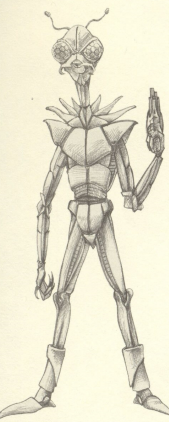
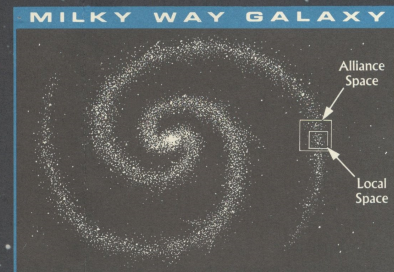


CENTAURI ALLIANCE

MAP OF LOCAL SPACE



Arcturian

Though descended from insectoid origin, Arcturians are surprisingly agile and intelligent creatures. They appear like large mantises, but have hands with fingers and opposing thumbs.



Donsai

Thought to be an offshoot of the Human race, the Donsai are master warriors and leaders, though they lack the ingenuity and stubbornness of their Human counterparts.



Praktor

In natural form they appear to be short, heavy creatures with three arms and three legs, shaped as if from gray clay. In actuality, they possess the ability to metamorph (change into other animal forms).



Manstrak

Reptilian in origin, the Manstraks are larger and stronger than any other race in the Centauri Alliance.



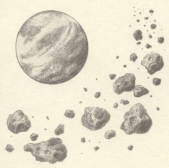
Human

Known for their perseverance, aggressiveness, and the ability to remain victorious against all odds, these people are the cornerstone of the Centauri Alliance.



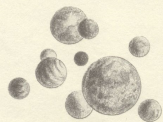
Valkryn

Humanoid in appearance, the Valkryn nonetheless derive from avian stock, and are slightly more light-bodied and dexterous than Humans.



Omicron VII

A distant Alliance outpost, Omicron VII lies at the edge of the asteroid field known as the Hammer of Aries. The primary base on Omicron, which contains the Alliance starport, is seething with aliens and strange enemy insurgents. This area of space is scantily patrolled and is a known center for contraband trade, including black-market arms.



Andriani Cluster

This group of planetoids is an important mining operation for the Alliance. Also categorized as fringe worlds, the Cluster is the home of many unsavory alien types. The base here is on the largest planetoid in the Cluster. The majority of mining works are civilian operated; exact statistics are not available, as the Andriani Cluster is riddled with caverns.



Chronum

This barren world has little material value aside from being the largest source of plenadium in the sector (plenadium being the volatile fuel element in the star-drive mechanism). It is used as a relay post for star travel due to its critical location.



Kevner's World

This world is home to a humanoid civilization caught in an era resembling early medieval period. Not yet technologically mature enough to join the Alliance, its people barely tolerate the Alliance base in their capital city. Stud have reported mutant psionic ability in many indigenous species, which have been locally mistaken for magical spellcasting.



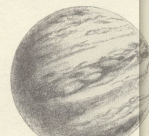
Tau Eridani

This distant world is a known mercenary base and the seat of much intergalactic smuggling. Our officers are advised to stay within the bounds of the Alliance embassy, near the space port. Tau Eridani has reportedly developed a training academy for mercenaries, but to date no Alliance agents have located this installation.



Veladron II

This system is used as a local rendezvous point and logistics center for the Alliance. The Alliance shipyards are maintained here. Local crime has increased to the point where casual exploring can be very hazardous.



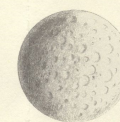
Port Minkar

As a center for merchant operations and interstellar commerce, Port Minkar has few equals. Due to the rapid exchange of currency and precious items, it carries its own unique risks and adventure.



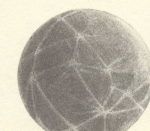
Kasdran

Largely deserted, Kasdran dates back to the days of the Ancients' Empire. It is used as a starport connected by the Alliance, but wandering far from the starport has been designated as hazardous. Strange power surges have been measured emanating from some of the local ruins, but their precise origin is as yet unknown.



Epsilon Indi

Also an ancient world, Epsilon Indi is currently used as a research outpost and is heavily garrisoned. Yet its fringe proximity makes it a hot spot for military activity. As a center for scientific and technical development, Epsilon Indi acts as a magnet to those who traffic in state secrets and proprietary hardware.



Gamma Base

Used primarily as a starbase, this distant outpost contains a large warehousing industry for this sector of the galaxy, and is constantly under siege by smugglers, pirates, and counter-alliance forces. Those journeying through this system frequently meet with delays.



Keppa Var

This world is thought to be the most ancient of all worlds in this quadrant of space. The barbarian residents of this planet are locked in violent civil war, and have little interest in, or sympathy for, Alliance operations. Due to the unstable circumstances reported there, travel is, at present, rarely permitted.