

Locations

There are not very many known habitable worlds in space, however, there are clearly more than are statistically probable. There is a reason for this which could be explored in future seasons, but for purposes of Season One, it is just another of nature's unsolved mysteries.

Abbreviations:

- AI Artificial Intelligence
- AU Astronomical Unit (the mean distance from the Earth to the Sun)
- CPH Confederation Planet Habitable
- CPM Confederation Planet Marginal
- CPU Confederation Planet Uninhabitable
- HIC Human Interstellar Confederation
- ZMZ Zimrakkan Mercantile Zone
- ZPH Zimrakkan Planet Habitable

The following locations are mentioned in *The Great Outback*.

Sol System

The Sol System is home to humanity.

CPH - 1 Earth

800 years from now, Earth is resource-limited and over-populated, yet it is still the most powerful of all worlds in the Human Interstellar Confederation. It controls the Navy and Marines.

Mir Transit Station

There are four transfer stations in equatorial orbit around Earth. The main station is Mir. It is responsible for coordinating space traffic control between all near-earth traffic, as well as assigning outbound jump points and monitoring inbound jump traffic.

Alice Springs Aerospace Port

In the center of Australia, the city of Alice Springs became the hub of heavy-lift commercial space

traffic as early as the first colonial expeditions to Tau Ceti.

Luna

There are small mining and research stations on the Moon, but the overall population can be measured in the mere thousands.

CPM - 1 Mars

Mars is inhabited, and contains a trace atmosphere, but you still need a pressure suit to walk around outside of the domed cities and underground complexes that dot the landscape. (Mars' gravity is too low to hold an Earthlike atmosphere, even if it was possible to create one through terraforming.)

CPU - 3 Jupiter

Jupiter has a number of orbital research facilities, and is notable for hosting the largest particle accelerator facility in known space, which encircles the entire planet. The accelerator is responsible for creating the neutronium filaments used in gravitic drives and other anti-gravity systems. Because of its importance, the space around it is prohibited to all unauthorized traffic.

Tau Ceti System

There are a total of 15 planets of various sizes in the Tau Ceti system, but only the fifth planet is capable of supporting life.

CPH - 2 Tau Ceti V

Tau Ceti V was humanity's first interstellar colony, and is often called "Colony One." It is about the same distance from its star as Venus is from the sun, about 0.7 AUs. Tau Ceti, although a Class G star (similar to the Sun), it is much cooler. Much of the planet is covered in rain forests. Oceans only cover about 50% of the planet's surface, but are the deepest known to humanity.

Fomalhaut System

CPH - 3 Fomalhaut II

Fomalhaut was humanity's second interstellar colony, first established before Hyperspace technology was obtained. It was once called, "The Great Gateway Colony," but that epithet has fallen out of favor with humanity's acquisition of jump technology.

Life on Fomalhaut II is rougher than on Earth or Tau Ceti V. Fomalhaut's star is Class F, which is very intense. Cities are not constructed with 40 degrees latitude of the equator because of concerns over excessive UV radiation.

Fomalhaut II's indigenous life consists almost entirely of a complex order of lichen-type organisms that actually capture the UV radiation and use it to metabolize soil-based nutrients, which created the breathable atmosphere. Non-residents require some time to acclimate because the O₂ content is low. Life at the surface is the equivalent of life at 2 km altitude on Earth.

The inhabitants have established a repressive, theocratic society. Egress to and from the planet is tightly controlled by the colony's government, ostensibly for customs monitoring, but many non-Fomalhautians regard it as xenophobia.

Fomalhaut was the location of first contact between humans and Zimrakkans, and the location of an abortive conflict called the "E-Z War." Steve Delaney's grandfather took part in that skirmish, and was decorated.

Other Planets

CPH - 8 Xia

Xia is a gateway colony. (A gateway colony is one that is more or less developed to the point of near-self sustainability that can be used as a base from which to launch and support other colonies.) It is on the opposite side of the HIC from the ZMZ. The crew of the *CIS Daisy* eventually move here and begin business operations. They meet Miranda and Lo Fat here.

CPH - 11 Shangri-la

Shangri-la appears in *Shakedown*. In that episode, the CIS Daisy's AI Unit, Reeves, hijacks the Daisy and brings her to Shangri-la. Upon landing, the crew discover a dead woman who might be named Daisy and a data card with the header, "US". The US stands for United Salvage, and contains vital information regarding what is happening in the first season story arc.

CPH - 14 New Brazil

New Brazil is a frontier world where our story both begins and ends as mysteries surrounding the starship *CIS Daisy* unravel. It is only sparsely populated by prospectors and hermits, although the Confederation has grand plans for it once they get around to it. It features prominently in *Ad Astra per Aspera*.

ZPH - 15 Eden

Eden appears briefly in *Herbicultural Maniac*. It is a high gravity (2.0 Gees) world within Zimrakkan space. It is home to a class of life forms called "zoo-phytes" because they are half-plant, half-animal.

ZPH - 17 Albion

Albion is a world with 80 percent of its surface covered by oceans. It appears in *The Daughters of Albion*. It a habitable and resource-rich world within Zimrakkan space. The Zimrakkans have leased the resource development to human corporations, chiefly because they do not like humidity. (It makes their mucous membranes swell, which makes it difficult for them to breathe.)