

HIGHFORS SYSTEM OVERVIEW

Star: Highfors, G5 class

Gate Horizon: 35.6SAU¹

Avg gate-planet: 2.3 days (54.5hrs)²

Planets:

Highfors 1 (Metallic; orbit: 0.39 SAU/0.31 SY; day:2:1 spin-orbit resonance, size: 0.35APU/0.4g)

Highfors 2 (Rocky; orbit: 0.65 SAU/0.57 SY; day: 32h; size: .8APU/0.9g)

Highfors 3 (Rocky; orbit: 1.3 SAU/1.7 SY; day: 21h; size: 0.6APU/0.4g)

Highfors 4 (Gas Giant, orbit 5.1 SAU/10.3 SY; day: 19h; size: 7xAPU/1.3g)

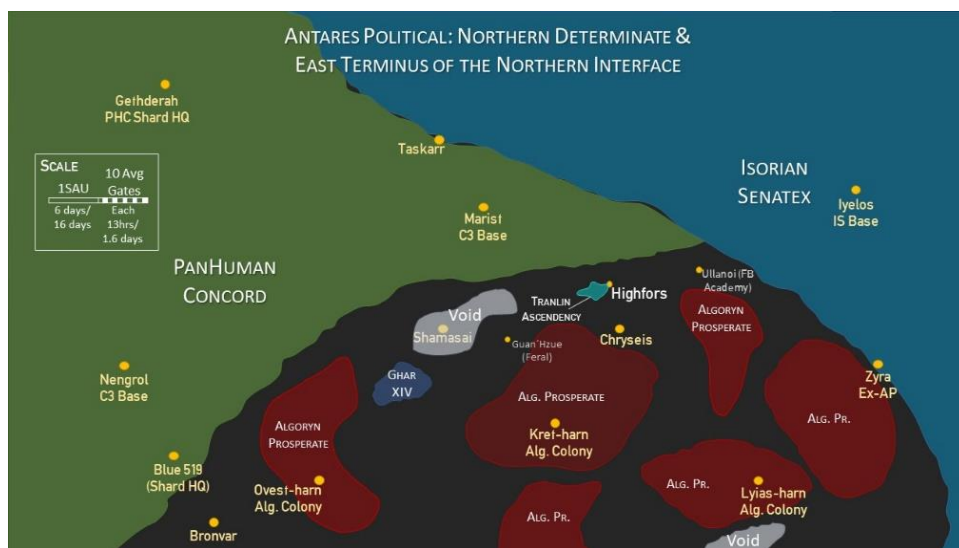
Highfors 5 (Rocky, orbit: 10.1SAU/30.2 SY ; day: 18h, size: 2.6APU/3.9g)

Highfors 6 (Gas Giant, orbit: 18.8SAU/85SY; day: 12h; size: 9APU/1.0g)

Highfors 7 (Gas Giant, orbit: 30SAU/160 SY, day: 16.2h; size: 4APU/1.1g)

The Highfors system is on the borders of the Tranlin Ascendency and has no habitable planet. There are some barely-habitable moons orbiting its three gas giants (Highfors 4, 6 and 7), but the inner planets are either too hot, (Highfors 1 and 2), too small and cold to support life (Highfors 5), or are too massive at about 8 standard masses to support anything but microscopic extremophiles (Highfors 3).

There are a number of widely-dispersed mining colonies on asteroids and some of the moons orbiting the gas giants, as well as two small orbitals acting as waystations for the Boromites and the local Spill fiefdoms.



¹ APU = Antarean Planetary Units, based on Old Earth (OE) approximations;

SY = Standard Years (~360 24-hour days);

SAU=Standard Astronomical Unit;

g=surface gravity (in standard, OE gravities)

² By standard Freeborn ship with 160G rated drives

Highfors Glory is the main orbital and in the system - the capital, perhaps, though it does not proclaim itself as such.

Glory is a cylindrical orbital around the massive Highfors 6 and is known for its neutrality. It is also the permanent base for a number of small mercenary companies, a local trading and recruiting hub, and also hosts a Boromite ore exchange (the ore being stored on a nearby moonlet, of course).

Freeborn [House Vynoa](#) keep a permanent consulate and R&R retreat beside a lake within the orbital.

HIGHFORS 6

A gas giant with a faint ring belt and around 30 moons and moonlets or 50km of larger, most of which are sub-500km. There are around 50 smaller objects orbiting Highfors 6. Two of the moons, numbered Highfors 6.1 and 6.2, are approximately 2000km and 1600km radius respectively, both rocky and both ice-laden but with minimal atmosphere, and orbiting in opposition at around a million km from Highfors 6.

BACKGROUND ON HIGHFORS GLORY

Highfors Glory is an independent orbital managed by an executive committee that is theoretically voted in every 10 years by the populace. In practice, once voted on, the members tend to stay for life as they have such intimate knowledge of their individual areas of expertise that challenging them is difficult. Very often, council seats are passed on the most capable children of a

sitting member: there are no incompetents as the rest of the committee removes them from office quickly – you don't mess around in space!

Physically, *Highfors Glory* is a cylindrical orbital about 10km long internally by 5km diameter (2ky×1ky) with about 1km extra on either end to make a total of approximately 12km×5.1diameter. It is aligned with one end

('downside') facing the gas giant Highfors 6, around which it orbits: the radiation, light and heat are captured by a huge solar/radiation array facing the giant. The technology in construction was that of an

advanced Spill fiefdom approximately 1500 years ago – before the 7th Age officially began – but it has been maintained with a mix of technology, including numerous ‘Primitive’ tech add-ons depending on the ownership. The core databanks and control circuitry is still nanosphere based, as is much of the new equipment and orbital maintenance facilities.

The cap facing Highfors 6 is the Downend; that facing away is the Upend!

Internally, the cylinder is lit from a spinal column about 1km in diameter travelling the length of the cylinder which houses all the atmosphere field generators/retainers (pressure is kept fairly constant in zones down to the surface from the hub and gentle and light breezes are deliberately created – there is no rain but sprinklers water the fauna). The hub creates a 25hour day/night cycle for the flora and fauna (and human comfort!) – night-time is a pale glow, with some streets in the villages lit by intelligent lighting. There are also food production systems for the base food products that are then given flavour and texture in the food packaging plants at each hub.

Each cap is reserved for industry, manufacturing, additional power, docking, cargo storage and transfer, prisons and enforced labour areas, offices, etc. Also at Upend is a survey maintenance/refit yard (4 bays) for the stations’ two survey vessels, *Highfors Starseeker* and *Highfors Gateseeker*, both of which are out on loan to the Tranlin Ascendency at the moment; independent or Freeborn survey ships from the Vynoa, Delhren, Feyad and Rowhin houses – and occasionally others – also use the yard as a convenient and independent lay-over. At a pinch, maintenance work can be carried out on larger ships up to corvette- or armed trader size (~220m) anchoring just off the station and serviced by the many shuttles and personal transport craft and short-range, spaceworthy haulers possessed by the station.

Around the edges of the caps are thrusters, weapon and missile launch arrays, though spin often takes the weapons out of arc! As a result, it relies on a flotilla of system boats for defence, some stationed around *Glory*, others in orbit around Highfors 6, others on the nearby small moons, most of which are sub-100km.

On the Upend are some missile and weapon arrays as well as landing platforms for shuttles (difficult, though!), but there are numerous transmat in 16 large (linked) reception lounges to receive travellers from ships visiting the system: visiting ships are asked to come to rest relative to *Glory* about 200km away then to transmat their

passengers and cargo to the reception areas, if they can, before moving off to synchronise their orbit around one of a dozen moonlets nearby. Four of the reception areas are equipped with Freeborn nanoscrubbers to remove traces of IMTel nanosphere and visitors from IMTel nations are allowed no further.

Few of the lounges are in use at any time – Highfors was built with a much grander scheme in mind!

The interior is largely landscaped for grazing, parkland and crops, with plentiful buildings scattered in small towns and large villages plus a number of shanty towns clustering around each end. The total population is around 3 million, depending on how many refugees there are at any one time: refugees from the Prosperate, Tranlin and surrounding fiefdoms and Determinate systems pass through, or end up within, *Highfors Glory*.

The shanty towns are despised by the elite of the station as they demonstrate the sordid underbelly of Retrograde Spill life, in contrast with the Advanced Spill technology and outlook of the station’s ruling council.

Midway along the axis there are 4, radial transit tubes to a central ‘hub’ on the spinal power/light column which also provides ‘linear’ (a tube train, effectively) to either end. In this hub there are a few consulates for zero-g species, one being permanently occupied by the aerial K’kwii.

There are eight opposing lakes in two groups of four, each set ¼ of the way along the length from either end. The lakes are fairly irregular and about 1km long by 500m wide – these are used for stability (pipes run underground) and for emergency water or fuel, should the station have to move. Water sports are encouraged but flight from the central hub is a popular pastime and launch platforms have been built at waypoints along the spinal column and at which the linear can be requested to stop.

The rotational issues were a problem for the cylinder’s early transmat, so they were set in strict lines along the interior with transit cars (more ‘linears’ around the edge to the next line of transmat).

The **nanosphere** of Highfors is fairly weak everywhere except in the enclosed caps. In the main living area, it is only just enough to allow for comms, displays and basic power to domestic and commercial devices. It is not as sophisticated as a Freeborn nanosphere but happily interconnects with any Freeborn devices. Concord and Isorian

personnel are banned from the station *except* the reception areas.

Note: *Highfors Glory* is intended to be an example of the many advanced orbitals that can be encountered in Antarean space but which have no allegiance to IMTel nations or to any Freeborn.

Security and Law

Highfors Glory has tight constraints on weapons and dangerous creatures or items coming onboard. All objects must pass through IMTel detection and a subsequent Freeborn de/re-sharder to

- Creatures (lavans) – in storage/hibernation
- Weapons – checked in, only pistols allowed, no grenades!
- Contents of compactor blocks to be displayed.

Currency is all automated via Highfors current chits (small, sim-like cards) or is barter.