

## Naldera

Naldera was once the stellar jewel of House Naldera, a small, independent house that made its money selling goods and services to the corporations of the Second Republic. When the Republic fell, so did the fortunes of the house, ultimately causing them to see the protection of House Hazat. Not long thereafter the system was attacked by barbarians, which House Hazat's fleet was barely able to repel. When a second attack came in as many years, Hazat's forces were routed, the shipyards of Spearpoint were smashed, and the cities of Glassworks were reduced to their namesake substance. Rather than rebuild, the House withdrew.

In the long centuries that followed the system lay fallow, but now has resources of a different kind in the form of hardy, strong warriors as well as the diminished – but not depleted – reserves of material wealth. Now major houses are vying for control of the system, not to rule it, but to exploit it.

### Orbit 0: The Shroud (n/a)

*Useless rock*

Shroud is a small, rocky world that orbits the Naldera primary once every 23 days. It is gravitationally locked, and early in the system's history miners explored the Dark Side searching for metals. That outpost has long since been abandoned; what view veins of value existed played out shortly after the colony's founding, and there is little of value remaining.

### Orbit 1: Glassworks (2 RR)

*Savage desert world*

A dry, sandy world, the Glassworks once excelled at producing high quality glass and ceramics for the Second Republic. When the Republic declined, so did the Glassworks. Now it is home to warring tribes whose sole surviving legacy of better times are the glass knives they use to kill each other.

**Primitive World:** A player who controls a primitive or low-tech world may replace ten lost Troops points for every RR spent on recruiting.

### Orbit 2: Spearpoint (2 RR)

*Crumbling shipyard*

Once a premier starship building yard thanks to high quality metals and ceramics from a nearby moon, Spearpoint's satellite and orbital shipyards were destroyed during the Republic's fall. A 12-mile asteroid was sent smashing into the moon, while nuclear weapons obliterated the shipyards. Now a dense field of metal and rock orbits the planet, while Spearpoints once-prosperous cities have decayed into ruin. Meteor strikes and radiation from the Fall have caused mutations in the planet's population, leading to the rise of unnaturally strong – but mentally deficient – individuals.

**Dense Asteroids (Space Debris):** Any battle fought for control of the Strategic Target has an additional D3 asteroid fields generated on the battlefield in addition to normal stellar debris. These asteroid fields are generated even if the scenario does not normally permit stellar debris (yes, this does mean that a battle fought for control of an asteroid belt with an unusually heavy asteroid density could end up with a table near-full of asteroid fields!).

**Primitive World:** A player who controls a primitive or low-tech world may replace ten lost Troops points for every RR spent on recruiting.

### Orbit 3: Devil's Tear (0 RR)

*Wandering Comet*

The Devil's Tear is an inner system comet comprised of ice and rock. It is a recent addition to the Inner System, having knocked loose from its orbit in the system's meager comet belt by the red dwarf Naldera B.

**Ice-rock composite comet:** A player who controls an ice-rock composite comet may reduce the cost of all reinforcements by 10%, rounding up. This reduction may be not combined with that given for another Inner System Comet.

### Orbit 4: Jump Gate (n/a)

The system's jump gate is in working order.

**Jump gate:** Jump Gates are not randomly generated like other types of strategic target; instead, every system always has one jump gate. Additionally, a jump gate is not held from turn to turn by a controlling player. By choosing the jump gate as a target during the campaign turn, a player is effectively attempting to exert control over the commerce, merchants and shipping routes of the system. A player targeting the jump gate can be intercepted just as with any other Strategic Target.

Should a player who chose the jump gate successfully win control of it, it grants an income of 5 RR points in addition to the usual benefits for acquiring a new Strategic Target. Furthermore, the income of all other players for that turn is reduced by 2 RR. Should a player successfully intercept an attempt to take control of the jump gate, they do not gain control of it. Instead, they gain a flat bonus of 10 RR.

At the end of the turn, the jump gate returns to neutral status, uncontrolled by any player. Keeping control of the jump gates of the system requires a great deal of effort and allocation of forces on a continual basis.

### Orbit 5: Beastland (2 RR)

*Verdant World*

Beastland is a cold, brutal world, but one that receives enough sunlight from both Naldera A and B fuel a planet wide coniferous forest. Towering pine trees cover most of its temperate regions,

making it an excellent source of exotic woods, as well as fertile hunting grounds for all manner of exotic – and dangerous – animals. The world served as a private game reserve for the corporate lords of Spearpoint and Glassworks before the Republic's fall.

### **Orbit 6: Aeson (1 RR)**

*Low yield gas giant*

Aeson is a gas giant of approximately 1.5 jupiter masses. It's turbulent hydrogen-helium atmosphere has notable trace amounts of a variety of silicon-based compounds that can be harvested. Harvest balloons, deployed to the planets' relatively few quiet regions, have been used to capture these trace silicon compounds.

### **Orbit 6a: Emerald (1 RR)**

*An ocean wrapped in ice (uninhabited world)*

Emerald is an icy moon of Aeson named for its bright green ice. The ice itself barely contains a nutrient rich, planet-wide ocean teeming with simple celled sea life. The waters of emerald are said to be an excellent wide-scope antibiotic, once properly refined and distilled, but the moon's remote location, and the difficulty of establishing a permanent manned presence above or beneath the shifting ice, have limited its exploitation.

### **Orbit 6b: Ice Bucket (n/a)**

*An avalanche in space (uninhabited world)*

The "Ice Bucket" is less a moon and more a perpetual avalanche of ice and rock loosely held together by gravity. It's a treacherous place with nothing of any value.

### **Orbit 7: The Belt (n/a)**

*Depleted asteroid belt*

Naldera has small, scattered cometar/asteroid belt at the fringes of the outer system, depopulated in large part due to perturbations of the red dwarf star Naldera B. The erratic orbit of the star often sends asteroids and/or comets tumbling into the inner system, but this has been happening for so long that the belt is now greatly diminished.

### **Orbit 8: Naldera B**

*Erratic red dwarf*

Naldera B is a red dwarf star that orbits its primary, Naldera A, once every 217 years. There is nothing of value orbiting the red dwarf, which lost its own constellation of celestial rocks and comets long ago.