

Lanth

A879533-B Ni Cp

1719 Spinward Marches

[http://wiki.travellerrpg.com/Lanth_\(world\)](http://wiki.travellerrpg.com/Lanth_(world))

FIRST IMPRESSIONS WHEN YOU OPEN THE AIRLOCK:

A small white Sun is mostly concealed by overcast. The wind is really strong. The mornings are cool, the nights are cold. The atmospheric pressure is comparable to earth norm. The atmosphere is highly polluted. The humidity is very high. Gravity is close to earth values. A standard sized human (80kg) will weigh about 94 kg.

THE SOLAR SYSTEM, PLANETARY DATA:

Lanth's primary sun is a white Subgiant (F5 IV M1 V). It has a Mass of 2 and a Luminosity of 1.86. It's perceived size is 71% SOL. The system has 14 worlds, but no gas giant and 1 asteroid belt. Lanth circles its sun in Orbit 5, at a distance of 418.87 Million kilometers, one year has a duration of 829.76 planetary days of 35 hours, each. The planetary axis is tilted 33°. The majority of Lanth's surface is covered by water, with the exception of 5 Archipelagos.

Density	:	1.17 Heavy Core
Gravity	:	1.17
Seismic Factor	:	3.65
Air pressure	:	1.07 Atm, -175 m, Pollutants
Weather factor	:	64% 4.0
Energy absorption	:	62%

GOVERNMENT, LAW, ECONOMIC AND CULTURAL INFORMATION:

Lanth has a population of 755249 sentients. The world is governed by a self-perpetuating Oligarchy, a minority isolated from the population. One group, with 130306 members, confers and decides upon the acts of government. The authority is divided in 3-ways. The Exexutive branch is the representative authority, Legislative and Judicial are secondary.

The general law level is very low. Enforcement is scarce. The Weapons law level is extremely low. Allowed are Portable Heavy, Acid, Fire, Gas, Energy, Shock, EMP, Rad, Mag, Grav, Automatic weapons, Pistols, as well as open carrying. There is no criminal Law. Everyone has to take care of himself.

No laws regulating trade are in existence. There is no civil law level that governs the conduct of the citizens with one another. To get things going, a bribe at the right place can be helpful. The government does nothing to impact the personal freedom of its citizens.

Lanth has 6 large Cities with 100K+ Inhabitants, 13 Cities with 10K+ Inhabitants, 22 small Cities with thousands of Inhabitants, 23 Outposts with hundreds of Inhabitants.

Lanth is a non-industrial, highly important world, with average resources and a very small labour force as well as an average infrastructure. The overall efficiency is mediocre. The world generates 192 Resource units, which puts it in the 2% Range. The Homogeneity Rating is 35%, Acceptance reaches 50%, Strangeness is 20%, Symbols = 8. Lanth is a member of the 3rd Imperium.

STARPORT TYPE A

The port has spacious facilities and efficient, skilled services. Lanth has a huge orbital port with a combined passenger terminal, hotel, concourse, and a freight terminal with a dispersed logistic base. All freight traffic is handled in orbit, containers are shuttled to surface destinations. Refined Fuel is available, be advised, this is the only source of fuel in this system. Scooping fuel from the planetary oceans is seen as a direct infringement of planetary law. Starships up to 1000 t can be constructed. This port is one of the big crossroads of the spaceways. Hundreds of Travellers find a temporary home here, either waiting for an interstellar connection, a shipboard job, or just a working passage to Somewhere Else. The transient accommodations are more varied than at any smaller port, plenty of luxury hotel rooms, but also more cheap hostel space. The same is true of shopping; there are of course more high-end retailers, but also more, and more varied, goods at the budget shops. Each year .7 Million passengers are handled and 4.1 Million tons of cargo shipped. The system has an average traffic volume.

Docked at the orbital part of the Starport are 12 x Imperialines TI Transport (2000 t), 22 x Tukera Long Liner (1000 t), 24 x Bloodwell Class Merchant (1000 t), 20 x Ad Astra Class Liner (600 t), 28 x Far Trader (400 t), 140 x Free Trader (200 t), a total of 246 Starships.

The planetbound part of the port has a single fence and a cleared buffer zone with patrolling guards. The whole port measures 5 by 5 km. Lanth hosts an Imperial Naval as well as a Scout Base.

Berthed at the downbelow port are currently 8 x Tukera Long Liner (1000 t), 4 x Bloodwell Class Merchant (1000 t), 8 x Ad Astra Class Liner (600 t), 4 x Far Trader (400 t), 80 x Free Trader (200 t), a total of 104 starships.

The following trade goods are usually available : Above average amounts (+1) of Copper, Tin, Silver, Aluminium. Average amounts of Radioactives, Processed Metals, Steel, Special Alloys, Textiles, Polymers, Pharmaceuticals. Mediocre amounts (-2) of Crystals, Gems. Small amounts (-3) of Liquor, Grain, Canned food, Aircraft, ATV, Machine tools, Farm machinery, Recordings, Documents. Very small amounts (-4) of Tools, mechanical parts, Clothing, Computers, Entertainment, Artforms, Software. Negligible amounts (-7) of Weapons.

DAILY freight and passenger amounts:

MAIN ROUTE: Gram (J-6) 2739 t, 1489 P.

FEEDER ROUTE: Vilis (J-6) 2739 t, 108 P. Lunion (J-6) 2739 t, 273 P.

MINOR ROUTE: Garda-Vilis (J-6) 273 t, 3 P. Dyrnwyn (J-3) 273 t, 10 P. Hofud (J-5) 273 t, 22 P. Adabicii (J-5) 1369 t, 14 P.

TRAFFIC CONTROL, ENCOUNTERS AND REQUIREMENTS

The STARPORT CONTROL Zone covers the physical extent of the starport (on the surface or in orbit), a 15 km radius around it and up to 15 km above it. This is followed by the AEROPSPACE Zone. It extends from ground level to 1280 km above the surface. After leaving the planetary atmosphere, control is switched to the ORBITAL Zone. It extends from the upper limit of the Aerospace Zone to a distance of 128K kilometers from the planet. Between orbit and jumpoint, traffic control is again switched, this time to the TRANSITION Zone. It extends from the upper limit of the ORBITAL Zone to a distance of 1.28 Million kilometers. It controls ships up to the event of jump. Traffic control and traffic separation rely on positive identification, constant tracking and direction of all craft up to the transition into jump space.

During the flight from the jump point to Lanth you encounter 5 x Tukera Long Liner (1000 t), 1 x Bloodwell Class Merchant (1000 t), 4 x Ad Astra Class Liner (600 t), 2 x Far Trader (400 t), 8 x Free Trader (200 t), altogether 20 vessels.

To be cleared for landing, you need a bill of health for crew and passengers and you need to contact traffic control with your intentions as well as a customs declaration.

BUDGET, FLEET

The exchange rate for 1 Imperial CR is 1.25. The military budget in peacetime amounts to 271.88 Million local Credits, during conflicts it rises to 362.51 Million Credits.

The flagship of the fleet is a SDB of 600 t. The worlds annual naval budget can maintain a fleet of 3.7 kilotons. But this amount leaves no room for repairs or the construction of new ships, so the actual size of the Navy will be much smaller. The size is further limited by the worlds industrial capacity which can maintain, repair or construct a maximum amount of 870 tons of ships at the same time.

TECH LEVEL (11) :

SCIENCE 11 : Empirical observations allow full access to jump space. The exact relationship of jump space to normal space remains a mystery. Gravitic manipulation continues to advance.

MATERIAL 11 : Crystalline iron and other super-strong allotropes of industrial metals.

ENERGY 11 : Fusion power plants. Energy grids are global in scope.

COMPUTER / ROBOTICS 13 : Artificial intelligence makes computers capable of some of the same self-programming capability and flexibility as biological intelligence.

COMMUNICATIONS 11 : Instant planetary communication. Holographic (three-V) telephones and media.

TRANSPORTATION 10 : Ultra-fast rail lines, comparable in speed to hypersonic aircraft but restricted to underground tunnels. Personal grav cars. SPACE 13 : Jump-drive 3 is available.

PERSONAL WEAPONS 13 : Laser and gauss rifles are the standard infantry weapon, plasma rifles (PGMP) are used for squad support.

HEAVY WEAPONS 13 : Advanced (X-ray) lasers. Full-coverage powered armor. Heavy artillery includes fusion guns. Nuclear weapons suddenly go into decline with the appearance of the battlefield nuclear damper.

BIOLOGY 11 : Full theory of genetic morphology allows radical modification of species. First integration of mechanical implants with peripheral or sensory nerves. Experimental nanosurgery.

MEDICINE 11 : Experimental nanosurgical techniques. Mechanical implants can be integrated with peripheral or sensory nerves, allowing a variety of bionic replacement organs. Clone transplants are available.

ENVIRONMENTAL 11 : Orbital and deep-space settlements with complete recycling efficiency (microworlds). Similar techniques make arcologies common in crowded planetary urban centers. Practical weather control. Terraforming can cause gradual change in planetary environments.

TEMPERATURES PER HEXROW (HR) in °C:

Year length : 3.31 Terra = 830 planetary days

HR	Spring 207			Summer 207			Autumn 207			Winter 207		
1	41°	32°	21°	41°	32°	21°	41°	32°	21°	41°	32°	21°
2	34°	25°	14°	39°	30°	19°	34°	25°	14°	26°	17°	6°
3	27°	18°	7°	37°	28°	17°	27°	18°	7°	10°	2°	-9°
4	20°	11°	0°	35°	26°	15°	20°	11°	0°	-5°	-14°	-24°
5	13°	4°	-7°	33°	24°	13°	13°	4°	-7°	-20°	-29°	-40°
6	6°	-3°	-14°	26°	17°	6°	6°	-3°	-14°	-27°	-36°	-47°
7	-1°	-10°	-21°	19°	10°	-1°	-1°	-10°	-21°	-34°	-43°	-54°
8	-8°	-17°	-28°	12°	3°	-8°	-8°	-17°	-28°	-41°	-50°	-61°
9	-15°	-24°	-35°	5°	-4°	-15°	-15°	-24°	-35°	-48°	-57°	-68°
10	-22°	-31°	-42°	-2°	-11°	-22°	-22°	-31°	-42°	-55°	-64°	-75°
11	-29°	-38°	-49°	-9°	-18°	-29°	-29°	-38°	-49°	-62°	-71°	-82°
	:	:	:	Length of day						35: 0		
	:	:	:	L.....Deepest Night temp at						7:00		
	:	:	:	L.....Medium values at						15:00 and 29:00		
	:	:	:	L.....Highest Noon temp at						22:00		