

# System R-1 "Freebeer"

Founded in the [Neplesian Colonial Expanse](#) in [YE 34](#) The system was originally colonized by survivors from a crashed colony ship but the population has since been removed for rehabilitation and reintegration into the Imperium by [YE 36](#). It is also the closest of the new colonial star systems to [Malaise](#). Freebeer is a sparsely populated system with a variety of worlds most would consider inhospitable. From the near-frozen world of *New Belfast* to the toxic and acidic world of *Poison*. Regardless some brave and enduring pockets of neplesian settlers call this system home. And make their living mining the abundant natural resources of New Belfast and its rich asteroid fields, Or on the planet of *Boiling Hot* where many heat-stuck neplesians catch an abundance of seafood to feed the systems growing needs.

The [National Police Force of Nepleslia](#) And [Support, Aid, and Warden \(SAW\) Corps](#) have a presence on and above the planet of Poison in the form of a starbase and a massive underground prison named *The Swamp*.

## System description

<b>Sun Type</b>	Binary Yellow Dwarves
<b>Celestial Bodies</b>	4 Terrestrial with satellite moons, 1 Gas Giant, 1 Asteroid Belts
<b>Order</b>	<a href="#">Boiling Hot</a> , Icey Blue, New Belfast, Poison, Asteroids
<b>Current Occupants</b>	Neplesians

### Boiling Hot

[Boiling Hot](#) is roughly the same size as [Nepleslia Prime](#) but is roughly 60% water. It is divided into two continents, both of which are capable of sustaining life. The proximity of the planet to the suns, however, makes the living conditions extremely hot save for the coastal areas. This results in the interior of both continents being barren deserts. There is a rainy season on the whole planet for roughly two months each year when it rains heavily without stop.

Most of the population lives in the coastal areas of the world and enjoy comfortable if a little humid, temperatures. There are massive hyper-rail gravity tram-like train transports the size of small starships but considerably longer and made of segments that cross the great deserts between cities on a regular basis.

The main export of Boiling Hot is actually energy in the form of charged superconductors, [fission-fusion generator platforms](#) and [antimatter batteries](#). This is achieved by large banks of [Aether reactors](#), win and solar farms across its deserts, thermal energy harvesting from its suns heat in the deserts, and hydro-power from its seas.

### New Belfast

The second habitable planet, [New Belfast](#), is the polar opposite of Boiling Hot. Early in the planet's development, it was impacted by another planetoid, pushing New Belfast far from its previous orbit and pushing it into an orbit out near the edge of the system. New Belfast's new orbit now forms an oval shape around the system. Thus, New Belfast is a frozen rock. Most colonists would avoid it for that reason, but New Belfast holds great riches for those who wish to risk it all. Due to the impact of the planetoid early in New Belfast's development, the planet is rich in natural resources. There are three continents on the surface, as well as a single ocean: The Cobalt Sea.

The main export of New Belfast are highly valuable minerals such as those used in the forging of [Durandium Alloy](#), [Nerimium](#), [Zanarium](#) and others to places with large industrial bases or mega-forges like [Svodog](#).

## Poison

The other terrestrial planet, Poison, is covered by toxic and acidic clouds of ammonia. Any effort at remote mining or exploration would be too costly. A single [NSN Bulwark-class Military Outpost](#) starbase was installed above the planet and is manned by the [Support, Aid, and Warden \(SAW\) Corps](#) wardens]]. It is orbited by two moons: Toxic and Gas.

The [National Police Force of Nepleslia](#) also have a considerable underground, sealed prison and presence based on the toxic world of *poison* named *the swamp*. It is largely considered the largest and highest security prison in the entire DloN and holds some of the sector's most dangerous criminals outside of those found in the much smaller IPG facility; [Abjection](#).

The planet of Poison is considered off-limits to anyone without proper clearance not only due to the lethal nature of its surface and how complicated it is to fly or navigate on it.

For more information on *The Swamp* look [here](#).

## Icey Blue

Lastly, the gas giant, named Icey Blue, has abundant natural gases that promise decades of gas collection but have yet to be collected. No attempt so far has been made to count the satellites in orbit of the gas giant.

## Asteroids

The asteroid belt is quite dense past New Belfast. It contains the remains of the formation of the system so it is quite rich in metals. There are many large hollowed-out asteroids that contain different kinds of facilities from mining bases to Pirate hideouts. Because the belt is so thick it is easy to hide in. Because of this, it is a popular place for pirates, smugglers, and many others to hide their bases from prying eyes despite their proximity in-system to groups like the NPF, wardens, and NSN.

# In-system Assets

- x1 Orbiting SMDIoN starbase with a small number of patrol craft for system security, manned by the SAW corps Wardens.
- x10 +/- [Na-S/S-04a Rook Automated Defense Platform](#) over New Belfast, Boiling Hot, and Poison.
- NPF presence on Poison Number of personnel and prisoners classified.
- x10 [Cobra Gunship](#), NPF issue.
- x30 [Na-F/A-6](#) for system patrolling.
- x4 [Warhawk Class Frigate](#) - System security forces.
- x2 [Na-D2-1b Atlas-Class Destroyer](#) -System security forces.
- NSMC military facilities on New Belfast and Boiling Hot with marine garrisons ranging from 10,000-80,000 marines.

# OOOC Notes

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<b>Places of the SARPiverse</b>	
<b>Opened/Settled (YE)</b>	<a href="#">YE 34</a>
<b>Place Categories</b>	star system

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