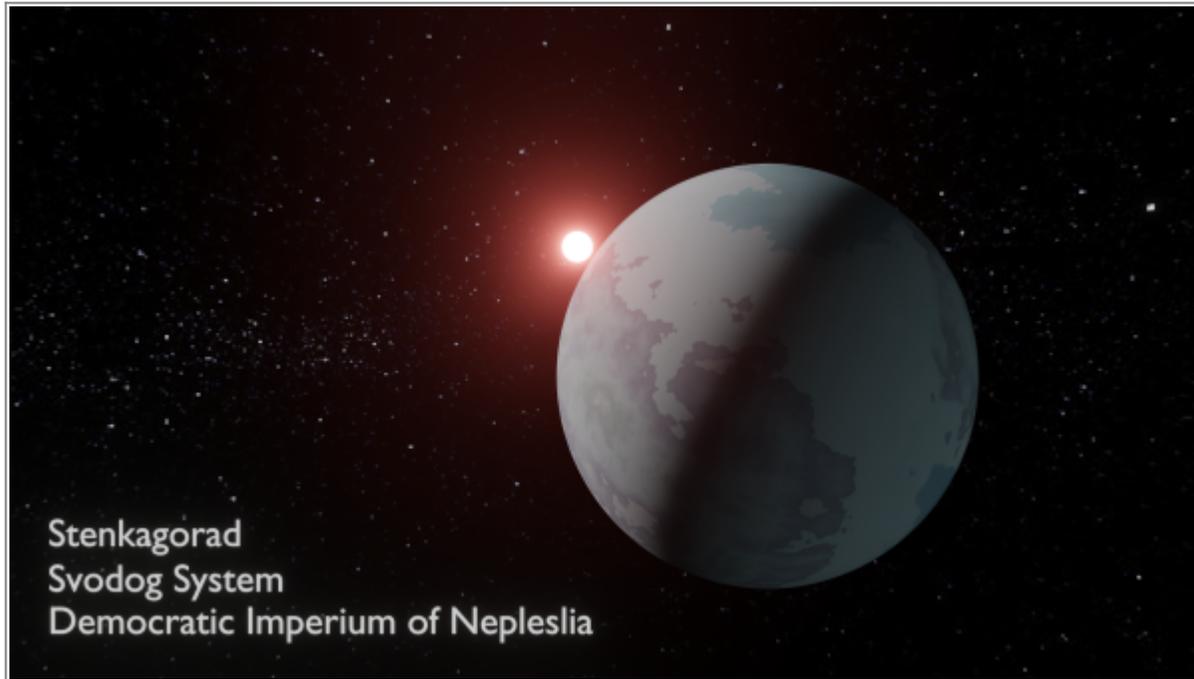


# Svodog

Svodog is a star system claimed by the [Democratic Imperium of Nepleslia](#) after its annexation in [YE 35](#), during [Rok'Veru Offensive](#). It consists of a single [red dwarf star](#) and three [terrestrial planets](#), one of which contains a colony settlement of several million [Nepleslians](#) of the [Kuznyetski](#) culture group. It lies in the southwest of [DloN](#) core territory And just south of the [Urgmlafwashik Nebula](#).



## History

Svodog had been uninhabited until the [NMX](#) occupation during the [Second Mishhuvurthyar War](#). It was mainly used as a staging post and supply base by the [NMX](#).

In [YE 35](#), the [SMDloN's Rok'Veru Offensive](#) entered the system and conquered it in the name of the [DloN](#). [Grand Admiral Charlie Coast](#) presided over the formal declaration of annexation.

Nepleslia immediately stationed a [Bulwark-class Military Outpost](#), two [Rooks](#), and a small detachment of patrol craft.

Colonization of the planet began in [YE 39](#) by a group of several hundred thousand [Nepleslian Kuznyetski](#) and has since grown to several million as of [YE 43](#) as its notoriety as a [Kuznyetski](#) colony has drawn on additional pilgrimages of the culture and a concentrated effort in typical [Kuznyetski](#) fashion to create familial bonds with their own and to never back down from any challenge.

In [YE 42](#) the system was officially designated a system-governor who presides from a station within the system but is otherwise considered powerless over the one colony in the system that has rejected his appointment as just another corrupt politician seeking to exploit its people and the abundant resources of the settlement and its great forge for his own gains and ignores the colonies own elected

representative and acknowledges only his own authority. A statement that is not wholly untrue but is widely unknown to any outside of the system due to the governor's strict control of the system's only military installations in orbit.

Later that year the system governor deployed a sizeable mercenary force to the planet to enforce his rule and secure the settlements manufacturing base but has met considerable opposition as local militia loyal to their own elected governor clash both politically and sometimes violently. As a result of this, the [Democratic Imperium of Nepleslia](#) government attempted to intervene in the matter by routing a task force of warships through the system temporarily to deter further violence on both sides until a resolution can be reached but has since had no noticeable effect.

Tensions flared up again in early [YE 43](#) when a ship of [Kuznyetski](#) pilgrims was halted en route to the colony and mercenaries loyal to the appointed governor was caught on a recording [robbing](#) several pilgrim families before shooting one pilgrim fatally and leaving him to die.

## Star Data

The star of the svodog system is a red dwarf class star.

- Name: Krasnaya ugroza or 'Red Menace' in trade.
- Type:  [red dwarf star](#)
- Mass: .06 sol.

## Planetary Data

There are three planets in this system. Only one is considered habitable due to its proximity to the sun and breathable oxygen and limited flora and fauna; It is known as *Stenkagorad*. The other two celestial bodies; Azhdaya, and Beda are considered inhospitable to human life due to the severity and cataclysmic volcanic belts covering most of the planet in ash and fire in the case of the former and rolling and poisonous gases making the planet hostile to any colonization effort in the case of the later.

As such no colonization efforts are considered feasible for any planet other than that which has already been settled on stenkagorad without costly and considerable terraforming which is not possible by the systems colonists at this time.

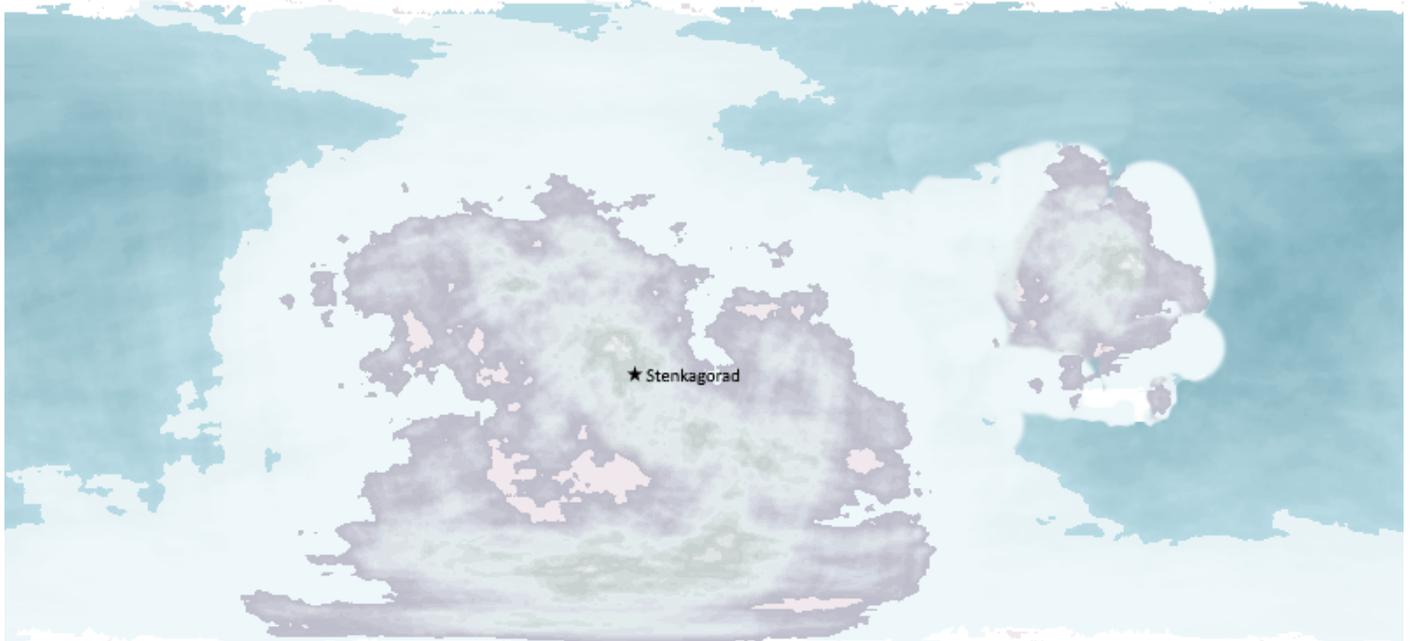
Planetary Overview		
Order	Name	Type
1	Stenkagorad	Terrestrial
2	Azhdaya	Lava world
3	Beda	Terrestrial

### Planet Stenkagorad

A cold and unforgiving world in the midst of an early ice age; Stenkagorad is home to a single growing

Nepleslian/kuznyetski settlement topped over a volcanic vent and surrounded by towering duranium walls that shelter the entire known populous of the planet from not only the harsh elements but also aggressive and invasive megafauna.

- Type: Terrestrial
- Orbital Radius:  $1.60 \times 10^1$  km
- Mass: 6.0 sextillion tons
- Period: 44 days
- Gravity: .08g
- Planetary Population: 2.7 million +/-
- Natural Satellites: 0



## More information

Stenkagorad is a frozen mass of ice and snow locked in the midst of an ice age that covers the entirety of its two unnamed continents; One larger and one smaller, and are connected by thousands of miles of frozen ice between the two. The planet is rather rocky with tall hills and few plains but has sparse mountain ranges due to low tectonic activity suggesting the tectonic plates are actually pulling away from each other rather than colliding. The planet itself, despite its freezing temperatures and considerably inhospitable nature, is home to existing biomes of not only evolved florae but also fauna. geography of the planet comprises of

These florae exist in the form of massive boreal forests with trees as tall as some skyscrapers that have evolved to draw energy not through normal photosynthesis but through deep-roots that can burrow for hundreds of meters underground and draw heat and water alike from thermal vents and underground rivers and lakes. These trees are hollow underneath meters of thick bark and circulate thermal conducting saps that regulate the interior temperature of the body of the tree, keeping it surprisingly warm to the touch. These trees do however die and are often made homes to entire ecosystems of

surviving animals that exist within their massive skyscraper-sized hollowed out bodies that feed off of saps and mosses in the form of herbivores and other creatures via carnivores. The most dangerous of these carnivores are hairy and bipedal pigoid type animals half the size of an average nepleslian in massive family-style packs that can either walk bipedal on wide snowshoe like hooves or on all fours to run their prey to the ground with front feet that end in wicked sharp boney protrusion like finger spikes that help them climb the great trees and impale prey. Chorts, like most wild types of pigs, can explode in population when food is abundant and can keep growing in size until they are too large to stay in their homes and will seek out larger prey on the outside.

Many of these carnivores pale in comparison to the creatures that are too large to live inside of these natural structures, however. Massive and indomitable Elephantidae<sup>1)</sup> the size of small starships wander the planet in massive herds that break open and feed on the saps of these trees and travel in great herds in the hundreds, oversized chorts the size of some cars in great hunting packs, great-ursa the size of a house when awakened from their hibernations can wreak untold carnage, and many other types of megafauna have evolved to survive the freezing temperatures of stenkagorad and combined have resulted in the erection of a great wall around the planets sole settlement city a hundred meters tall and two fortresses around the entrances to the city where expeditions sometimes depart from to brave the wilderness for the planet's abundance of resources such as numerous scattered deposits of precious metals such as those used in the production of [Nerimium](#) and [Zanarium](#).

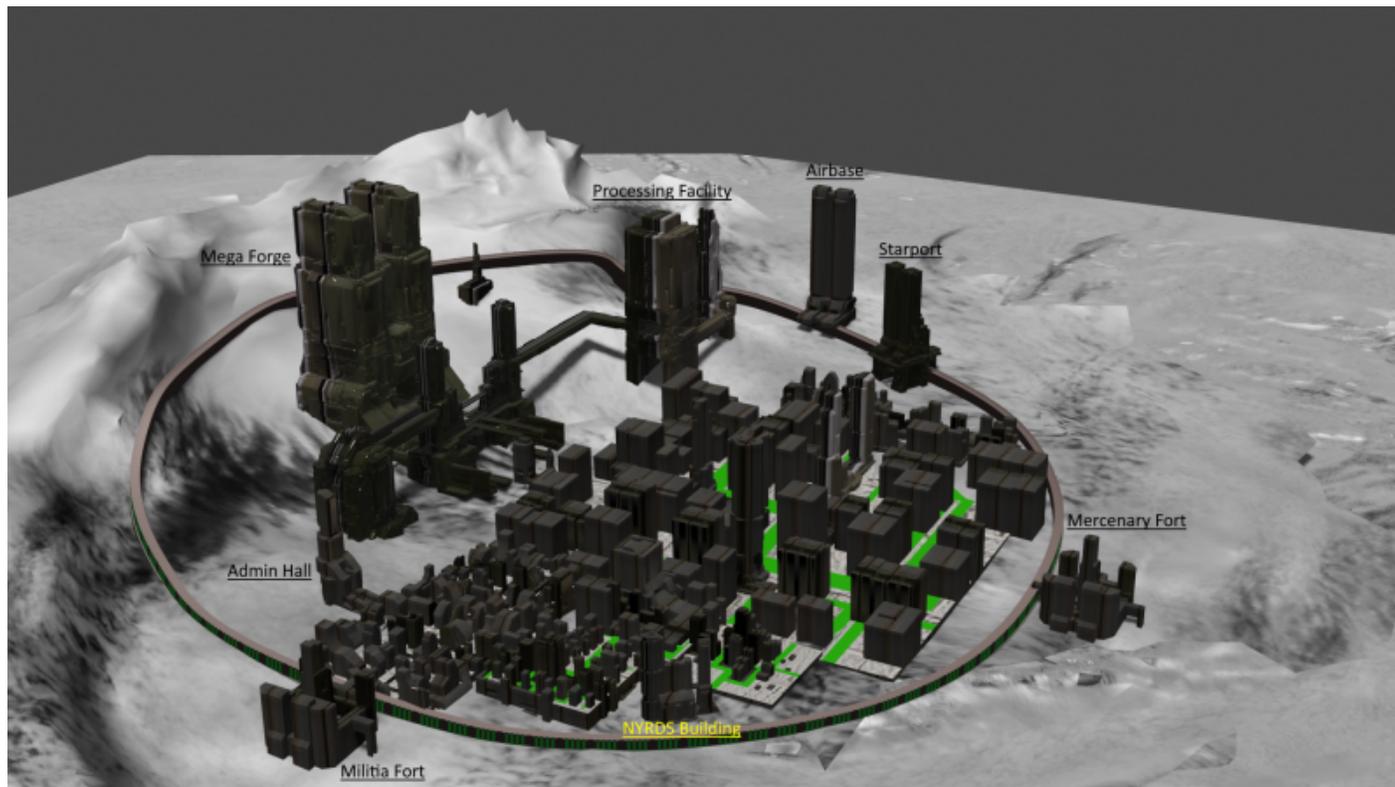
This sole [Kuznyetski](#) settlement shares the planets name and houses the entire known population of the planet behind its walls and is centered around the use of a massive thermal vent to not only power the city but also heat it to above survivable levels and powers a great mega-forge as the cities primary industry that draws resources from a nearby mountainside and deep underground and forges them into processed [Nerimium](#) and [Zanarium](#) as its primary export.

## Stenkagorad Settlement

The walled city of stenkagorad is named after the planet itself and is its sole settlement. The city is settled on the side of a mountain and over a thermal vent where a great factory and forge lay that supplements almost the entire cities combined labor between the mining of resources and the operation of the great forge into the smelting and refining of many precious metals used within the kiky sector.

The city is surrounded by not only a hundred-meter durandium wall with two fortresses and an airbase that houses its militia defense forces but also a city-spanning shield that while intended to protect the city from blizzards officially houses a secondary purpose to keep the city from experiencing planetary bombardment or invasion.

The city has several notable locations.



## The Great Forge

The great forge is the single largest structure of the settlement and sits on the side of the mountain drawing in heat from the thermal vent to mold metals usually too hard for any normal forge into malleable materials for processing. This forge employs hundreds of thousands for its operation and even more just for the preparation, processing, and exporting of the end result off-world.

The forge supplies more utility than just smelting and processing and is also a factory where these metals can be manufactured into anything from starship grade weapons and armor to smaller and more personal devices or weapons and are likely considered the single greatest feat the kuznyetski peoples have ever produced and is considered akin to a holy site for kuznyetski pilgrims throughout the kikyo sector who seek not only the honor of taking part in the operation of such a powerful forge and the creation of great works but also to use such a location to forge their own great works on the side such as masterwork weaponry found nowhere else in the sector for their own use and to pass on through their future generations.

## Starport

The second busiest part of the city. The starport constantly receives and embarks ships and shuttles almost non-stop due to the receiving of pilgrims and workers and the exporting of raw and processed products. The starport houses not only the facilities but is also the *only* tourist location of the settlement.

While the city has all the amenities needed for its settlers it is rather utilitarian in nature. So the starport acts also much like a giant shopping mall in its two great towers where the settlement sells much of the

same things it manufactures but also contains specialist and master kuznyetski craftsmen who operate out of the starport to sell their services to visitors and businessmen alike who travel to Stenkagorad to seek out the work and creations of these very craftsmen, weapon, and armorsmiths in a singular location without needing to scour a city looking for a *specific needle in a pile of needles* due to the abundance of amateur craftsmen who call the city home.

## Administration Hall

Not far between the great forge and one of its outlying fortresses; The administration hall houses the leaders of the city much like a town hall. Everyone from the militias generals to the settlements *elected* representatives works from the admin hall to control the cities production.

The admin hall also acts as the hall of judgment for the settlements [NPF](#) planetary commissioner and primary precinct hall making it not only a diplomatic zone but also its hall of judgment and in its bowels it's sole prison guarded by a small arm of NPF officers recruited not only from the settlements populous but also off-world to ensure that a city full of rowdy kuznyetski each toting their personal weapons never gets too far out of control.

## Airbase

Near the starport for convenience is an airbase attached and over the cities wall. Due to the planet's climate, it is logistically difficult to maintain a proper airbase so instead, an airbase closer in style to a military starships hangar was built with four runways; Two on either side of the wall and underground hangar bays that bring fighters and shuttles to the surface runways via elevators.

Above the runways runs two parallel towers that house a sizeable militia force as well as pilots for the militia and NPF who share the starport. The starport houses mostly atmospheric fighters on the militia side with a few void-capable interceptors that are used to protect exports and guard pilgrim ships. The starport also contains two NPF-owned [Cobra Gunship](#) that while overtaxed in their duties attempt to respond to conflict between the settlement militias airwing and those in orbit belonging to the governors hired mercenaries from clashing or escalating the settlements ongoing dispute.

## Fort Krontyr

Nearest the settlement side to the administration hall and opposite the airbase is a militia-occupied fortress. The fort guards and maintains one of two exits/entrances to the settlement from the hazards of the outside and sends patrols and escorts to convoys and caravans leaving and returning to the settlement.

This fort is held exclusively and is the home-base of the settlement's militia and houses over a hundred thousand militiamen. While not every single militiaman is a soldier dedicated to security it is still a sizeable number dedicated to the security of the settlement and is largely considered the primary reason the settlements elected government has yet to be overturned by the system governors mercenary forces who are outnumbered by a factor of 10:1 in fighting strength compared to the militia in the settlement.

## Fort Get-out

Opposite the great forge on the other side of the factory, a second fortress stands and is occupied by the system governors mercenary forces in the settlement. Not nearly as numerous as the militia the fortress holds a token force to ensure the governor has a force in the settlement to provide “*a sense of security and safety*” to its people.

This fortress also guards and entrance/exit to the settlement and mostly provides the same services to caravans and convoys hired or loyal to the system governor.

The location of this fortress is surmised to be placed in its current location due to being closer to the starport than the militia fortress.

## NYRDS Building

A large building belonging to the [New Yellow Relief and Developmental Society](#) is situated on a corner of the settlement between the two fortresses and is the home-base for the local NYRDS offices. This building is dedicated to the personnel who work for the NYRDS in the settlement who seek to improve the living conditions of the settlement as well as future expansion and terraforming efforts not only on the planet but on the other two planets in the system in the future.

## Transportation

The Svodog system is cut off from the sector-north of Nepleslian space by the [Urgmlafwashik Nebula](#). The system also lacks a [zvonock gate](#) and as such is only accessible through the neighboring systems of [Longwatch \(Flarghrishimmi\)](#) or [Sparticus](#).

## In-System Military Assets

Spread between multiple different competing factions the military resources in-system is a constantly changing balance shifted by the constant arrival of mercenary groups for one side or another.

On one hand, is the legitimately elected Kuznyetski council under Governor *Bors* who is backed by numerous Kuznyetski moon lords and has a constant influx of refugees and kuznyetski mercenary groups to call upon, including veteran black companies of mercenaries such as the *Black Snakes of Kharnekan* powered-armored shock trooper mercenary force, and a few foreign mercenary groups such as the [Terror Wolves of Freehold](#) with their mechs and drones. As well as Bors having control of the planet's infrastructure, manufacturing base, and the capital cities' defense shields.

On another is the “*Legitimate*” government of acting senate-appointed governor *Joshua Butter* with a sizeable fleet advantage, control of the systems orbital defenses, and majority control over the systems space lanes. To complement this Joshua has hired multiple formerly Kuvexian-aligned mercenary groups

left behind after the collapse of the Kuvexian war effort and has supplied them with ships, arms, and funding.

To a lesser degree are also a token amount of [Star Military of the Democratic Imperium of Neplesia](#) peacekeeping forces from the [NSMC 309th Armored Infantry "Ruthless Riders"](#) and the [NSN 4th Fleet](#).



### **Kuznyetski Government Naval Forces:**

- x1 "Battlecruiser" *Fyodr Ultamashenkov*, Up-armored ore hauler.
- x3 "Destroyers" - Modified armored mining vessels
- x6 "Frigates" - Civilian-grade armed vessels
- x14 "Corvettes" - Civilian-grade armed vessels.

### **Butter-Brigade Naval Forces:**

- x15 multiple variant [Raider class](#)
- x8 [Jinkan-class Escort](#)
- x4 [Kouken-Class Escort](#)
- x3 [Terrene Assault Transport](#)
- x1 [Bulwark-class Military Outpost](#)
- x4 [Na-S/S-04a Rook Automated Defense Platform](#)

### **Star Military Naval Vessels:**

- x1 Punkbuster Battlecruiser "Hard Charles" - Damaged, Mothballed in orbit awaiting repairs.
- x2 [Na-S3-1a Jackdaw-Class Heavy Corvette](#) - Starport
- x1 [Longsword Class Frigate](#) - Starport



The 'Hard Charles' mothballed in orbit

## People

The svodog system is primarily and almost completely inhabited by members of the [Kuznyetski](#) cultural group.

## Characters

Nothing found

## RP Opportunities

- Exploration of an untamed world.
- Hunting great and terrifying beasts.
- The conflict between the locals and mercenaries.
- Side RP/ JP about acquiring unique weapons, armor, etc.

## Local Rumors

- The system governor only seeks to seize the settlements' resources and the great forge to increase his power and wealth.
- The great forge has several secret projects in its depths only the highest-ranking members of the settlement know about.
- The great forge has been used to *attempt* to recreate zesuaium.
- Both militia and mercenary caravans search not only for resources but also hidden and still active NMX facilities.

## OOO Notes

[Charmaylarg](#) recreated this article on 2019/05/16 08:50.

The update was approved by [Andrew](#) on 02/11/2021. <sup>2)</sup>

<b>Map Locations</b>	
<b>Map to Use</b>	Kikyo Sector
<b>Map Display Name</b>	Svodog
<b>Map Coordinates</b>	1146,1276
<b>Map Importance</b>	Trivial
<b>Map Marker</b>	
<b>Show label?</b>	yes
<b>Marker Anchor</b>	Bottom Center
<b>Places of the SARPiverse</b>	
<b>Opened/Settled (YE)</b>	<a href="#">YE 35</a>
<b>Place Categories</b>	star system

<sup>1)</sup>

Think oversized wooly mammoths

<sup>2)</sup>

<https://stararmy.com/roleplay-forum/threads/nepleslia-svodog-system-update.67140/>

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Last update: **2024/03/06 23:18**

