

This supplement contains a compilation of major facts about the society, culture, and history of the Traveller Imperium and its neighbors. With its companion booklet, Library Data (A-M), this booklet completes the basic encyclopedia of the Traveller universe.

Included are data entries N through Z, plus essays dealing with the Imperial nobility, the political situation on the Solomani Rim, and more!

Supplement 11 Library Data (N-Z)

TRAVELLER[®]
*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

Supplement 11
Library Data (N-Z)

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*Science-Fiction Adventure
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Library Data (N-Z)

TRAVELLER, Supplement 11

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This booklet is a supplement for **Traveller**, GDW's science fiction
 role-playing game set in the far future.

Traveller is GDW's trademark for its science fiction role-playing game
 materials.

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Introduction

This booklet is a supplement for **Traveller**. It contains a compilation of essays and entries concerning the universe as dealt with in **Traveller** and its supplementary materials. It is intended to provide a richer gaming experience by furnishing background information for players and referees who are engaged in **Traveller** campaigns. It will provide insight into the structure and history of the Imperium and its neighboring states.

This booklet finishes the alphabetical sequence begun in Supplement 8, *Library Data (A-M)*. The user will occasionally be referred from one booklet to entries in the other.

Dates: The assumed date of publication of this supplement is 1107: the 1107th year since the founding of the Imperium. Information is current as of that date.

SUGGESTED USAGE

This compilation of library data can serve many purposes. Referees will find the information it contains useful in administering adventures. It may clarify certain concepts, or provide inspiration for the creation of other concepts.

Referees should feel free to incorporate as much or as little of this booklet as they wish into their campaigns. Most of the information in this booklet can be revealed to the players, but some of it is intended for the referee's eyes only. Referees should use their judgement in deciding what players should or should not know.

Information in this booklet is contained in alphabetized entries, in larger, non-alphabetized essays, and in maps.



Imperial Space

The Imperium is best considered to rule the space that separates the stars rather than the worlds themselves. Individual worlds are left to their own devices, providing they pay their taxes, acknowledge the power of the Imperium, and obey the basic laws it promulgates. The Imperium wields power in space, protecting trade, encouraging travel and commerce, and controlling diplomatic relations. Imperial power is present on worlds in the form of consulates, bureaucratic offices, and bases; occasionally larger enclaves of Imperial power are placed where they can enhance the empire's strength.

Imperial mapping conventions have divided the Imperium's territory into sectors, which in turn are divided into subsectors and systems. Groupings of sectors, called domains, have been created above the sector level.

THE DOMAINS

The domains of the Imperium had their origin in the pacification campaigns in the early days of the Imperium. Once the willing systems were integrated into the Imperium, it became necessary to force membership on additional systems as the empire expanded. As the campaigns drew to a close, the Emperor Artemus divided his map into six rough areas. After reserving the four sectors comprising Sylea to himself, he sketched out five adjacent areas, labeled them domains, and appointed archdukes over them. To each archduke, he assigned the continuing pacification of the domain's many systems, and their integration into the Imperium. Each domain drew its name from some notable feature of the territory it contained. The names of the first six domains were Sylea, Vland, Gateway, Illeish, Antares, and Sol. The territories of the domains were not entirely within the Imperium when they were assigned, and some of them still are not entirely within the Imperium today. The domain of Illeish, encompassing systems which had been part of the Rule of Man, was easily absorbed into the Imperium for two reasons. First, the populace of the region looked upon the Rule of Man as a high point in their history, and welcomed the new Imperium as successor to the old. Second, the region was still suffering from the effects of the Long Night and was fragmented and disorganized politically. The domain of Antares was only partially absorbed into the Imperium, because most of it had not been a part of the Rule of Man, and was not seriously affected by the Long Night.

A seventh domain, Deneb, was created in the first year of the First Frontier War (589). The intent was to establish an archduke in the new territories (Deneb and the Spinward Marches) to be responsible for their supervision. However, the Civil War broke out before an archduke was appointed.

Following the Civil War, the emperors were understandably concerned about individuals with power approaching their own, and moved to lessen the importance of the archdukes in the Imperial government. In any event, the main purpose of the domains (to absorb territory) had been completed to the extent that was practicable, and that they were no longer needed. Because of this, no archduke of Deneb was ever appointed.

Currently, the domains have little practical significance. The Imperial navy no longer includes the domains as a level in its bureaucracy. The domains collect no taxes. Legislation and enforcement are the prerogative of the Imperium, or of the sectors. Outside the Imperium, the domain has never been more than a convenient map reference.

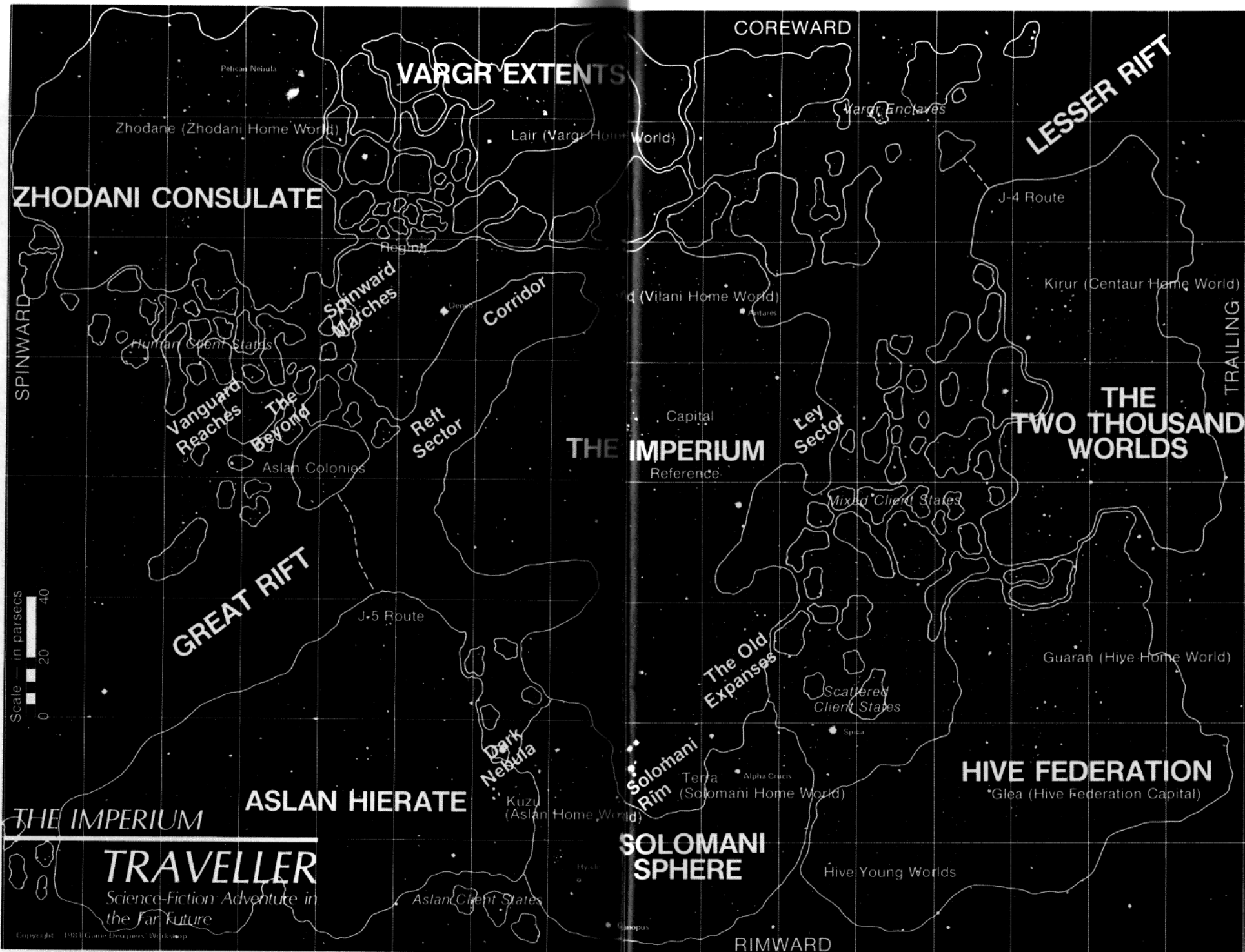
The archdukes, however, retain some powers. Each archduke has the power to create knights and baronets (subject only to the disapproval of the Emperor). Archdukes maintain their hereditary lands and their incomes. Further, the archdukes serve as surrogates for the Emperor, entertaining and receiving Imperial nobles at functions that the Emperor cannot attend due to distance.

THE SECTORS

Imposed on the Imperium is a rigid geometrical mapping system that divides its territory into sectors and subsectors. Each sector is named and serves as a mapping convention and as a governmental unit.

Each sector contains sixteen subsectors. The concept of sectors is extended by Imperial cartographers to all mapping, and Imperial maps of territories outside the Imperium also use this mapping system.

Because the sector system is rigid and geometrical, it is sometimes less than perfect in dealing with the real universe, and the Imperial government makes appropriate adjustments. For example, the Reft Sector lies astride the Great Rift, splitting its major population areas into two distinct regions. The rimward section has closer ties to the center of the Imperium, and is administered through the Verge sector; the coreward section is more colonial in nature, and is administered through the Deneb sector. A similar situation exists in Corridor, where the rimward section is administered through the Vland sector.



Library Data Entries

Library data entries are compilations of information commonly obtainable from ship's computers or other sources. Referees may find it necessary to withhold some of the data, particularly sections headed "restricted". The information may prove useful in promoting a greater understanding of the universe, or in providing direction in quests or searches. In any case, the information in library data can be of great help to travellers looking for guidance.

Naval Base: Port facility for the support, maintenance, repair, and refit of naval vessels. Planetary surface facilities are generally provided for vessels of 1,000 tons or less; orbital facilities handle larger ships.

A naval base has several distinct parts to it; each part helps in the accomplishment of the overall mission of the base. The typical naval base is composed of an orbital berthing area, a surface berthing area, a maintenance section, and an administrative headquarters.

Berthing areas provide locations for ships to lay over, whether for a day or for months. All berthing areas include provisions for refueling from storage tanks or fuel lighters.

Maintenance sections at naval bases vary from base to base. Where such a section would be redundant to the local starport shipyard, it is small, and repairs or alterations are carried out under contract to the local facility. Where adequate facilities do not exist, the naval base itself may have a large maintenance section capable of extensive repairs and refits. Maintenance is performed on the ships on the world surface or in orbit as necessary.

The administrative headquarters handles the day-to-day operations of the base, as well as its paperwork (including the allocation of funds, distribution of personnel, and disbursement of maintenance and repair contracts).

The naval base is not a tactical unit. It has no battle forces of its own, and does not exert control even over local system defense boats (which are under a separate command). The naval base is responsible for supporting the fleet and keeping it in optimum condition for its combat missions.

Naval Depot: Depots serve as focuses for naval efforts, supplying a fleet's every need, providing construction and repair facilities, and producing and testing experimental ship prototypes. A depot generally occupies an entire system. Facilities, materiel, and personnel are extensive enough to repair and resupply a large fraction of the fleet at any time. A depot may be isolated from outside contact for years at a time without serious setbacks. As depots cover large parts of a system, there is no distinction between orbital and surface berthing.

In peacetime, the main function of a depot is the design and testing of ships. A large staff of naval architects (the cream of the area) and construction personnel is maintained at every depot.

In wartime, depots serve as repair and resupply centers for the fleet. In emergencies, the depot's construction yards are sometimes pressed into service for pro-

duction of military ships.

Since a depot is obviously a very sensitive installation, security is tight. An extensive array of both entry and exit codes are employed to insure no unauthorized vessels enter or leave the system. Contingents of marines and system defense boats are stationed throughout the system, and are constantly ready for action.

There is usually no more than one naval depot per sector, placed in systems where they will be close enough to the expected action to be useful, but far enough back to insure that they will not be captured.

Nobility: See the essay on nobility, pages 34 to 37.

Nth Interstellar War: Any one of an indeterminate number interstellar wars fought between the Terran Confederation and the First Imperium during the Period - 2408 and - 2219.

The First Interstellar War (- 2408 to - 2400) marked the initial clash between Terra and Vland. The peace that concluded the hostilities was both uneasy and short. The second through seventh wars were marked by seesaw exchanges of territory, mostly confined to the Dingir and Sol subsectors. These initial wars were fought, on the Vilani side, with only the forces available to the Vilani provincial governor; the central government was preoccupied with other problems. This was fortunate for the Terrans, as Vilani power, even at this late date, was sufficient to crush the Terrans in short order had it been applied.

The eighth war finally broke open the frontier and ended in the first major Terran victory. Finally, the Imperium took notice, and dispatched major fleet elements to the area, but the time for action had passed. Terran invention of the jump-3 drive made the ninth war a crushing victory for Terra and forced the Imperium to relinquish most of the Solomani Rim. Thereafter, the Terrans were almost constantly on the offensive.

In the centuries after the conclusion of the wars, no consensus could be reached in the academic community as to when the later conflicts began or ended; all were interrupted several times by armistices, cease fires, or shaky periods of peace (indeed, a new war would often break out along the front lines before the existence of a peace treaty could be communicated to the respective capitals). Periods of warfare are lumped together or split apart depending on the historian's individual point of view, and a single war to one historian can be identified as two or more wars by others. The situation is complicated by the fact that records for some of the years in question are sketchy. To clarify matters, an accommodation was arrived at which simply labels all interstellar wars after the Ninth with the indeterminate variable N. Proper usage calls for the war to be defined with the actual years being discussed. Many history texts use this system to refer to all the wars except the first.

The Nth interstellar War (- 2235 to - 2219) ended the series of wars when the Vilani Imperium collapsed, as much from its own weight, age, and decadence as from Terran victories. The Terrans moved quickly to occupy the remaining Vilani territory.

See *First Imperium*, *First Interstellar War*, *Rule of Man*.

Olympiad: Common translation of *tleqazdijdiet*, a Zhodani measure of time

representing three Zhodani years (each approximately .75 standard years). An olympiad is used to denote the period from one set of psionic games (q.v.) to the next. The olympiad is used in the Zhodani calendar to mark dates, which are further subdivided by year, season, and day.

Outworld Coalition: Traditional name for the belligerent groups allied against the Imperium during the First and Second Frontier Wars. Commonly applied to any alliance of powers threatening the Spinward Marches and Imperial territories spinward of the Great Rift.

The original Outworld Coalition was formed in the early 500's at the instigation of the Zhodani Consulate. Vargr allegiances vacillated, but memories of the Imperial campaigns against certain Vargr states in the Corridor swayed some into membership. Zhodane, as the major partner, contributed military aid and assistance (such as technicians and advisors). While some Vargr governments contributed personnel and naval units, other Vargr remained neutral or sided with the Imperium.

The initial history of the coalition was one of continuing struggle for organization, as the Zhodani were continually occupied in establishing Vargr governments, and then maintaining them in power. The intent was for the Vargr to harry the coreward edge of the Spinward Marches, especially Regina and Aramis subsectors, while the major thrust from Zhodane took Cronor and Jewell subsectors. The Vargr portions of the offensive failed dismally. Furthermore, the failure resulted in a collapse of the coalition.

The internal Imperial upheavals (the Civil War) which followed the First Frontier War (it was just called the Frontier War then) exposed a continuing weakness in the Imperium, and the Outworld Coalition reformed after a hiatus of five years. At the appropriate moment, the reformed Coalition again attacked the Marches, this time taking portions of Jewell subsector. Although the Vargr again failed to take any territory permanently, their performance as a whole was considerably improved.

Traditionally, frontier wars in the Spinward Marches have involved coalitions of Zhodani and certain Vargr states. The Sword Worlds have also joined the coalition at times.

Pacification Campaigns (76-120): A series of economic, diplomatic, and military operations directed at forcing membership in the Imperium upon those worlds which resisted the initial efforts to annex them.

Although the campaigns were predominantly economic and diplomatic in nature, the Imperium was not averse to using force when peaceful methods failed. Imperial battlefleets and ground forces rarely failed when brought to bear.

By 120, the pacification campaigns ended, and the initial phase of the Imperium's growth came to a close.

Peerage: See essay on nobility, pages 34 to 37.

Phoenix Project: Reported plot by Solomani guerrillas on Terra to rise and destroy Imperial forces occupying Terra. Imperial intelligence reported penetration of the project command in 1045, with subsequent compromise of its basic plans and dismantling of its structure.

The Phoenix Project was supposedly born in the final years of the Solomani Rim

War (990 to 1002) as Solomani leaders saw the possibility of their defeat and the loss of the homeworld to the invading Imperials. The project was said to have consisted of two distinct parts: prepositioned caches of military goods to supply the rising and a continuing program for the training of guerrillas.

The caches were concealed in many different places on Terra, in areas calculated to preclude accidental discovery over the years. Each cache contained large quantities of munitions, weapons, vehicles, and medical supplies, all of varying technological levels so as to be of use regardless of the technical knowledge of the users. Each cache was hidden with its location entrusted to a single local family. These families were to form the core of the guerrilla forces when the rising was to take place.

A massive Imperial counter-guerrilla effort in 1040 to 1045 was directed at the discovery and destruction of the caches and the arrest of the families entrusted with their secrets.

Persistent rumors of two additional aspects of the project — Lambda (a codeword to trigger the rising) and Omega (the reinforcement of the uprising by off-world Solomani) — have been dismissed as baseless by Imperial officials.

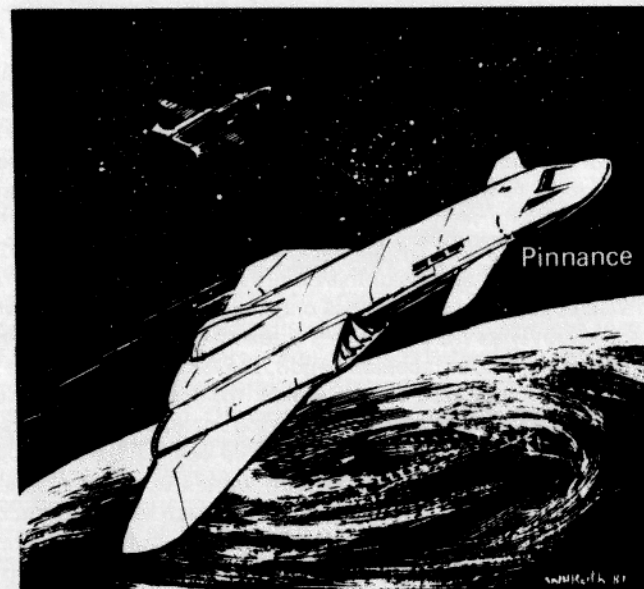
Many historians believe that the extent of the plot was greatly exaggerated by Imperial authorities, holding that it was little more than an extreme example of wishful thinking on the part of the Solomani leadership. At any rate, the Phoenix Project no longer threatens the security of the Imperium, if indeed it ever did.

Pinnacle: Small craft or boat of interplanetary (though not interstellar) capability. Approximate displacement: 40 tons.

Postal Union: A group of political units associated to a greater or lesser degree for the purpose of communication among citizens, businesses, and governmental units.

Nearly all star systems are members of one postal union or another.

Governments cooperate along their borders in order to allow the efficient flow of communications between them. Members of a postal union forward mail through their territories (subject, of course, to local security needs, acts of war, and so on) to the proper addresses. On the average, communication is at the speed of the fastest available transportation, about three or four parsecs per week.



Psionic Games: A continuing competition held by the Zhodani government for excellence in psionic achievement. The psionic games are held once per olympiad, for a period of nearly four weeks, on Zhodane. The participants (mostly intendants) are selected by the various ruling councils, and preliminary competitions are held to reduce the numbers to manageable size. Intendants who do well in the games are promoted to noble status.

Because the Zhodani system provides psionic training to all nobles and to the intendant class, the psionic games are a popular device for the masses to see the powers of their rulers in action. Competition is staged in nearly all fields of psionics, including telekinetic weight-lifting, distance and accuracy teleportation, and many other events.

Psionics: The use of mental powers to manipulate matter and energy, to sense, and to communicate. It has been demonstrated that minds (human or non-human, conscious or unconscious, intelligent or unintelligent) contain some capacity to operate without apparent use of physical facilities. Until circa - 1000, psionics was little studied in most regions, except on a disorganized level (parapsychology, the occult, spiritualism, and so on). It was known and practiced among the Zhodani, and by some minor races, but it was by no means widespread. However, during the Long Night, many races, (human and others) turned introspective. As a result, many finally began to engage in serious research in psionics, which revealed much about the empirical nature of the phenomenon, although the principles involved were, and remain, little understood.

However, even though it assumed scientific validity, psionics remained a backwater science until about 650, when it underwent a tremendous burst of popularity. Psionics within the Imperium reached its peak in the latter half of the 700's. In the 790's, however, the crest of popular opinion broke with the revelation of scandals within the Psionics Institutes; the result was the psionics suppressions (800 to 826), which shifted public opinion away from support of psionics.

Psionics Institute: Organization dedicated to research and training in the psionic sciences. Organizations of this nature have existed since before the advent of space travel, but attained prominence only during the Long Night, when reproducible scientific discoveries made psionics a teachable, learnable science.

In the Imperial antebellum period, psionics institutes were rare, being formed only on a few scattered worlds which, for one reason or another, had an unusually high rate of psionic talents appearing, or which encouraged psionics for social, political, or commercial reasons. In the years after the Civil War, institutes were organized on most high population worlds within the Imperium.

Psionics institute is a generic name; each such institution was independently organized and maintained. Institutes were generally supported by that portion of the population which had psionic talents; since that portion was small, they were viable only on high population worlds (approximately one billion or more).

During the psionics suppressions, the institutes' charters were revoked, and talented individuals were persecuted. In some cases, the individuals fled to assume new identities on other worlds; in others, whole families emigrated to the Zhodani Consulate or to other places beyond the frontiers of the Imperium.

Following the psionics suppressions, there were theoretically no psionics institutes

remaining. In practice, underground institutes remained on many worlds.

Psionics Suppressions (800 to 826): The revelation of scandals (financial, ethical, and moral) within the psionics institutes in the years 772 to 798 resulted in a shift in public opinion against the institute. Over a twenty-six year period, various institute charters were cancelled, leading figures jailed or otherwise repressed, and restrictive laws passed limiting or prohibiting the practice of psionics. Many institute figures went underground, to espouse their cause in a type of guerrilla war.

Popular prejudice against psionics continues to the present day. The average citizen will admit to a general dislike of psionics, and if pressed, will usually state that psionics violates a person's right of mental privacy.

Restricted: In the latter half of the 700's, high Imperial figures (the Office of the Emperor and the Intelligence Agency) became convinced that the approximately 60% of the psionics institutes within the region spinward of the Corridor sector were being financed, at least in part, by Zhodani money. Indeed, there is a natural affinity between the institutes and the Zhodani (with their long-standing history of psionics study and training). The Zhodani were believed to be laying the groundwork for a "fifth column" to operate in Imperial space during a war planned to break out between 810 and 820. The Imperium moved to combat this.

Evidence of scandal was uncovered (or fabricated) and released, with careful attention to public opinion. Simultaneously, high level officials at the sector and subsector levels were apprised of the true situation, and both the Zhodani and the Vargr states were informed (through private channels) that the Imperium knew of the upcoming war and was prepared for it. War was averted, but the suppressions succeeded far better than the Imperium had envisioned. Public opinion swung widely against psionics and became solidified in the form of strong local laws and customs. The suppression campaign continued for twenty-six years before its formal halt. Many small, local campaigns have occurred since.

The cancellation of the charters of the various psionics institutes effectively removed them from the community. They have continued to exist only because psionics gives such an important advantage against law enforcement officials.

Sixty-five psionics institutes held Imperial charters in 800. The suppression orders issued by Paula II, appearing over a period of ten years, first "suppressed" the various charters, rendering them temporarily suspended, and then revoked them at a later date. Sixty-five suppression orders were issued, numbers 2 through 66 (SO 1 was a general order to the realm concerning the issue) followed by sixty-five orders for revocation (SO67 to SO131). Of these, actual records indicate that SO 83 and SO 96 were themselves revoked by orders published elsewhere. The result is that a cursory examination of the SO files will reveal all Imperial charters of psionics institutes to have been revoked; in actuality, two institutes have retained their charters, now under the auspices of the Ministry of Defense.

One institute remains at its original site, at Terra (Sol 0207). The revocation order was cancelled in 1014.

One institute, originally sited at Regina, has been reestablished at Wypoc (Lanth 0401), while retaining a low level recruiting establishment as part of the navy base at Regina.

Both Imperial-chartered psionics institutes are under military control, and are engaged in psionics research. Their existence is of the utmost secrecy.

Psychohistory: The science of historical prediction and macro-social manipulation. The main thesis of psychohistory is that the actions of trillions of individuals take on a fluidity and predictability which can be compared to that of molecules in a gas. The very size of the population being dealt with factors out individual peculiarities, and allows the prediction of its behavior. With the ability to predict the reaction of a population to a particular stimulus comes the ability to manipulate that population, psychohistorians reason.

Psychohistory began as a combination of public relations/advertising techniques and behavioral science, and although its techniques have been put on a more rigorous footing, the basic principles are still not well understood. A number of minor experiments have confirmed the general validity of the science, but it was also shown to be too expensive to be of any practical utility. Research continues at a small number of Imperial universities.

Restricted: The general information is not completely correct. The reason large-scale psychohistory experiments are no longer conducted is due to the unpredictable results achieved by the only sizable experiment to date, conducted as a part of the psionics suppressions (q.v.). The unforeseen results of this experiment were so far-reaching that Imperial scientists concluded that their knowledge of the principles involved was woefully inadequate, and that further study was required. Imperial research into psychohistory is undertaken at a small number of research stations, and is carried out under the strictest of controls.

Ramshackle Empire: See *Rule of Man*.

Red Zone: The Traveller's Aid Society travel zone classification for a nation, world, or system which is dangerous to travellers. In general, the imposition of a red zone classification indicates the location is quarantined, interdicted by higher authority, or at war.

Quarantine indicates that a dangerous disease is present, and the danger of war is self-explanatory, but interdiction requires further discussion. Interstellar governments often find it necessary to restrict access to worlds or systems for political or military reasons, and do so by publishing interdictions. Enforcement of interdiction varies with the reason for the restriction. Interdiction may be imposed on a world if it is a military base or other sensitive installation, for the private reservations belonging to powerful families desiring seclusion, for developing societies which the government has elected to allow to evolve in isolation, or for valuable resource areas being saved for later development or exploitation.

Repatriation Bond: A document guaranteeing passage of an individual to a specified location upon completion of contract work, or upon suspension of contract work for any reason. Repatriation bonds are guarantees given as inducements to workers who might otherwise be wary of leaving their own worlds with no assurances that they could return. They are most commonly used by mercenary units.

Repatriation bonds are usually administered by a large financial institution which holds the necessary funds in escrow.

Rule of Man (– 2204 to – 1776): (Also called the Second Imperium and, disparag-

ingly, the Ramshackle Empire.) A short-lived interstellar empire, formed after the conquest of the Vilani Imperium by the Terrans.

The conquered territories were under military rule from – 2219 to – 2204. Vilani military forces were incorporated into the Terran forces. Terran naval officers took over key posts in the Vilani bureaucracy (which was otherwise retained intact).

In – 2204, the Terran Secretariat attempted to transfer control directly to Terra, and incorporate the conquered regions into the Terran Confederation. The commander in chief of the Terran navy, Admiral Hiroshi Estigarribia, realized that the Confederation government could not possibly control the vast territories of the Vilani Imperium and proclaimed himself Regent of the Vilani Imperium and Protector of Terra, with both states now united in the Rule of Man. Nearly all the fleet sided with Estigarribia, both because it was composed largely of colonials, who were under-represented under the Terran Confederation government (q.v.), and because of Estigarribia's careful preparation. The Confederation was dissolved without significant resistance.

The Terran fleet headquarters on Dingir became the capital of the Rule of Man. The bureaucratic center of the Imperium remained on Vland, although arrangements were undertaken to gradually transfer it elsewhere.

Upon Estigarribia's death, he was succeeded by his chief of staff, who crowned himself Emperor Hiroshi II. Estigarribia, even though he did not actually assume the crown, is therefore known to history as Emperor Hiroshi I.

Hiroshi II transferred all functions of government from both Vland and Dingir to a more centrally located world, renamed bilingually Hub/Ershur. This world was to remain the capital of the Rule of Man for the next four hundred years.

During the Rule of Man, large numbers of humans from Terra and its oldest colonies emigrated throughout the Imperium. People of Terran ancestry or culture (many of them assimilated Vilani) assumed positions of power on most worlds, becoming industrialists and administrators.

The problems of sheer size and scientific stagnation, which had brought about the fall of the Vilani Imperium, continued to plague the Rule of Man. The Vilani had coped with the problems of ruling a large empire by a rigid caste system with all citizens rooted permanently in their places, but this system could last only as long as there was no significant external threat. The Terrans did away with this system, but were not able to replace it with a new social order. The destruction of the caste system swept away the foundations of society. Key industries fell apart as their workers became free to move elsewhere.

The –1776 date for the end of the Rule of Man is arbitrary, and notes the financial collapse of the central government, when the Treasury at Hub/Ershur refused to honor a monetary issue of the branch treasury at Antares. The resulting lack of confidence within monetary circles marked the end of large-scale interstellar trade and of effective governmental power within the Rule of Man. Although the Imperium did not completely fall apart for many years, the Rule of Man had effectively ceased to exist as a viable interstellar community, and the period known as Twilight (q.v.) had begun.

Scout Base: Port facility for the support, maintenance, and repair of scout vessels. The scout service maintains a variety of scout bases scattered throughout the Imperium, with installations tending to be on less well-developed worlds with star-

ports type D or C. Scout bases tend to be surface installations equipped with basic facilities for fueling and for minor maintenance activities oriented toward ships of 1,000 tons or less.

Scout bases are positioned in systems more out of the way than are naval bases, and for a reason. The scout bases serve as a source of ships carrying dispatches from the well-travelled xboat lanes to more remote worlds. Scout bases also have other responsibilities, and most have an administrative responsibility in addition to the maintenance and refueling of scout ships. Within a subsector, one base will hold responsibility for cartography within the subsector, another will be responsible for technical developments, and still another for contact or liaison activities. The scout base is more extensive than an xboat station, but less comprehensive than a way station. See *Way Station*, *Xboat Station*.

Second Frontier War (615 to 620): Fought between the Outworld Coalition (q.v.) and the Imperium during the period of the barracks emperors. Arbella (587 to 666) was named Grand Admiral of the Marches by Cleon V and led the combined local and Imperial forces to defeat the Coalition, and then proceeded to reestablish the central Imperial authority.

Second Imperium: See *Rule of Man*.

Sector: Mapping unit in astrography equal to sixteen subsectors. Average density 500 to 650 worlds per sector.

Sectors are named, and several synonyms are in common use, including march (or marches), region, reach (or reaches), quadrant, and matrix. The Spinward Marches, for example, is a sector.

As a rough means of comparing size, the sector counts of the large interstellar states and areas of settlement are: the Imperium: 19; the Aslan Hierate: 15; the Hive Federation: 11; the Two Thousand Worlds: 9; the Vargr Extents: 9; the Zhodani Consulate: 8; the Solomani Confederation: 5.

Seneschal: An aide or executive officer. For high-ranking officials, the wide range of responsibilities of high office are manageable only through computer assistance. Even then, the information flow may be too great. The seneschal is a product of the computer age — an adjutant or assistant with responsibilities in information management. The seneschal has no authority of his own; he manages the massive input of information associated with his superior's position, keeping the official informed, but not overwhelmed.

Solomani: Strictly, a member of that human race which developed on Terra from the original human stock (*H. sapiens*). The term Solomani is often used to refer to members of the Solomani race (or, more palatably to some, to members of the human race of Solomani descent) or to members of the Solomani political movement. Its original meaning is obscure, but the word seems to have originally meant either men of Sol or sole men.

After the Solomani developed jump drives in — 2431, Solomani humans were scattered to the stars in several waves. Early colonization efforts first settled the worlds closest to Terra; the later conquest of the First Imperium and the establish-

ment of the Rule of Man sent more Solomani humans out, primarily to occupy the former Imperial regions.

Solomani Autonomous Region: Area within the Imperium granted self-government through a charter from Empress Margaret I in 704.

The charter granted control of the region of space within a radius of 50 parsecs of Terra (hence the name Solomani Sphere) to a Solomani governing body, which was given broad powers of authority.

For two hundred years, the Imperium effectively ignored the region, concentrating instead on its coreward frontiers.

By 940, Solomani oppression of non-human (and non-Solomani) worlds forced Empress Margaret II to revoke the region's charter. After years of diplomatic actions proved fruitless, it was decided to forcibly reintegrate the region into the Imperium. Naturally, the Solomani resisted, and the Solomani Rim War (990 to 1002) began.

Solomani Confederation: In 871, the government of the Solomani Autonomous Region reorganized itself as the Solomani Confederation, in an attempt to strengthen its claims to the heritage of the old Terran Confederation (q.v.). Although tantamount to a declaration of independence, the reorganization was officially ignored by the government of the Imperium, until the increasingly belligerent and extremist policies of the Solomani caused many border worlds under Solomani rule to petition the Imperium for redress.

The branches of the Solomani Confederation's government took the names of the government of the Terran Confederation, but the present institutions have little resemblance to those of the past. The chief governing body of the Solomani Confederation is the Secretariat. The Secretariat is presided over by the Secretary General, who is elected from its membership. The Secretary General is the chief administrative officer of the Solomani government, and while the office holds great power, it is fully accountable to the Secretariat.

Representatives to the Secretariat are appointed by the governments of the individual districts. The number of representatives each district may appoint is determined according to that district's contribution to the Solomani economy. A district typically consists of a single world, but low population worlds or depressed areas are combined into multi-world districts. In the case of a district such as this, an election is held to determine the representative from that district. These, however, are not elections in the normal sense; the governments vote, rather than the populace. Each government of such a district is allocated votes (again, according to its economic importance) which are used to elect a representative for that district.

All government officeholders and officials must be members of the official party, the Solomani Movement. Although formerly of great power and influence, the party is now weak, decentralized, and of little importance. Real power in the Confederation is held by the government and the factions.

Because of the greater degree of local autonomy that exists in the Solomani Confederation, interworld factionalism exists to a much greater degree than would be allowed in the Imperium. Coalitions of worlds exist outside the normal government channels, sometimes equalling them in importance within a given region. For example, the Near Boötes cluster, in the Capella subsector, dominates large portions

of the adjacent subsectors, both economically and politically. Boötean mercantile interests heavily favor peaceful trade with the Imperium, and their influence with the Confederation government is considered to be the primary reason for the unofficial detente between the Confederation and the Imperium. Another example of this factionalism is the ongoing trade war between Kukulcan (Kukulcan 0405) and the coalition of Thetis (Kukulcan 0108) and Laputa (Kukulcan 0310). The war is causing severe damage to the economy of Kukulcan, but the Thetis-Laputa coalition has thus far been able to muster enough power to prevent effective intervention by the Confederation government.

Solomani Hypothesis: The theory that the many scattered human races in the galaxy all originated on Terra and were transported to their current homeworlds by an alien race (the Ancients) for purposes which remain unclear. Most other human races accept the idea, but lend it no special importance. The hypothesis is used by the Solomani Movement (q.v.) as a basis for its claims for Solomani racial superiority.

See *History of the Solomani Movement* in Supplement 8, *Library Data (A-M)*, pages 37-39.

Solomani Movement: An organization devoted to the doctrine that humans of Solomani descent are superior to all others, and are most fit to rule the galaxy. See *History of the Solomani Movement*, Supplement 8, *Library Data (A-M)*, pages 37-39.

Solomani Rim War (990-1002): War between the Third Imperium and the Solomani Confederation during which a large portion of the Solomani Rim sector was returned to Imperial control.

Hoping to profit from Imperial preoccupation with the Third Frontier War (q.v.) and the disorganization which followed upon the abdication of Styryx in 989, the Solomani reasserted their control over the complete Solomani Sphere, including those portions reabsorbed into the Imperium (see *Solomani Autonomous Region*). The Imperium declared war in 990.

The initial phase of the war went very well for the Solomani. Although the Imperium maintained sizable fleets along the border, they were inferior in strength to the massed naval elements of the Solomani Confederation. In most areas, the Solomani regained the border worlds lost to the Imperium in the last half century and even occupied a number of worlds that had never been part of the Solomani Sphere. However, Solomani fortunes were checked in 993 when a large invasion force attempted to regain the worlds in the Old Expanses sector; it encountered near-fanatical resistance and was repulsed with heavy losses.

The period from 993 to 998 was one of stalemate. The Solomani abandoned their plans of further expansion in order to rebuild their forces. However, their policy of inflexibly defending every border world was a constant drain on their resources, and the Solomani were not able to regain the initiative. By 998, the Imperial navy had achieved strategic dominance, as the greater industrial base of the Imperium made its power felt.

The last phase of the war, 998 to 1002, consisted of a near-continual advance by Imperial forces into the heart of the Solomani Sphere. The basic Imperial strategy was to attack along two parallel axes of advance, with lesser task forces spreading

out to create a huge pocket of Solomani Territory. Although the Solomani occasionally achieved a tactical success against a task force (such as the Battle of Kagukhasagga in early 1002), they were unable to halt the main advances. With the liberation of the Vegan district in 1001, the Imperium gained the secure base envisioned in the reign of Styryx. The loss of the Vegan district prompted the Solomani to embark on a desperate gamble. Recalling the time when the outnumbered Terran Confederation was able to defeat the Vilani Imperium, the Solomani consolidated their remaining naval forces into a single fleet and struck at the Imperial fleet advancing out of the Vegan district. At the Battle of Dingir, in early 1002, the Solomani Grand Fleet was scattered and substantially destroyed. The remnants of the Solomani fleet fell back deeper into the Sphere, with the Imperial forces firmly establishing themselves in Terra's own subsector.

The Imperial high command decided that Terra would have to be invaded, in order to end forever all claims of Solomani superiority and thus the use of Terra as a rallying standard elsewhere in the Sphere. In order to invade Terra, a sizable fraction of the Imperial forces in the Solomani Sphere were assembled into an assault force, effectively ending the pursuit of the defeated Solomani fleet. The invasion began in the second quarter of 1002, and the hard fought campaign lasted until nearly the end of the year. In the end, the Imperium conquered the planet. However, the battle for Terra had consumed so much of the Imperial military's resources that the Imperial high command felt they lacked sufficient strength to resume their advance into the rest of the Solomani Sphere. Accordingly, they negotiated a temporary armistice with the Solomani military commanders, who were glad to gain a respite to regroup their remaining forces. The war ended on this basis as both the Imperial and Solomani civilian governments, concerned with the strain placed on their economies by the protracted war, informally agreed to extend the armistice indefinitely.

Although scholars continue to debate the wisdom of invading Terra, some claiming that the battle was a marginal if not pyrrhic victory for the Imperium, the general consensus is that the war as a whole was a major victory for the Imperium. A substantial amount of the Solomani Sphere was reabsorbed by the Imperium, and a vigorous Vegan Autonomous District was set up to oversee Imperial interests along the new border. While the Solomani Confederation continues to exist, the central tenet of the Solomani Movement is largely discredited. In fact, with the strong Imperial presence along the border, the Solomani Confederation seems to have abandoned any plans to resume the conflict in the near future, concentrating instead on reviving its claims to certain worlds in the more loosely organized Aslan Hierate.

Solomani Sphere: See *Solomani Autonomous Region*.

Sophont: A generalized term for an intelligent life form.

Sophontology: The study of intelligent life forms. Subsidiary branches of this science include cultural sophontology, the comparative study of sophont societies; physical sophontology, the study of the genetic and physiological makeup of intelligent life; and developmental sophontology, the study of the various means by which life forms evolve intelligence.

Spinward Main: A grouping of systems in the Spinward Marches sector, each

within jump-1 of another. This grouping forms a corridor that allows jump-1 capable ships to travel to fifteen of the sixteen Spinward Marches subsectors and to 223 of the sector's 440 worlds.

Starport: Establishment for the landing, servicing, refueling, and control of starships. Starports range in quality from A (the best and most extensive) to E (the worst, little more than a spot of cleared ground).

Starports generally have two components: a surface facility and an orbital facility. The surface facility includes cargo handling installations, a landing field, control towers, and other necessary areas. Surface starport components are frequently called Down (as in Regina Down Starport). Orbital facilities are present (usually in stationary orbit above the surface component) to enable handling of unstreamlined ships, and to allow construction of heavy craft in orbit. The orbital component is often called Orbital (as in Regina Orbital Starport). Type D and E starports have no extensive orbital facilities, but usually have navigational satellites or similar equipment. Non-streamlined ships at these starports must be serviced by shuttles. Starports, being the primary point at which starships interact with a system, are usually the location for additional bases, such as scout bases, naval bases or other military installations, and for shipyards.

Subsector: Mapping unit in astrography. Average density: 30 to 40 worlds per subsector.

Subsectors are noted within a sector by their position using the first sixteen letters of the alphabet (A-P). In addition, they are named and may be called by a variety of synonyms for subsector, including province, cluster, or district. Imperial convention is to assign numbers to districts (for example, District 268) which are under Imperial protection pending integration into the Imperium.

Survey, First (published 420): The first comprehensive astrographic and demographic survey of the Imperium, performed by the Imperial Interstellar Scout Service. More than a hundred years in the making, its publication in 420 made available the Imperium's records on its component worlds for public use.

Survey, Second (published 1065): The second comprehensive survey of the Imperium, performed by the scout service, updating the long obsolete and incomplete data in the First Survey. The Second Survey was seventy years in the compilation, went to greater lengths than the first survey, and included more world data as well as more complete astrographic data. In addition, the expansion of the Imperium since 420 had added many new worlds that had to be included.

Sword Worlds Confederation: A loose confederation of worlds in the Spinward Marches, spinward of Imperial space and coreward of the Darrians. The first settlement in the region was on Gram in -399. By ca. -200 the settlement of the area was largely complete, and the first interstellar government in the region, the Sacnoth Dominate, was formed in -186. Consisting of the twenty worlds settled up to that point, the Dominate lasted until -102, when it was fractured by rebellion into several smaller states.

During the ensuing centuries, various Sword World governments rose and fell,

sometimes coalescing all the worlds under a single world's domination, sometimes splintering into several small states. Contact with Imperial traders in 73 brought increased trade and had a stabilizing influence on the region, but this stability was short-lived.

The First Frontier War brought a desire for cooperation among the various squabbling worlds, and the end of the war saw the formation of the first unified confederation in centuries, centered on Sacnoth, and referred to as the Second Dominate. As a result of the Outworld Coalition's victory, the Sword Worlds annexed Terant 340, Torment, Trifuge, and Cunnonic, all in the Darrian subsector.

The Second Dominate held power until 698, when it was overthrown by a coalition headed by Gram. The Gram Coalition ruled until 788, when a short war with the Darrian Confederation resulted in the loss of the four worlds gained during the First Frontier War. Public outrage at the mishandling of the war caused the subsequent fall of the Gram government. The replacement for the Gram Coalition was the Trilateral Alliance, a decentralized organization headed by Narsil, Sacnoth, and Durendal. The Alliance broke up in 848, due in large part to the inherent weakness of its organization, and an interregnum of essentially independent worlds lasted until Gram reasserted its influence (helped substantially by Zhodani money and advisors, rumor has it) in 852. This government has remained in control down to the present.

The government allows almost complete local autonomy. Individual worlds maintain separate military forces, pass their own laws, and completely regulate their own internal affairs. The Confederation government regulates interworld trade, handles diplomatic relations with outside powers, and adjudicates interworld disputes.

In peacetime, the Confederation government maintains a pool of high-ranking military officers (selected from the military forces of all worlds) who are trained in large unit command and staff operations.

During time of war, all military forces are confederalized, and placed under a single unified command. For ground forces, divisions will be commanded by generals from the individual worlds, corps and higher organizations by Confederation officers. The component forces of a division will be from the same world whenever possible. For naval forces, individual ships are under the command of local officers, squadrons or higher organizations under Confederation officers.

Sylean Federation (-650 to 0): Large interstellar federation which served as the basis for the Third Imperium.

Established on Sylea in -650, the Federation grew slowly, absorbing several surrounding worlds and increasing trade and interaction between worlds.

By -30, the real power in the Federation was an industrial consortium headed by Cleon Zhunastu. Cleon, a Solomani noble of great vision, used his family industrial base and the support of other families (obtained by the persuasiveness of his personality) to obtain behind-the-scenes control of the Federation government and begin an active campaign to increase the number of worlds under its control. After thirty years of economic and diplomatic maneuvering (and occasional military action), Cleon had increased the size of the Federation, extending its control to the edge of what is now Core sector. Cleon envisioned a territory larger than a single sector, however, and concluded that the tightly controlled, highly centralized nature

of the government of the Sylean Federation was not suitable for a large, star-spanning empire. Cleon decided the Federation had served its purpose, and began plans for a more suitable form of interstellar government, which would allow greater local autonomy but maintain cohesion over large distances. In addition, to restore the past glories of the Rule of Man (and therefore lay claim to all former territories of the First and Second Imperiums), Cleon proposed to revive the Imperium.

This was made possible by the fact that in the closing years of the period known as Twilight, one of the last claimants to the throne of the Rule of Man had made Sylea his capital. Cleon traced the legitimacy of the Sylean Federation backwards through this emperor to the Rule of Man and (since the Rule of Man claimed to be the lawful successor to the Vilani Imperium) to the First Imperium as well.

In the 651st year of the Sylean Federation, the Grand Senate of the Federation "persuaded" Cleon to accept the Imperial crown. That year, he was crowned First Emperor of the Third Imperium and proclaimed the 651st year of the Sylean Federation to be the Year Zero of the Third Imperium.

System: A star and its family of planets and satellites. The term system denotes a major world and its associated star, plus any other planets, satellites, asteroids, and other bodies.

System Defense Boat: A non-starship specifically intended for defensive operations inside a star system. Developed on the principle that a non-starship (because of the increased armament made possible by its lack of jump drives) can normally defeat a starship of equal tonnage. SDBs are typically stationed at the vital points of a system (the gas giants, the asteroid belt, the major world, and so on) and at-tack invading vessels according to one or more predetermined plans.

System Defense Boats range in size from 100 to 1000 tons and are constructed at all tech levels from 8 to 15. There are hundreds of different types, depending upon the specific mission for which they are designed.

Terra (Terra/Sol 0207-A867A69-F): Also known as Earth. Origin world of the genetic stock from which all races of Humaniti descended, former capital of the Terran Confederation, former capital of the Old Earth Union, and former capital of the Solomani Autonomous Region. The word Terran (used in the past to refer to an inhabitant of this world or to a citizen of the Terran Confederation) is derived from the name of this world.

Terran Confederation (-2499 to -2204): Interstellar government consisting of Terra and its colony worlds. Modern historians consider the foundation of the Terran Confederation to date from the signing of the Treaty of New York in -2499. Essentially, the treaty placed the armed forces of the major nations of Terra under the centralized control of the United Nations (until that time, a loose organization of the nation states of Terra, with no governmental authority). In addition, the treaty formalized the changes that had been made in the structure of the UN up to that time. The Secretary General was granted a wider range of executive powers than before. The Secretariat, previously an unofficial advisory group of representatives from the major nation states, was made the chief legislative body. The General Assembly was retained, but it was an institution without real power and served

merely as a forum for debate among the representatives of both major and minor nations. The Security Council was dispensed with altogether.

After the discovery of jump drive and the initial interstellar colonization efforts, representatives from the colony worlds were admitted to the General Assembly (and, later on, to the Secretariat). Throughout its history, Terran representatives (and thus Terran interests) dominated the Secretariat and General Assembly.

With the admission of the first colonial representative to the General Assembly, the United Nations changed its name to the Terran Confederation. Modern historians, for simplicity, use this term exclusively.

The Terran Confederation fought a series of interstellar wars with the Vilani Imperium over the period -2408 to -2219. These wars ultimately resulted in the fall of the Vilani Imperium. The Confederation was dissolved in -2204 upon the proclamation of the Rule of Man. See *Rule of Man*, *Nth Frontier War*, and the essay on the Solomani in Supplement 8, *Library Data (A-M)*, pages 36-39.

Third Frontier War: See essay on the Spinward Marches, pages 38-41.

Third Imperium (0 to present): Also called The Imperium. Founded in 0 by Cleon Zhunastu from the Sylean Federation of what is now Core sector. The Imperium grew swiftly during the pacification campaigns and more slowly thereafter until stability was reached in the 600's, by which time the Imperium had absorbed much of the territory of the First and Second Imperiums. See *Sylean Federation*.

Travel Zone: Standard form of classification for worlds in terms of relative danger. As a service to spacefarers, the Traveller's Aid Society publishes travel zone classifications which indicate the degree of danger a world presents to visitors. Standard classifications are green (no danger), amber (caution advised), and red (severe danger). See also *Amber Zone*, *Red Zone*.

Twilight (-1776 to -1526): The failure of the Rule of Man triggered the collapse of most of interstellar civilization. While interstellar travel and commerce continued, it was at a greatly reduced rate, and the many worlds of the Imperium turned in on themselves. The period of collapse is termed Twilight and lasted for two and a half centuries.

Modern historians consider Twilight to have begun in -1776 when the treasury on Hub/Ershur refused to acknowledge a monetary issue of the branch treasury at Antares, triggering a financial collapse and the destruction of large-scale trade within the Imperium.

The end of Twilight is commonly accepted as the year -1526, when the last governmental body claiming to be the Rule of Man ceased to exist.

Twilight's Peak: Legendary story of lost starfarers who discovered fantastic structures and devices while surviving a terrifying winter season. Based on an epic poem of execrable quality, the story seems to be based on the disappearance of the *Gyro Cadiz* task force in 984, which has never been completely accounted for.

Two Thousand Worlds: Most common name in the Imperium for the region of space ruled by the K'kree. Two thousand worlds is a literal translation of the K'kree

T't'kakh Xeng Kirr. The same words can also be rendered idiomatically as "universe". In times past, the words meant "night sky", as roughly two thousand stars can be seen from one hemisphere of Kirur, the K'kree homeworld. The name should not be taken to mean that there are exactly 2000 worlds in the K'kree empire.

The K'kree government is highly conservative. The current dynasty ruling the Two Thousand Worlds has been in power since prehistoric times, and the form of the government has remained unchanged except for a few minor modifications made necessary by the problems inherent in governing an interstellar empire.

K'kree expansion into space progressed very slowly after the discovery of the jump drive in -4142. The conservative nature of society and the technical limitations placed upon spaceflight by that society (K'kree spaceships must be very large, for example) combined to inhibit early exploration and colonization.

The discovery of other sophonts caused a xenophobic reaction in K'kree society. The realization that intelligent carnivores might exist somewhere in space sparked the K'kree obsession to convert the universe to herbivorism. This obsession stimulated the growth of the Two Thousand Worlds to its present size and still dominates K'kree culture. Local cultures are tolerated and other aspects of K'kree society are not heavily enforced, but all races within the Two Thousand Worlds are herbivorous.

K'kree contact with the Hive Federation was soon followed by the Hiver-K'kree war of -2029 to -2013. The military technology of the K'kree proved superior in the first stages of the war. The war ended due to non-military considerations, however, when the Hive Federation demonstrated a plan to radically alter the K'kree social order through the use of psychohistorical techniques, and threatened to implement it. The K'kree withdrew to the antebellum borders, and the border between the two states has remained stable to this day.

The K'kree empire eventually stopped in its expansion. Increasing problems of administration over interstellar distances and contact with other starfaring races (such as Hivers and humaniti) have stabilized the Two Thousand Worlds at its present size.

Vargr: Intelligent major race derived from Ancient genetic manipulations of Terran carnivore/chaser stock, apparently dating from approximately the same time that humaniti was scattered to the stars.

Inhabiting a region rimward of the Imperium, the Vargr were for years a puzzle to Imperial xenologists. The Vargr biochemistry and genetic makeup are almost identical with a number of terrestrial animals, but differ radically from most of the flora and fauna indigenous to Lair, the purported Vargr home world. Researches during the early years of the Third Imperium concluded them to be the result of genetic manipulation of transplanted Terran animals of the family *Canidae*, almost certainly of genus *Canis*. The obvious conclusion, supported by archeological evidence, is that the race known as the Ancients was responsible.

Physically, the Vargr are not very impressive. The typical Vargr is about 1.6 meters



in height and weighs approximately 60 kilograms. They are upright bipedal carnivores, rear limbs digitigrade, with hands very similar in size and appearance to those of a human, although there are significant internal differences. They have approximately the same physical parameters as humans and are able to use the same equipment without modification or additional instruction.

On the average their reactions are slightly faster than those of the typical human, but individuals vary widely. The Vargr senses of smell and sight are superior to those of humans.

Government: There is no central Vargr government; indeed, there is no governmental type that can be said to be "typically Vargr". Every conceivable form of governmental organization can be found somewhere in the Vargr Extents. The only cohesive force in the Extents is a fierce racial pride which causes a slight tendency towards racial cooperation.

The higher the level of the Vargr government, the more unstable it becomes because of the difficulty of obtaining consent of all Vargr involved.

Vargr in the Imperium: While only a few planets populated completely by Vargr exist within the Imperium, there are millions of Vargr citizens of loyal subject planets. Additionally, Vargr adventurers, criminals, mercenaries and traders can be found throughout the coreward reaches of the Imperium.

Society: The key elements shaping Vargr societies are a very strong centrifugal force resulting from an emphasis on consensus and informal lines of authority, and an equally strong centripetal force resulting from a deeply ingrained family-clan-tribe-nation loyalty.

Centralized authority is extremely limited at the upper levels of Vargr society, and action is based on broad coalitional concerns, with a constant splitting and rejoining of dissident factions. Traditionally, this has made it very difficult for more centralized and organized societies such as the Imperium to deal on a meaningful basis with what passes for Vargr states.

The Vargr have little respect for formal authority, decreasing as that authority becomes more remote. Vargr generally have more respect for more informal authority figures, and are more likely to obey superiors who are better known to them.

The Vargr have an intensive racial pride and are easily insulted. They are prone to enter into fights without regard to possible consequences. Vargr social organization is difficult to characterize in Terran terms, but can be most closely compared to the Dakota Sioux of North America in the 1800's AD, if the analogy is not pressed too far. Even among the most stable Vargr governments, a highly charismatic leader can attract followers for almost anything. The neighbors of the Vargr are constantly the subject of impromptu raids and scattered piracy by bands of Vargr (totally without government sanction, of course) who have been talked into a raid, a battle, or a war by a charismatic leader.

Vargr Campaigns (220 to 348): The series of wars, encounters, conflicts, and disputes between the Imperium and the various Vargr states in Vland, Corridor, and Deneb sectors along the coreward edge of the Imperium.

As the Imperium expanded, it initially recruited worlds which were former members of the Second and First Imperium. As its borders reached farther and farther out, the Imperial expansion was met by already established Vargr states of varying sizes. The inevitable conflict which resulted as the Imperium worked to

secure its territory and the Vargr resisted are collectively called the Vargr campaigns.

Vargr Extents: The territory dominated by Vargr governments. The term Vargr Extents refers to those sectors with major Vargr populations. Extents are situated roughly coreward of the Imperium, and especially coreward of the Spinward Marches, Deneb, Corridor, and Vland sectors.

Vegan: An intelligent race originating on Muan Gwi (Vega 0107-A456A86-F) and inhabiting the Vegan Autonomous District (q.v.); They are named by humans after the bright star near their homeworld.

General: Vegans are upright, bipedal, and bilaterally symmetrical, averaging 2.2 meters in height. They are bisexual, homeothermic oxygen breathers with an average lifespan of over 200 years. Because of their low-gravity origin, they are physically quite weak, and are unable to live on high gravity worlds.

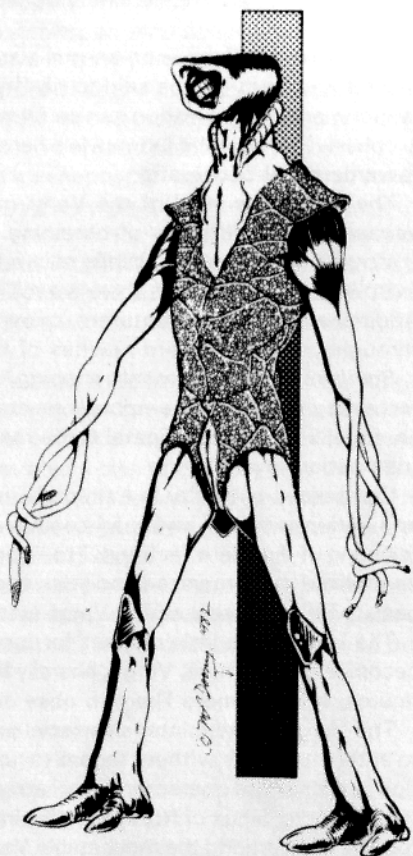
The head serves both as braincase and as sensory appendage. Auditory organs are located in the collar-like structure around the neck. Despite external appearances to the contrary, Vegans have two eyes, located inside the hood-like fleshy structure which dominates the head. The paired eyes are covered by a transparent eyelid-like structure, which acts as a polarized light filter. This structure protects the eyes from glare, like built-in sunglasses, and also serves to keep windblown dust out of the eyes. This filter can be retracted when not needed. The eyes themselves are large, and pick up radiation well into the infrared portion of the spectrum, an adaptation to Muan Gwi's small red sun. Since the skull is fixed solidly in place, a Vegan cannot turn its head, but the fleshy hood containing the eyes can turn through a large arc.

The mouth is a vertical slit in the upper thoracic region, with paired breathing/vocal slits on either side of it. Two mandibles are located inside the upper chest, and grind food between their opposing sets of teeth.

Where the forearm and hand would be on a human, Vegans have three tentacles, which serve them as manipulative organs. Their legs end in broad, splayed feet, which prevent them from sinking into the soft sand.

The urogenital opening is a vertical slit located ventrally in the lower abdomen. There are no external differences between sexes.

Vegans have a number of adaptations to the arid dry region of Muan Gwi where they developed. Their tall, thin bodies are designed for maximum radiation of heat.



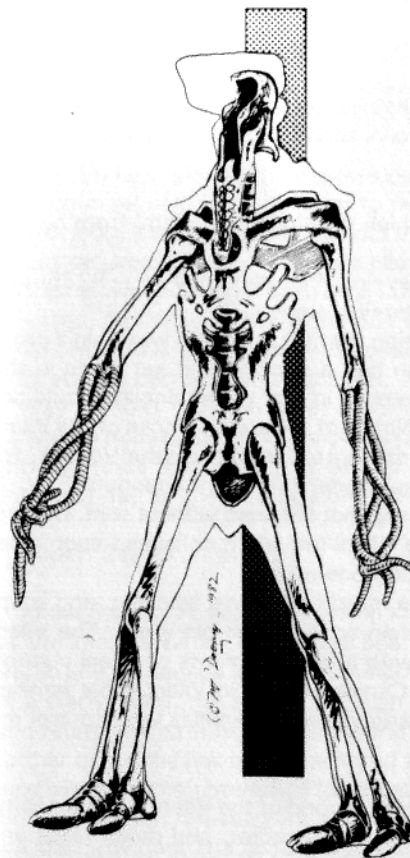
The torso is covered with a thick integument, whose convoluted surface is richly supplied with blood vessels. By increasing or decreasing the supply of blood to the integument, heat radiation from the torso can be regulated to optimum effect (more during the day, less at night). This arrangement obviates the necessity for sweating and its consequent water loss. All orifices of the body can be sealed to prevent unnecessary moisture loss.

History: The Vegans received the jump drive about -6000, from Vilani-influenced traders, and colonized several nearby worlds before being absorbed by the First Imperium in -4404. They were severely restricted under Vilani rule, as were all races who resisted being integrated into the rigid Vilani culture. Because of this, they welcomed Terran victory in the Interstellar Wars and the advent of the Rule of Man. The Vegan Polity prospered under the Rule of Man and survived the Long Night largely intact. However, with the advent of the Third Imperium, the Vegan area was broken into individual planetary states in accord with Imperial policy; non-humans were treated as full citizens but, in order to cement Imperial authority, no multi-world governmental units were allowed.

Under the Solomani, the Vegans were again restricted. Human colonies were founded on many Vegan worlds to maintain Solomani influence there, and Solomani governors were installed on all Vegan worlds. After the Solomani Rim War (q.v.), the present Vegan Autonomous District was formed as a counterweight to the Solomani.

Society: Vegan society is divided into hundreds of different *tuhuir*, which might be roughly translated as culture, philosophy, or tao. Each *tuhuir* has its own customs and traditions and its own interpretation of the proper way to live. The civil service which governs the Vegan District is a *tuhuir* which oversees and mediates among all the other *tuhuir*. Although rare, heretical and rebellious *tuhuir* do exist.

Archeology shows that the *tuhuir* were once separate societies, each associated with a particular geographic location, like countries on ancient Earth. Now, however, they are mixed together in complex patterns. *Tuhuir* are not hereditary; when a Vegan nears sexual maturity, he or she enters a period of search, which may last for many years. Eventually, the individual chooses a *tuhuir*; once made, the choice is for life. In practice, about 50% of all Vegans enter the *tuhuir* of their parents (the exact percentage varies with each *tuhuir*); about 0.5% find that they enjoy the search as a way of life and never join a *tuhuir*.



Vegan Autonomous District: After the pyrrhic victory over the Solomani at Terra in 1002, the Imperium found that it could not completely conquer and absorb the Solomani Sphere. The Imperial high command decided to create the Vegan Autonomous District to act as a counterweight to the remnants of the Solomani Confederation. The Vegans have complete internal control over their district, but free passage is guaranteed for Imperial citizens and goods.

Although many factors have contributed to the present peace and stability along the Solomani Rim, it cannot be denied that the creation of the Vegan Autonomous District has achieved its original purpose.

The worlds of the Vegan Autonomous District are under a single, centralized government. State power is contained in a civil service, chosen and promoted by competitive examinations.

Vilani: Human major race (*H. sapiens*) which developed on Vland from human stock placed there by the Ancients.

The Vilani were the first of humaniti to develop the jump drive (in -9235) and were the first humans to establish an interstellar empire.

The old Vilani culture which developed during the first Imperium was a rigid caste system based on the idea that each citizen had a specific and set place in the universe, and it was each citizen's duty to remain in that place. Society could not afford to let individuals do as they pleased. Not all of the subject races of the Vilani Imperium were able to be completely absorbed into this culture (the Vegans, for example) and those societies did not do well under the Vilani Imperium.

The stability which Vilani culture achieved was not obtained without cost. Cultural rigidity brought with it stagnation, and the Vilani Imperium collapsed soon after contact with the young, vigorous Terran Confederation.

Currently, Vilani is a cultural rather than a racial or national labelling, and is applied to those within the Imperium who retain some of the old ways. The Vilani language survives in certain places, along with a few fragments of Vilani culture, such as musical forms and other fine arts. Certain of the old Vilani noble families have maintained more of the old culture, particularly the families who control the Vilani megacorporations.

Vland (Vland/Vland 0307-A967A9A-F): Homeworld of the Vilani, former capital of the Vilani Imperium, current capital of the Vland sector, and major trade and manufacturing center for the core/spinward regions of the Imperium.

War, Imperial Rules of: The rules of war are an accumulation of unwritten concepts established on a case-by-case basis. They have not been officially codified to prevent formal precedent from preventing Imperial intervention. The main aim of the rules is to maintain the economic and military well-being of the realm.

The Imperium tolerates the use of force as a necessary outlet for built-up political and social pressures beyond the opponents' ability to mediate. A short war is deemed preferable to continuing tension, sabotage, political agitation, etc. However, attempts by extra-planetary forces to seize control of a world's affairs are beyond the scope of the "safety valve" rationale. Recognizing that often some community of interest exists between a faction or state on a planet and some off-planet organization, the Imperium tolerates "assistance" as long as it is deemed appropriate

to the level of legitimate interest in the affairs of the world held by the extraplanetary organization. When it has appeared that the primary burden for the conduct of the war has been carried by an extra-planetary power, the Imperium has intervened.

One prohibition is clear and firm: use or possession of nuclear weapons, if discovered, and regardless of size or type, will almost certainly trigger Imperial intervention. The Imperium alone retains the rights to such weapons, because of their extreme destructive powers and the relatively low tech level at which they can be manufactured.

For similar reasons, certain other weapons (chemical and bacteriological agents, and meson accelerators, for example) are strictly controlled, although they are not subject to the sweeping restrictions placed on nuclear weapons.

Way Station: Link in the express boat network. The way station is a large (for the scout service) base devoted to overhaul and refit of express boats at points in their journeys. During a normal tour of duty, an express boat will jump from system to system, occasionally changing pilots, but steadily working its way farther and farther down the line. At each stop (xboat station), the xboat is routinely checked, refuelled, reprovisioned, and sometimes recreated. Ultimately, however, the xboat must undergo maintenance and possible repair after the rigors of its mission. The way station performs this function.

Way stations have stocks of scout-oriented repair and maintenance equipment, as well as trained staffs of service personnel. They are the equivalent of naval bases, although they are capable of servicing only smaller tonnage ships (10,000 tons and less) due to the size and orientation of their facilities.

Xboat: See *Express Boat*.

Xboat Station: Facility for handling xboats at a star system. At each system served by the xboat network, an express boat station is maintained to handle the message traffic and to manage incoming and outgoing xboats. Usually located near the edge of a star system, the station picks up messages beamed to it by incoming xboats and relays the data to the local world for delivery. Messages destined for worlds farther down the line are transmitted to a waiting xboat which then jumps for the next world in the network. The xboat station contains receiving and retransmission equipment; refueling and support facilities for the local staff and waiting crew are also provided. The xboat station maintains a local office on the system's major world for the acceptance of xboat messages, as well as to handle delivery of the messages to addresses on the world.

Year Zero: The base year of the Imperial calendar, and the founding year of the Third Imperium. By selecting a base year numbered zero (instead of the generally selected year 1), the Imperial dating system became a standard number line extending forwards and backwards in time. Years before the founding of the Imperium became simple negative numbers, and the differences between dates before and after the founding of the Imperium could be determined by subtraction. See also *Dating Systems*.

Zhodane (Zhodane/Gaval 0309-A6547C8-F): Capital of the Zhodani Consulate

homeworld of the Zhodani people. Unlike the capitals of other empires, Zhodane is largely divided into the estates of the members of the ruling Zhodani council, making the world's population unusually low. The Zhodani call the world Zhdant.

Zhodani: Human major race (*H. sapiens*) inhabiting the Zhodani Consulate, a region far spinward of the Imperium.

The Zhodani are a branch of humanity similar in most respects to other human races. In general, they tend to be taller than Solomani or Vilani, and lithe of build. Their most important difference is the acceptance and use of psionics. Zhodani society is divided into three classes: nobles, intendants, and proles. Nobles are the enfranchised ruling class, and receive psionic training from childhood. Intendants are managers and administrators of society, and also receive early training. Proles constitute the masses, are forbidden the use of psionics, and do not receive training. Within this rigid class system, there are two opportunities for promotion to a higher class. All prole children are tested for psionic potential, and those showing high scores are taken from their families and adopted into the intendant class. Intendants are rewarded for great diligence, service to the state, or victory in the psionic games through the granting of noble titles.

The presence of psionics in the hands of those in power means that many aspects of society work at high efficiency. Psychology, behavioral science, communications science, and education are more refined and exact than in other societies. Educational methods are finely tuned, and capable of teaching concepts rapidly and accurately. Mental deviance or criminal tendencies can be detected early and corrected with facility.

Zhodani society is generally a happy one. Individuals are members of a functioning whole, with each making a contribution to its success. The relative lack of upward mobility for the proles is offset by the possibility for their children to move upwards if they have the proper potential. The burden of responsibility imposed on the intendants is lightened by the ever-present possibility of reward through elevation to the noble classes. The nobles themselves temper their burden of authority with comfort derived from their station in life.

Morality: The Zhodani have a general distaste for other human races which do not practice psionics. Effective indoctrination and ever-present possibility that one's mind is being read have removed dishonesty and deviance as common features of society. Disagreements still occur, competition thrives, passions flare. But all takes place in an atmosphere of honesty and truth. Individuals can express their



feelings without fear and problems are openly dealt with. In non-psionic societies, much is kept secret within the mind. A Zhodani visiting the Imperium would be appalled by the deviousness and dishonesty that pervades society.

Imperial distaste for the Zhodani is based on two facts. First, the Zhodani practice psionics, and an Imperial cannot be sure that a Zhodani is not invading his mental privacy at any time. Imperials feel exposed and uncomfortable in the presence of Zhodani. Second, because of their psionic abilities, the Zhodani have the most effective authoritarian rule in history. Imperial citizens, used to a great degree of local autonomy, fear Zhodani conquest because of the loss of freedom it would entail.

Government: The Zhodani consulate is a participatory democracy in which only nobles are allowed to vote. Executive and judicial functions are the responsibility of a series of councils of varying sizes. Each council elects one of its number as executive officer, and a number of its members as delegates to the next higher council. A city, for example, will elect several of its council members to be representatives to the world council. The process continues upward through several layers of councils to the overall Grand Council of the Zhodani. Nominally, each member of a council serves for one olympiad (three Zhodani years), but in practice, each councilor serves until his replacement arrives and replaces him officially, or until word of his re-election to another term is received. Often times, the district from which a councilor is elected will have only his relatives as voters, and his re-election is virtually assured.

Standard practice (when possible) calls for Zhodani councils to submit important questions to a plebiscite of those affected. The principle can be suspended where immediate action is required, but the official ordering the action stands responsible to the voters and must justify his actions as soon as possible.

Supreme executive power is vested in three consuls, one elected each year for a term of one olympiad by and from the members of the Grand Council. No consul may be elected twice in succession, and retired consuls become life members of the Grand Council.

History: The Zhodani date their empire from the traditional date of the first organized use of psionics on Zhodane, -6731 Imperial, the year of the first olympiad. They achieved jump drive about 1300 years later, in -5415 Imperial.

The expansion of the Zhodani was gradual and uneventful. Although some states on the fringe resisted absorption into the Consulate, most were annexed peacefully. The Zhodani first came into conflict with the expanding Third Imperium in the 500's, starting the First Frontier War in a dispute over present and future limits to settlement in the Spinward Marches area. Continuing frontier wars over the next five hundred years have failed to resolve the basic differences between the two empires.

The Imperial Nobility

The Imperial nobility is a narrow class of persons at the upper strata of society who hold, either personally or through their family line, noble rank from the Emperor. Noble rank is a mark of high social status for citizens and serves two purposes. It rewards individuals for significant achievements and it provides social station for the political leaders within the government. All but the highest noble ranks (count, duke, archduke) can be awarded in recognition of achievement or pre-eminence in a field of endeavor.

The nobility includes within it a subset called the peerage, consisting of all nobles except knights and baronets. Except in extraordinary situations, to hold a high office in the Imperial bureaucracy, a person must be a peer (although not all peers hold office).

Nobility is usually hereditary. Once granted, a title continues to be passed down to succeeding generations. Titles need not pass through the first born (although this is the accepted practice), and individuals with several titles may divide them among their children as they see fit. An individual who is a member of a close family with noble rank is usually considered a member of the nobility even though that individual may not personally hold a title.

Nobility is acquired through letters patent (patents of nobility) issued by the Emperor. Traditionally, appointments are published in the Holiday List (appearing on the first day of the new year) and in the Birthday List (appearing on the Emperor's Birthday). Additional patents of nobility for political purposes or special occasions, are published when necessary.

All nobility is part of the feudal system of Imperial government. Nobles, upon receiving their patent or upon confirming their inheritance when coming of age, swear continuing loyalty to the Imperium, to the Emperor, and to the Emperor's successors. Failure to do so can void the patent, for the generation or permanently.

Noble rank can be revoked by the Emperor, either personally or through the courts (subject to his approval). Some reasons for such revocation are treason, murder, kidnapping, and extortion as well other felonies. Incompetence can also be a reason for revocation of a title. Occasionally, a noble rank will not be confirmed upon inheritance (the Emperor has the option of not confirming, as well as does the holder). The rank may then go to another member of the same family, or lie vacant for the generation. Furthermore, the Emperor has the option of appointing a new family to hold the noble rank, displacing the former line.

Nobility does not grant immunity from the law, however. All nobles are subject to the same restrictions as any other Imperial citizen.

All noble ranks within the peerage come from the Emperor. The ability to create knights and baronets, however, is shared with the archdukes of the Imperium. The archdukes, within their domains, have the authority to create knights and baronets, subject only to disapproval by the Emperor. The purpose of these knighthoods (and baronetcies) is to allow the archdukes to create supporters and retainers for their own purposes rather than to depend on the Emperor to do so. The noble ranks created are not members of the peerage.

NOBLE RANKS

The lowest noble rank is knight; the highest level is archduke. (Above the archdukes is the special station accorded members of the Imperial family, but they are not considered part of the nobility.)

Several aspects of noble rank are governed by a strict protocol, including title (the formal reference to the person in print or by reference), style (the method of addressing the individual personality), and precedence (the relative seniority of the individual among others). In addition, customary perquisites for each noble rank vary widely.

The noble title includes the allowed prefixes (such as Sir) and suffixes (such as "of Yori") to a name, and the order in which they are presented.

The noble style dictates the manner in which a noble is addressed, including such honorifics as "Your Grace" or "Your Majesty".

Precedence is accorded strictly on the basis of government position, with seniority by date of patent following. The date of noble rank is taken from the date of confirmation when an inherited rank is assumed.

Noble ranks are generally conferred for achievement, service, or position. Ranks for achievement (heroism in the military, success in civil or commercial enterprise, innovation and discovery in the sciences) customarily carry no special reward beyond the noble title itself. Ranks for service (political support in office, victory in the military, contributions or economic assistance from the commercial sector) often carry with them fiefs. Enfeoffment is, however, a different process, and is granted by a separate letter of enfeoffment (see below).

Ranks for position (occupying specific governmental offices) carry with them special privileges such as pensions. The specific perquisites, however, vary widely, often at the whim of the Emperor.

Knight: The lowest of noble ranks is knight, awarded as an honorific rank in recognition of achievement or service. A knighthood entitles the individual to use the prefix Sir (some females prefer Dame, but such usage is obsolete) before the name, and to suffix the initials of the order of knighthood after the name. Knighthood is awarded within an order. Several dozen orders of knighthood exist within the Imperium. Some are restricted to specific classes of individuals, such as members of the Imperial Family, racial Aslan, racial Vargr, or other special groups. Others are awarded for specific achievement or service, or for holding specific positions within the government. Still others are broadly based orders into which most new knights are inducted.

The most common orders of knighthood in the Imperium are the Order of the Emperor's Guard, established in 52 and originally limited to the Emperor's personal retainers but now of wide and diverse membership, and the Order of Starship and Crown, established in 17. More exclusive orders have also been established: the Order of Hlyuea (established to honor loyal Aslan citizens), the Order of Gvadakoung (established to honor loyal Vargr citizens), and the Honorable Order of the Arrow, (established to recognize interstellar explorers). The domains each have orders named for them: The Order of Antares, the Order of Vland, the Order of Sylea, the Order of Sol, the Order of the Gateway, and the Order of Deneb. Of these, the Order of Sylea is administered by the Emperor himself (as de facto Archduke of Sylea); the Order of Deneb has never been used, as no Archduke of Deneb has ever been named.

Baronet: Intermediate between the first and second level of noble rank is the

baronet. Baronet is a special form of baron awarded by an archduke of one of the domains of the Imperium. Baronets rank below barons in seniority and precedence. Although the Emperor can create baronets (either as Emperor or in his capacity as Archduke of Sylea), in practice they are created only by the archdukes.

A baronetcy entitles the individual to use the prefix Baronet before the name.

Baron: The second level of noble rank is the baron, the lowest level accorded membership in the peerage. Barons are referred to in several different styles including the use of prefixes to the surname (such as von, haut, or hault) and/or the title Baron (or Baroness for females). An individual accorded a barony for service may receive a fief of land on a single world, generally not more than 100 square kilometers. When a barony includes a fief, then the title is generally followed by the fief's name (such as Baron Solvenos).

Marquis: The third level of noble rank is the marquis. A marquis is associated with a single world (generally a large and important one with a type A or B starport). The title consists of the world name after the title, as in the Marquis of Aramis (or, alternatively, the Marquis Aramis).

Count: The fourth level of noble rank is the count, and is associated with two or three worlds within a subsector. Counts are referred to by their title followed by the individual's surname or by the name of one of the worlds within the county.

Duke: The fifth level of noble rank is the duke, and is associated with a subsector. The noble is referred to by the title followed by "of" and the subsector name. The power of the duke depends on circumstances and the situation within the sector, but generally one duke within a sector rises to power and comes to be the sector duke, the ruler of that sector. No special title is awarded to a sector duke.

Archduke: Each of the six original domains has an archduke exercising overall control and acting as an intermediary between the Emperor and the other levels of nobility (except for the domain of Sylea, where the Emperor is the archduke). They are referred to by the title Archduke followed by the title of the domain. An archdukedom includes a fief consisting of an entire world, generally retained as a private reserve.

Emperor: Above the range of noble ranks is the Emperor and the Imperial family. The Emperor is the ultimate object of thousands of oaths of loyalty and fealty.

Fiefs: Patents of nobility, especially for service, may include fiefs of land. Fiefs are granted in a Letter of Enfeoffment separate from the patent of nobility. Fiefs are granted to the individual at the discretion of the Emperor and remain the Emperor's possessions. However, the fief conveys the right to use the land, to rent or lease it out and collect income from it. The fief is a convenient method for the Emperor to reward certain nobles.

The size of the fief depends upon how great an income the Emperor wishes to award a noble, and the location of the fief itself. A knight with a fief consisting of several hundred square kilometers of sparsely settled wilderness and one with a single hectare of the business district of a city can be considered to hold equal fiefs.

Hereditary nobles have often had the fief in their family for generations, and have built it up in value and income potential. Some sites at the capital generate considerable income each year. Other fiefs have been administered with great care to ensure that the territory be not only valuable, but also tastefully used. Still others have been exploited ruthlessly in mining or industrial pursuits. Completely separate from fiefs, a noble may own land obtained from other sources (inheritance, pur-

chase, and so forth). These lands remain the property of their owner even if his title is revoked, and can be disposed of separately from fiefs.

The Nobility Lists: The bulk of patents of nobility are published on one of two lists annually. The Holiday List is published on Holiday, the first day of the new year, and covers awards for achievement. The Birthday List is published on the Emperor's birthday (Strephon's is day 202) and covers awards for service. Continuing awards for position are given out as called for by circumstances.

History of the Spinward Marches

In the early centuries of its existence the Imperium used a link and branch system for exploring the stars, contacting worlds and societies, and establishing important bases along the ever-expanding frontier. Links connected the older bases with the newer ones, and became highways for trade and transport. Branches emanated from the various bases to touch the scattered worlds that promised resources and markets. It was only natural that the merchant and transport corporations should adopt these same links and branches in their activities. From the main links, these corporations (as well as the independent merchants and the settlers looking for challenge or for a hand in their own destiny) set out to the worlds farther off the mainstream. Fertile worlds were settled, enterprising merchants shipped goods to them and established markets, goods were shipped back in order to pay in that market. Everyone prospered, more or less. The Imperium was expanding.

As the scout service moved out from the former Imperial borders, it encountered obstacles. In some cases, they met already established interstellar societies (the Vargr to coreward; the Aslan to spinward), or expanses of low density space (the Greater and Lesser Rifts), or simply out-ran the desire of the merchants and settlers to follow.

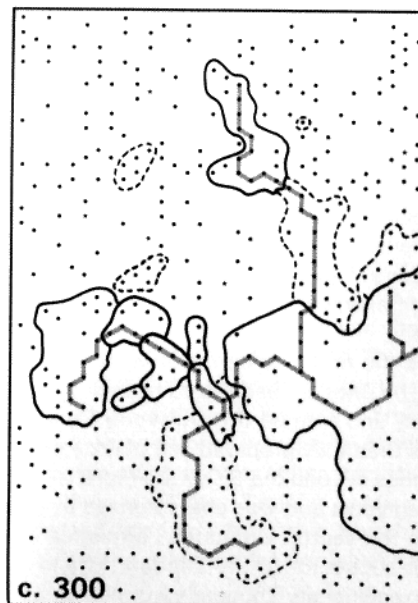
One basic link (and a highly successful one), extended from Vland (seat of the First Imperium and still an important trade center) spinward. Beyond Vland was Corridor Sector, stretching between a spur of the Great Rift and the Vargr Extents. Beyond Corridor was Deneb, where the megacorporations established a sprawling industrial complex. While the branches opened up Corridor and Deneb, the scout service forged links to the Spinward Marches.

Scout service exploration from Deneb carried survey cruisers through a relatively unpopulated region, finally contacting an isolated confederation — the Sword Worlds — and their neighbors beyond — the Darrians. Naturally enough, with established societies at the end of the links, they became major trade routes. The territory on the very edge of the Imperium became known as the Spinward Marches. Originally, the base for commerce was Deneb, but as more and more settlement took place, the focus moved spinward, ultimately establishing itself at Mora.

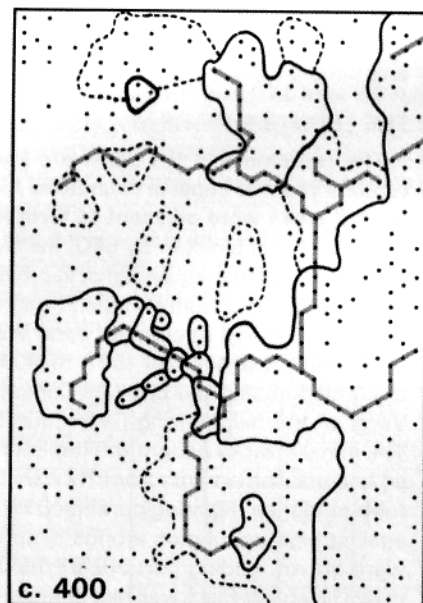
The first major Imperial establishment in the Spinward Marches was at Mora, settled in 60, financed by Ling-Standard Products, and soon a thriving trade center, building new ships, overhauling old ones, and producing other manufactured goods on the side. Mora was the gateway to the Marches.

Mora proved an ideal and fortunate choice. The system lies astride a route linking hundreds of worlds with simple jump-1 connections. This Spinward Main allowed free traders to ply the space lanes in search of new markets, new worlds, and new customers. Often they carried settlers to the more promising worlds, and then supplied them with vital off-world goods in return for metals, minerals, ores, precious woods, and rare foods and spices, as well as artifacts of various cultures for collectors of such things.

Even as the Imperially sponsored links were prospering, the branches grew on their own. Two major branches grew in the Spinward Marches, each following the



c. 300
Settlement of the Spinward Marches
— — — settled area

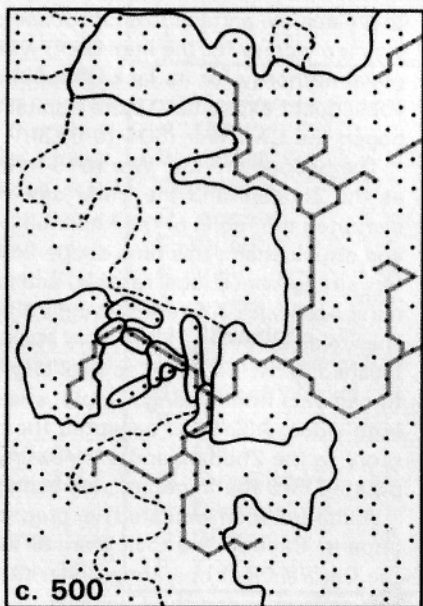


c. 400
— area under Darrian, Sword Worlds, or Imperial government
— major links and branches

Spinward Main. One branch worked its way rimward through the Sword Worlds while the other crept coreward into unexplored space.

The rimward branch extended through a portion of the Sword Worlds at their sufferance, and settlement was greatly inhibited until alternative routes into the area were opened from Deneb sector.

Early on, the coreward branch reached Regina, and that system was settled by 75 (only fifteen years after the first Imperial settlements in the Marches). Regina's dominion grew over several worlds, and it soon became a common destination for traders. By 250, Regina had been incorporated into the Imperium along with six neighboring worlds. By 300, the number of Imperial worlds in the cluster had grown to 17. Naturally, the branch leading to Regina became well-travelled; settlement soon followed.



c. 500

Elsewhere, parts of the Spinward Marches off the Spinward Main remained backwaters. Their relative lack of accessibility restricted the number of ships that

could call on them, which in turn kept them from developing at the same pace as the other worlds of the Marches. Even today, these worlds, settled by people intent on separation or privacy, are second-class worlds.

THE FRONTIER WARS

The settlement of the Spinward Marches proceeded inexorably, with a gradual establishment of Imperial boundaries further and further spinward. By 500, the newly settled areas were adjacent to territories being settled by the Zhodani Consulate in the Cronor subsector. By 550, the two empires had intermingled their settlements, in some cases sharing systems, in others holding neighboring worlds. The differences between the Imperium and the Zhodani heightened tensions, bringing the two sides into conflict, and eventually open warfare.

The First Frontier War (589 to 604) was the first of a series of wars between the Imperium and the Zhodani Consulate. The Zhodani had rallied to their side the Vargr of the neighboring Gvurrdown Sector, and formed the Outworld Coalition. The initial attacks caught the Imperium less than fully prepared and quickly expelled Imperial settlements from Zhodani territories beyond the Spinward Marches Sector boundaries. Fighting continued for fifteen years and was characterized by raids against high population worlds deep within the sector. Ultimately, armistice lines were drawn, ceding portions of the Cronor subsector to the Zhodani. Grand Admiral Olav hault-Plankwell had defeated an expeditionary Zhodani/Vargr fleet at Zivije following its raid against Jae Tellona (both in the Rhylanor Subsector). The result crippled the Zhodani capability to prosecute the war fully, but also inflicted enough losses on the Imperial squadrons to force a stalemate. The negotiated armistice allowed the Imperium to claim a large amount of previously unincorporated territory to replace the parts of Cronor subsector ceded to Zhodane. Admiral hault-Plankwell claimed victory for the Imperium, while simultaneously castigating the central Imperial authority for its lack of support during the war. Admiral hault-Plankwell's subsequent expedition to the Capital and assassination of the Empress Jacqueline began the Civil War (604 to 622).

The Second Frontier War (615 to 620) began in the later years of the Civil War, as the Zhodani and the Vargr saw that their stalemated First Frontier War had disrupted the fabric of the Imperium. The disbanded Outworld Coalition reformed, and struck again, this time deeper into the Jewell subsector. The fierce initial battles strengthened local resolve, and drew the war out for several years. Grand Admiral Arbellaatra Alkhalikoi fought a holding action accompanied with behind-the-lines raids for nearly three years in Jewell subsector. Finally, the sector's shipyards finished construction of several large dreadnaughts, and they, coupled with reinforcements from trailing sectors, enabled a decisive engagement which stalemated both sides. Alkhalikoi accepted the dangerous responsibility of ceding more territory to the Zhodani and of releasing perhaps a dozen systems previously incorporated into the Imperium, rendering them independent.

Alkhalikoi then emulated her predecessor — hault-Plankwell — and moved to the Imperial Capital. The Civil War still raging, she met and defeated the remnants of the Central Fleet operating under the command of the barracks Emperor Gustus. Her actions ended the Civil War.

The Third Frontier War (979 to 986) marked the end of an uneasy peace that lasted nearly 350 years. In that time, the Zhodani territory in the Spinward March-

es expanded to include four new systems (extending down into Querion subsector from Cronor). The Imperium retained Retinae/Querion as an Imperial territory and expanded its holdings in the Five Sisters subsector. In 979, Zhodani battle fleets struck at Jewell and Querion after several years of sabre-rattling. The Imperial reaction was deficient initially, although reinforcements were soon brought into the battle. The Third Frontier War was less characterized by the planetary sieges of previous wars, and more by commerce raiding, deep thrusts by cruiser squadrons to disrupt shipping, and by harassment of civilian shipping.

The damage done to the civil populace, and the lack of progress in the war turned public sentiment against the high command, and ultimately against the Emperor, who it was felt was prosecuting the war too slowly. Ultimately, an armistice was reached which ceded systems to the Zhodani in the Jewell subsector and allowed Zhodani occupation of several in the Querion subsector. Moreover, the Imperium withdrew several parsecs from their previous positions, creating a demilitarized region through much of Vilis subsector. With the Zhodani on their doorstep, Retinae applied for, and was granted, disunion from the Imperium. The outcry against the peace settlement when it was announced was enough to force the abdication of the Emperor Styryx. Nevertheless, the settlement created reasonably secure borders along the Zhodani frontier, and allowed the Marches to continue with their commerce and industry.

The Fourth Frontier War (1082 to 1084) is sometimes called the False War. The war began unintentionally, as a result of an incident near Quar/Cronor, where the Imperium maintains a naval base just beyond the Zhodani border. This triggered a series of naval battles throughout the Jewell and Cronor subsectors. An armistice was concluded after eighteen months of fighting, before the capital had a chance to issue instructions or send reinforcements. The Imperium lost another world (Narval/Cronor), and was forced to accept joint tenancy of Esalin/Jewell with the Zhodani, but it regained two worlds lost to the Sword Worlds a century before.

ASTROGRAPHY

The Spinward Marches are part of the Domain of Deneb. The table below shows the subsectors of the Spinward Marches.

The Spinward Marches contains 440 worlds. The total population of the sector is approximately 388 billion.

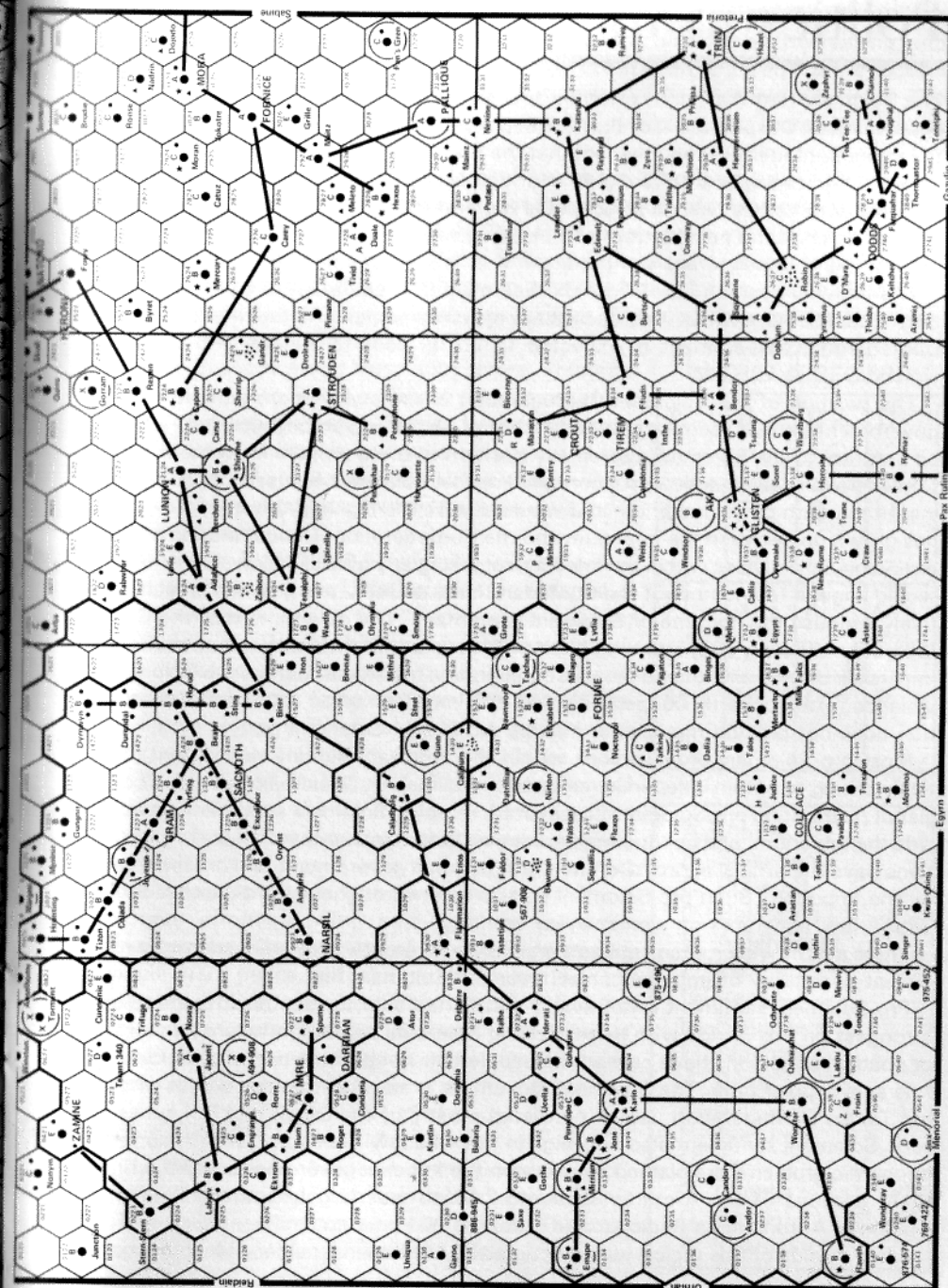
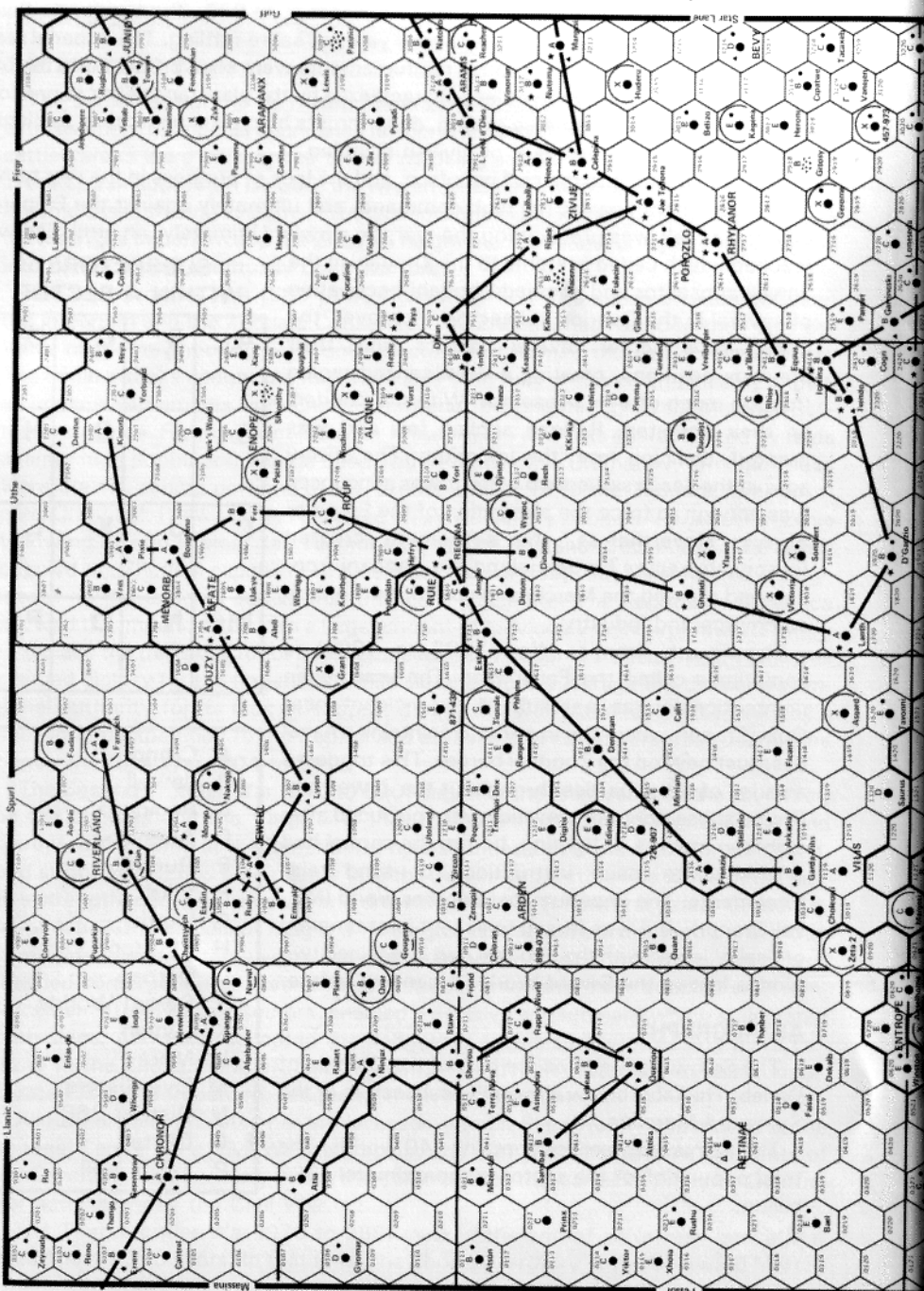
SUBSECTORS WITHIN A SECTOR

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

A	Cronor
B	Jewell
C	Regina
D	Aramis
E	Querion
F	Vilis
G	Lanth
H	Rhylanor
I	Darrian
J	Sword Worlds
K	Lunior
L	Mora
M	Five Sisters
N	District 268
O	Glisten
P	Trin's Veil

The Spinward Marches

A Detailed Stellar Sector Located on the Fringes of the Imperium



Politics in the Solomani Rim

The Solomani Rim War (q.v.) returned a large part of the Solomani Sphere to Imperial control. Despite the fact that the Imperium does not formally recognize the Solomani Confederation and the fact that the Solomani Confederation does not formally recognize Imperial sovereignty over any portion of the Solomani Sphere, an informal detente has been in effect since the armistice of 1002. This detente has not yet reached the point of formal diplomatic relations, but trade missions from both states routinely cross the border.

The Imperial position is to allow the Solomani Confederation to exist provided that it causes no trouble. The occasional terrorist incursion is tolerated, but the Confederation government is expected to do its best to subdue anti-Imperial violence.

The position of the Solomani Confederation is somewhat more complex. The government cannot recognize Imperial control of the region because that would be contrary to the Solomani supremacy position of the Solomani Movement. The Confederation cannot actively support anti-Imperial violence, because to do so would incur the wrath of the Imperium and would disturb the highly profitable trade that has grown up between the Imperium and the Confederation. Condemnation of the pro-Solomani activities within the Imperium or taking any official action against them would anger a fair number of the Confederation's citizens, many of whom still actively espouse the doctrine of Solomani supremacy. The government of the Confederation officially supports the Solomani Movement, both inside and outside the Imperium. Unofficially, the Solomani Confederation tries to discourage pro-Solomani violence, often covertly cooperating with the Imperium to do so. The Confederation does not provide financial or military aid to any Solomani party.

Most pro-Solomani organizations within the Solomani Rim are non-violent parties working to obtain independence by peaceful means. Their main activities consist of distributing pro-Solomani propaganda, keeping Solomani sentiment alive inside the Imperium, and conducting parades on Solomani holidays. These organizations have the official approval of the Confederation government, and are tolerated by the Imperials. Such pro-Solomani parties exist throughout the Solomani Rim, with a few adherents on almost every world.

There are, however, many militant pro-Solomani groups who are working for the violent overthrow of Imperial control over the Solomani Rim.

Pro-Solomani sentiment is not evenly distributed over the sector. It tends to be strongest on the worlds with long-standing Solomani habitation where economic or political conditions have caused the people to look upon the period of Solomani rule as a happier time. The Solomani Movement is strongest on the worlds of the old Terran Confederation, which consisted mostly of the Dingir and Sol subsectors. Solomani sentiment also runs high in the Albadawi subsector, whose current economic problems are blamed by many on the Imperial government, and the rimward portions of the Arcturus subsector, which was largely settled under the Solomani Autonomous Region.

Most worlds of this region were occupied by the Imperial military after the war.

Many have since been returned to civilian rule, and active unrest is rare.

In the Dingir subsector pro-Solomani violence continues on Herakles, Fomalhaut, Gashidda, and Sirius. In the Sol subsector, major unrest is limited to Fenris and Junction. On Terra, the homeworld of the Solomani, tensions are decreasing, and the world is scheduled to be returned to civilian control before the end of the decade. Thorwald is the only location of significant unrest in the Arcturus subsector. The rebellion on Kidashi, in the Albadawi subsector, seems rooted more in a sagging economy than in political ideals.

In the coreward region, pro-Solomani sentiment is not particularly strong. The Solomani government ruled the area, but the populace, of mixed origin, remained unconverted to the Solomani ideals. The chief exception is the Harlequin subsector. Because of its importance during Solomani rule (as a trade link to the Old Expanses) the people of this sector have a greater longing for the "good old days", and Solomani parties are strong on many worlds. Only on Scaramouche, however, have conditions led to revolt.

In the Esperance and Vega subsectors, Solomani activism has been fueled mostly by resentment of the status accorded the Vegan District. Within the Vegan District itself there are sporadic revolts on those worlds with Solomani minorities (those worlds where colonies were established when the area was under Solomani rule).

The most virulent anti-Solomani world in the sector is Iddamakur, in the Ultima subsector. Iddamakur was used as a prison for "undesirables" during Solomani rule. The inhabitants have an understandable dislike for the Solomani cause.

In the Solomani Confederation, the worlds immediately along the Imperial border which are profiting most from trade with the Imperium are those which are most in favor of the continuation of peaceful relations. Further in from the border, where trade with the Imperium is not as important, there is more militant sentiment. Inhabitants of the rimward frontier feel that peace with the Imperium will result in more attention being paid to their economic development. The majority of the Confederation's people want peace with the Imperium, not war.

In spite of this, a fair portion of the citizens of the Solomani Confederation support anti-Imperial organizations, some of which make terrorist raids across the border into the Imperial portions of the rim.

ASTROGRAPHY

The Solomani Rim is a part of the Domain of Sol. The table shows the subsectors in the Solomani Rim.

The Solomani Rim contains 400 worlds. The total population of the sector is 1.34 trillion.

SUBSECTORS WITHIN A SECTOR

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

A Ultima
B Suleiman
C Concord
D Harlequin
E Alderamin
F Esperance
G Vega
H Banasdan
I Albadawi
J Dingir
K Sol
L Arcturus
M Jardin
N Capella
O Gemini
P Kukulcan

The Solomani Rim

A Detailed Stellar Sector Containing Terra and Her Neighbors

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