 Admiral Don Franklin
- CA2 General Beauregard R. Beauregard
- CA3 Admiral Arlin Szymanski

Quetzal Battle Squadron

- CA4 Admiral Jonathon Scott.
- CA5 Admiral Arthur A. Arthur
- CA6 Admiral Colin Swick

Elestrial Battle Squadron

- CA7 Admiral Snook Shackelford
- CA8 Admiral Hastur Buchanan
- CA9 Duke Carl Clink

In Construction for Racine Battle Squadron

- CA10 Duke Ayaboshi Sung (March 1001)

Concordat Briefing Data

0101		0301		0501		0701	
	0201		0401		0601		0801
0102	☼	0302	☼	0502		0702	☼
☼	0202	☼	0402		0602		0802
0103		0303	☼	0503	☼	0703	
☼	0203	☼	0403		0603		0803
0104	☼ ∅ ∴ Homeworld	0304	☼	0504		0704	
	0204	☼	0404		0604		0804
0105	☼	0305	☼	0505		0705	
☼	0205	☼	0405		0605	⊙ ∅ ∴ X Aurora	0805
0106	☼	0306		0506	⊙ Racine	0706	
	0206		0406		0606		0806
					⊙ ⊙ A		
0107		0307		0507	⊙ ∅ Elestial	0707	
	0207	* Stepping	0407		0607		0807
					▲ A ⊙ QUETZAL	0708	
0108	☼	0308		0508	♥ ⊗ ⊙ ∅ E Alfar	0708	
	0208		0408	⊙ ∅ ∴ E	0608		0808
0109		0309		0509		0709	
☼	0209		0409	E ○ ∅	0609		0809
			▲★ A ⊙ Ryokan				
0110		0310	♥ ⊙ ∅ ∴ KAMAJ	0510		0710	
	0210		0110		0610		0810
					☼		

Concordat Briefing Data

Racine, New Wisconsin 0705

Racine, Sheboygan, Eau Claire

Cultural Distinctions: Nexus - lots of off world visitors and Conservative - resistant to change

Government Factions: Corporation, Labor Union

System Listing	Or	*	S	A	H	P	G	L	TL	P	M	T	Z	Trade Codes
Alpha	P													
Madison	0												3	
	0/5	X	1	0	0	0	0	0	0					
	0/25	X	0	0	0	0	0	0	0					
	0/45	X	2	0	0	0	0	0	0					
Green Bay	1												8	
	1/4	X	2	0	0	0	0	0	0					
	1/6	X	5	5	2	0	0	0	0					
	1/8	E	0	0	0	0	0	0	0					
	1/9	X	4	1	1	0	0	0	0					
	1/10	X	1	0	0	0	0	0	0					
	1/11	X	1	0	0	0	0	0	0					
Sheboygan	1/12	E	5	8	5	2	0	0	6					
	1/25	X	4	A	1	0	0	0	0					
Racine	2									S		6	0	H
Beta	5													Ag Ga Lt Ni
Milwaukee	0													
	0/5	X	3	1	0	0	0	0	0					
	0/7	X	9	A	8	0	0	0	0					
	0/8	X	3	0	3	0	0	0	0					
	0/9	X	7	7	9	0	0	0	0					
	0/10	X	4	1	3	0	0	0	0					
	0/12	X	5	6	8	0	0	0	0					
	0/14	X	4	0	7	0	0	0	0					
	0/17	X	7	8	9	0	0	0	0					
	0/45	X	7	5	8	0	0	0	0					
	0/46	E	8	4	9	0	0	0	0					
Lafayette	1	X	3	0	0	0	0	0	0					
Eau Claire	2	X	7	A	3	3	3	0	1					

(weird minor race, thus not subject to atmospheric TL restrictions)

"As it was in the beginning, as it is now, so shall it be, for all eternity." Message engraved in letters 5 centimeters deep in the hull of the derelict colonization vessel that now serves as the headquarters for the Canal Department, chief agency of the Racine bureaucracy. Some suggest that this message may have once been religious in nature, but now it is a cultural description.

In the decades after colonization civilization collapsed on Racine due to civil unrest, eventually the TL collapsed to 0 but the people of Racine never forgot their off world origins. Hundreds of years ago an aristocracy formed and gradually conquered the planet, establishing a corrupt dictatorship administered by local bureaucrats appointed by the nobility. About 200 years ago, a few years after the Recontact, most of the nobility were assassinated by imported off world weapons. A short but brutal civil war followed and at its end the nobility was all dead. The bureaucracy remains and still governs the planet relatively benevolently and well, all though the difficulty of the civil service exams ensures that only the well to do can afford to give their children the education they'll need to pass the entrance exams. [Depending on their job duties local Bureaucrats might be members of almost any Traveller career, although there is no local space and the wet navy is riverine only.]

The planet Racine has a population of about 676,000 people all located on the only island continent, the Hyperaustral. The Southern Ocean covers most of the rest of the southern hemisphere of the planet [38%] and the northern hemisphere is an almost lifeless desert. About 4% of the planets surface is covered in small lakes and seas, those in the northern hemisphere are invariably shallow salt lakes, but those in hyperaustral are sometimes fresh. There are no ice caps.

Concordat Briefing Data

Landing, the largest settlement on the planet, has about 19,000 people. It is located on a large island in the middle of the Green River, about 100 kilometers from the mouth, at a latitude of about 75 degrees south [hex row 10]. All but a few hundred of the planets population lives in the irrigated agricultural settlements surrounding it on both sides of the river in an area about 500 kilometers long but only 30 kilometers wide.

Because Racine has no axial tilt or orbital eccentricity all its climactic variation comes from the relative distance between it and Beta. The planet Racine has a mean temperature of 59.6 C [139.3 F], rising to 76.7 C [170.1 F] at periBeta and dropping to 'only' 47.9 C [118.2 F] at anteBeta.

At tropical latitudes, given the low pressure and high temperature, the seas literally simmer at the surface, limiting temperatures in the region to about 85 C due to reflective cooling as the clouds rise, and resulting in very powerful storm formation, and a nearly perpetual cloud band. covering 20° to either side of the equator.

However at the high southern latitudes where the population lives the temperatures are much more reasonable, averaging 23.6 C [74.5 F], rising to 40.7 [105.3 F] at periBeta and dropping to 11.9 C [53.4 F] at anteBeta. Racine has an orbital period of 272.99 standard days. [0.6932 standard year. The local day is 25.8871 hours long so a local year is 253.18 local days. However the orbit of the planet around Alpha is not important, what really matters is how often it 'laps' Beta as they both orbit Alpha. Since Beta orbits Alpha once every 5.9793 standard years, or every 8.6256 Racine years Racine will be at periBeta or anteBeta every 304.64 standard days, or every 282.5 local days. With the thin atmosphere the nights can get quite cold [-19.4 degrees C [34.9 F] below average for the season] and it is not uncommon for landing to get a few millimeters of snow on 'winter' (anteBeta) nights but this never lasts all day. Daytime highs average 5.4 degrees C [+9.6 F] over the average for the season.

There are about 15,000 off worlders on Racine at this time and the government is working hard to attract more. Because of the low local tech level the cost of living is very low, and a retired offworlder on a pension can live much better than they ever could at home. The government of Racine spends a great deal of its limited funds on importing off world construction equipment and workers to help maintain the agricultural canals because they find it more productive than taking workers from the fields to do so with primitive local means. Off worlders may not become local citizens, nor may their children. Mixed marriages are quite rare but less formal dalliances are accepted and having an offworlder for a lover is a sign of status.

While the government welcomes off worlders and the people are friendly towards them they are also remarkably resistant to off world ways. While they welcome technological imports they are deeply resistant to social change. Off world sociologists suggest that the bureaucracy may gradually become an aristocracy again in a few hundred years, but for now the bureaucracy is seen as an agent of peace, and nobility as the agent of war. Racine is a surprisingly secular and non religious society whose citizens all nominally believe in animism, but very few of whom take it seriously.

Concordat Briefing Data

Kamaj 0409

Kamaj

Mainworld Cultural Distinctions:

Mainworld Government Factions:

System Listing	Or	*	S	A	H	P	G	L	TL	P	M	T	Z	Trade Codes
Primary	K8IV													
Asteroid Belt	3		A	P	0	0	5	6	A	NSL	6	r	l	Military Rule
	4		L	G	G						5			
	4/4		X	1	0	0	0	0	0		-	R		
	4/5		X	8	A	0	0	0	0		0	r		
	4/8		X	2	0	0	0	0	0		-	R		
	4/40		X	1	0	0	0	0	0		-	R		
	4/45		X	3	0	0	0	0	0		-	H		
Kamaj	5		A	5	6	8	9	A	A	NSH	2	3	0	Ga Hi
Kanal	5/6		X	5	A	8	0	0	0		-	T		
	5/55		X	2	0	2	0	0	0		-	T		
	5/60		X	2	0	2	0	0	0		-	T		
	6		S	G	G						1			
	6/15		X	1	0	0	0	0	0		-	T		
	7		S	G	G						3			
	7/2		R											
	7/6		X	1	0	0	0	0	0		-	C		
	7/45		X	2	0	0	0	0	0		-	F		

Kamaj, diameter 8141km, is the only Habitable planet in it's system. 10% percent of the population of the system are asteroid miners, with little or no time experienced on planet.

Kamaj's population is split culturally into Mainlanders, Islanders, and Voodar. The Mainlander population is known for extreme xenophobia, to the point that off worlders have not seen them in 200 years.

Islander culture is based as around Naval life, in both forms. (it should be noted that there is a fierce rivalry between 'wet' and 'void' navy.) Islander culture has the feel of the American South of the 19th century.

The Voodar are the psionic 'underclass' (at least that is how they are viewed by the Islanders), they see themselves as the protectors of the Islanders, who they see as misguided and confused children.

Kamaj's large "Moon", Kanal, diameter 7798km, and has a nitrogen and carbon dioxide atmosphere at about 0.3 Bar atmosphere pressure.

The Asteroid Belt holds a naval, scout, and patrol base; the navy has an additional base in the islands, and the scouts maintain a base in orbit.

Concordat Briefing Data

Quetzal 0607

Quetzal x3

Mainworld Cultural Distinctions:

Mainworld Government Factions:

System Listing	Or	*	S	A	H	P	G	L	TL		P	M	T	Z	Trade Codes
Primary Name	P		G5IV												
Paris	0	E	4	0	0	2	6	8	A	L	2	0	R		Mr
	1	X	8	6	8	0	0	0	0		0	R			
	2	C	0	0	0	3	3	4	A		6	R			
Coatl	3	C	8	8	4	8	A	B	7		8	R			
Axotl	4	E	5	5	5	8	C	F	5		3	T			
	9		MOD												
Quetzal	9/0	A	3	0	0	9	7	9	B	SHR	5	T	h-		Hi In Na
Hades	9/1	X	5	A	0	0	0	0	0		0	R			
	9/2		LGG												
	9/2/1	X	R	0	0	0	0	0	0						
	9/2/2	X	R	0	0	0	0	0	0						
Xoxtomil	9/2/4	X	5	5	A	4	4	3	8		4	T			
	9/2/5	X	2	0	0	0	0	0	0		-	F			
Mixotl	9/2/10	X	6	5	6	2	2	2	4		1	C			
	9/2/35	X	4	1	0	0	0	0	0		-	C			
	12	X	1	0	0	0	0	0	0		0	0	p		

Quetzal is the major world in the Doylee System. If it wasn't for it's position in the Alfar Trace no one in right mind would live there, as it is only 20% of the population is considered to be in their right mind. Ringed by a giant sectionalized glass dome that is used for production of food, the population of all three governments live in subterranean habitats.

The Quetzali government Aztica has a bit of a frontier mentality. Weapons are openly carried, and local law is centered upon punishing individuals only. Aztica's High Port, in geosynchronous orbit above the Aztica Shuttle Center, houses 2 major civilian yard complexes, as well as an extensive system of docking berths. Azticans distrust Olmecans, and are engaged in a rather tense cold-war with Mayaci. Their Tech Level 11 applies only to ship drives, metalurgy, and Lasers, and they have only attained this since 998. While capable of building TL 11 Jump Drives, they do not have the theoretical base to do so.

Mayaci is another faction of the Quetzali balkanization. The Mayacians have a more stably TL 11 base than the Azticans, being TL 11 in Power Production, Medicine, Computers, and Holography. The Mayaci are used to extensive security and safety compliance checks, and do not place much trust in individual responsibility. The Mayaci religion is based upon propitiation of a variety of gods by criminals being sacrificed by lottery; 5 are sacrificed each year, to appeas the 5 great gods.

Olmeca is one of the founding members of the Concordat. They are a fully mature TL 10, with TL 11 medical goods imported from Mayaci. The Mayaci broke off from their parent Olmeca several centuries ago. The Olmecan Nobles are well loved, and sacrifice one of their own each year to appease the Gods. Only the reigning princes are immune. Citizens are implanted with audio monitors, and the central computer system monitors all Olmecans for improper actions or words. Offworlders among the Olmeca will monitored discretely by the computer; any crime is likely to be detected and reacted to. Crimes are treated as mental illnesses; those who can not be treated are adopted into a noble family, and sacrificed the following year in addition to the normal noble sacrifice.

Coatl and Axotl are both non-members of the Concordat; they are fairly insular, and lack a presence off world. Coatl maintains a system of orbital defense fighters. Both have provisions for trade at the ports, and welcome concordat crews. Both use a currency called the Qip (Q), with very different values.

Xoxtomil is technically a colony of Aztica. They use the Aztican Peso.

Mixotl is an independent colony, originally Olmecans, which has not applied for full membership in the concordat, but having a non-voting member as a protectorate.

Hades is a world roasting due to high greenhouse and low albedo.

Paris is ruled by the Patrol. It is the patrol basic training center, and the actual population of 220 patrol staff is cadre and repair base staff. Up to 1000 trainees might be present at any given point, and base housing provides for up to 2000 transients at any given point.

Concordat Briefing Data

Aurora 0705

NO MEMBER WORLDS

Cultural Distinctions: Liberal

Government Factions: Corporation, Labor Union

System Listing	Or	* S A H P G L TL	P M T Z	Trade Codes
Aurora	P	MOV		
Aurora I	0	X 200 --- -	- 2 T H	
Hail Belt	1	? 000 --- -	- - F O	As Va
Aurora II	2	LGG	A	
	2.3	X R00000 0	- 0 0	
c	2.6	X 100		
c	2.7	X 100		
c	2.8	X 100		
c	2.9	X 100		
c	2.10	X 300		
c	2.11	X 200		
f	2.20	X S00		
f	2.40	X 78A300 6		
f	2.45	X 6AA000 0		
Aurora III	3	SGG	2	
	3.7	X 100000 0		
	3.12	X S00000 0		
Aurora IV	4	LGG	8	

Survey Report shows Aurora I was impacted by Asteroids about YAL 13/824. No survivors are known. Originalis Dome and Downport were completely destroyed; a 100km crater sits where the dome was. Occidentalis Dome is a field of craters. Borealis dome took a direct hit on the central fusion core, and exploded from within. Australis Dome, only 180 km from Originalis Dome, was rent open to space; exploration crews found all habitat areas destroyed.

Survey reports radio traffic from the hail belt, and reaction drive vessels. The radio traffic is presumed to be in Simian. An estimate of 30 habitats of unknown size were detected; belt survey was not a priority. The colonies are presumed to be the Simian Separatists who left in YAL 50.