

Ursa Major

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*TRAVELLER*

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## URSA MAJOR

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These add on rules require the following books: Traveller Book 1, 2, 3, 4 and Supplement 4.

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# Introduction

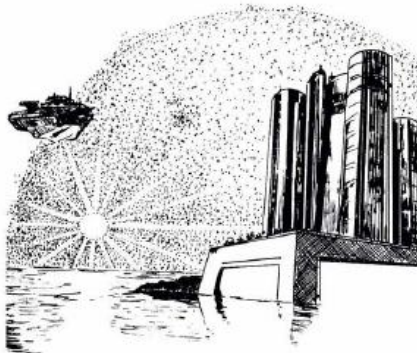
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There is a far-flung corner of human-space where men look out toward uninhabited star systems. This is the edge of civilized space, the Mirfak subsector. Trapped here by circumstance two hundred years ago, humans have come together through war and struggle to create the Ursa Major Confederation. This confident interstellar government has allowed humans to thrive and prosper in this corner of space. Alien races have been encountered and fought, and today there are no great battles on the horizon, but recent history has shown that threats to humans here can come at any time, from any direction and in any form!

So while the worlds of the UMC, both large and small, go about their business, creating wealth and building a better, stronger interstellar economy, the military prepare for some future war. Conflict may erupt from an old enemy, or even from disgruntled humans within the subsector.

<b>A</b>	<b>B</b>
<b>C</b>	<b>D</b>

- A Thule**
- B Borderland**
- C Mirfak**
- D Void**

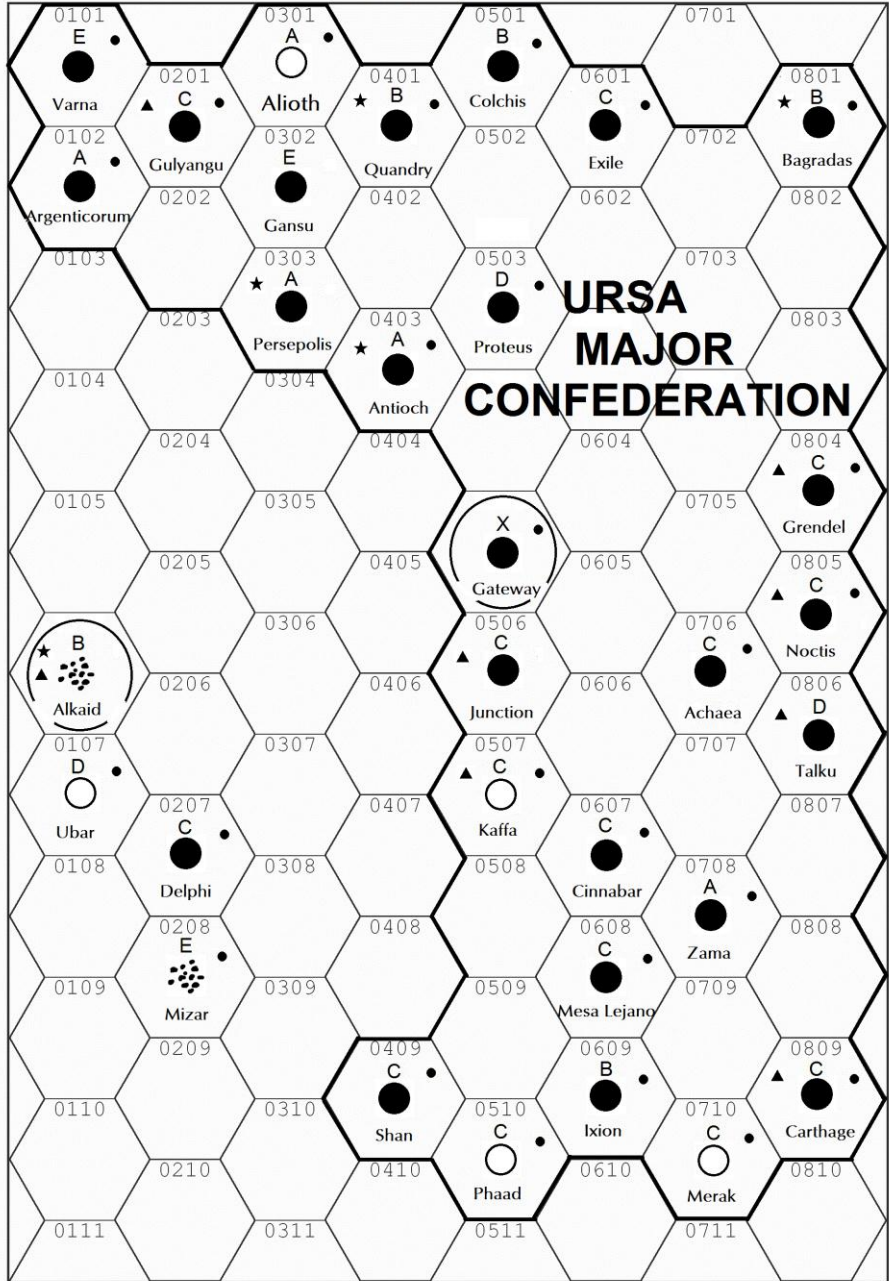


# Mizar Subsector

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Name	Location	UPP	Bases	Codes	GG
Varna	0101	E7A7231-6		Ni	G
Argentorum	0102	A368888-C		Ri	G
Alkaid	0106	B000630-D	N,S	Ast	A
Ubar	0107	D250684-6		Ni,P	G
Gulyangu	0201	C644556-9	S	Ni,Agr	G
Delphi	0207	C953513-7		Ni,P	G
Mizar	0208	E000341-9		Ast	G
Alioth	0301	A210845-C		Ni, Capital	G
Gansu	0302	E624386-4		Ni	
Persepolis	0303	A237887-9	N		
Quandry	0401	B6657CA-6	N	Agr	G
Antioch	0403	A884769-C	N	R	G
Shan	0409	C541337-7		Ni,P	G
Colchis	0501	B666420-A		Ni	G
Proteus	0503	D346300-8		Ni	G
Gateway	0505	X772000-0			RG
Junction	0506	C56A789-9	S		
Kaffa	0507	C200213-B	S	Ni,Vac	G
Phaad	0510	C100450-A		Ni,Vac	G
Exile	0601	C846675-3		Agr,Ni	G
Cinnabar	0607	C463341-9		Ni	G
Mesa Lejano	0608	C632456-B		Ni,P	G
Ixion	0609	B64188A-7		Ind	G
Achaea	0706	C78A338-A		Ni	G
Zama	0708	A663864-B		R	G
Merak	0710	C200574-B		Ni,Vac	G
Bagradas	0801	B851510-7	N	Ni, P	G
Grendel	0804	CAA3533-A	S	Ni	G
Noctis	0805	C658246-4	S	Ni	G
Talku	0806	D977524-6	S	Ni, Agr	G
Carthage	0809	C68A478-9	S	Ni	G

# MIZAR SUBSECTOR



# Life in Mizar Subsector

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There are 31 worlds within the Mizar Subsector, 27 within the Ursa Major Confederation and 4 outside of it. There are three rich worlds, four agricultural worlds and one industrial world within the Confederation. Trade is brisk and well-maintained though two dangers exist for traders: Yuggoth raiders and human pirates.

The highest tech level within the UMC is 12 (on three worlds), but three worlds have tech levels as low as 3 or 4. The highest tech level in the subsector is 13 at Alkaid, an independent asteroid belt prospering outside of the Confederation. The yuggoth aliens operate at TL 15, whilst the gaugamelan aliens operate at TL 11. The subsector is approximately 80 light years away from Earth.

## Ursa Major Confederation (UMC)



The Confederation is a human interstellar state of 27 worlds occupying a single subsector of interstellar space. Humans arrived in the subsector two centuries ago through an alien hypergate. A dozen hypergates were discovered through our spiral arm all able to connect with one found at the moon called Iapetus in the Solar system. The Terran Colonial Authority began exploiting the worlds of the subsector, until revolution sparked a brief war and the hypergate was destroyed, trapping humans in the Mizar subsector forever.

Faced with terrible alien incursions, the Terran Colonial Authority and its rival, the upstart Zama Federation, merged fifty years ago to form the present day Ursa Major Confederation. The UMC has successfully defended itself against the alien attacks. There will, no doubt, be more incursions and new alien foes to encounter. The UMC is prepared to defend itself.

Other enemies are at work within the UMC. The Splinter War created deep-seated disaffection which still exists, some rebel groups want nothing to do with the Terran colonial administration, even in its new form, the UMC. Such groups hope to reform the Zama Federation, which was originally an alliance of colonial worlds that had broken free of TCA exploitation and domination.



There are three main religions within the Mizar subsector: the Godstar Union, the Church of the Heavenly Stigmata and the cult of Mithras. The first is an off-shoot of shintoism and followers believe that all stars are sentient beings; the Church of the Heavenly Stigmata has been called 'Christianity updated for the jump drive generation', positing that Christ's wandering in the 'desert' brought him to the tough uncompromising worlds of the Ursa Major subsector. Finally, Mithraism is a traveller's religion, both a code of ethics and a brotherhood of soldiers and traders. It offers its believers an afterlife if they remain steadfast, courageous and loyal to one another.

### **Yuggoth**

These aliens entered human space as if from nowhere, without the use of the jump drive. Captured ships revealed that they operated with some kind of antimatter powerplant, as well as a type of FTL drive much akin to the smashed and barely understood hypergate that brought humans to the Mirfak subsector 200 years ago. Ergo: the Yuggoth ships use some kind of portable hypergate, a hyperdrive.

When ships have been captured and inspected, onboard aliens have always resembled blobs of goo, disintegrated at the point of death, so that humans do not know what they look like. They certainly aren't humanoid from typical corridor sizes and the types of floor-hollow control beds that are dotted around their spacecraft. Colonies attacked by the Yuggoth are often littered with headless human corpses.



There is some evidence that these aliens can land on planets from space without ships, indeed that the aliens can survive unprotected in space. There is also evidence they have some kind of light emitting cells allowing them to look like humans, but touch with give them away. Once killed or badly wounded, they turn to mush resulting in no alien body to be examined.

What do they want? It could be that the Yuggoth mine exotic and barely understood or detectable minerals or particles - perhaps the totally theoretical hypermatter. Infiltration of human colonies by Yuggoth agents occurs as well as

the alien excavation of very ancient artefacts considered curiosities by human archaeologists. On some occasions the extermination of vulnerable colonies or ships have taken place. Sometimes aliens are encountered in a human system, and if the humans pose no real threat the aliens continue about their business... Currently there is a 'cold war' between the Yuggoth and the UMC. The location of the Yuggoth homeworld, in fact the location of any populated Yuggoth worlds, are not known. Yuggoth agents still try to infiltrate human societies on occasion, and Yuggoth ships can sometimes be detected, mining or carrying out unexplained manoeuvres. The UMC military forces drive out or destroy such ships with rigour if found.

These red bat-winged creatures somewhat resemble lobsters in that they have many legs, feelers, and eyestalks, and forearms that end in great pincers. Though they appear to be crustaceans, they are actually fungus creatures.

Yuggoth are about 6' long and 8' tall. They cannot speak, but communicate by clicking their pincers. Creatures of superior intelligence from beyond the borders of our galaxy who mine certain areas on prime worlds for minerals not available on their home planet. The Yuggoth are pinkish in color, with crustaceous bodies bearing vast pairs of dorsal fins or membranous wings and several sets of articulate limbs. The Yuggoth have a sort of convoluted ellipsoid where its head should be, covered with a multitude of very short antennae.

The Yuggoth genus is unique in its ability to traverse the heatless and airless interstellar void in its corporeal form, though some of its variants do require mechanical or curious surgical transpositions to do so. The Inzeladunian variety have organic wings which allow them free flight in space, though flight in our atmosphere is rather clumsy. Telepathy is their main means of communications. With surgical alterations of the vocal chords the Yuggoth are able to speak human languages, though their voice is buzzy and irritating. The Yuggoth are advanced in the sphere of surgery and can successfully remove the brain of other species into silver cylinders for transportation to other worlds through space. The Yuggoth are physical beings and therefore killable, bleeding a strange, green ichor as blood.

### **Gaugamelans**

Emerging en masse into the Mirfak subsector on board huge sleeper ships, the gaugamelans took humanity by surprise. They were refugees from their home system,



survivors of a planetary catastrophe, and once in Mirfak subsector, they awoke to begin a war for the resources the humans were jealously guarding. The UMC beat back the gaugamelans; despite the warrior tenacity of the aliens, their technology lagged significantly behind that of the humans.

Survivors of the Gaugamelan Incursion have settled on worlds within and without the UMC. Some have formed mercenary companies that fight for nations, corporations and worlds within the law, others have formed an underclass of disreputable hustlers, traders and conmen. The gaugamelans are mistrusted by many humans.

A gaugamelan is a 6' humanoid, with a brown-hued, leathery skin and an almost Neanderthal-looking face. It is hairless, has long pointed ears and a heavily muscled body.

### **Alkaid Republic**



The Alkaid Republic is a single-system state dominating worlds outside the UMC. Its five million citizens inhabit a bustling asteroid belt and live within fabulous O'Neill cylinders and hollowed asteroids. The technology level of Alkaid is 13, higher than the UMC high (12). The Alkaid Belt, was a major centre for resource extraction in the days of the ruthless TCA. High tech manufacturing was also based here, and while the TCA fought its wars against the breakaway Zama Federation, the Alkaid Republic was formed, not only an independent power, but one that retained significant levels of high technology which it jealously guarded and continues to develop.

In the past two years, when it was discovered that the Alkaid Belt was been used as a refuge by Zama freedom fighters, the UMC jumped in to interdict the system. UMC naval and scout bases have been established to control access into and out of the belt, but such a strategy is doomed to failure. A military governor acts as liaison and ambassador to the Alkaid Republic, though many secretly believe the republic has been supporting the Zaman terrorists. Overawed by the UMC military that suddenly took up occupation in the system, the hereditary magistrates of the republic must tolerate its presence. The republic is helping the UMC with its interdiction and search.

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