

World Data: Fulacin

Welcome to Fulacin! Cataloged as Fulacin/Rhylanor 0203-A674120-D on the starmaps, this world is typical of many of the backwater worlds in the Imperium. Its 9600 kilometer diameter makes it of moderate size, while seas covering 40% of its surface make water available, if not overly plentiful.

Fulacin's most important feature, its combination blessing and curse, is its standard density tainted atmosphere. Widespread taint in the form of heavy metal dust and oxides means that the atmosphere, otherwise quite ordinary, is unbreathable without a filter mask. The dust is a sufficient irritant that it triggers allergies with great frequency, causes a wide variety of respiratory illnesses, and can cause carcinoma within years of exposure. Great pains are necessary to keep food clean and uncontaminated; filter masks can be removed only for very short periods, such as when eating and drinking. At the same time, the presence of this metal dust has made the world a promising location for development by MagnetoDynamics, Inc, which holds a resource exploitation grant from the Emperor for Fulacin. The world is an ideal location for use of the corporation's several patents dealing with recovery of metal from atmospheric and oceanic suspension.

MagnetoDynamics is responsible for the population of Fulacin; local inhabitants are all employees of the corporation, dependents, or local contractors. Local government is entirely in the hands of the corporation, which enforces reasonable regulations for the protection of its exploitation grant and of the locals.

The MagnetoDynamics patents are high technology items, and the overall tech level for the corporation and its settlement at the starport is D, higher than average within the Imperium.

FULACIN STARPORT

Perhaps most puzzling, and most interesting, about Fulacin is its class A starport, complete with ship construction and repair facilities, a Travellers' Aid Society hostel, and overhaul equipment, all so far from the established trade lanes. The answer, unsurprisingly, is money. Poor economic conditions almost forced the company to bankruptcy following the Fourth Frontier War (1082 to 1084) and at the first signs of recovery, the company diversified its operations by building the starport, which opened in 1099. While ultimately the starport will support mineral export traffic, it has an interim purpose of supporting (through landing fees and other income) the company's on-going survey of the world as ultimate exploitation is carefully planned.

The starport is a profitable operation for two reasons:

First, Fulacin has no gas giant, and all refuelling must be performed on the planet. Since the company has an exploitation grant for the world, refuelling from the oceans is an infringement. The starport has a monopoly on fuel sales.

Second, Fulacin is on the Spinward Main. Jump-1 ships regularly call at Fulacin on their way to other worlds throughout the Marches. The total cash flow is not excessive, but it does help to support the company's other operations.

