

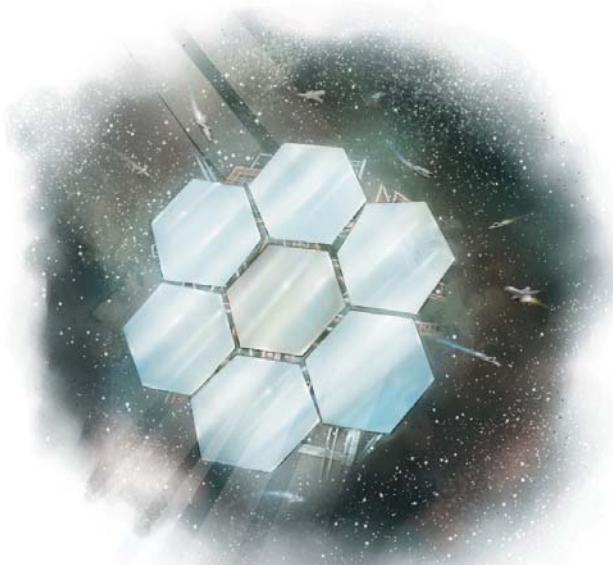
*The Cetagandans are quiescent for the first time in a decade. Pol is not aggressive, and anyway, we're in good odor in the whole Hegen Hub these days. Jackson's Whole is nasty enough, but they're too disunited to be a military threat at this distance. The worst menace in the neighborhood is us, and Sergyar is absorbing our energies . . .*

*– Miles Vorkosigan, **Memory***

# KOMARR

Control Rating: 3

Komarr is the trade gateway to the Barrayaran Imperium. It was annexed by force. Now, some 40 years later, Komarrans and Barrayarans have intermarried, much of the civil administration has passed back into Komarran hands, Barrayaran warships protect Komarran trade fleets, and most Komarrans are, if not wildly enthusiastic about the situation, resigned to it – and even, occasionally, happy with it. While the odd rebellion or conspiracy may occur, things are generally stable . . . most of the time.



## *The Komarran Soletta*

## **GEOGRAPHY AND CLIMATE**

Proud owner of six usable wormholes, Komarr itself is a cold, nearly oxygen-free lump of rock. The gravity is almost 0.9 G, close enough to the norm to be comfortable for most visitors. Originally lifeless, it still needs centuries of terraforming before human beings can live outside its domes. A hexagonal soletta of seven huge solar mirrors orbits with the planet, providing additional solar power and heat. It is to be doubled in size soon, a gift to the people of Komarr to

celebrate the wedding of the Emperor Gregor and Dr. Laisa Toscano.

Since the atmosphere of Komarr is not yet capable of supporting human life, the planet is studded with transparent domes, their geometric symmetries marred by random spurts of architectural improvement added over the last 400 years. Komarr is divided into Sectors, neat geometric slices dividing the globe. Each Sector has a domed city; many also have several smaller domes for terraforming work. The main city in each Sector has the same name as the Sector (Solstice City in Solstice Sector, for instance). Sectors include Solstice (the planetary capital, with both Solstice University and the Komarran campus of the Imperial Science Institute), Equinox, and Serifosa (known for excellent gardens and political apathy). A city is also often called a dome – thus Serifosa City may also be called Serifosa Dome or simply Serifosa, if the context of City rather than Sector is obvious.

The atmosphere of Komarr is, quite literally, unbreathable. While the air pressure is adequate, the air itself has too much carbon dioxide, too little oxygen, and various toxic trace elements. In 300 years or so, it should be safe to go outside the domes without breath masks. A number of lakes dot the southern hemisphere, the results of ice comets directed at their own world by the earliest Komarrans to get more water for terraforming.

The space around Komarr is busy. The soletta has a regular six-man crew and hosts occasional VIP tours. After the domes, it was the greatest technical achievement of the early Komarrans, and Admiral Vorkosigan's capture of it during the conquest of Komarr had a huge psychological impact on the defenders. It has only recently been returned to Komarran civilian control. A dozen transfer stations circle the planet and three more orbit the star, while each of the six traveled wormhole exits has both a military and a commercial station. The wormholes include routes to Barrayar, Sergyar (which opens onto the Escobar nexus), Pol (which allows access to the Hegen Hub), and Rho Ceta (and thence to the rest of Cetagandan Empire). There are several other wormholes; extensive exploration has turned up no habitable planets or rich resources . . . yet.