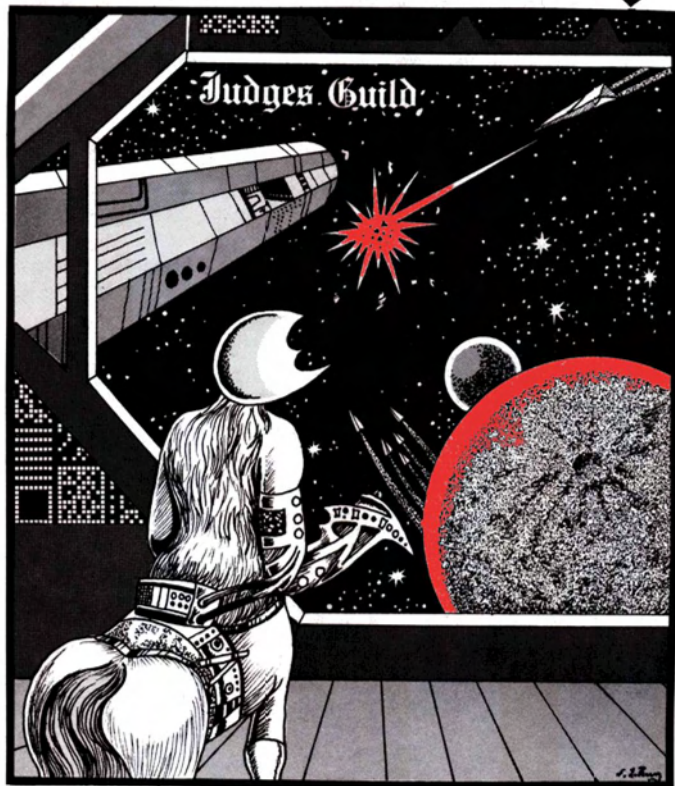


CRUCIS MARGIN GUIDE BOOK



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CRUCIS MARGIN

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Planetary statistics are listed in Standard Imperial Order: Name, Hex Location, World Size, Atmosphere Type, Hydrographic Percentage, Population Exponent, Government Type, Law Level, Technological Level Bases Code, Remarks, Travel Zone, and Gas Giant. An Additional symbol of -- has been added to Technological Level to indicate those worlds which have no population or whose statis is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmold Projection popular in traditional Solomani circles.

Amber Zone 

Stellar System 

Regular Route 

Red Zone 

Political Border 

Scout Base 

Naval Base 

CRUCIS MARGIN SECTOR

Background

The Crucis Margin is located slightly rimward from the center of the Trailing Edge of the Imperium. No system in this sector owes direct allegiance to the Emperor though mutual non-aggression pacts exist. The Crucis Margin is one of the group of sectors of mixed client states known collectively as the Gateway Quadrant. This area of mixed states separates the Imperium from the domains of the Hive Federation and the Two Thousand Worlds. The sector name is derived from the largest independent state in the sector, the Union Crucis.

Imperium Involvement

No worlds in this sector owe allegiance to the Imperium although most systems have a majority population of Humaniti. Imperial interests are furthered through commercial and political activity. Client States, especially Sphere Fenix, have been encouraged to act as Imperial Surrogates.

Hiver Involvement

No worlds in this sector are settled by the Hive Federation although their trading vessels are active in the Trailing Rim quarter. Significant military forces are de-emphasized but commercial and political activity is great.

K'kree Involvement

No worlds in this sector are settled by the Centaurs although trading vessels are active in the Trailing Core quarter. Significant military forces are de-emphasized but commercial and political activity is very high.

Mandanin Co-Dominion

Information concerning the precise internal structure of the Co-Dominion is scanty and nebulous at best. It is a cooperative state with complete intergration between the two member species. Imperium historical information appears to have been accidentally destroyed during the last Civil War. Only fragmentary texts of previous records remain. Previous organizations in this area appear to be clan/commercial structures of no great extent or permanence. Several non-human intelligences were also present in the region, at least one in the early stages of starflight. Theoretical research on hyperspace was being conducted but there were no plans to construct jumpdrive prototypes yet. Alien-Human contact was peaceful and constructive. Three centuries ago a joint Human-Alien culture started to spread out simultaneously from several nuclei systems. Growth has been steady since then, emphasizing cooperative ventures between Human and Danin authority structures. Only a century or so ago a militant revolution completely restructured Mandonin Society and initiated an aggressive expansionist policy. Information of any sort about the internal affairs of the Mandanin Co-Dominion is suppressed. Internal trade is restricted to authorized companies and external trade is limited to several supervised starports. Recent expansion attempts into the Marlan Primate have been decisively defeated. Past incursions into the Krax Confederation indicate new expansion will be aimed in their direction.

Hv'ika Kamlin

The Hv'ika Kamlin is an independent state composed primarily of the members of an Alien Minor Race and a Minor Race of Humaniti. They are a Client State of the Hive Federation, greatly influenced by it and militarily allied. While active in commerce and political affairs, the predominant philosophy is not militarily aggressive.

Ramayan

Ramayan claims precisely one system in this sector and has not modified its borders in this direction in over five centuries. Trade is not restricted but most Ramayan citizens are extremely conservative and philosophically inward directed. Political attitudes are Neutralist, though friendly towards the Imperium. A mutual defense treaty with Sphere Fenix has been in force for the last three centuries.

Sphere Fenix

Sphere Fenix was originally settled by a very diverse group of refugees from the collapsing First Imperium. During the Long Night, these fugitives flourished into a series of mini-states. About 500 Imperial dating, a series of small but bitter wars broke out. In 724, the three surviving states declared peace on each other and met to discuss unification. Though the precise details of governmental structure took over 28 years to develop, Sphere Fenix dates its birth from that meeting. Though internal unrest has occurred since, the overall prosperity has continued to increase. A mutual defense treaty was signed with Ramayan in the 8th century Imperial. Technical assistance is received from the Imperium Military Services and Imperial Security is rumored to have great influence. In spite of having fought no major wars in centuries, military prowess is high and it has become traditional to serve a term or two as a Mercenary in one of the surrounding sectors, especially the Marlan Primate.

Chhung Kuo

Chhung Kuo is a term from an ancient Solomani language meaning "Middle Kingdom". It too was established close to the end of the First Imperium by refugees from the turmoil. In order to unite the disparate elements, a deliberate attempt was made to establish a revival of the "Golden Age of Chinese Culture". Though primarily settled by Humaniti of Solomani ancestry, a significant minority of the population is composed of resident Alien members of the Minor Races. Philosophy is directed towards constructive cooperation with a conservative respect for tradition. Both the Humaniti and the Minor Races maintain universal military training for self defense but seldom serve as or hire Mercenaries. Trade is encouraged and a high degree of interest is maintained in technical progress. Diplomatic policy is defensive and mutual non-aggression pacts have been concluded with all neighboring states.

Union Crucis

Union Crucis also began during the end of the First Imperium as a combination of refugees for self defense purposes. In this area, though, two other factors came into play, the presence of several Minor Races of Aliens on the planets and the proximity of two separate Major Races of Aliens. Interspecies cooperation and competition has always been present in this area. Humaniti, as the most numerous portion of the population, formed the core around which groups gradually coalesced into larger and larger political units. Open warfare was uncommon although small skirmishes were frequent among the different Humaniti factions. These four factions are the Suo, Sliv, Cast, and Nar with 27, 19, 28, and 15 systems respectively. Many of the Suo planets have trade relations with the Hv'ika and the Hivers. Most Cast and some Sliv planets trade with the Chhung Kuo and with the Two Thousand Worlds. Around a century or so ago an expansionist political party gained prominence in the Nar systems. Unable to expand into the Union, armed incursions were directed into the Mandanin Co-Dominion. At first successful, Co-Dominion counter efforts became more and more forceful, completely halting Nar expansion. Economic pressure upon the Nar by the Suo and Cast to cease expansion was resented by Nar. Sliv extremist groups also viewed this pressure with extreme disfavor. At the present time internal dissent is at the highest level it has been since the formation of the Union Crucis. No faction is yet willing to utilize armed force on each other but political and espionage conflicts are increasing. All political moderates are strongly urging peace and accommodation but the situation is fluid. The Humaniti and all major resident Alien political factions are exerting as much calming influence as they can but some unknown factor seems to be agitating for breakup of the Union.

Rm Nai

Rm Nai involvement in this sector comprises five systems at the Spinward Rimedge. Of Solomani extraction, the Rm Nai are xenophobic and advocates of Human Supremacy. Internal power struggles have, over the last four centuries since formation of the Rm Nai state prevented expansion. A strong ruler has just recently consolidated her position and now the Rm Nai are ready to move outward.

NEGOIUL SUBSECTOR

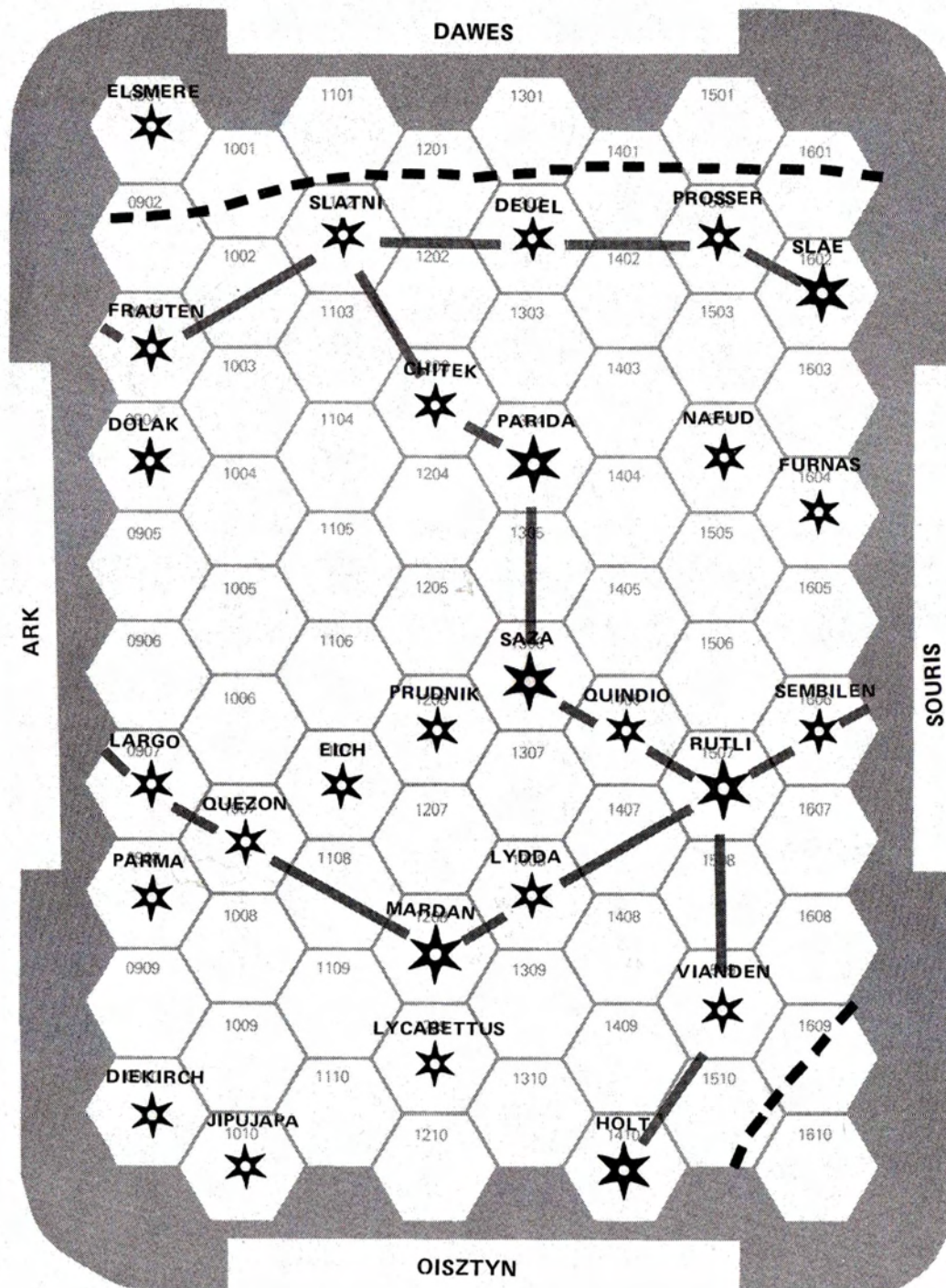
The Negoiul Subsector is the core of Sphere Fenix and contains those systems first settled. Thoroughly devastated in the Wars of Unification, massive efforts have repaired almost all damages. The capital of Sphere Fenix is located in this subsector at Rutli. Moderate military forces are stationed in this subsector since external threats are somewhat less.

Elsmere	i	0901	C534329	7	Non-Industrial	G
Frauten	•	0903	C767443	B	Non-Industrial	
Dolak	•	0904	E575779	9	Agricultural	G
Largo	•	0907	C452597	A	Non-Industrial, Poor	
Parma	•	0908	DA87210	9	Non-Industrial	
Diekirch	•	0910	C998A89	B	Industrial	G
Quezon	•	1007	C76A545	C	Waterworld	
Jipujapa	•	1010	B786899	D	Rich	G
Slatni	•	1102	B685556	D	Agricultural	G
Eich	•	1107	EA8A594	9	Waterworld	G
Chitek	•	1203	C76A665	B	Waterworld	
Prudnik	•	1206	X200000	--	Undeveloped, Rock	
Mardan	•	1208	B000663	C	Asteroid Belt	G
Lycabettus	•	1209	E563698	A	Poor	
Deuel	•	1302	CAA8784	9		
Parida	•	1304	B378676	C	Agricultural, Non-Industrial	G
Saza	•	1306	C647749	B	Agricultural	G
Lydda	•	1308	DAB7544	9	Non-Industrial	G
Quindio	•	1406	C320524	8	Desertworld	G
Holt	•	1410	C000685	A	Asteroid Belt	G
Prosser	•	1502	C4695A0	C	Non-Industrial	
Nafud	•	1504	D4549D9	6		A
Rutli	•	1507	A5587C9	E	Sphere Fenix Capital	
Vianden	•	1509	C547535	C	Agricultural	
Slæ	•	1602	C436688	B	Non-Industrial	G
Furnas	•	1604	E5728A9	A		G
Sembilen	•	1606	C533310	9	Non-Industrial, Poor	

The Negoiul Subsector contains 27 systems with a total population of 18.65 billion. The highest Population Level is A, at Diekirch; the highest Tech Level is E, at Rutli.

Independent i

Sphere Fenix •



SOURIS SUBSECTOR

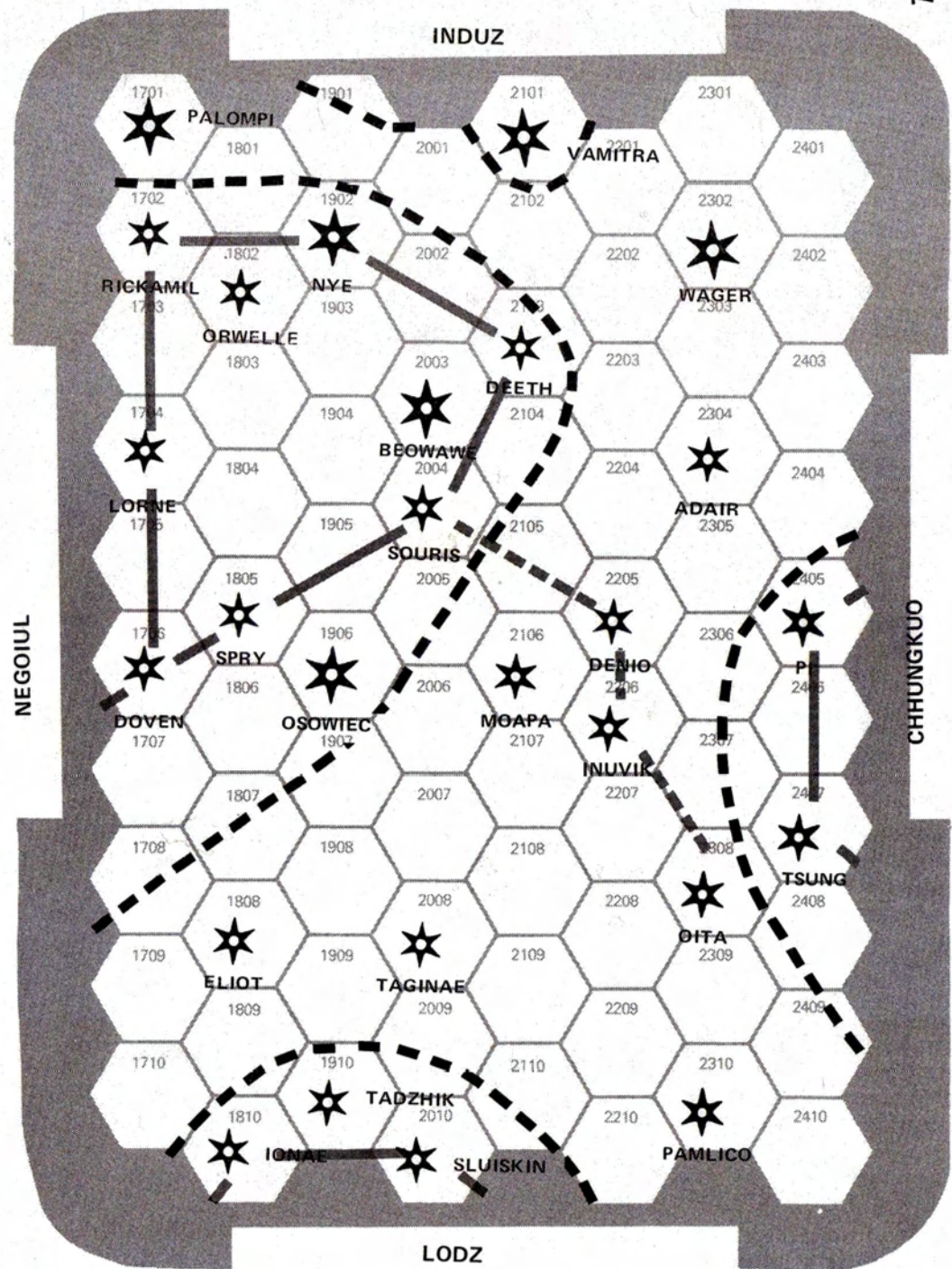
The Souris Subsector contains systems from four separate political groupings as well as 10 independent systems. The Ramayan claim only Vamitra, and had settled there 5 centuries ago. Toward Trailing are two systems of the Chhung Kuo or Middle Kingdom. The largest grouping is the 10 systems of the Sphere Fenix to Spinward. Three systems of the Union Crucis occupy the Rimward edge. Considerable trade is carried on between Sphere Fenix and Chhung Kuo across the independent systems by means of Free Traders. With the worsening political situation in Union Crucis, defensive forces at Souris, Doven, and Tsung have increased their patrol activity.

Palompi i	1701	X100000	--		Undeveloped, Rock	
Rickamil •	1702	B7A7568	D	★	Non-Industrial	G
Lorne •	1704	C696364	9		Non-Industrial	G
Doven •	1706	B67A656	D	▲	Waterworld	
Orwelle •	1802	E472464	6		Non-Industrial	G
Spry •	1805	C737822	A			G
Eliot i	1808	D437576	B		Non-Industrial	
Ionae †	1810	C5797B9	B			G
Nye •	1902	D528753	8		Non-Agricultural	
Osowiec •	1906	E5415A1	9		Non-Industrial, Poor	
Tadzhik †	1910	D565310	5		Non-Industrial	
Beowawe •	2003	E6439A7	9		Industrial, Poor	G
Souris •	2004	B753636	D	★	Non-Industrial, Poor	G
Taginae •	2008	E666000	--		Undeveloped	
Sluiskin †	2010	B767559	B	▲	Agricultural	G
Vamitra •	2101	C477326	9		Non-Industrial	
Deeth •	2103	C231442	8		Non-Agricultural, Poor	G
Moapa i	2106	E333472	7		Non-Agricultural, Poor	G
Denio i	2205	A6695A6	C		Non-Industrial	
Inuvik i	2206	C9998B5	A			G
Wager i	2302	D566569	9		Agricultural	
Adair i	2304	E400210	7		Rock	
Oita i	2308	C000547	C		Asteroid Belt, Mining	G
Pamlico i	2310	E675206	4		Non-Industrial	
Pi +	2405	C876897	C			G
Tsung +	2407	B568456	B	▲	Non-Industrial	G

The Souris Subsector contains 26 systems with a total population of 7.62 billion. The highest Population Level is 9, at Beowawe; the highest Tech Level is D, at Rickamil, Doven, and Souris.

Independent i Sphere Fenix • Crucis † Chhung Kuo +

Ramayan *



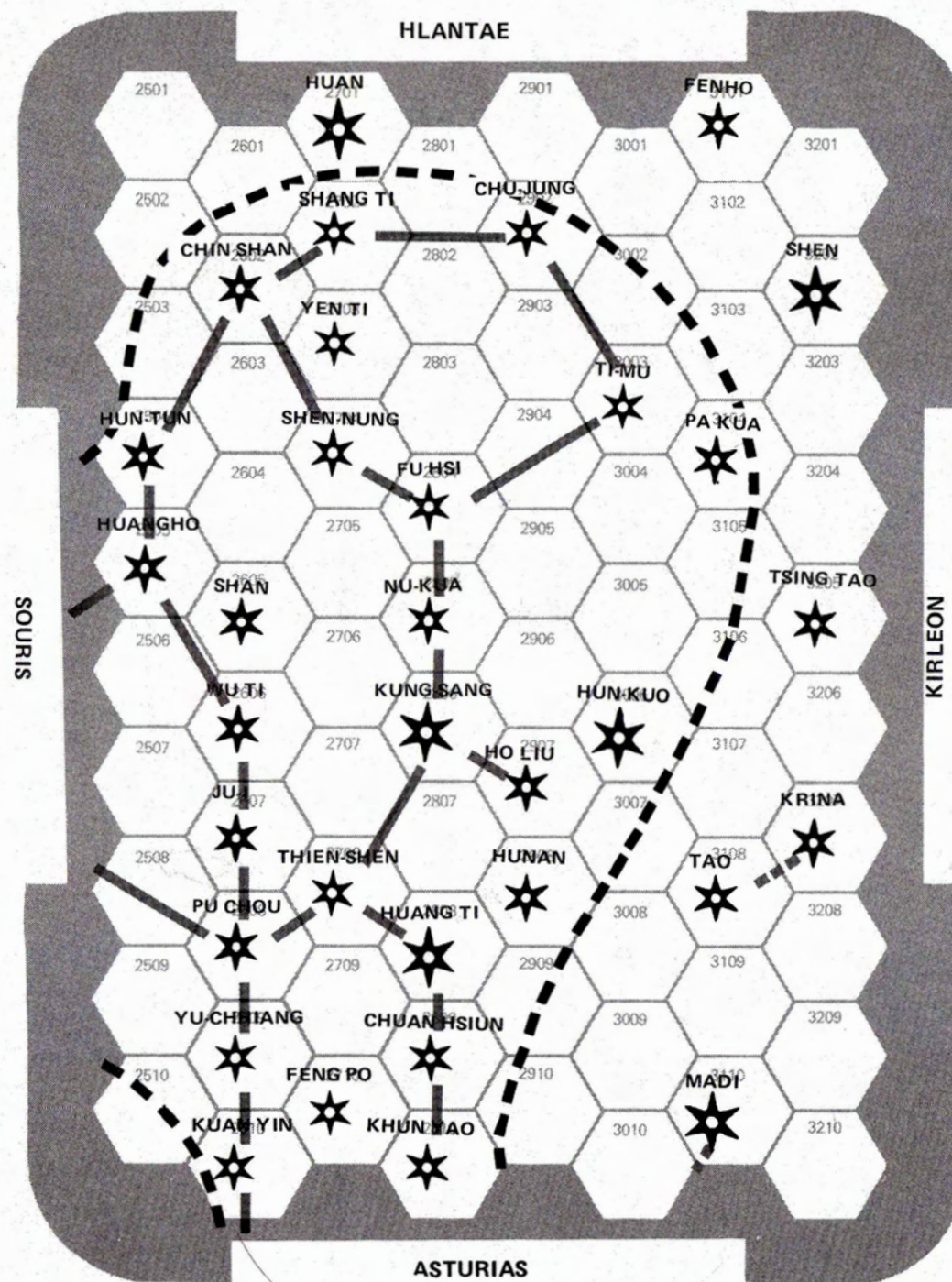
CHHUNG KUO SUBSECTOR

The Chhung Kuo Subsector is occupied by the bulk of the Middle Kingdom, its capital being located at Pu Chou. Seven independent systems are to the Core and Trailing Sector borders. Chin Shan, Wu Ti, and Chu-jung have resident Alien populations greater than 25% while eight other systems have Alien populations above 10%. Significant commerce is carried on with the K'kree Two Thousand Worlds to Trailing.

Hun-tun +	2504	C6487B5	B		Agricultural	G
Huangho +	2505	B66A624	C		Waterworld	G
Chin Shan +	2602	A667657	D	*	Agricultural, Rich	
Shan +	2605	E130320	6		Desertworld	G
Wu Ti +	2606	D779273	7		Non-Industrial	
Ju-i +	2607	C5258B8	C			G
Pu Chou +	2608	A896999	D		Kingdom Capital, Industrial	
Yu-chhiang +	2609	D868420	9		Non-Industrial	
Kuan Yin +	2610	C636899	B		Non-Agricultural	G
Huan i	2701	D849679	A		Non-Industrial	G
Shang Ti +	2702	C67A839	C		Waterworld	
Yen Ti +	2703	D262210	B		Non-Industrial	G
Shen-nung +	2704	C94A746	B		Waterworld	
Thien-shen +	2708	B693889	C			
Feng Po +	2710	E684414	A		Non-Industrial	G
Fu Hsi +	2804	A657676	D		Agricultural	
Nu-kua +	2805	B454459	B		Non-Industrial	
Kung-sang +	2806	A0008C7	E	*	Asteroid Belt, Mining	G
Huang Ti +	2808	C310552	B		Desertworld	
Chuan Hsiun +	2809	C656769	C		Agricultural	G
Khun Yao +	2810	C578525	D		Agricultural	
Chu-jung +	2902	B85947B4	D	▲		G
Ho Liu +	2907	D652766	C		Poor	G
Hunan +	2908	E9A8737	6			
Ti-mu +	3003	C366998	B			G
Hun-kuo +	3006	E410000	--		Undeveloped, Desertworld	
Fenho i	3101	E66A678	9		Waterworld	
Pa kua +	3104	D585567	A		Agricultural	G
Tao i	3108	B3346B9	B		Non-Industrial	
Madi i	3110	C310528	A		Desertworld, Non-Industrial	G
Shen i	3202	E410000	--		Undeveloped, Desertworld	
Tsing Tao i	3205	E8C9349	A			G
Krina i	3207	D658545	9		Agricultural	G

The Chhung Kuo Subsector contains 33 systems with a total population of 12.43 billion. The highest Population Level is 9, at Pu Chou and Ti-mu; the highest Tech Level is E, at Kung-sang.

Independent i Chhung Kuo +



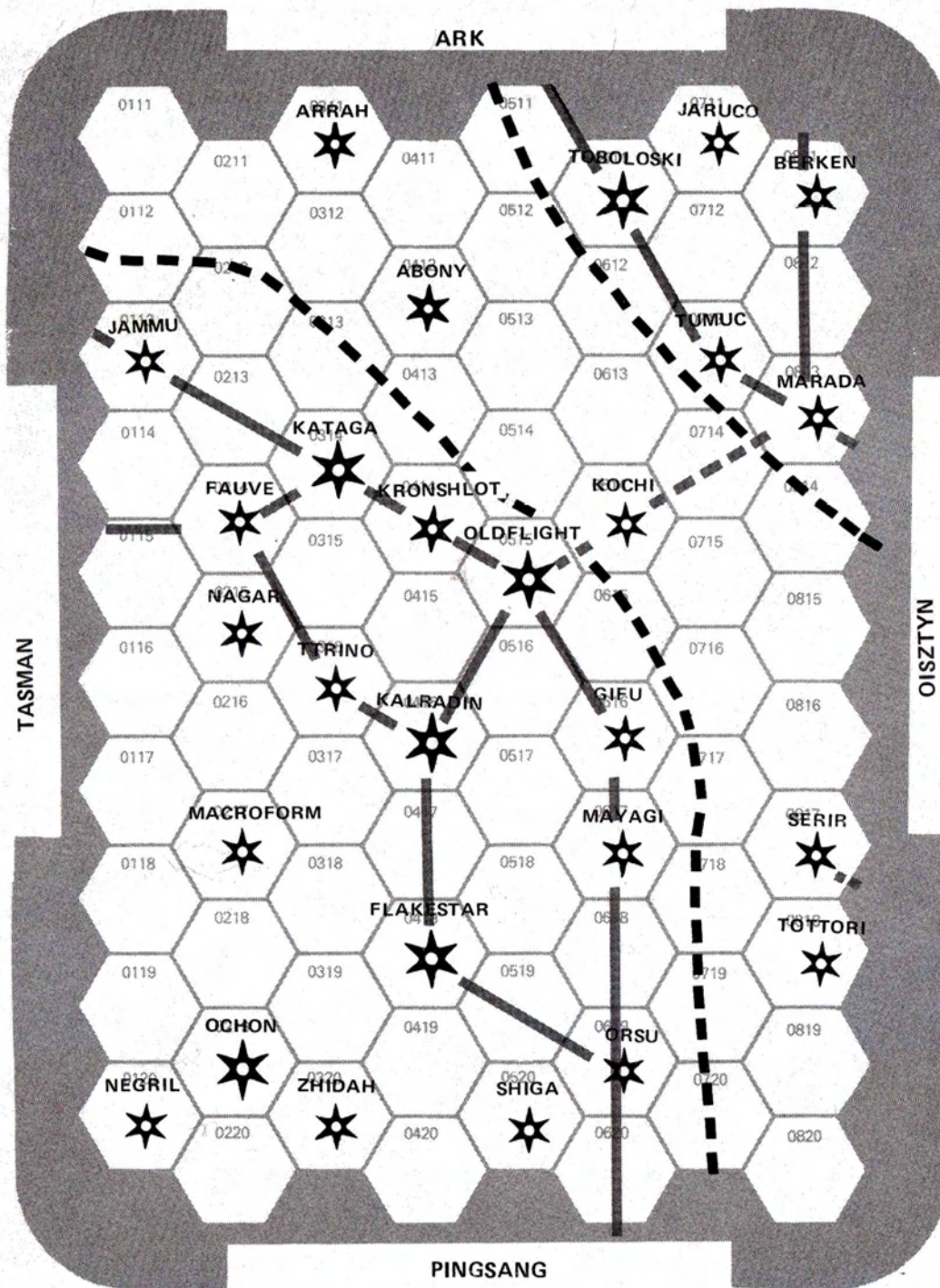
MANDIN SUBSECTOR

The Mandin Subsector is primarily composed of worlds of the Mandanin Co-Dominion with five systems of Sphere Fenix and five intervening independents. The Co-Dominion capital is located at Kalradin. In past this subsector has been the scene of many small skirmishes. Over the last two centuries a small amount of trade has built up.

Jammu v	0113	C75A448	A	Waterworld, Non-Industrial	
Negril v	0120	C652593	A	Non-Industrial	G
Fauve v	0214	A665656	E	Agricultural, Rich	G
Nagar v	0215	D245422	B	Non-Industrial	G
Macroform v	0217	E142120	9	Non-Industrial, Poor	
Ochon v	0219	D422533	8	Non-Industrial, Poor	G
Arrah i	0311	E4437A8	8	Poor	
Kataga v	0214	C330426	A	Desertworld	G
Ttrino v	0316	C583314	B	Non-Industrial	
Zhidah v	0320	E 360310	A	Desertworld	G
Abony i	0412	D544473	9	Non-Industrial	
Kronshlot v	0414	C454580	C	Agricultural	G
Kalradin v	0416	A7878D9	D	Co-Dominion Capital	
Flakestar v	0418	C325653	B	Non-Agricultural	G
Oldflight v	0515	B463656	C	Non-Industrial	
Shiga v	0520	E456343	7	Non-Industrial	G
Toboloski •	0611	D8B8243	9		
Kochi i	0614	BA898B9	A		
Gifu v	0616	CAA9665	B	Non-Industrial	
Mayagi v	0617	C736878	A	Non-Agricultural	G
Orsu v	0619	B766575	C	Agricultural	G
Jaruco •	0711	D594614	B	Agricultural	
Tumuc •	0713	C2346A5	D	Non-Agricultural	G
Berken •	0811	C544686	C	Agricultural	
Marada •	0813	A484776	E	Agricultural, Rich	
Serir i	0817	D649A99	7	Industrial	
Tottori i	0818	E573224	8	Non-Industrial	G

The Mandin Subsector contains 27 systems with a total population of 10.41 billion. The highest Population Level is 9, at Serir; the highest Tech Level is E, at Jauve and Marada.

Mandanin Co-Dominion v Independent i Sphere Fenix •

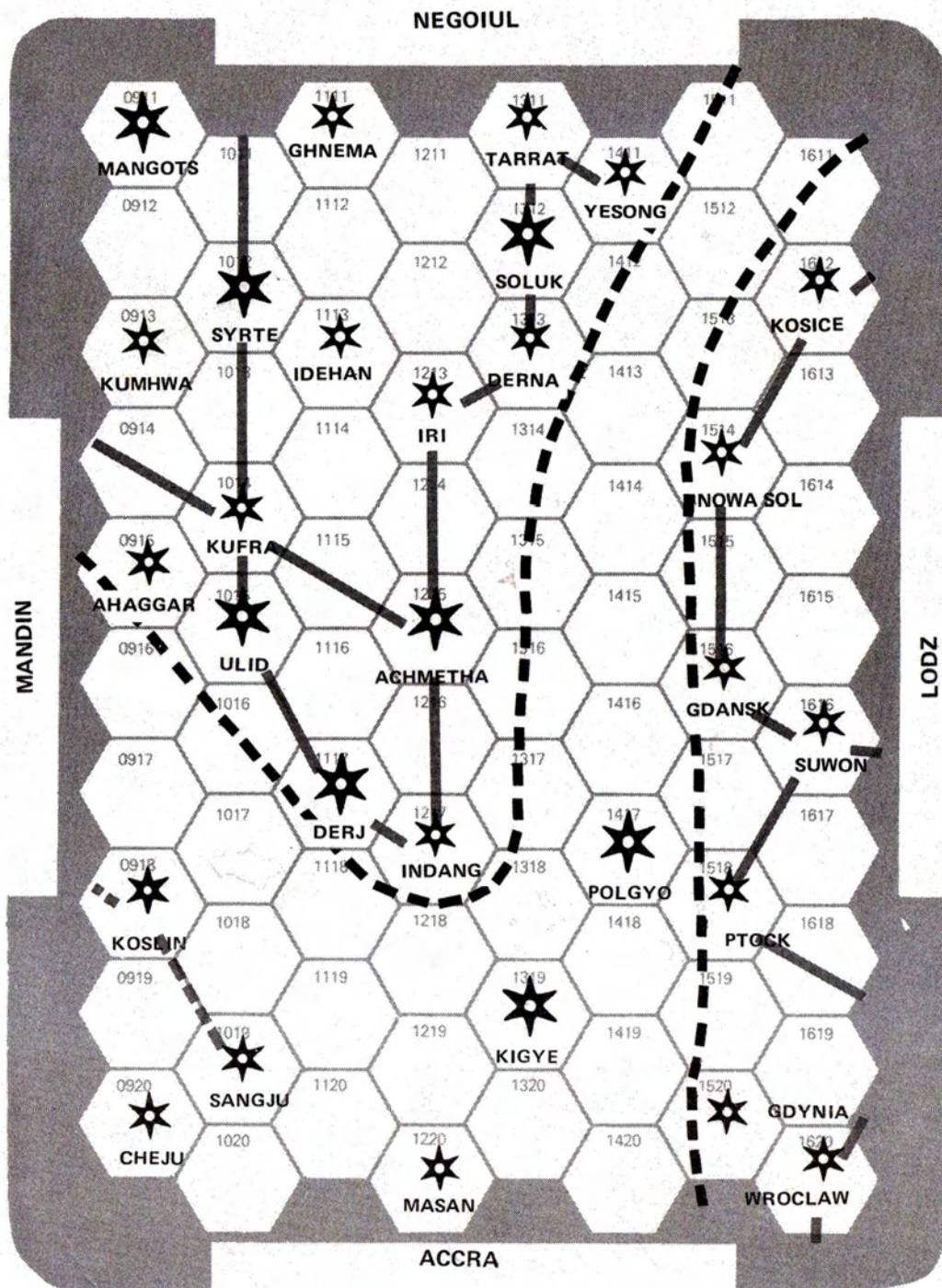


OLSZTYN SUBSECTOR

The Olsztyn Subsector contains that portion of Sphere Fenix which is located between the Mandanin Co-Dominion and the Union Crucis. A large portion of the Sphere Fenix Navy is currently based on Soluk and Kufra in response to the Mandanin threat and the Union Crucis political situation. On the Trailing border, five of the seven Union Crucis systems belong to the Sliv faction with one belonging to the Nar. Independent systems in the region have most recently been the object of dispute between Union Crucis and the Co-Dominion.

Mangots •	0911	D769503	B	Non-Industrial	G
Kumhwa •	0913	E493223	9	Non-Industrial	G
Ahaggar •	0915	E240432	A	Desertworld	G
Koslin i	0918	B557898	A		G
Cheju i	0920	E000360	B	Asteroid Belt	G
Syrte •	1012	C387739	A	Agricultural	G
Kufra •	1014	A581786	D	*	G
Ulid •	1015	C383757	A		G
Sangju i	1019	C657758	B	Agricultural	G
Ghnema •	1111	D5736B9	9	Non-Industrial	G
Idehan •	1113	D476538	8	Agricultural	G
Derj •	1117	C363648	B	Non-Industrial, Rich	G
Iri •	1213	C563586	A	Non-Industrial	G
Achmetha •	1215	B326A78	C	Industrial	G
Indang •	1217	B868576	D	▲ Agricultural	G
Masan i	1220	E6559A5	B		G
Tarat •	1311	C441455	A	Non-Industrial, Poor	G
Soluk •	1312	A5538D9	D	*	G
Derna •	1313	C684896	C	Rich	G
Kigye •	1319	E6B5377	9		G
Yesong •	1411	C582656	B	Non-Industrial	G
Polgyo i	1417	E999236	C	Non-Industrial	G
Kosice †□	1514	B344779	A	Agricultural	G
Nowa Sol †□	1516	C200464	9	Rock	G
Gdansk †□	1518	C241597	B	Non-Industrial, Poor	G
Suwon †	1520	E210211	8	Desertworld	G
Ptock †□	1612	C365856	B	Rich	G
Gdynia †□	1616	A523AB8	E	*	G
Wroclaw †‡	1620	B6A5AC8	C	Industrial, Poor	G

The Olsztyn Subsector contains 29 systems with a total population of 171.03 billion. The highest Population Level is A, at Achmetha, Gdynia, and Wroclaw; the highest Tech Level is E, at Gdynia.



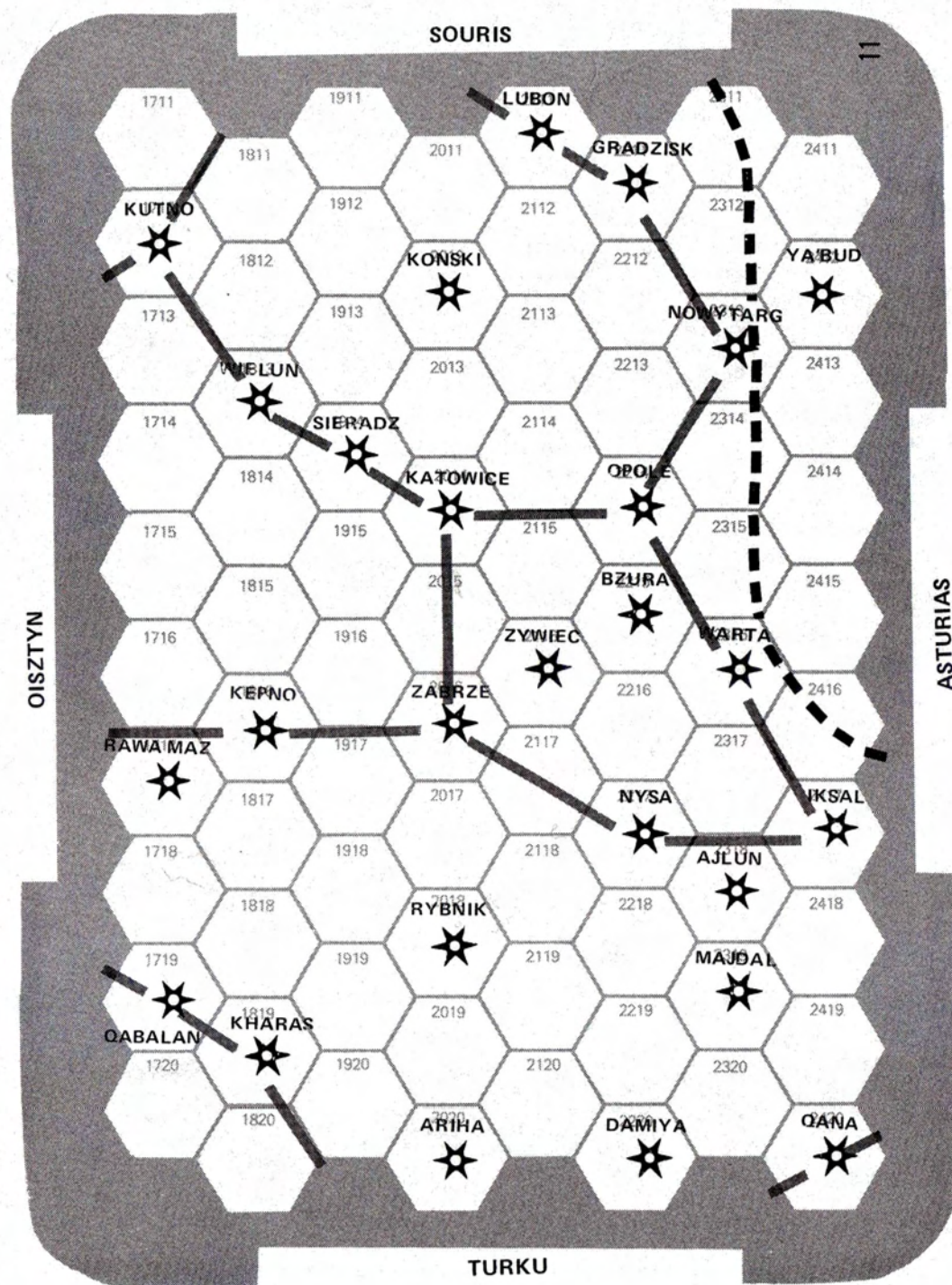
LODZ SUBSECTOR

The Lodz Subsector is, with the exception of independent Ya'bud, made up of Union Curcis members. Of the 26 systems, 11 are uncommitted to any faction, with 12 systems of the Sliv faction opposed to 2 of the Nar faction. Internal trade among members of the Union is still quite extensive with members of all factions wooing uncommitted members. Minor political espionage activities are extensive.

Kutno †□	1712	BA98667	C	▲	Agricultural	G
Rawa Maz †□	1717	E665789	A		Agricultural, Rich	G
Qabalan †‡	1719	B897638	B		Agricultural	
Wielun †□	1813	C667626	B		Agricultural	
Kepno †□	1816	C531767	A		Non-Agricultural, Poor	G
Kharas †‡	1819	C626AC7	B		Industrial	G
Sieradz †□	1914	C233422	9		Non-Industrial, Poor	G
Konski †	2012	E535103	6		Non-Industrial	
Katowice †□	2014	A8A7868	D	★	Non-Industrial	G
Zabrze †□	2016	A464786	C		Agricultural, Rich	
Rybnik †	2018	EAC8444	A			
Ariha †	2020	D000341	C		Asteriod Belt	G
Lubon †□	2111	C300246	9		Rock	G
Zywiec †□	2116	D6979C7	B		Industrial	G
Gradzisk †□	2211	B8476A6	C	▲	Agricultural	
Opole †□	2214	B557568	A		Agricultural	
Bzura †	2215	E69A444	9		Waterworld	
Nysa †	2217	C440676	A		Desertworld	G
Damiya †	2220	D8C6130	9			
Nowytarg †□	2313	C658662	B		Agricultural	
Warta †	2316	C8CA778	C		Waterworld	G
Ajlun †	2318	D7C7663	A			G
Majdal †	2319	E546894	9		Non-Industrial	
Ya'bud i	2412	D000566	C		Asteroid Belt	G
Iksal †	2417	B5548A8	C			
Qana †	2420	C240370	9		Desertworld	G

The Lodz Subsector contains 26 systems with a total population of 43.95 billion. The highest Population Level is A, at Kharas; the highest Tech Level is D, at Katowice.

Crucis † Crucis, Nar Faction †‡ Independent i



ASTURIAS SUBSECTOR

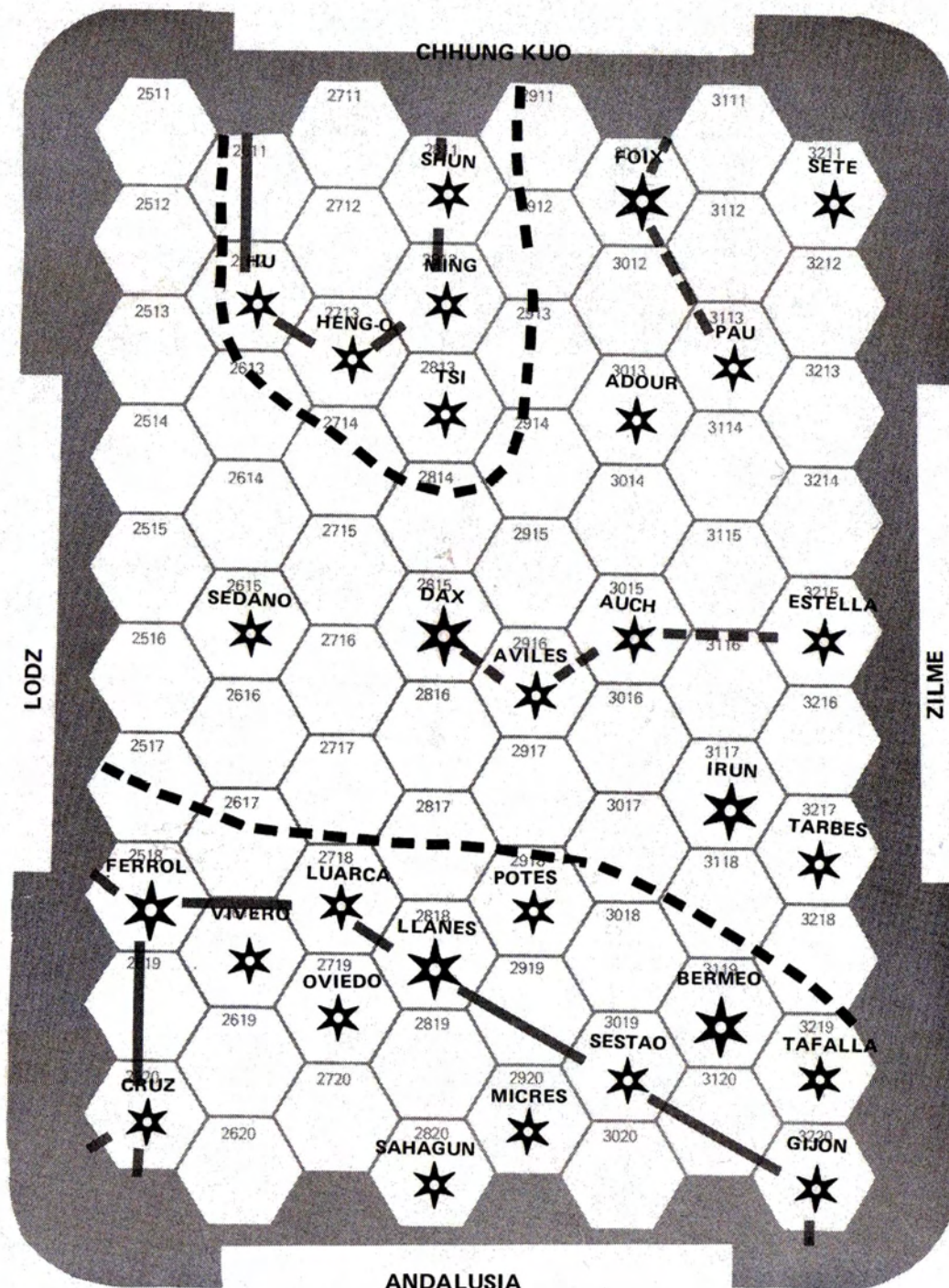
The Asturias Subsector is divided between the Rimward 13 systems of the Union Crucis and the Coreward 5 systems of the Chhung Kuo. Strife in this area has been infrequent. Considerable trade is carried on between the Union in this subsector whose members are all either Cast or uncommitted and the Chhung Kuo. Several K'kree companies are involved in commerce in this subsector. Shun, Dax, and Cruz have resident Alien populations greater than 25% while Alien populations are above 10% on Luarca, Ferrol, Sestao, Heng-o, and Estella.

Ferrol †	2518	A438739	E	*		G
Cruz †	2520	B55A859	C		Waterworld	
Hu +	2612	C795464	B		Non-Industrial	
Sedano i	2615	D410352	8		Desertworld	G
Vivero †	2618	D432555	A		Non-Industrial, Poor	G
Heng-o +	2713	A748683	E	*	Agricultural	G
Luarca †	2718	C210627	B		Desertworld	
Oviedo †	2719	E6A4220	9		Non-Industrial	
Shun +	2811	B586548	B		Agricultural	G
Ming +	2812	D452205	A		Non-Industrial, Poor	G
Tsi +	2813	E756446	B		Non-Industrial	
Dax i	2815	B6A6408	A		Non-Industrial	G
Llanes †	2818	D57A766	B		Waterworld	
Sahagun †	2820	E9B8345	A		Non-Industrial	G
Aviles i	2916	E94A476	9		Waterworld	G
Potes †	2918	E5765A5	8		Agricultural	
Micres †	2920	D77A999	B		Waterworld, Industrial	G
Foix i	3011	C200210	A		Rock, Non-Industrial	G
Adour i	3013	E355212	B		Non-Industrial	
Auch i	3015	C581565	9		Non-Industrial	G
Sestao †	3019	C6838A8	A			
Pau i	3113	B677778	C		Agricultural	
Irun i	3117	E768787	9		Agricultural, Rich	G
Bermeo †	3119	D110432	C		Desertworld	G
Sete i	3211	D663868	A			G
Estella i	3215	B300416	C		Rock, Non-Industrial	
Tarbes i	3217	E489343	B		Non-Industrial	
Tafalla †	3219	E657846	A			
Gijon †	3220	C480204	9		Desertworld	G

The Asturias Subsector contains 29 systems with a total population of 10.91 billion. The highest Population Level is 9, at Micres; the highest Tech Level is E, at Ferrol and Heng-o.

Crucis † Chhung Kuo +

Crucis, Cast Faction † Independent i



PINGANG SUBSECTOR

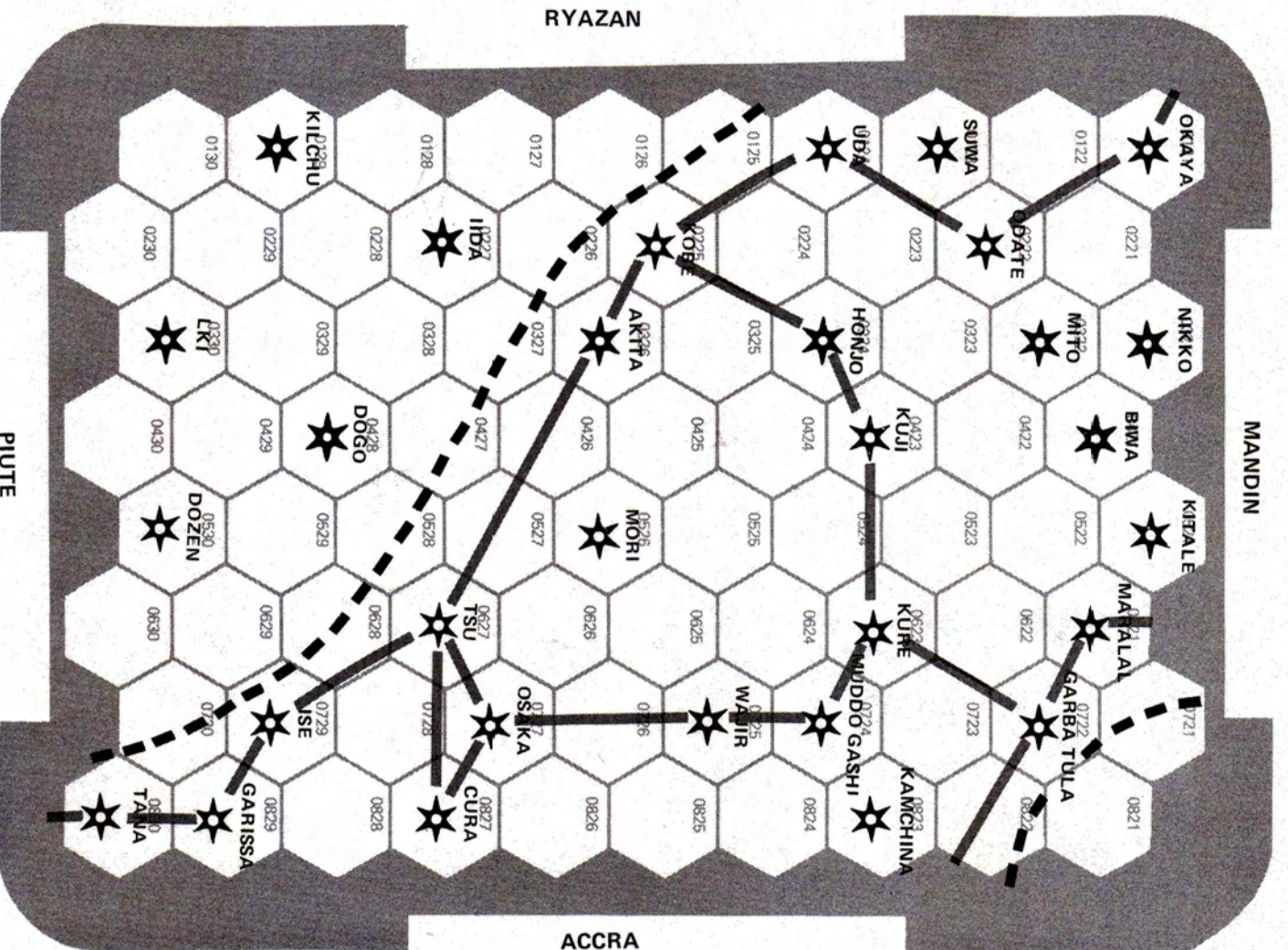
The Pingsang Subsector is composed primarily of Mandarin Co-Dominion systems with a few independents to Rimward. The Co-Dominion systems have all been settled and established for a long time. Over the last century or so a deliberate attempt has been made to extend Co-Dominion influence into the independent area.

Okaya v	0121	B6299D9	A	Industrial	G
Suwa v	0123	D7C5205	9	Non-Industrial	G
Uda v	0124	C641312	B	Non-Industrial, Poor	G
Kilchu i	0129	D431111	9	Non-Industrial, Poor	G
Odate v	0222	C441543	A	Non-Industrial, Poor	G
Kobe v	0225	A453619	E	Non-Industrial, Poor	G
Iida i	0227	D8C4592	B	Non-Industrial	G
Nikko v	0321	E764786	9	Agricultural, Rich	G
Mito v	0322	D8B9341	A	Non-Industrial	G
Honjo v	0324	C527503	8	Non-Industrial	G
Akita v	0326	C568779	B	Agricultural, Rich	G
Ok i	0330	A424799	C	Non-Agricultural, Poor	G
Biwa v	0421	E527999	B	Industrial	G
Kuji v	0423	C566424	A	Non-Industrial	G
Dogo i	0428	E2349C6	9	Desertworld	G
Kitale v	0521	D210467	A	Desertworld	G
Mori v	0526	E260626	A	Desertworld	G
Dozen i	0530	C664522	B	Agricultural	G
Maralal v	0621	C564684	B	Agricultural, Rich	G
Kure v	0623	A5444658	D	Non-Industrial	G
Tsu v	0627	B536557	C	Non-Industrial	G
Garba Tula v	0722	B696576	B	Agricultural	G
Muddo Gashi v	0724	C424302	C	Non-Industrial	G
Wajir v	0725	C310523	A	Desertworld	G
Osaka v	0727	A867889	D	Rich	G
Ise v	0729	C641438	A	Non-Industrial, Poor	G
Kamchina v	0823	D000360	B	Asteroid Belt	G
Bura v	0827	B310231	A	Desertworld	G
Garissa v	0829	C6A97B4	B	Desertworld	G
Tana v	0830	C8A7719	C	Desertworld	G

The Pingsang Subsector contains 30 systems with a total population of 17.19 billion. The highest Population Level is 9, at Okaya, Biwa, and Dogo; the highest Tech Level is E, at Kobe.

Mandarin Co-Dominion v

Independent i



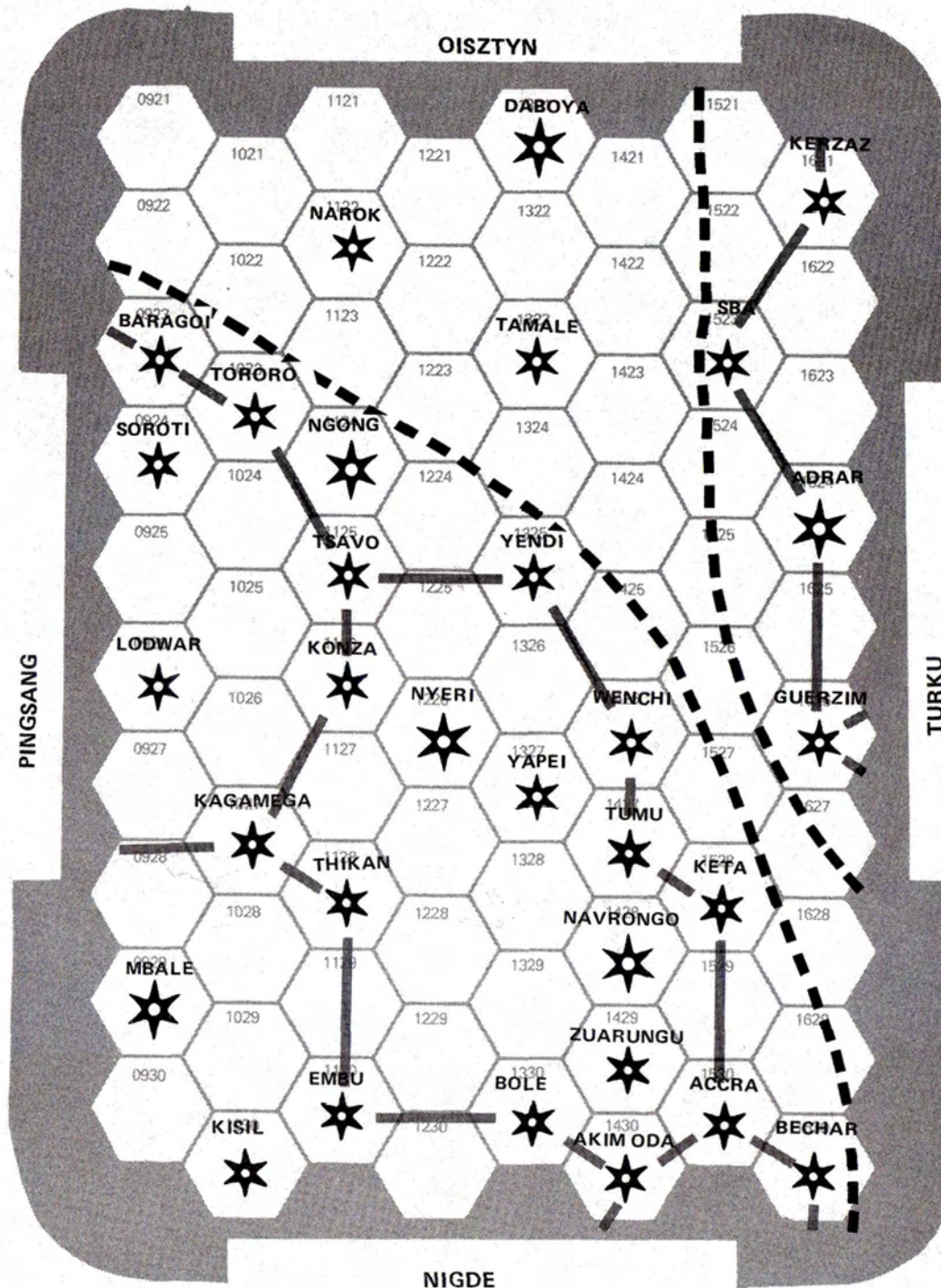
ACCRA SUBSECTOR

The Accra Subsector was the scene of armed clashes between the Mandanin Co-Dominion and the Nar faction of Union during the first half of the last century. Nar forces originally took over Daboya, Narok, and Tamale. Space battles took place in the Yendi, Ngong, Wenchi, and Guerzim systems. Mandanin forces counter-invaded and liberated Daboya and Narok. By terms of the peace settlement, Nar forces withdrew from Tamale. Significant military forces still patrol this sector on both sides.

Baragoi v	0923	C896569	B	Agricultural	
Soroti v	0924	D875155	9	Non-Industrial	G
Lodwar v	0926	D585869	C		G
Mbale v	0929	D786200	A	Non-Industrial	
Tororo v	1023	C566664	B	Agricultural, Rich	G
Kagamega v	1027	B566653	C	Agricultural, Rich	
Kisil v	1030	E366345	B	Non-Industrial	
Narok i	1122	D5757A3	C	Agricultural	G
Ngong v	1124	D5778308	8	Non-Industrial	
Tsavo v	1125	A474A98	E	Industrial	*
Konza v	1126	C000759	C	Asteroid Belt	G
Thikan v	1128	C756541	A	Agricultural	G
Embu v	1130	B844674	C	Agricultural	
Nyeri v	1226	D387674	9	Agricultural, Rich	G
Daboya i	1321	D555858	9		
Tamale i	1323	E687617	B	Agricultural	G
Yendi v	1325	C273755	C		
Yapei v	1327	D332591	8	Non-Agricultural, Poor	
Bole v	1330	C659376	A	Non-Industrial	G
Wenchi v	1426	C100475	B	Rock	G
Tumu v	1427	B355532	B	Agricultural	G
Navrongo v	1428	D493854	9		▲
Zuarungu v	1429	D200789	B	Rock, Mining	G
Akim Oda v	1430	C220456	B	Desertworld	G
Sba †‡	1523	C8788A5	A		
Keta v	1528	C562333	A	Non-Industrial	G
Accra v	1530	A6679C9	D		*
Kerzaz †‡	1621	C0005A6	C	Asteroid Belt	G
Adrar †‡	1624	C310527	C	Desertworld	G
Guerzim †‡	1626	B756759	B	Agricultural	G
Bechar v	1630	C353539	B	Non-Industrial	G

The Accra Subsector contains 31 systems with a total population of 90.03 billion. The highest Population Level is A, at Tsavo; the highest Tech Level is E, at Tsavo.

Mandanin Co-Dominion v Independent i Crucis, Nar Faction †‡

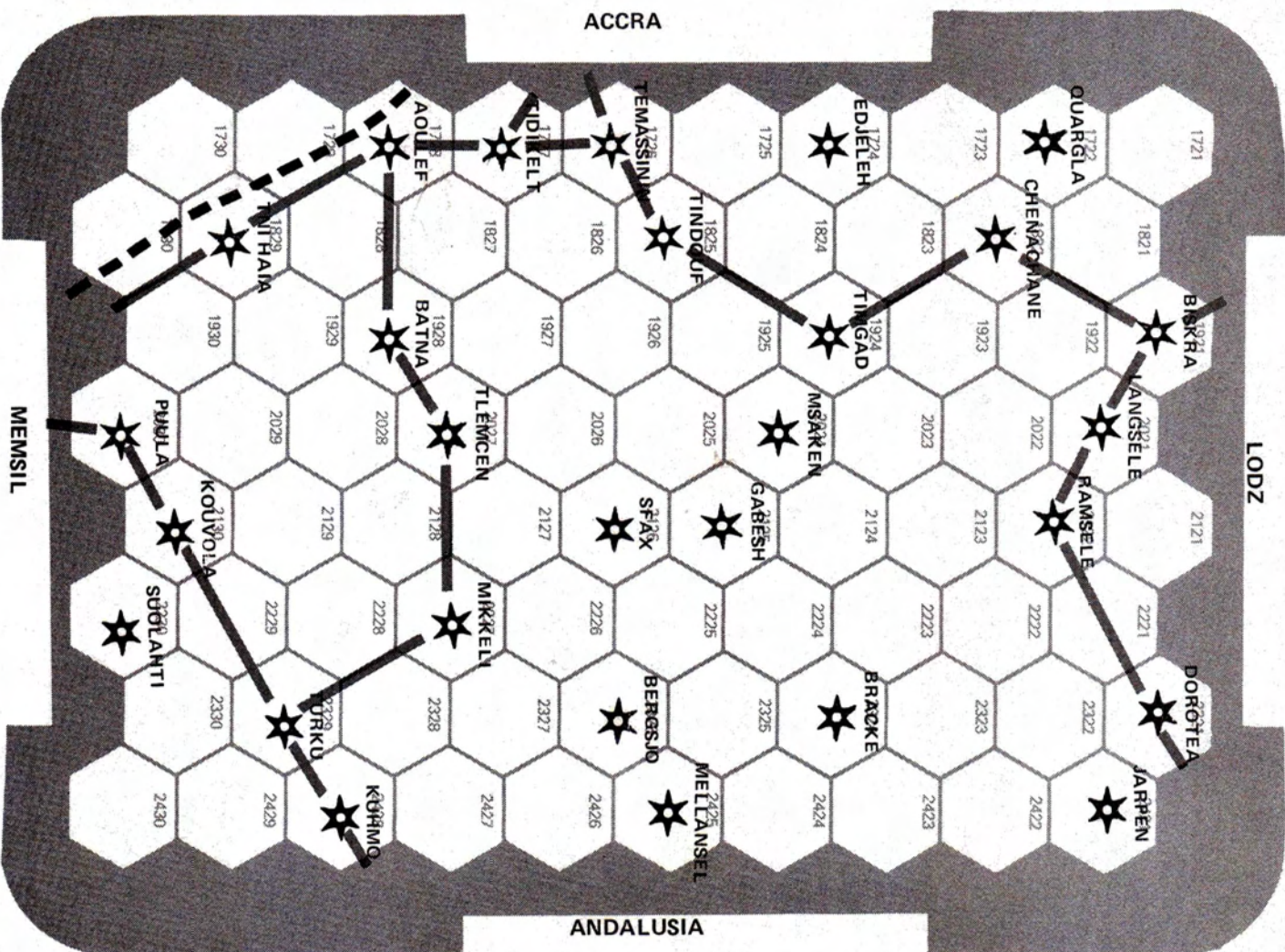


TURKU SUBSECTOR

The Turku Subsector is comprised entirely of Union Crucis systems. Nine systems owe allegiance to the Nar faction and six to the Suo faction. The other thirteen systems are uncommitted. Significant minorities of resident Aliens exist on Turku and Kuhmo. Because of previous conflict with the Mandarin Co-Dominion to Spinward, significant Naval Forces are maintained at Biskra, Tidikelt, and Turku.

Quargla ††	1722	D552759	A	Rock	G
Edjlelh ††	1724	E100365	8	Industrial	G
Temassinin ††	1726	C324A59	B	Industrial	
Tidikelt ††	1727	A5479C6	D	Industrial	*
Aoulef ††	1728	C687787	C	Agricultural, Rich	G
Chenachane ††	1822	C4345A4	A	Non-Agricultural	
Tindouf ††	1825	C6A69D9	A	Asteroid Belt	G
Tri Haia †	1829	C000200	A		G
Biskra ††	1921	A493876	E		*
Timgad ††	1924	B376845	C		G
Batna †	1928	C547778	B	Agricultural	G
Langsele †	2021	C877562	B	Agricultural	G
Msaken †	2024	D592321	8	Non-Industrial	G
Tlemcen †	2027	B745853	C	Non-Industrial, Poor	
Puula †♦	2030	C543413	C	Non-Industrial	G
Ramsele †	2122	C755363	A		G
Gabesh †	2125	E893887	9	Rock	G
Sfax †	2126	E300509	9	Non-Agricultural, Poor	G
Kouvola †♦	2130	C723536	9		G
Mikkeli †♦	2227	C945898	B		G
Suolahiti †♦	2230	D544889	8		G
Dorootea †	2321	C887455	A	Non-Industrial	G
Bracke †	2324	E458337	7	Non-Industrial	G
Bergsjo †	2326	D772201	A	Non-Industrial	G
Turku †♦	2329	A442899	E	Poor	*
Jarpen †	2421	E8A4595	A	Non-Industrial	G
Mellansel †	2425	E200485	B	Rock	G
Kuhmo †♦	2428	C8CA885	9	Waterworld	G

The Turku Subsector contains 28 systems with a total population of 100.31 billion. The highest Population Level is A, at Temassinin; the highest Tech Level is E, at Biskra dn Turku.



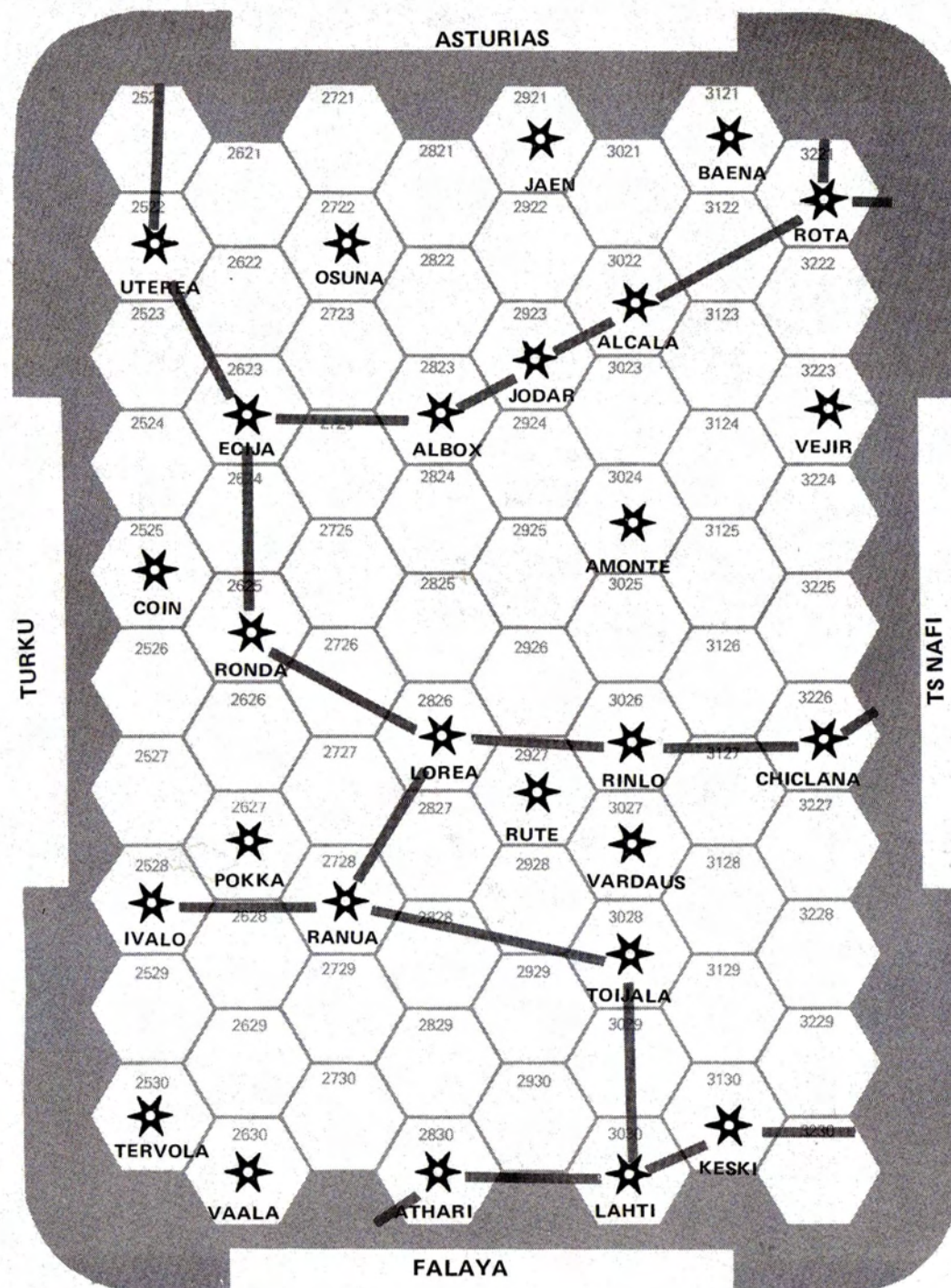
Crucis, Nar Faction †† Crucis, † Crucis, Suo Faction †♦

ANDALUSIA SUBSECTOR

The Andalusia Subsector is comprised entirely of Union Crucis systems. Thirteen systems owe allegiance to the Cast faction and eight to the Suo faction. Seven systems remain uncommitted. The Union capital is located at Ecija. Suo and Cast planets frequently have significant populations of several Alien races. Toleration practiced in their own internal politics has lead to a greater tendency to mutual accomodation in external relationships. While there is a great vocal expression of difference of viewpoint and opinion between Cast and Suo factions, there is little tension.

Utereä †	2522	C659695	A	Non-Industrial	
Coin †	2525	D543889	A	Poor	G
Ivalo †	2528	C333334	C	Non-Agricultural, Poor	
Tervola †	2530	E8B8210	9	Non-Industrial	G
Ecija †	2623	A674A99	D	Union Capital, Industrial	
Ronda †	2625	C855638	A	Agricultural	G
Pokka †	2627	D684786	A	Agricultural	
Vaala †	2630	D687775	C	Agricultural, Rich	G
Osuna †	2722	E84A439	8	Waterworld	
Ranua †	2728	AA69779	D		G
Albox †	2823	C220645	B	Desertworld	G
Lorea †	2826	B330552	B	Desertworld	G
Athari †	2830	C879799	9		
Jaen †	2921	E557759	9	Agricultural	G
Jodar †	2923	C646789	C	Agricultural	
Rute †	2927	D100437	B	Rock	G
Alcala †	3022	C535444	B	Non-Agricultural	
Almonte †	3024	E6A7585	9	Non-Industrial	G
Rinlo †	3026	C131636	B	Non-Industrial, Poor	
Varkaus †	3027	E310433	A	Desertworld	G
Toijala †	3028	C9CA341	C	Waterworld	
Lahti †	3030	A597AC9	E	★ Industrial	G
Baena †	3121	D584839	A		G
Keski †	3130	C987553	9	Agricultural	
Rota †	3221	A676886	E	★	G
Veijr †	3223	E679408	8	Non-Industrial	
Chiclana †	3226	C776667	C	Agricultural	G

The Andalusia Subsector contains 27 systems with a total population of 59.14 billion, 21.34 billion of it non-Humaniti. The highest Population Level is A, at Ecija and Lahti; the highest Tech Level is E, at Lahti and Rota.



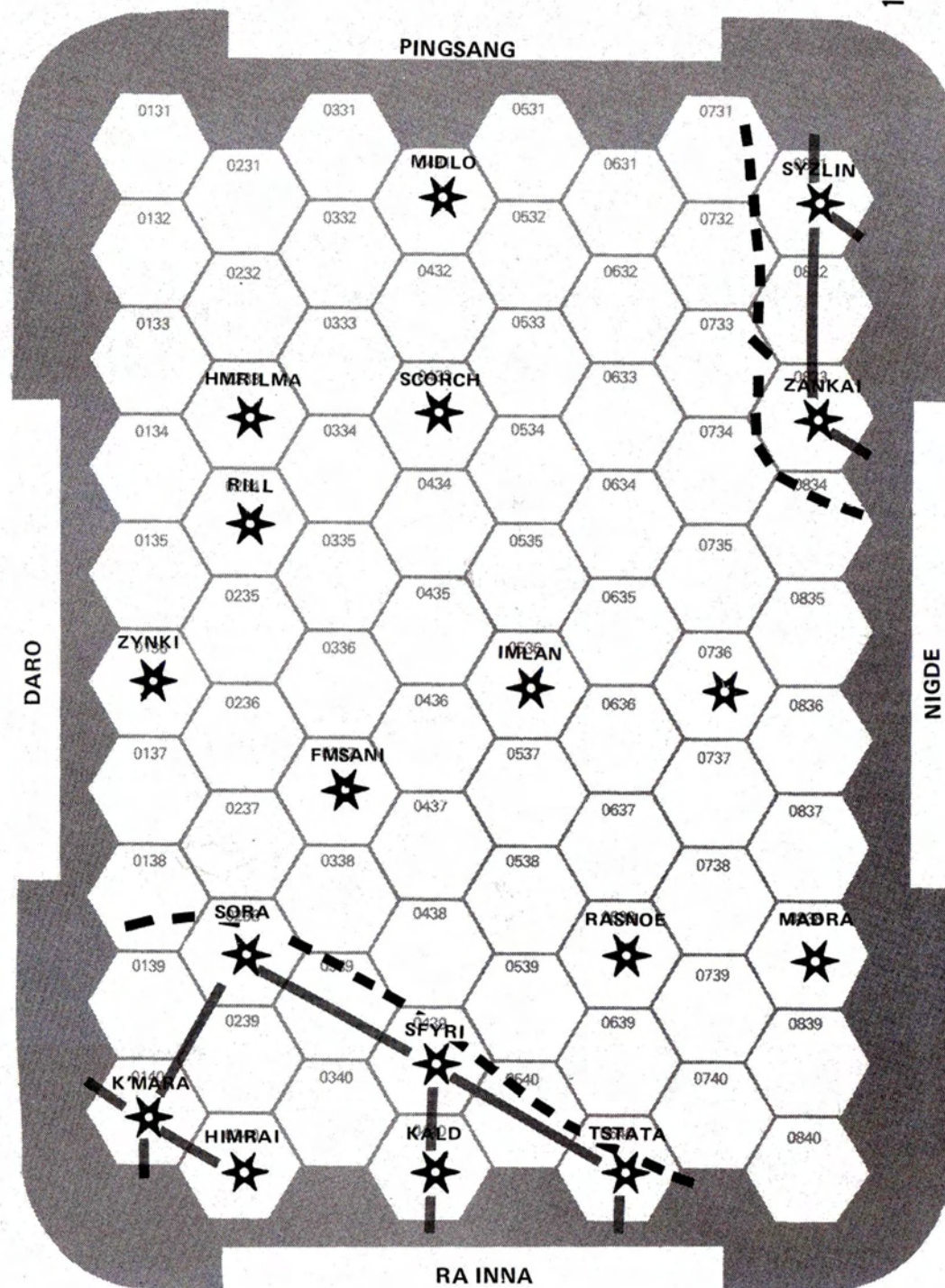
PIUTE SUBSECTOR

The Piute Subsector is mostly thinly scattered independent systems. Over the last two centuries both the Mandanin Co-Dominion and the Rm Nai have been expanding into this subsector. The Co-Dominion has two systems to Trailing and the Rm Nai has six systems to Rimward. The independent systems in between have been in contention but armed clashes have been relatively minor. Both major political units have restricted themselves to economic and propaganda weapons.

Zynki i	0136	E78A471	B	Waterworld	G
K'Mara r	0140	C534889	9	Non-Agricultural	G
Hmrilma i	0233	C362419	A	Non-Industrial	
Rill i	0234	A879778	C		G
sOra r	0238	B200210	C	Rock, Poor	G
Himrai r	0240	D6665A5	C	Agricultural	
Fmsani i	0337	E552635	9	Non-Industrial, Poor	G
Midlo i	0431	E696889	7		
Scorch i	0433	D220473	A	Desertworld	G
sFyri r	0439	A552769	D *	Poor	G
Kald r	0440	C5A6877	B		G
Imlan i	0536	B8A3534	C	Non-Industrial	
Rasnoe i	0638	E223314	9	Non-Industrial, Poor	G
Tstata r	0640	C455569	A	Agricultural	G
Aldrikin i	0736	E656664	7	Agricultural	
Syzlin v	0831	A645794	D *	Agricultural	G
Zankai v	0833	C200444	A	Rock	G
Madra i	0838	E496346	A	Non-Industrial	

The Piute Subsector contains 18 systems with a total population of 1.53 billion. The highest Population Level is 8, at K'Mara, Midlo, and Kald; the highest Tech Level is D, at sFyri and Syzlin.

Rm Nai r Mandanin Co-Dominion v



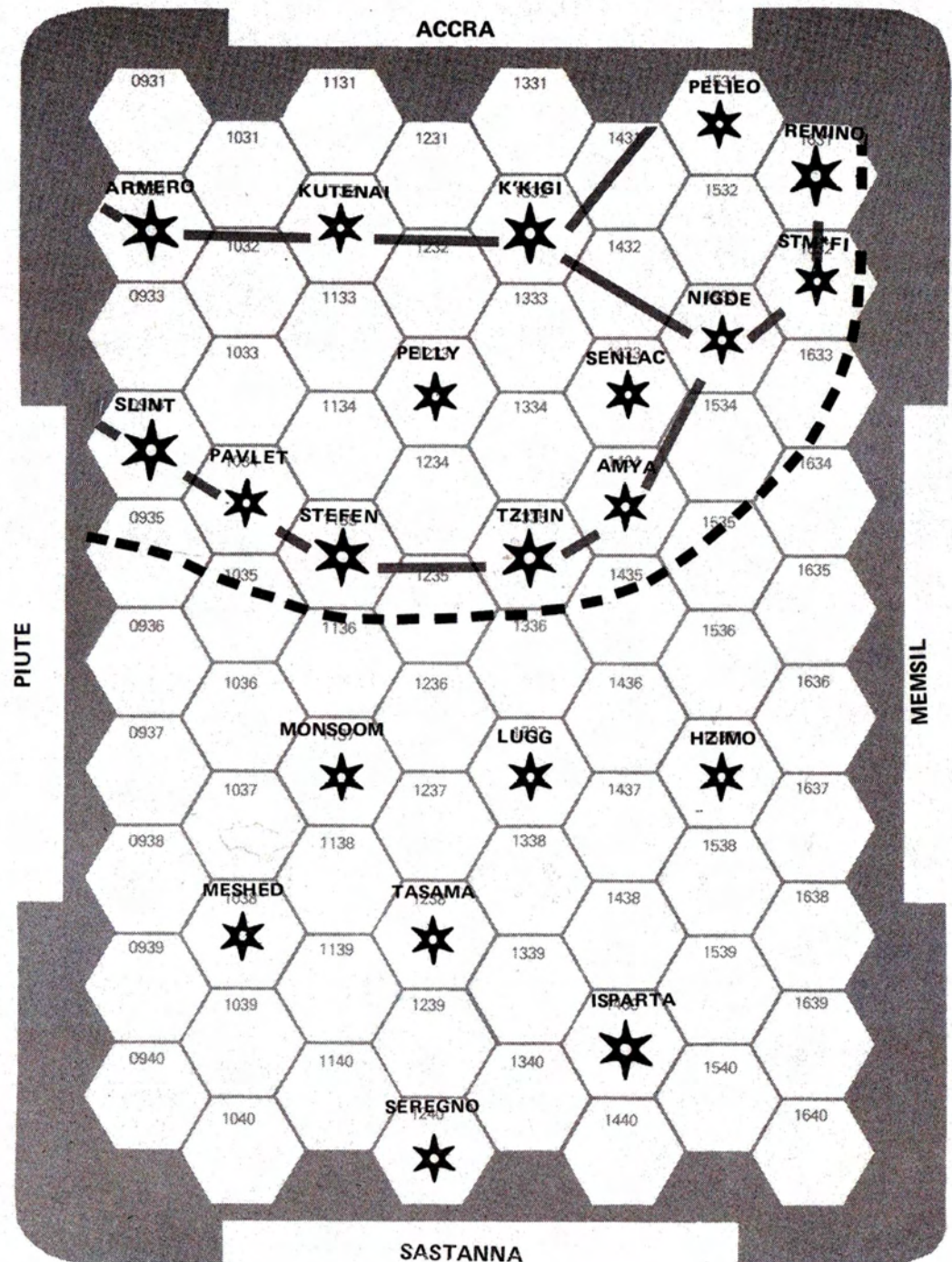
NIGDE SUBSECTOR

The Nigde Subsector contains the most Rimward extension of the Mandanin Co-Dominion. The rest of the systems are independent. Though stars are sparser in this area, further expansion Rimward is opposed by both Rm Nai and the Union Crucis. The systems in this subsector are fairly rich and though most of the developed systems already are Co-Dominion it is likely further expansion will be sought.

Armero v	0932	C96A201	9	Waterworld	
Slint v	0934	C572639	A	Non-Industrial	G
Pavlet v	1034	D776643	A	Agricultural	
Meshed i	1038	E543789	9	Non-Agricultural	G
Kutenai v	1132	C548989	B	Industrial	
Stefen v	1135	B547AA9	B	Industrial	G
Monsoom i	1137	D65A443	C	Waterworld	
Pelly v	1233	E4238C9	7	Poor	
Tsama i	1238	B563568	D	Non-Industrial	G
Seregno i	1240	E6A1689	B	Non-Industrial	G
K'Kigi v	1332	B445533	C	Agricultural	
Tzitin v	1335	C000689	C	Asteroid Belt	G
Lugg i	1337	E433302	9	Non-Industrial, Poor	G
Senlac v	1433	DAB6477	B	Non-Industrial	G
Amya v	1434	C769586	A	Non-Industrial	
Isparta i	1439	D000323	C	Asteroid Belt	G
Pelieo v	1531	D462673	A	Non-Industrial	G
Nigde v	1533	A738789	E		*
Hzimo i	1537	E541508	A	Non-Industrial, Poor	G
Remino v	1631	C100206	B	Rock	G
Stm*Fi v	1632	C95A477	B	Waterworld	G

The Nigde Subsector contains 21 systems with a total population of 103.61 billion. The highest Population Level is A, at Stefen; the highest Tech Level is E, at Nigde.

Mandanin Co-Dominion v



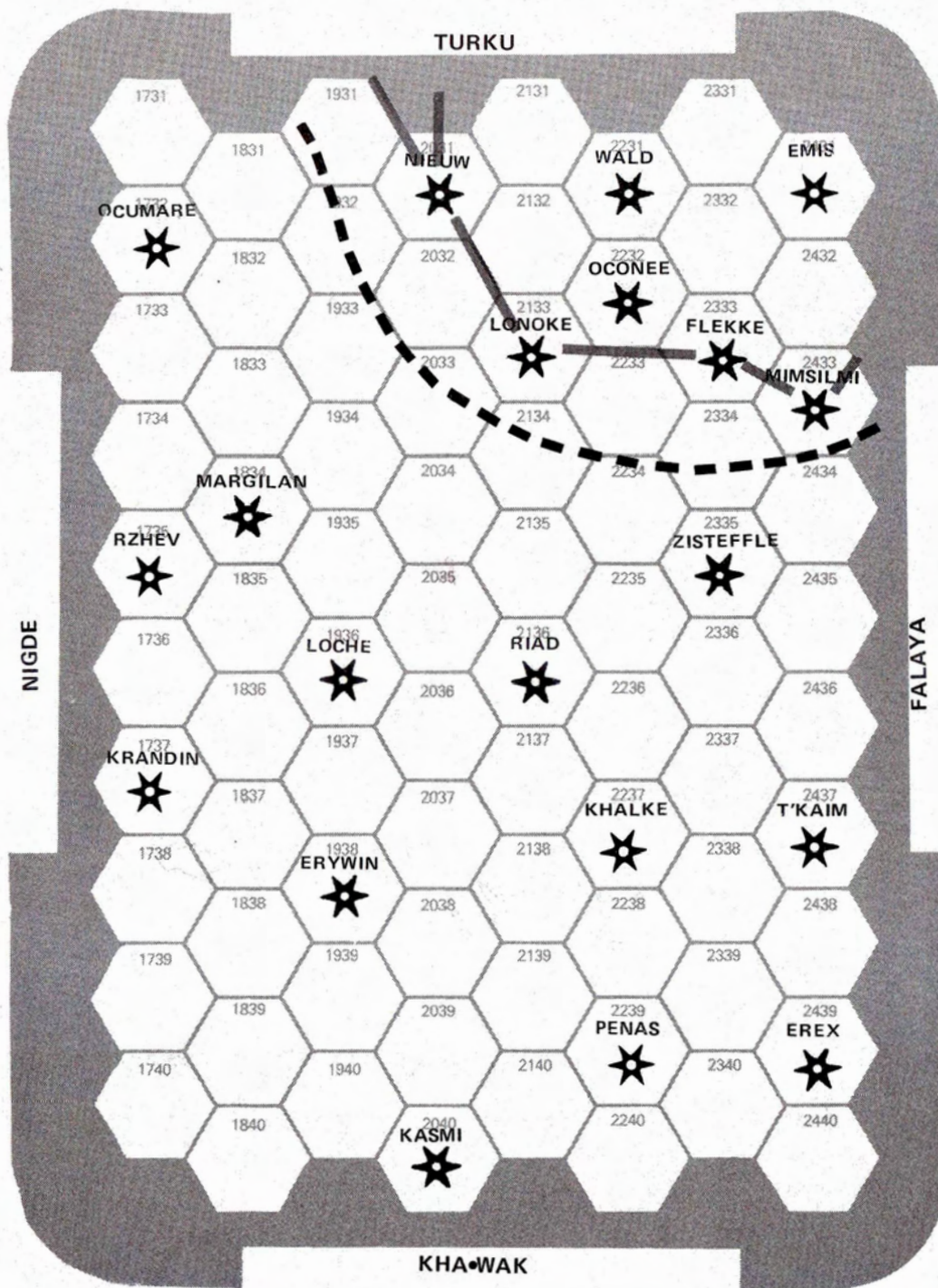
MEMSIL SUBSECTOR

The Memsil Subsector contains part of the Rimmost extension of the Union Crucis. The rest is occupied by independent systems. Seven systems in the Core Trailing corner are all part of the Suo faction of the Union. Flekke and Lonoke have significant minorities of resident Aliens. Several of the independent systems on the Trailing edge also have significant minorities of resident Aliens. Both the Union and the Hivers are resisting extension of Mandin and Rm Nai influence into this area.

Ocumare i	1732	E200441	9	Rock	G
Rzhev i	1735	D569320	A	Non-Industrial	G
Krandin i	1737	E000455	9	Asteroid Belt	G
Margilan i	1834	E654364	B	Non-Industrial	
Loche i	1936	C766473	9	Non-Industrial	G
Erywin i	1938	D773434	A	Non-Industrial	G
Nieuw t♦	2031	B374677	C	▲ Agricultural	
Kasmi i	2040	D344418	B	Non-Industrial	
Lonoke t♦	2133	C8787A4	C	Agricultural	G
Riad i	2136	D446473	8	Non-Industrial	G
Wald t♦	2231	E999597	B	Non-Industrial	G
Oconee t♦	2232	D869443	C	Non-Industrial	G
Khalke i	2237	E888472	9	Non-Industrial	
Peñas i	2239	E6A4587	7	Non-Industrial	G
Flekke t♦	2333	C986436	A	Non-Industrial	
Zisteffle i	2335	C656749	B	Agricultural	G
Emis t♦	2431	E69A876	B	Waterworld	
Mimsilmi t♦	2433	B9989B7	D	▲ Industrial	G
T'Kaim i	2437	E787373	8	Non-Industrial	
Erex i	2439	E533402	9	Non-Industrial, Poor	G

The Memsil Subsector contains 20 systems with a total population of 2.05 billion. The highest Population Level is 8, at Emis and Memsilmi; the highest Tech Level is D, at Memsilmi.

Crucis, Suo Faction t♦

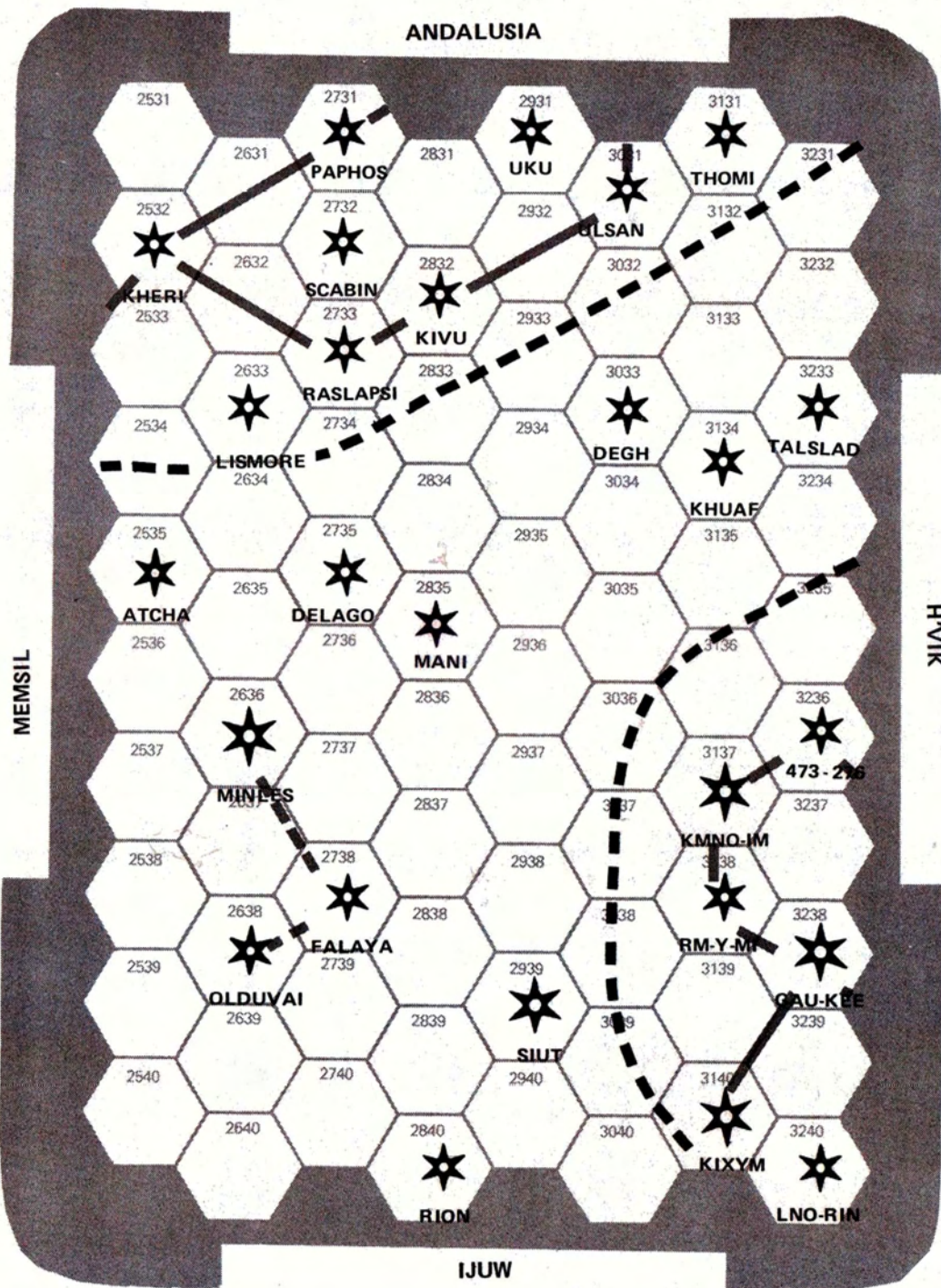


FALAYA SUBSECTOR

The Falaya Subsector is split between Union Crucis and the Hv'ika Kamlin. All systems in this subsector have at least significant minorities of resident Alien populations. Humaniti are in the majority in most systems except in Hv'ika Kamlin and even there they are significant minorities. Very little armed Strife has ever been recorded in this area although the competition between the various races is at times severe.

Kheri †	2532	A797551	E	*	Agricultural	G
Atcha i	2535	D64A370	C		Waterworld	
Lismore †	2633	D434586	8		Non-Industrial	
Minles i	2636	C300699	A		Rock	G
Olduvai i	2638	C451677	C		Non-Industrial, Poor	
Paphos †	2731	C461624	A		Non-Industrial	G
Scabin †	2732	D443405	A		Non-Industrial, Poor	G
Raslapsi †	2733	C9B6779	C			G
Delago i	2735	E799234	8		Non-Industrial	G
Falaya i	2738	A9978C6	D			G
Kivu †	2832	B784775	D	▲	Agricultural, Rich	
Mani i	2835	E6A78B7	7			G
Rion i	2840	E478AD9	A		Industrial	
Uku †	2931	D7948A9	8			G
Siut i	2939	E510405	7		Desertworld	
Ulsan †	3031	C567472	9		Non-Industrial	G
Degh i	3033	EAC9220	A			G
Thomi †	3131	D96A754	A		Waterworld	
Khuaf i	3134	D7A6535	B		Non-Industrial	G
Kmno-im h	3137	B458739	B		Agricultural	G
Rm-y-mi h	3138	C534769	C		Non-Agricultural	
Kixym h	3140	B554585	C	▲	Agricultural	G
Talslad i	3233	E7AA343	A		Waterworld	G
473-276 h	3236	C438673	A		Non-Agricultural	
Gau-kee h	3238	B787879	D		Non-Industrial	G
Lno-rin h	3240	D63A655	9		Waterworld	

The Falaya Subsector contains 26 systems with a total population of 69.29 billion of the various sapient species. The highest Population Level is A, at Rion; the highest Tech Level is E, at Kheri.



MANDANIN CO-DOMINION

JUDGES INFORMATION ONLY

The Mandanin Co-Dominion arose as a result of a combination of a mutant strain of Danin and a religious revival. The initial impetus is now wearing off and internal factions are beginning to crystalize.

The Danin are a warm-blooded, four limbed race of vaguely reptilian aspect. Each Danin is tri-sexual, the various sexual phases occurring during the different portions of ne's life. The order is Egg (thet), Subadult (ken), Male (nit), Female (ten), and Senior (een). Humans have taken to using the Danin words for the separate phases and the pronoun for any Danin in general (ne).

Developed from a social type of Gatherer, the ability of the post reproductive phase of Seniors (een) to settle conflicts between different packs without violence speeded up the course of civilization among Danin. Though technical progress was not as rapid as comparable races, planetary-wide social units were achieved at a relatively early stage. Progress in biological and social sciences was also somewhat more advanced than standard technical levels would indicate. Initial contact by the Sa'Dintinin Company was quite peaceful. The basic philosophy of the major Danin beliefs were very tolerant in relationships with other sentient species. Mutually beneficial projects were quickly arranged and within decades, small colonies composed of Danin and Human were flourishing on nearby planets. With their greater skill in life sciences, the Danin found it relatively easy to establish self-supporting ecosystems with a minimum of time and material. This ability freed a greater proportion of the Human component to concentrate on industrial development. Cooperative colonies quickly spread over the surrounding systems into adjacent subsectors.

For most of the history of this association, the attitude of the component members towards outside entities was non-aggressive. Some two centuries ago, a minor religious-political cult on Kalradin (Mandin - 0416) underwent an almost explosive expansion for as yet incompletely understood reasons. The cult had a most efficient and aggressive attitude towards conversion and expansion.

At about the same time a mutant strain of Danin arose with a lesser fertility rate and a greater physical size, speed, and strength. With a lesser reproductive drive, the energy of this variant Danin turned outward with a more aggressive attitude towards outside dominance. While this strain normally would not be significant in numbers due to the lower fertility, it was deliberately bred for. It seems that the neighboring state to Trailing was exerting extreme diplomatic pressure on adjacent portions of the Human-Danin colonized areas. The Human Danin chose to resist that pressure with military force.

The Danin proved not to be very adept at space maneuver or combat. The new strain proved an adept warrior on land and so was bred in great numbers. This freed large numbers of Humans for space duty since the Danin now formed the home defence forces and the assault landing teams. Soon several sharp clashes proved the efficiency of this arrangement and the pressure from Trailing areas ceased.

Now there were large numbers of unemployed warriors; the Humans among whom the expansionist sentiment was prominent, and the Danin who also had an expansionist element of warriors. These factions forced a political reorganization with a more rigid central authority based upon the military command structure recently set up. Clashes with the Krax Confederation and Marlan Primate soon occurred. A few local successes were scored but further expansion would take more resources than the bulk of the essentially non-aggressive Danin and Humans were willing to provide.

During subsequent operations much greater opposition was encountered from both the opponents and the basically conservative internal structure. The Danin developed a new strain of their species which was closer in biology and attitudes to the basic stock, but was much more adapted to space conditions. Emphasis on breeding of the warrior strain was switched to the spacer strain. Over the last half-century or so the relative proportions of warriors have shrunk rapidly in favor of the spacers. Over the same time period, the Kalradnist cult lost much of its internal cohesion and developed several divergent factions.

At the present time, the higher levels of the government and military services are filled with adherents of the former aggressive and expansionist philosophy. The lower and mid levels have a much more cooperative and conciliatory attitude towards their neighbors.

Imperial policy toward the Mandanin Co-Dominion is to placate the high levels of authority, stall for time, and encourage advancement of personnel in the mid levels to positions of greater authority.



Rumors
Roll 3D

- 3 There have been two assassination attempts this last week on minor Spaceport Officials. Both attempts were very poorly organized and mounted by obvious amateurs.
- 4 Consult a random Non-Local Rumor Sub-Table.
- 5 1D + 1 Security Agents were inquiring this morning concerning the whereabouts of one of the party. He/she is sought for questioning in regards to the background of a notorious local smuggler.
- 6 Just down the line, two systems over, they lost three Merchant Vessels to Pirates in the last month.
- 7 Traffic in Artifacts of the Ancients has increased tremendously of late. Local Military Security is confiscating any such Artifacts found.
- 8 A prominent local Politician needs to get off-planet fast. The local Underworld says he double-crossed them and have his name on their "hit list".
- 9 A Local Port Official was caught embezzeling funds. He/she escaped from custody and is being sought by both the Planetary and Starport Officials. A reward of 10,000 CR is being offered for the apprehension of the fugitive.
- 10 The word is out that the local Black Market has got a lot of hot weapons for sale. It is said that even Fusion Guns can now be obtained real cheap if you know just who to ask (roll 1D: 1 - 4, True; 5 - 6, False).
- 11 New customs procedures are about to be implemented to make smuggling a lot more difficult. The local Customs Officer just got chewed out for not catching a series of big drug shipments this last month.
- 12 See Local Rumor Sub-Table.
- 13 Some of the last bunch of Ancient Artifacts don't look like anything ever seen before. A local Archeologist is claiming that there were at least two different Ancients cultures. He calls them the Forerunners but his colleagues don't think much of his theories.
- 14 New Custom Regulations will come into effect next week. Some Politicians think Merchants aren't paying their fair share of the local Spaceport maintenance expenses.
- 15 See Local Rumor Sub-Table.
- 16 A crewman off a just landed Merchant Ship says they saw two Light Cruisers rescuing men off a damaged Battle Cruiser. They were told to remain clear and they never did find out if it was an accident or battle damage.
- 17 The _____ Shipping Line has gone bankrupt. Some of the local company employees are trying to get back wages owed them by selling off company property.
- 18 Mercenaries in transit through this system are disappearing. Two officers and eight noncoms have vanished from local hostels in the last month.

Rumors on Independent Planets

- 1 Agents of a nearby major power, _____, are plotting the overthrow of the local government.
- 2 Local Military Forces are recruiting. They are especially anxious to obtain Naval Gunnery Officers and experienced Weapons Systems Technicians. 10,000 CR per Skill Level are being offered as an enlistment bonus.
- 3 Computer Technicians are being sought by the Ambassador and Business Agent of a neighboring system government. A complete renovation of the nationalized industrial system is being planned and outside experts are being sought.
- 4 Things are getting pretty bad on _____, two systems over. Armed revolution is about to break out and it promises to be a real bloody mess.
- 5 A valuable Mineral Strike has just been made on one of the moons of an outer planet in the _____ system (Roll 1D: 1 - 3, True; 4 - 6, False).
- 6 An unknown Military Vessel was damaged in engagement with local forces. It managed to evade the defending vessels but was damaged too greatly to be able to Jump. Merchant Ships have been picking up some funny radio signals lately.

Rumors on Mandanin Co-Dominion Planets

- 1 The Commander of the local Base is cracking down on fraternization with non-citizens (True).
- 2 Younger Co-Dominion Officers will pay a great deal for high quality text books on Zeno-History and Zeno-Politics (True).
- 3 Imperium Spies are active on this planet. A player character will be suspected of espionage on a 1 on 1D.
- 4 Danin of the Warrior strain are being secretly assassinated by unknown agents (False).
- 5 Some special Anagathic Drugs were stolen from a secret government research laboratory. A dose can be obtained on the Black Market for 50,000 CR (False).
- 6 Someone stole a lot of computer records from the local Military Base and is trying to sell them (Roll 1D: 1 - 4, False; 5 - 6, True).

Rumors on Chhung Kuo Planets

- 1 Reproductions and records of Ancient Solomani Chinese are very valuable to high level officials (True).
- 2 For the past three years a local shipping company has been hiring only men with Imperium Navy experience (True).
- 3 The maneuvers the local Naval Squadron is now holding are just a cover for a Security Bureau Search Operation (Roll 1D: 1 - 4, True; 5 - 6, False).
- 4 A new computer based upon revolutionary design principles is being demonstrated by its inventor. He wants financial backing and foreign business representatives (Roll 1D: 1 - 4, True; 5 - 6, False).
- 5 A local officer is hiring Mercenaries to raid Union Crucis (False).
- 6 Hro Trien Fu, a local high official has been accused of corruption and executed (Roll 1D: 1 - 2, False; 3 - 6, True).

Rumors on Union Crucis Planets

- 1 Sphere Fenix has offered to annex any of the Sliv faction worlds if the Union breaks up (False).
- 2 Mandanin Co-Dominion forces are poised to attack Union Crucis at the very first sign of weakness (True).
- 3 Rm Nai Ambassador has asked for an offensive military alliance against the Co-Dominion (False).
- 4 The Hv'ika Kamlin would be prepared to offer military defensive services to the Suo faction worlds if the Union Crucis breaks up (False).
- 5 The Cast and Suo factions have made a secret alliance against the Nar (False, the Cast and Suo have concluded a mutual non-aggression agreement).
- 6 An independent world to Rimward wants to join Union Crucis (Roll 1D: 1 - 3, False; 4 - 6, True).

Rumors on Sphere Fenix Planets

- 1 Secret Agents of the Marlan Primate have been hiring Mercenary forces to serve as Independent World Strike Teams. The avowed reason is to divert Co-Dominion defensive forces away from their own borders (Roll 1D: 1 - 5, False; 6, True).
- 2 A new type of long distance Commerce Raider was lost on its shakedown cruise (Roll 1D: 1 - 4, True; 5 - 6, False).
- 3 Ramayan is secretly massing its Naval forces for a quick territory grab to Spinward (False).
- 4 Secret Imperial equipment was discovered in the wreckage of a crashed ship in a wilderness area of a planet two systems over (Roll 1D: 1 - 4, True; 5 - 6, False).
- 5 Krinyan Industries has perfected a new process for producing synthetic Gems of very high quality (Roll 1D: 1 - 4, False; 5 - 6, True).
- 6 Mercenary Officers with experience commanding Submarines are being sought by the Commanding Officer of the local Space Navy Base (Roll 1D: 1 - 5, False; 6, True).

Encounters on an Inhabited Planet
Roll 3D

- 3 An armed Security Guard stops you. After checking your ID you are warned that while travel in this area is not prohibited, it is so hazardous that the local government will take no responsibility.
- 4 1D + 1 Police rush past in pursuit of 2D grubby youths.
- 5 An outdoor demonstration of political solidarity is turning ugly. Thrown rocks and bricks menace anyone on the periphery of the crowd. Roll Dexterity or under on 2D to avoid taking 1 point Damage.
- 6 While passing a darkened alley a side-glance discloses a bleeding body. (Roll 1D: 1 = Body is a trap with two more ruffians than the party waiting in the shadows. Ruffians are armed with Blades and Body Pistols; stats of 777777. 2 - 3 = Body is dead and has been stripped. 4 - 5 = Body is unconscious and is a normal citizen victim - 777777. 6 = Body is unconscious and is a local law officer - 999999.)
- 7 An alarm is sounding in a nearby building. As the party approaches, 1D emergency vehicles screech to a halt. 1D seconds after the first team members enter the building a scream is heard and a hoarse shout of "Medic! Medic!" rings out.
- 8 The party is approached by 1D local peddlers hawking "Quaint Native Handicrafts". They are insistent but will leave if given a firm refusal. Judges Note: These peddlers would be a good source of local rumors and information.
- 9 See Local Encounter Sub-Table.
- 10 A single uniformed law enforcement officer approaches the party and boredly requests they accompany him for "an informative matter". If the group refuses, he shrugs, and make a notation in a record book as he walks away. If the group agrees, they are taken to a nearby van and shown a quick taped lecture on the scams, swindles, and crimes that are currently popular locally. The officer will hand out brochures which contain a map and a city directory. He will wish them a pleasant visit and will answer any general questions about the city and planet.
- 11 The party is approached by a "Services Specialist" who operates as the law officer in Number 10 above. A character with a Streetwise Skill will note that this person may be bribed to give general information on illegal services and contacts as well.
- 12 See Local Encounter Sub-Table.
- 13 The group encounters 1D + 1 Sidewalk Salesmen hawking minor trinkets and souvenirs. They are selling from small portable booths and will not follow the party. Judges Note: These Salesmen are a good source of local rumor and information.
- 14 In the intersection ahead a Light Ground Car hits a piece of debris and skids out of control into a signpost. A bystander glances into the vehicle and yells "Medic!"
- 15 See Local Encounter Sub-Table.
- 16 A scruffy-looking individual dashes out of a nearby store with a Blade in one hand and a package in the other. The shop owner staggers into the street clutching a light wound and yelling "Stop that thief!" The Thief is 657434 and the Shop Owner is 743877. If the party catches the thief, the owner will be grateful for the return of the moderately valuable package. He will treat the party to a good meal at a local restaurant and will serve as an accurate source of local information.
- 17 1D Police vehicles roar past sirens wailing and lights flashing. Each party member must roll Dexterity or less on 2D to avoid being splattered with mud and debris.
- 18 Two slugs ricochet off a building just missing one of the player characters. A diligent search will not reveal a trace of the sniper. Local informants are puzzled and at a loss for the attacker and reasons why.

Encounters on an Independent Planet

- 1 50 small drums of lubricating fluid fall off a passing vehicle and several shatter open. Each party member must roll Dexterity or less on 2D to avoid being splattered with fluid.
- 2 The party is approached by a Mercenary Officer who wants to buy/sell certain items of Military Equipment. He will buy at the going price and has a 50% chance of being able to obtain any item or weapon of Tech 12 or lower Infantry Equipment.
- 3 The party is approached by a Mercenary Officer who wants to arrange transport for a Unit of 6D men and 6D + 20 tons of supplies and construction equipment to _____.
- 4 The party observes a furtive individual spraypainting a political/religious symbol of protest on the street/a wall and run off into the shadows. Judges note that this could be a contact with any local underground movement. (Roll 1D: 1 - 2 = Disgruntled individual with no further contacts. 3 - 4 = Further contacts possible. 5 - 6 = Individual is an agent provocateur for the local security forces.)
- 5 A burst of machinegun fire cuts down a nearby pedestrian. Each party character must roll Dexterity or under to avoid taking 1 Hit Point of Damage from ricochets.
- 6 An overwhelming group of Security Guards siezes your party by surprise. Upon examining your ID's, the leader indicates that you are not on his search list. He warns you about associating with or helping certain dissidents and releases your party.

Encounters on a Mandanin Co-Dominion Planet

- 1 Your party encounters 1D + 1 Een arguing noisily but non-violently in the middle of the street. Traffic is calmly detouring around them.
- 2 Two Humans are arguing about something. At the approach of the party they glance in your direction, break off the conversation and stride rapidly away. (These two ordinary citizens were recently bilked in a business deal with some Imperium Free Traders.)
- 3 A security team of one Human and two Danin Warriors armed with Tranquilizer Guns and Riot Batons politely requests to see your ID's. They find nothing wrong with your papers and bid you "Pleasant Visit", as they wander off. The Human is 988759, and Danin are AB9658 and BC8788.
- 4 Your party is approached by a Danin Officer, B98989, who offers to buy or exchange current textbooks on Military and Political History. Judges note that a week of study of this material would permit a character to read the material on page 22 except for the last paragraph.
- 5 The street is occupied by a religious ceremonial procession of 2D Een and more than 50 Nit, Ten, and Humans. They are marching quietly and gently chanting. Several bystanders, both Human and Danin, jeer a bit and wander off.
- 6 A formation of more than 100 Human and Danin Soldiers trot by in formation at full quick-march. They are in complete Tech 12 Light Infantry Combat gear and are reservists on a training exercise.

Encounters on a Chhung Kuo Planet

- 1 A large flock of ornamental birds thunders up in startled flight from a nearby ornamental garden. Each character in the party must roll their Dexterity or under on 2D to avoid being splattered with excrement.
- 2 Two gentlemen block a narrow passageway as they argue whose ceremonial litter has the right of way.
- 3 A small child in avoiding a careening vehicle strikes their head on a building wall. The injuries are not serious but the child is knocked out for 1D minutes. If helped by a player character, the parents, local shopkeepers, will be grateful and would serve as accurate source of local information.
- 4 A security officer approaches you and requests you to please clear the street. Shortly thereafter, a religious procession comes by taking 2D + 4 minutes to pass.

- 5 A large furry sapient six limbed Alien nearby is hit by debris falling from a building being demolished. Both front legs are injured to such an extent that he cannot walk. The sedative administered by a nearby para-medical renders the being incoherent. You recognize the symbol on the harness the being is wearing as belonging to a shipping company which has offices at the local starport. A local bystander hearing your comments says that with a Credit for fuel he will help you load the being on his truck and drive him to the port. Doing so will earn you his company's gratitude and increase your chances of finding profitable cargoes on this planet.
- 6 You encounter an outdoor play being performed in the park. Several minutes of watching and a roll of your Intelligence minus 4 or less on 2D will give the insight that Chhung Kuo citizens will pay quite high prices for Solomani Ancient Chinese Artifacts and Literature.

Encounters on a Union Crucis Planet

- 1 Your party is passing by a political rally that is getting out of hand. You are rounded up by Security Riot Police along with everyone else in sight. After an ID check you are released with no charges and an admonition to stay out of crowds. Total delay time is 1D + 2 hours.
- 2 You are accosted by a very nervous individual, he is seeking fast passage off-planet for a team of 1D + 3 political agitators. They will pay up to three times the normal price to leave within the next two days.
- 3 A local police official approaches you wanting to purchase anti-riot gear if you have any. If you have a ship with a cargo capacity of at least 50 tons he will want to hire you to pick up a shipment in the next system over _____. There is 100 tons at the factory and he will pay triple normal transportation costs for immediate shipment.
- 4 An Alien in the uniform of local security officials politely stops your party and upon certifying that you are from off-planet gives you a concise explanation of the local political situation. This very intelligent being will answer all polite questions for general information until his communications unit beeper sounds and he is called away to respond to an emergency.
- 5 A small lizard-like being loading packages onto a transport vehicle is pinned down as several heavy packages shift and fall. If you help it free it will indicate by signs that its injuries are slight and present you with a strange coin-like token. A passing police officer overhears your puzzlement as to what the token is. She informs you that it is an access card permitting limited access to the general informational library computer banks at the local commerce library.
- 6 A pile of debris slides off a passing vehicle as a load securing strap breaks. Each character must roll their Dexterity or under on 2D to avoid taking 2 Hit Points of Damage from hurtling objects.

Encounters on a Sphere Fenix Planet

- 1 As you pass a small open park two drunken Military Officers call you over and insist that you referee their duel. If you refuse a ribald suggestion follows you as you walk away. If you accept you immediately notice that they are using practice Swords and aren't really mad at each other. After a several minute exchange of attacks and parries as you call out hits and keep score, the two conclude their argument on Sword technique. They resume their interrupted carousing and invite you to join them. They are buying. The next several hours serve as a pleasant introduction to the higher class bars in town. The two officers are from a Naval Unit in Port and consider you a friendly acquaintance.
- 2 A stack of boxes being unloaded from a vehicle topples into your path. Each character must roll their Dexterity or less on 2D to avoid bruised shins and a slight movement penalty for the next two days.
- 3 A parade of sports enthusiasts celebrating the victory of their local team over an old rival blocks traffic for 1D + 3 minutes.
- 4 You are approached by a distinguished-looking gentleman. He is a political dissident seeking a discreet means of communicating with fellow dissidents on nearby planets. He will pay 100 CR now and 100 CR for a return receipt. While the material is sealed, he won't object to your reading it. It is a very scholarly paper upon an event in the past which has caused violent political differences of opinion. If a character understands the paper (understanding is achieved by 20 hours study and rolling under the combined Intelligence and Education minus 5 on 4D), the gentleman will serve as a reliable source of information and contact with other dissidents.
- 5 A security officer politely prevents you from travelling into a certain area of town. She explains that military exercises are in progress in that area and will not be completed until midday tomorrow.
- 6 A disbanding Mercenary Unit is auctioning off some of its equipment. Some bargains on medical and communications equipment are available. Character Medic, Electronic, and Admin Skill modifiers apply in spotting useable equipment and judging value.

Animal Encounters

Clear Terrain - Wagerwok: Intimidator, Size: 50 kg, Hits: 9/8, Armor: None, Attacks: 95 Teeth -1, Wounds: 7. The Wagerwok is a large furless mammel with fat deposits under its skin for warmth. Its head is flat and shaped like a shovel. It has large fangs that can do nasty damage. The Wagerwok hunts at night and feeds on whatever it can find. It prefers a fresh kill but is unlikely to attack a party of men unless they are sleeping. If surprised it will defend itself by vicious snarling and snapping but generally runs away at the first opportunity. Its skin makes poor leather, and it reeks when cooked, therefore it is considered a pest of little value.

Prairie Terrain - Geex: Flying Carrion Eater, Size: 3 kg, Hits: 1/6, No Armor, Wounds: 5 as Blade. This, unlike most Carrion Eaters is considered a vicious bird. When hungry the Geex will mercilessly attack living creatures. It has large talons and attacks in a lightening dive, with great agility claws its victim's eyes. A Geex will continue its dive attacks until its victim falls. Once a victim has fallen the Geex will then wait for it to die. It will fly away when attacked or surprised, and will only attack when it is hungry. Geex feathers are worn by Scouts as a sign of courage. They are rare and some Scouts prefer to buy the feathers rather than face a Geex's talons.

Rough Terrain - Whist: Intermittent, Size: 3 kg, Hits: 4/2, Armor: Jack, 3 Teeth. The Whist is a shy, fur-bearing animal. It's omnivorous, resembles a small monkey, and has a valuable waterproof pelt. It is agile, tailless, and considered harmless. It won't attack unless cornered, and it's meat is also a common game food.

Broken Terrain - Rhetrex: Chaser, Size: 12 kg, Hits: 9/2, Armor: Cloth, 1 Claw. The Rhetrex is a small biped chaser which resembles a Lynx on two legs. Its upper paws have long razor sharp claws. It kills its prey by running them down and slashing a vital spot. Rhetrex travel in packs of 5 to 10 with one male per pack. The females do the hunting, and although they are only 3 feet tall, Rhetrex can kill large animals.

Mountain Terrain - Fez: Grazers, Size: 400 kg, Hits: 28/13, Armor: Cloth -1, 5 Horns. Fez are large beasts which travel in herds of from 50 to 100. In remote areas, herds have been reported as large as 10,000. The Fez has shaggy blue fur with a shiny red undercoat. Under certain atmospheric conditions, sunlight striking the Fez's coat creates an unusual spectral illusion. The Fez's fur makes warm clothing, its meat is delicious, and the hide can also be used to make shelters. Fez easily stampede and bulls are adept at goring with their horns when angered.

Forest Terrain - Pseudolog: Filter, Size: 100 kg, Hits: 8/9, Armor: Jack, 6 Teeth -1. The Pseudolog resembles a horizontal log fallen in the forest. It senses life forms near and then opens its mouth and sucks its prey into a well protected digestive pit. Half of the animal is underground so it is hard as well as dangerous to rescue a trapped companion since a Pseudolog's digestive pit can easily hold two average sized men.

Jungle Terrain - Tigermite: Eater, Size 1 kg, Hits: 4/0, Armor: Jack, 2 Claws. The Tigermite is a 6-legged insect that goes through a life cycle. It is harmless in the larvae and adult stages, but in the intermitant state it goes on a feeding frenzy, eating everything it comes in contact with. This frenzy will last for about 6 hours. From 1 to 1000 Tigermites can be encountered during a frenzy.

River Terrain - Master Eel: Hunter, Size: 400 kg, 12 meters long, Hits: 19/5, Armor: Mesh, 9 Teeth. The Master Eel lives on the bottom of rivers and when a large animal enters the water it strikes like a snake coiling around its victim, and then it drags it under the water killing it by a combination of squeezing and drowning.

Swamp Terrain - Dart Monster: Trapper, Size: 1600 kg, Hits: 20/12, Armor: None -1, 18 as Pistol. A cellulose mass which shoots tentacles into its victims. The tentacles have a sharp barbed end which penetrates the victim at high speed. The Dart Monster then pulls the tentacles back towards its muscular mouth opening and digestive cavity.

Marsh Terrain - Silver Paw: Killer, Size: 200 kg, Hits: 18/11, Armor: Cloth, 18 Claws. A large silver furred mammalian biped. It is sleek, muscular and will kill for the pleasure of smelling blood. The smell of blood drives it into a killing frenzy. It rarely retreats and eats its kill only if there is nothing else. Silver Paws are solitary creatures.

Desert Terrain - Mimicker: Siren, Size: 3 kg, Hits: 2/0, Armor: Jack, 5 Claws. The Mimicker is a psionic siren. It uses its psionics to determine which live forms are present and then mimicks that life form sound. Sometimes it uses a distress call, sometimes a mating call. It also uses a psionic screen to hide from its prey.

Vacuum Planet Encounters

Avalanche: The side of the mountain above and to the left/right/front/rear of the party is crumbling and sliding down towards the party. Throw Dexterity or Intelligence (whichever is higher) on 2D for each character on foot to take cover. If the throw is unsuccessful, throw Endurance or less on 2D to avoid 1D + 1 Hit Points in injury. Roll 1D, on 1 - 3 the Vacc Suit is also breached. Flying vehicles may avoid avalanches with a throw of 3+ on 2D (Die Modifier: Pilot Skill applicable). Ground Vehicles may avoid avalanches with a throw of 8+ on 2D (Die Modifier: Vehicular Skill applicable). If unsuccessful in avoiding, throw 3D to determine the extent of the avalanche; each pip indicates 10 minutes work by one person to free the vehicle. If the result is greater than 9, the Judge may apply an appropriate vehicle malfunction (adjust probability for ruggedness of vehicle construction). Players maintaining alertness for avalanches decrease speed to 2/3 and gain an additional Die Modifier of 3 on avalanche avoidance rolls.

Blocked Passage: The route being followed is blocked and is impassable to ground vehicles. Throw 2D to determine the number of man days of work necessary to clear a passage. Explosives and other equipment will modify the work time at Judge's discretion. Foot passage may be discovered on a roll of 6+ on 2D per man hour spent searching.

Cave: A dark shadow is noticed which proves to be the opening of a cave. It extends at least 4D meters and has 1D passages. On a roll of 6+ on 2D, there will be a minor Human artifact found; on a roll of 10+, a minor Alien artifact. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild **Ready Ref Book**.

Craters: An extensive area ahead is covered with meteorite impact craters. The ground travel time is doubled for the next 1D + 3 kilometers.

Crevasse/Ravine: The terrain ahead has crevasses and/or ravines which obstruct passage. Throw 2D; on a roll of 8 or less, ground travel time is doubled for the next 2D kilometers. On a roll of 9 or greater, 1D + 1 hours must be spent travelling along the crevasse to find a passable place for vehicles. Individuals may attempt to leap/scramble across by rolling Dexterity or less on 2D (Die Modifier of +1 if Strength greater than 8). If unsuccessful, take 1D - 1 Hit Points of damage and check for Vacc Suit breach on 1 - 3 of 1D.

Deep Snow: Deep snow covers the area ahead and cutting ground travel speed in half for the next 3D + 4 kilometers. Tracked vehicles are unaffected.

Dust Pool: A low area in the terrain ahead is filled with microfine dust. The maximum depth is 2D - 1 meters and the pool has a diameter of 5D x 10 meters. It will take 4D minutes to find a safe ground passage around (double time in Rough and triple time in Mountain terrain). Travelling through the dust pool causes a 1/6 chance of a minor vehicle or Vacc Suit malfunction for every 50 meters of distance travelled.

Loose Rubble: Portions of the path ahead are strewn with loose rubble. Ground travel speed except for tracked vehicles is cut in half for the next 1D kilometers. On a roll of 11+ on 2D an avalanche will also occur.

Meteor Shower: Micrometeorites pelt the area for 2D seconds. If the shower lasts 7+ seconds there is a 1 in 6 chance that each character exposed will have a Vacc Suit breach. If the shower lasts 9+ seconds, there is a 1 in 6 chance that each vehicle exposed will be breached to vacuum. In a breached vehicle, roll Dexterity or under on 2D to repair the breach. If unsuccessful roll Dexterity or less on 2D (Die Modifier of Vacc Suit Skill) to don Vacc Suit in time to avoid 1D of decompression damage.

Rocky Ground: Rocky areas ahead add one-half to the travel time of characters on foot or in tracked vehicles. Double the travel time for other ground vehicles. The rocky area extends for 2D x 2 kilometers.

Vapor Vent: A small crack in the ground ahead is seen to spout vapor at irregular intervals. The crack can easily be leaped over by a character on foot. Ground vehicles can easily avoid the crack. Roll 2D if the characters elect to pass over the crack. On an 8+, the crack will spout vapor as they cross. Vehicles will receive a sharp jolt but no damage. A character on foot will be thrown into the ground. Roll Dexterity or under on 2D to avoid 1D Hit Points in damage. Check for a 2 in 6 chance of Vacc Suit breach also.

Space Encounters

Asteroid: An asteroid of at least $1D + 2$ times the size of the players' ship is on a rear/side/front collision course. Roll Maneuver capacity or less on $1D$ to avoid (Die Modifier: Pilot Skill). Failure to avoid means taking $1D$ Hits, as if from a Missile. (**High Guard:** Surface Explosion Damage Table with Die Modifier of +3.)

Comet: The ship passes near by a comet. Roll Ship's Maneuver capability or less on $1D$ (Die Modifier of Pilot Skill) to avoid hitting a chunk of debris. If unsuccessful, take one Hit as if from Laser Fire. (**High Guard:** Surface Explosion Damage Table with a Die Modifier of +4. Critical Hits become No Effect.) Ships scanner range is reduced by half for $2D + 4$ minutes due to dust and gases in the vicinity.

Debris: A chunk of debris is detected on the ship's scanner at a distance of $1D \times 10,000$ miles (double distance for Military Equipment). After 5 minutes study, roll $1D$: 1 - 5: Natural debris; 6: Man-made debris.

Dust Cloud: The high density of dust in this region causes Laser Fire to be less powerful than usual. All Beam Weapons Factors are reduced by one for the next $1D \times 10$ minutes.

Ion Cloud: The presence of an ion cloud in this area causes Missile Fire to be less effective than usual. Each turn roll $2D$: on a result of 5 or less, there is no change; on a result of 6, 7, 8, or 9, the Attacking Missile Factor is reduced by one; on a result of 10 or 11, the Attacking Missile Factor is reduced by two; on a 12, the entire Missile salvo detonates prematurely and does no damage.

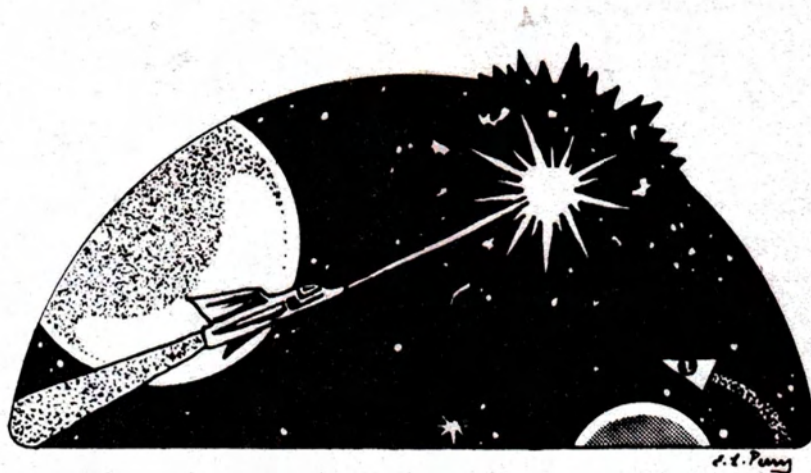
Meteor Shower: A meteor shower occurs. $1D6$ meteors strike the ship. Roll to hit with Die Modifier of Pilot Skill. (**High Guard:** Attacking Beam Factor of 1 with Die Modifier of Pilot Skill. Penetration is against Sand Factor 2. Roll on Surface Explosion Table with Die Modifier of +1.)

Nebula: The high density of nebular material in this area causes misreadings on the sensors. Any communications are also interfered with for the next $1D \times 20$ minutes as detection range is cut in half.

Space Encounters Near a Black Hole

Electro Gravitic Disturbance: An extremely large amount of matter has just been sucked into the Black Hole. As it crosses the event horizon, a tremendous burst of static is given off and a gravity wave is created. In addition to the effects of the Electro Magnetic Disturbance, momentary surges in the ship's internal gravity field will cause the gravity to go up or down by .1 g. The Jump Drive is effected and characters with Engineering -1 or better will know that the chances of misjump are increased unless $1D$ hours are spent in recalibration. The misjump throw will have an additional Die Modifier of +4.

Electro Magnetic Disturbance: A fairly large amount of matter has just been sucked in the Black Hole. As it crosses the event horizon, a tremendous burst of static is given off. This static lasts $1D + 5$ minutes. During this period, the ship's scanning range is cut to one third normal and $1D$ spurious blips are picked up. Induction causes temporary current surges in the control circuits and breakers trip in at least one ship system. Roll $1D$: 1: Power Plant; 2: Computer; 3: Maneuver Drive; 4: Jump Drive; 5: Weaponry; 6: Life Support. There is no damage and $1D \times 10$ seconds later the breaker can be reset to restore the system function.



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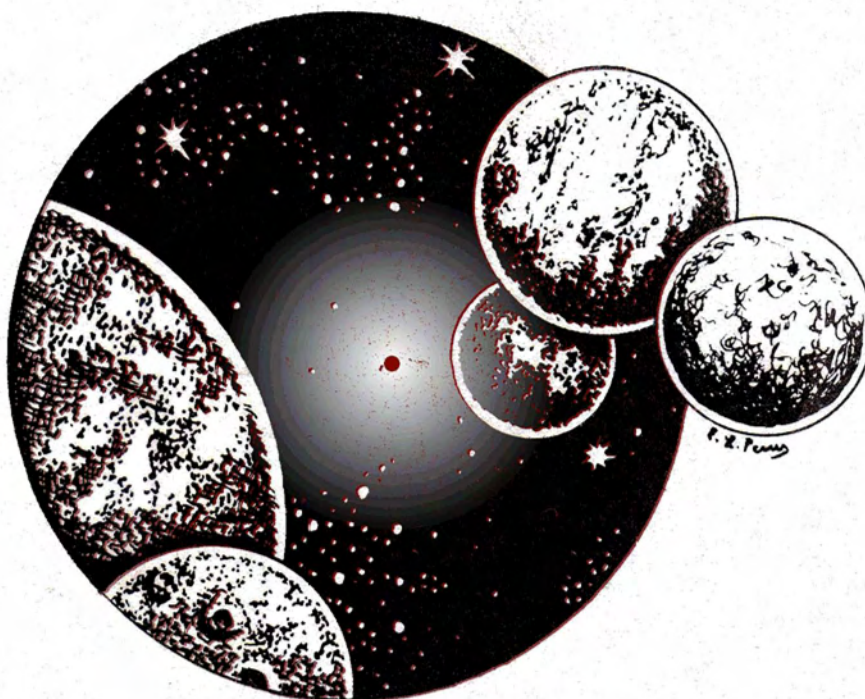
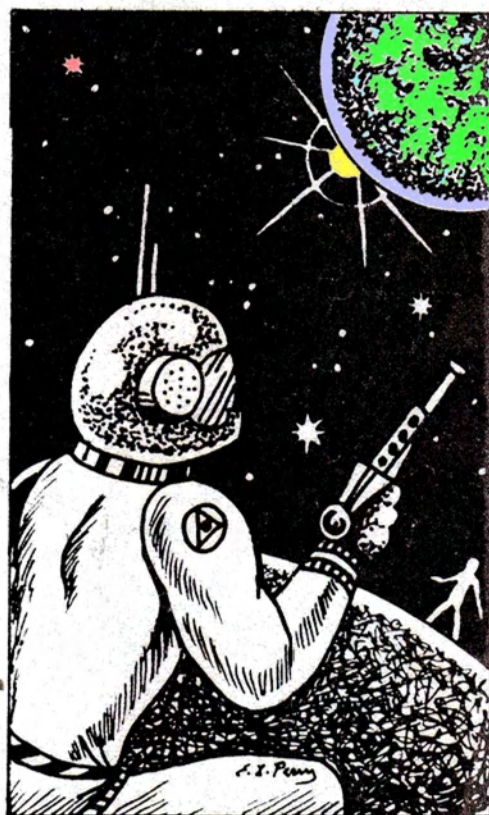
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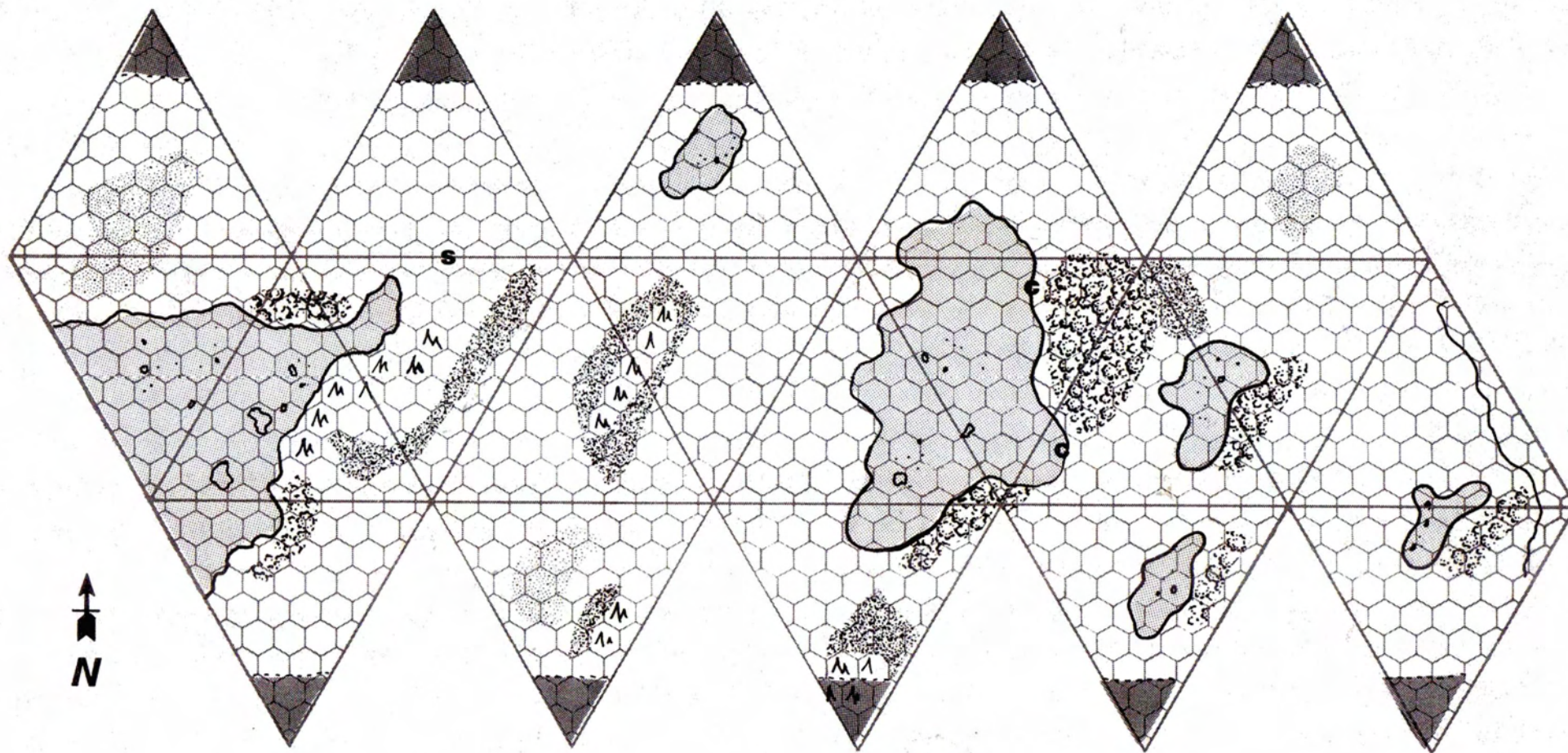
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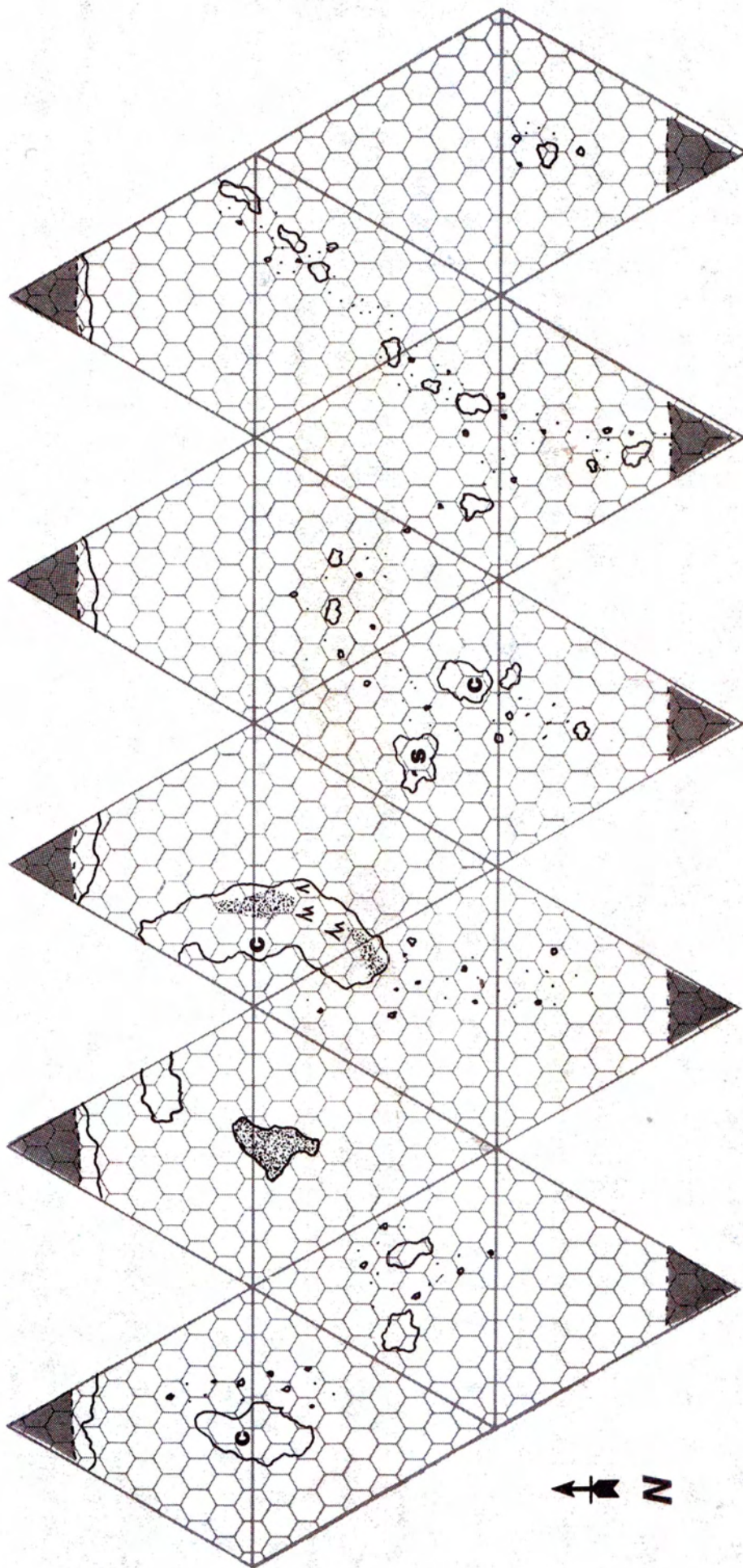




Negril C652593 A

0120

Somewhat of a backwater planet, the 9840 kilometer diameter world is the third in the system. Two smaller airless rocks occupy the inner orbits and have only automated communications beacons on them. An outer pair of gas giants complete the system. A small Mining Station is located on one of the moons of the larger gas giant. The primary products of Negril are the refined heavy metals mined here. Large quantities of special biological products are also shipped. Several popular spices are gathered from the Krasmaya species of forest shrub. It has not proved practical to cultivate this shrub so the product is obtained by gathering teams which rove on ATV's towing a processing trailer. Periodic Air Raft visits are made to collect the refined spices. The salt seas serve as a preserve or reservation for certain religious colonies of Danin which wander the shores living on large rafts. Other religious colonies live as herding Nomads on the extensive plains raising vast herds of Grazers. The seasonal ritualized confrontation between the Water Folk and the Herd People provides an occasion for trade and feasting as well as welcome entertainment to the Miners and Gatherers. Major civil administrators are appointed by the Co-Dominion Senate. Negril elects its Senator every five years and otherwise pays little attention to interstellar politics. The demand for its major products is stable. Society is quite conservative and tradition conscious. Military forces on the planet are few consisting of a courier or two and a refueling station. All citizens undergo a six month basic military training and then are transferred to the active reserve of the Planetary Defense Forces.

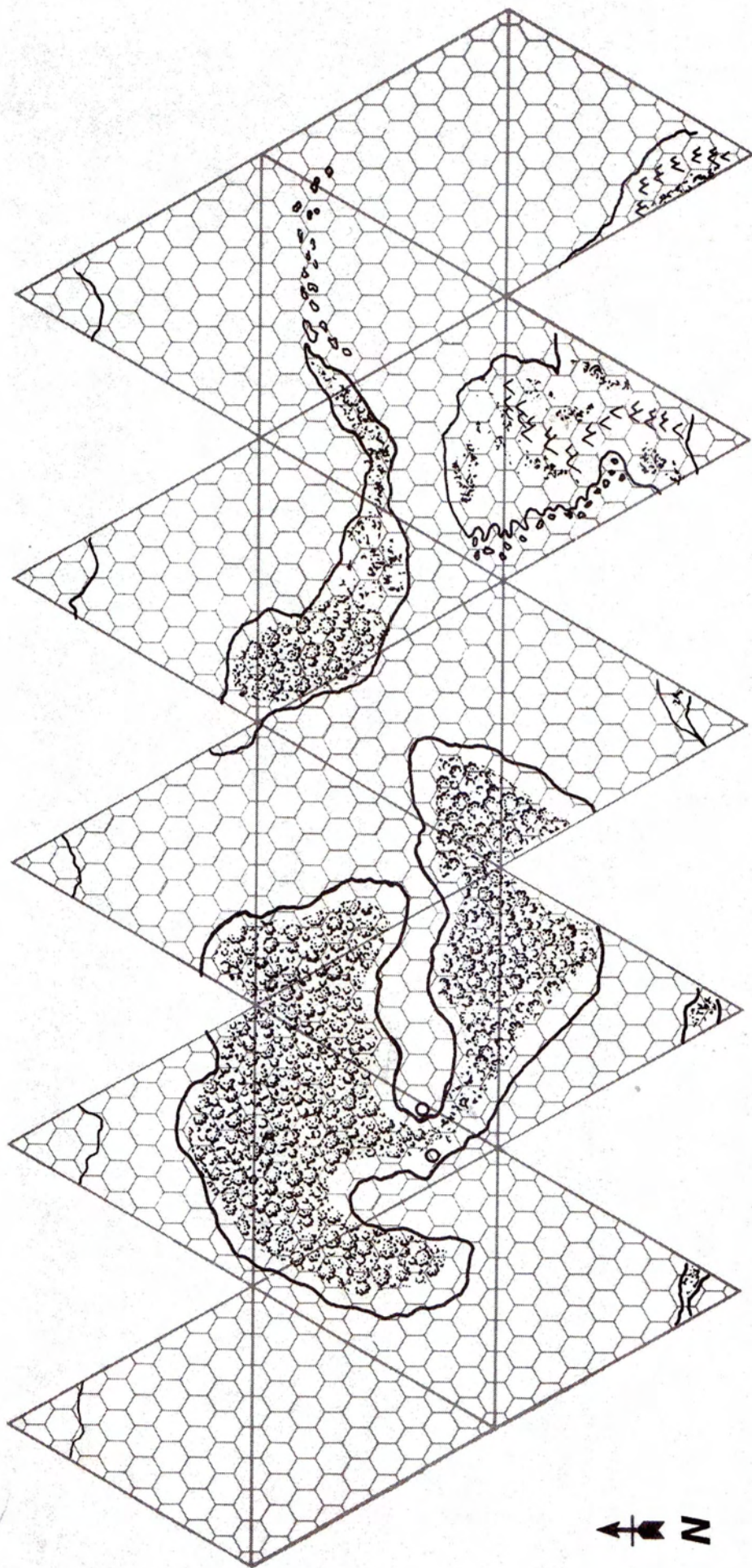


Rill A879778 C

0234

An independent planet, Rill is the fourth in a system of eight. Three minor rocks orbit closer to the sun. An asteroid belt, a gas giant, and two more minor rocks complete the system. Settled several centuries by refugees from a system taken over by the Rm Nai, the populace is not wanting to be absorbed by that state again. Unfortunately the Mandanin are not popular either and no consensus has been achieved. Each of the major islands is a political entity unto itself and tends to bicker continuously with its neighbors. No one ever actually fights each other but a lot of continuous argument goes on. Sea products provide most of the food. Some mining goes on and a modest industrial base exists. A small Starship Yard subsists mainly on overhaul and repair contracts for the ships of surrounding independent systems.

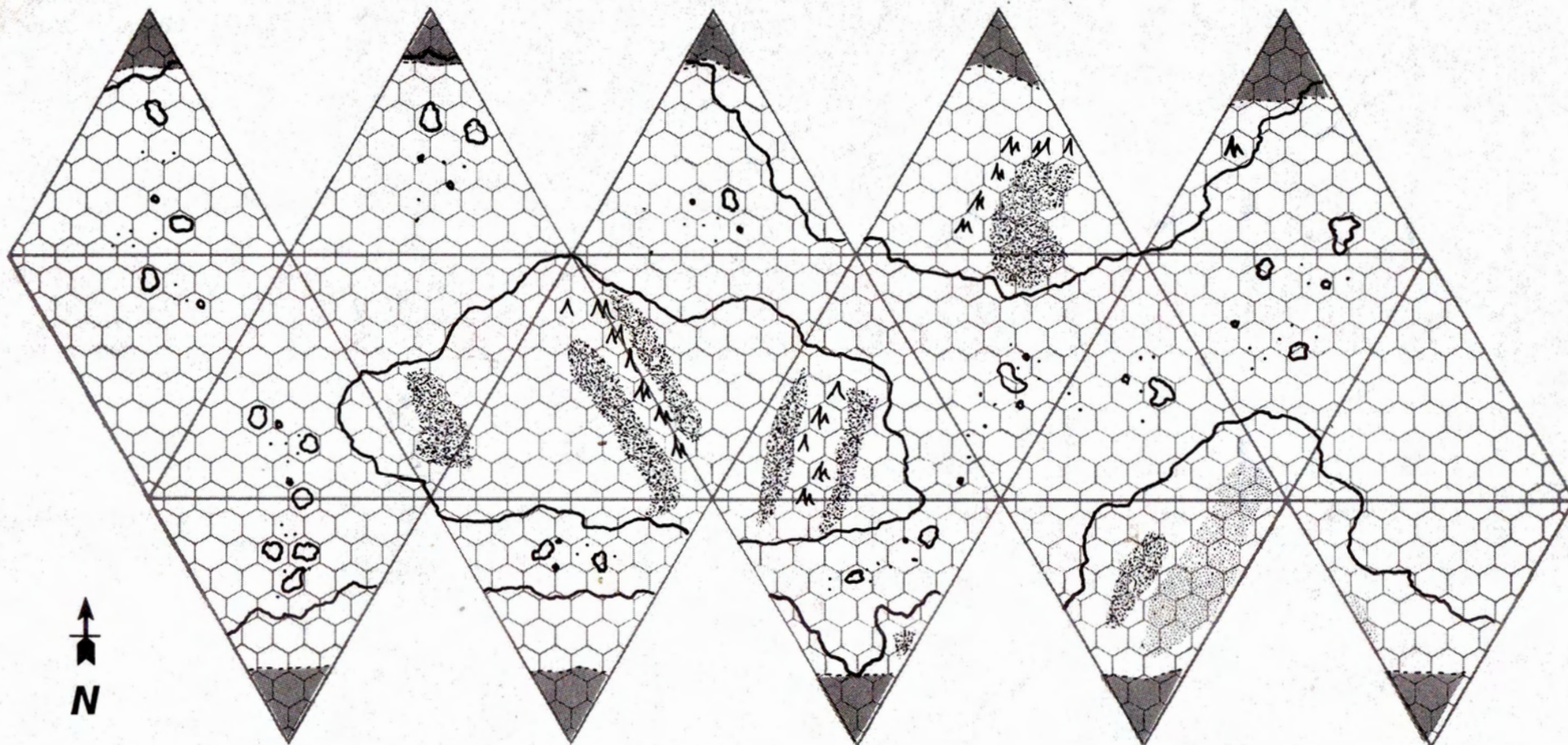
A small tourist industry is supported by "Big Game Fishermen". Some of the predator species in the Rill oceans are truly formidable. Some are even rumored to have glands whose secretion can be processed into an anagathic drug.



Uaboe C965669 A

0601

A relatively large sized World, with a planetary diameter of 19,000 kilometers and a planetary circumference of 59,660 kilometers. The atmosphere comes close to the standard rating, with a marginally higher oxygen content as the major difference. Approximately 50% of the planet surface is comprised of low salt 'ocean'. The land masses are thickly covered with jungle-like growth. Surprisingly, no sentient life forms were discovered by the Survey Vessels, so little time was wasted in establishing refineries to extract the vast Petroleum deposits. Large area in each of the five Climate Zones have been set aside as preserves for the indigenous life. Small portions of these reserves are in use as resorts for travellers with a small amount of hunting permitted to the more influential guests.

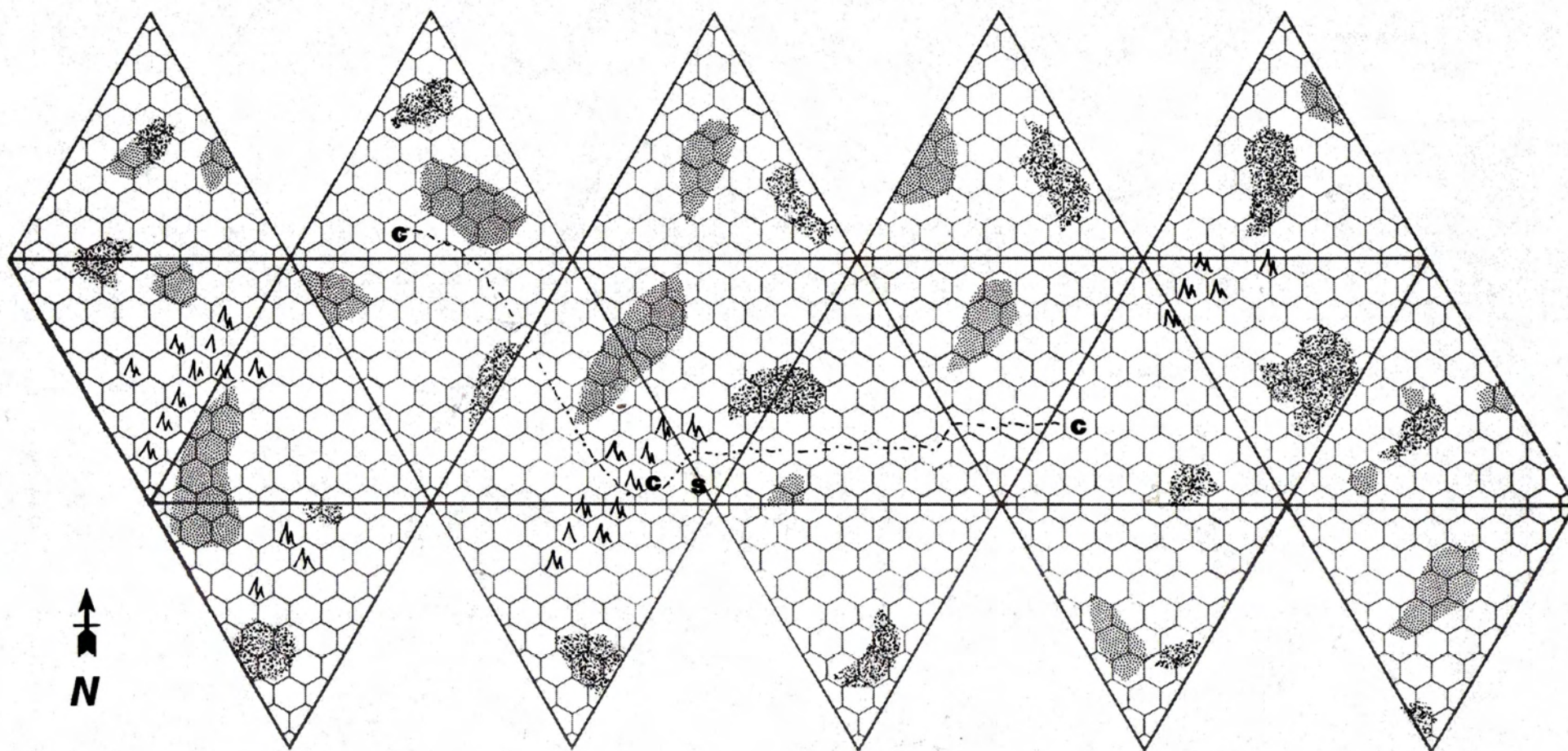


Guerzim B756759 B

1626

Settled and built-up as a Base two centuries ago, Guerzim participated in the Narman Strife. The planet served as the staging area for the forces which invaded and occupied Narok, Tamale, and Daboya. Only disorganized remnants survived to be evacuated back to Adrar and Guerzim. Reorganized as the planetary defense forces, these remnants were further decimated by the Mandanin counterattack. The refueling base on the third moon of the outer gas giant was destroyed as well as the moon itself split into four smaller fragments. The Naval Base on Guerzim, though well defended, was destroyed also. After the peace settlement, the devastated base was somewhat rebuilt to support the patrol forces maintained in the sector. The troops were mostly demobilized and settle on Guerzim. Socially they retained some of the aspects of the former military command structure resulting in a classification of feudal technocratic government. A small Scout Base is maintained here which also provides re-fueling for the extensive patrol forces still maintained in this region.

Six planets comprise this system. The innermost orbit is occupied by a 4900 km diameter rock which has a belt of six 100 km rocks in orbit about it arranged in a rosette. Scientists speculate that this is an Ancient Artifact but little work has been done in this area. Guerzim orbits second out, having a 1400 km diameter airless rock as a satellite. The third orbit out is a E310000 -- -- with two minor rocks as satellites. This planet served as a defense base during the Narman Strife but when destroyed was not rebuilt. Fourth orbit out is a small gas giant with 8 minor rocks as satellites. Fifth orbit out is a large gas giant which formerly had 10 satellites, minor rocks and ice balls. The third moon was an ice ball of 600 km diameter which housed a dug-in refueling station. The bombardment which destroyed the base also split the moon into four large fragments and numerous smaller ones. Its former position is occupied by a radioactive cloud of debris marked as a navigational hazard. The outer sixth orbital position is held by a 6700 km diameter rock which has a 4 km thick coat of frozen gases thus giving statistics of E401000 -- --.

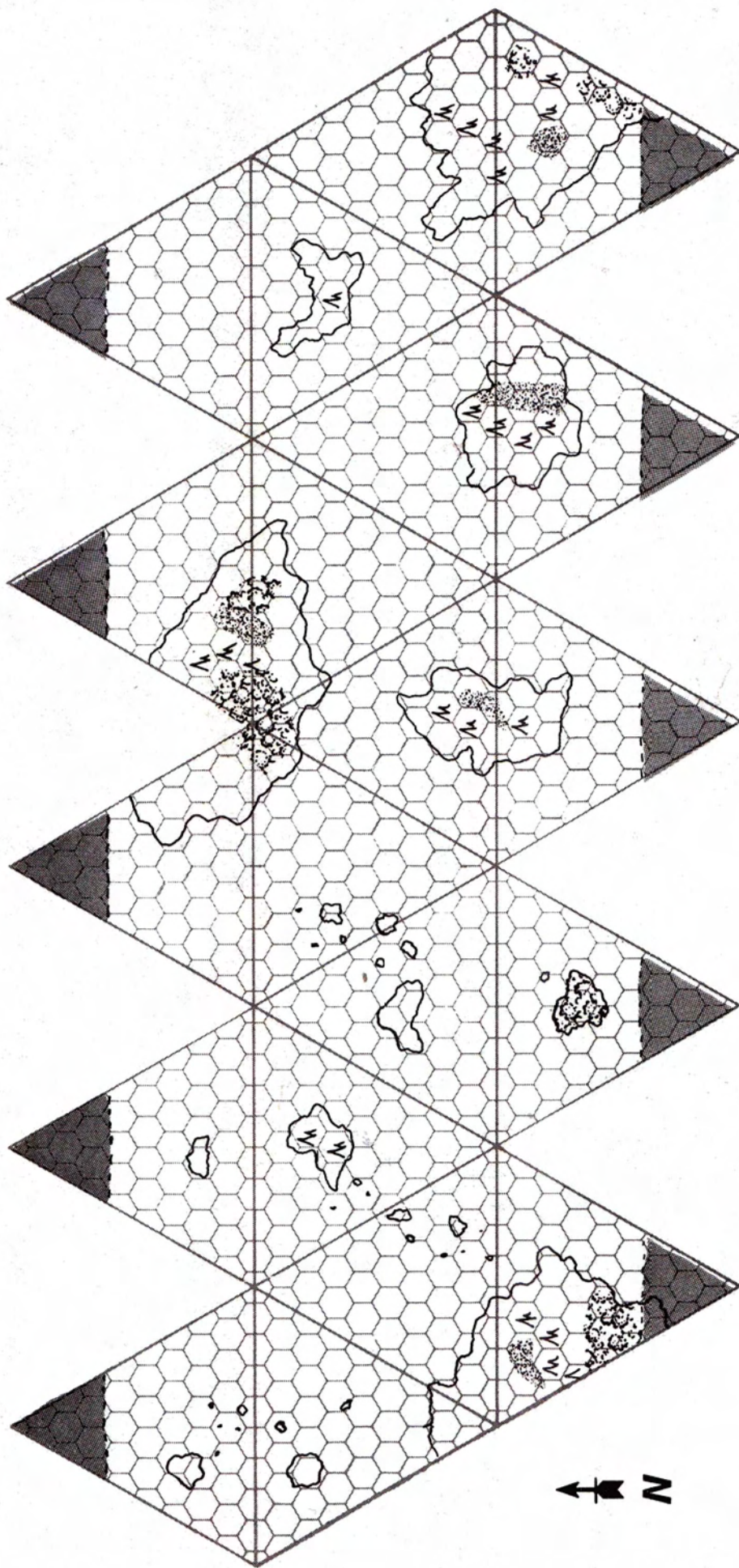


Lubon C300246 9

2111

Mining is the primary reason for Lubon's existence though it serves secondary functions as a refueling stop on the border circuit. Large deposits of most major raw materials have been discovered. A consortium of companies on Katowich is financing development of this planet. Settlements have been started at three major deposit concentrations and the site for an extensive Spaceport surveyed. Roads have been established between the settlements, though it is later planned to build monorail connections. Manufacturing and population increases are planned to take place over the next century and a half.

The system comprises seven planets. The two inner planets are minor rocks of 2000 km diameter. The third orbital position is occupied by Lubon and its 500 km diameter satellite. Fourth is an Asteroid Belt. Fifth is a small gas giant with four minor rock satellites. Sixth and seventh are large gas giants with a total among them of 17 minor rock moons.

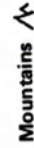
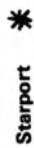
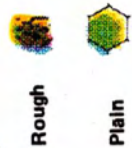
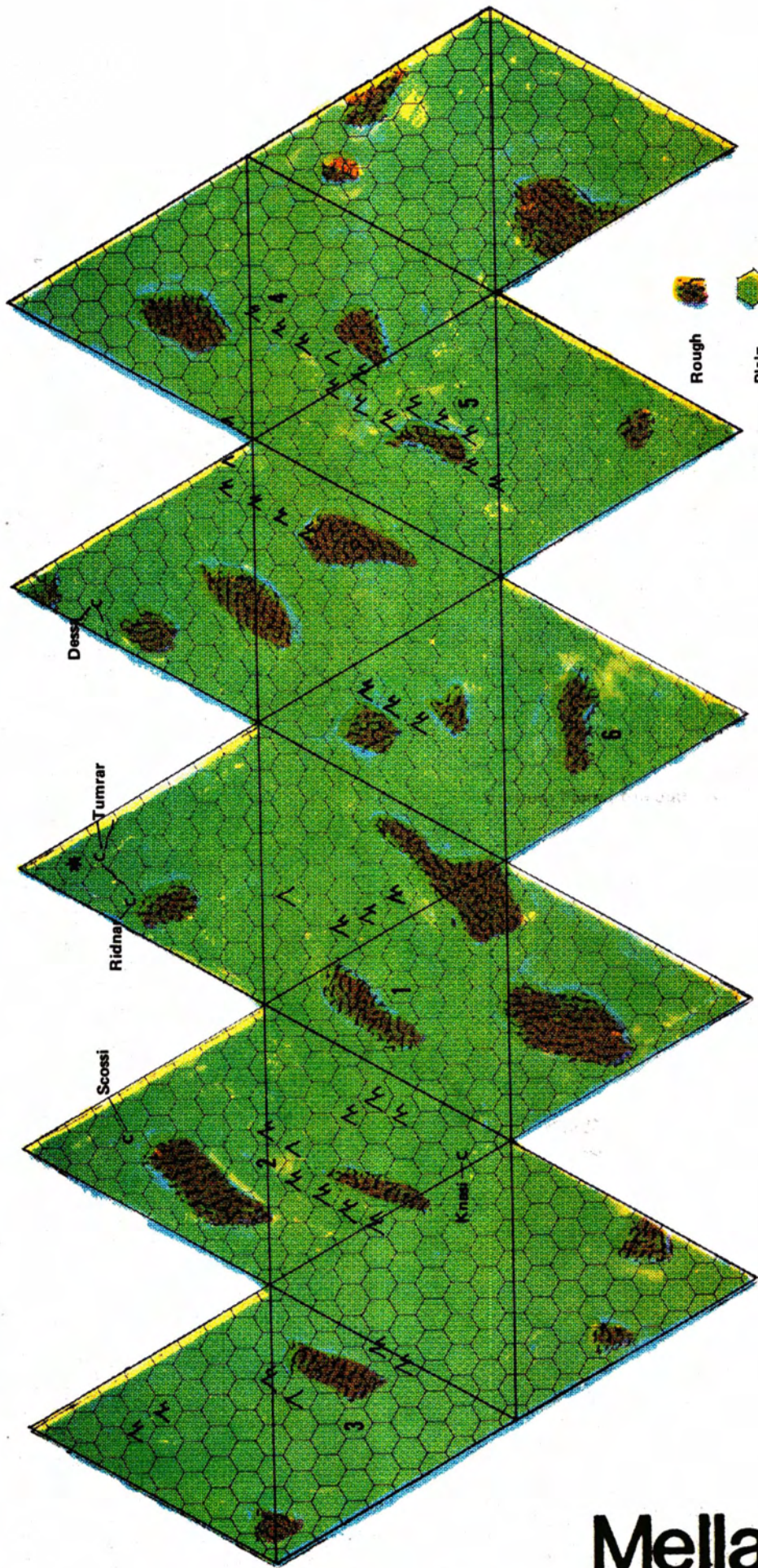


Lonoke C8787A4 C

2133

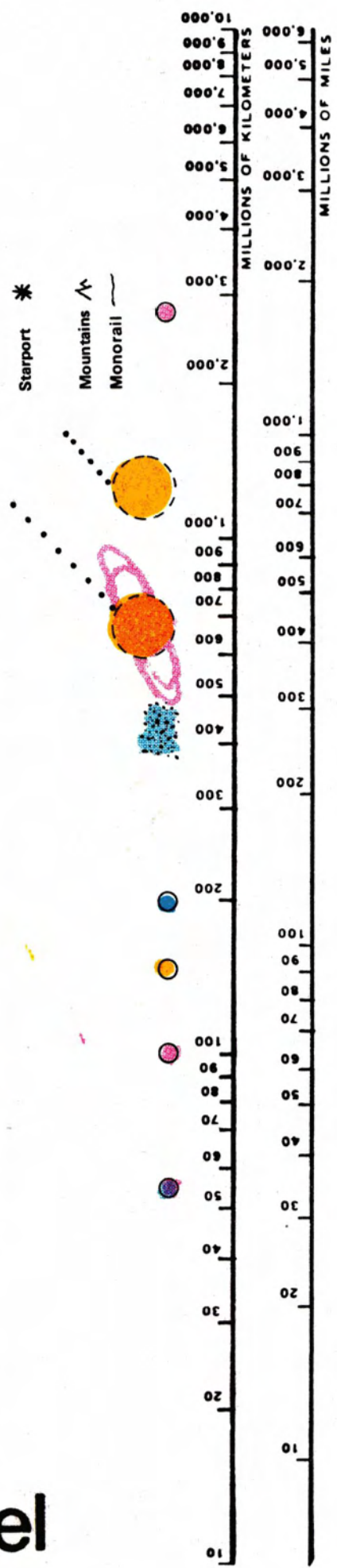
One of the extreme Rimward frontier worlds of the Union Crucis, Lonoke is a steadily developing solid member of the Union. The 47 million population, primarily Humaniti, also includes 5 million Aliens. The planet derives a major portion of its food supply from its oceans. Not a great deal of land is available and much of that is deliberately left in forest. A major portion of the population is occupied in manufacturing. The primary industries are computer manufacture and construction equipment. Much of the construction equipment is used on planet for domestic buildings. Quick and frequent violent storms have caused most people to construct underground housing. Most of the fishing and transport fleets are comprised of Submarines to avoid weather danger at sea. A single family has provided most of the leadership during the history of the planet and the Autarch is still selected from among this family. The current Autarch, Krna Hmlanna, is well respected and she tends to intervene only when absolutely necessary. The elected members of the Autarch's Council do almost all of the routine governmental business. The military presence on Lonoke is slight, voluntary enlistment in the Reserve Planetary Guard is popular. Lonoke contributes an unusual percentage of volunteers for enlistment in the Union Space Navy. It is a member of Suo faction.

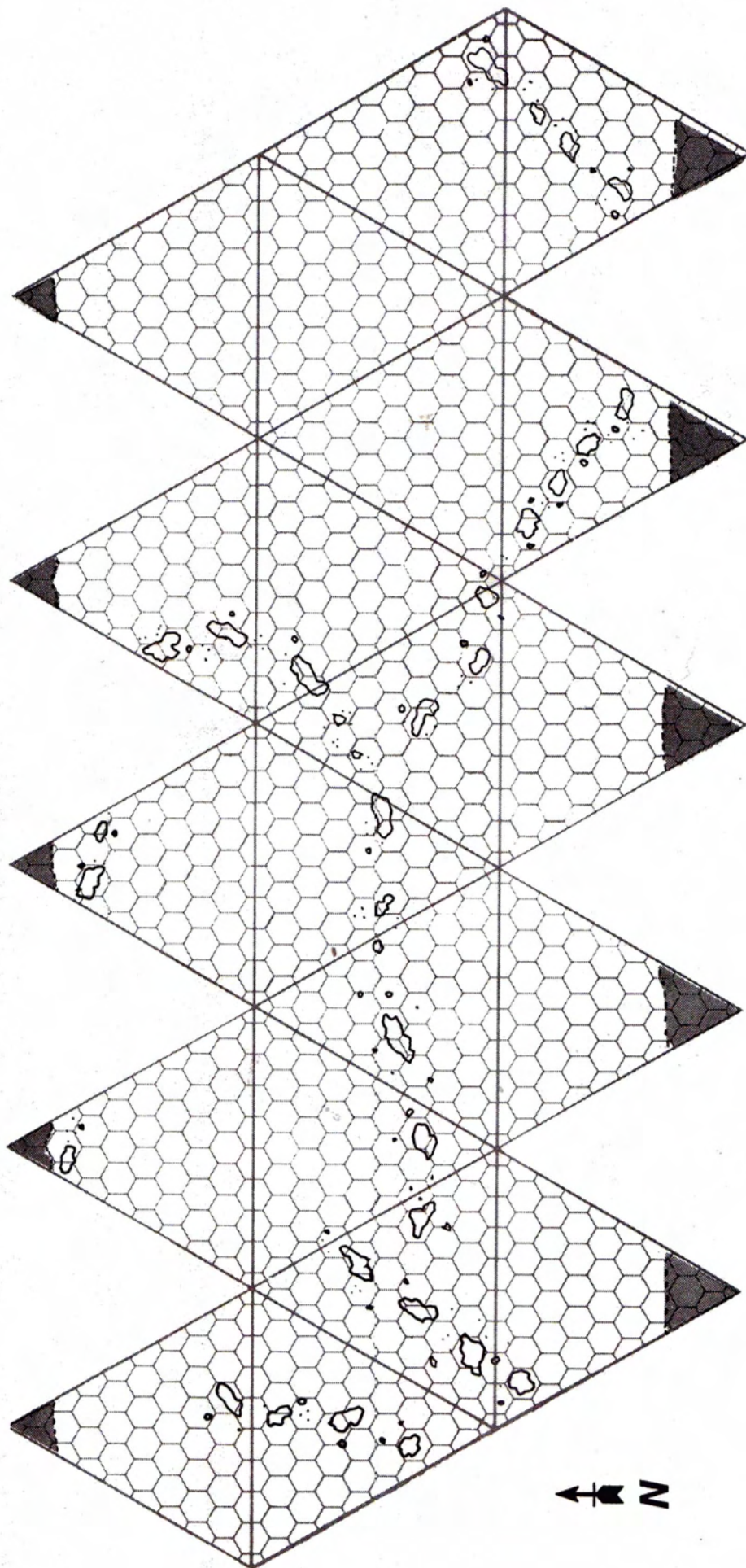
The planet is second in the system, the first planet being a minor rock. An Asteroid Belt, a minor rock, two gas giants and two more minor rocks complete the system. The Union Navy maintains a communications and refueling station on the second moon of the outer gas giant.



Mellansel 2425 E200 485 B Rock G

Mellansel



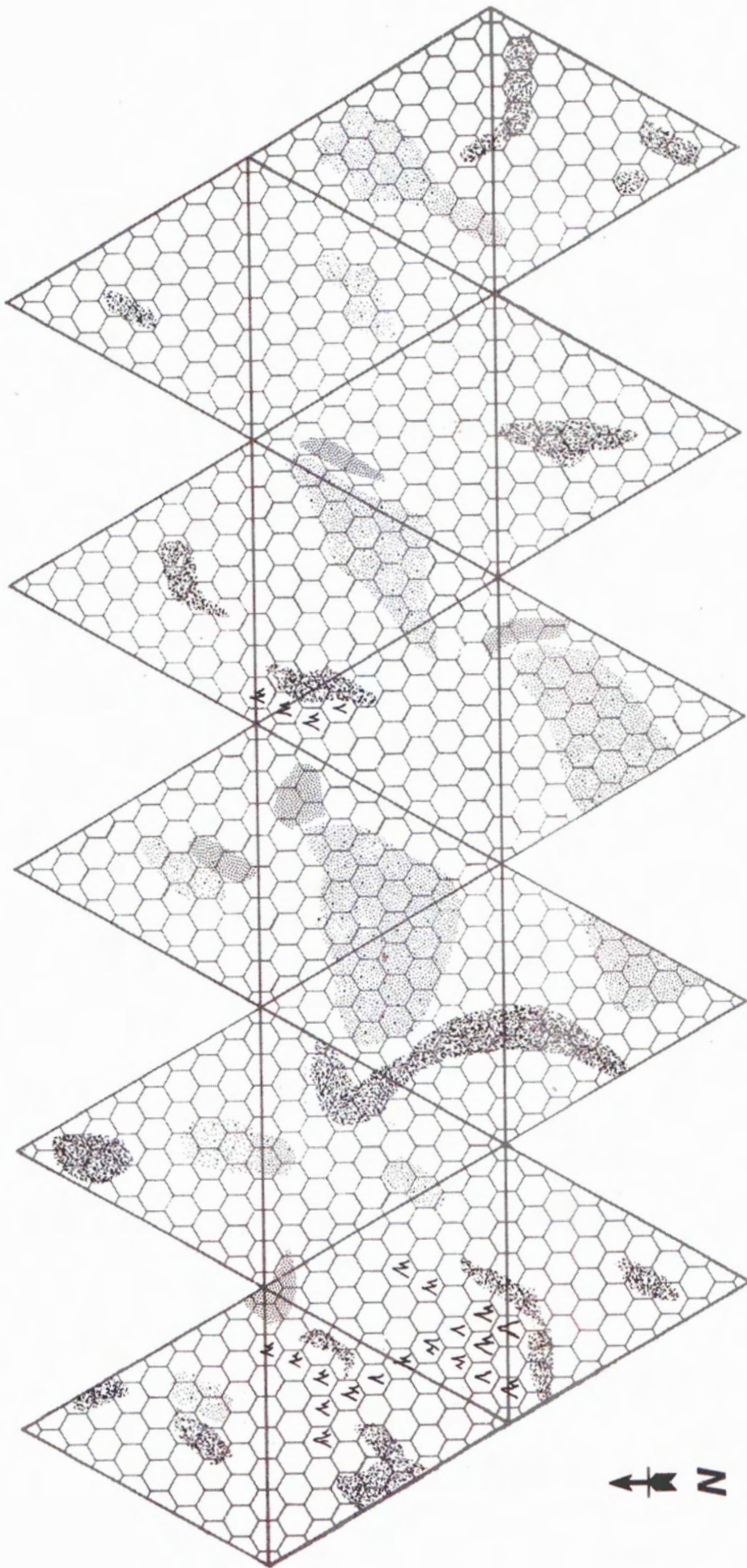


Shang Ti C67A839 C

2702

The third planet out in a system of ten, Shang Ti is a rapidly industrializing world. It has an unusually large population for a Waterworld of its type and has specialized in biologically produced industrial raw materials. In cooperation with several K'ree Herd/Corporations, extensive programs of development have been successful in finding ways of biologically developing complex metallo-organic synthesis intermediates on a cost-competitive basis. A traditionalist family/clan structure has provided a stable basis for an Oligarchic government. Inter-family feuds have caused considerable turmoil in the past, but strong repressive measures taken after an especially violent outbreak a century and a quarter ago have proved effective. The ruling council plans to continue its program of introducing more complex industry and technology to make Shang Ti a major industrial center of the Chhung Kuo.

The inner two planets of the system are minor rocks less than 2000 km in diameter and have no satellites. Shang Ti has one moon, 3400 km in diameter. The fourth and fifth are airless rocks 4500 and 5100 km in diameter with no satellites. The sixth orbital position is held by an Asteroid Belt. The seventh planet is a gas giant with six minor rocks as satellites. The eighth planet is a large gas giant with nine satellites, all but two of which are minor rocks. The two are significant worlds of 3900 and 5100 km diameter. The ninth and tenth planets are rocks of 5800 and 6200 km diameter with a crust of frozen gases.



3220

Gijon C480204 9

This planet is inhospitable to Human life and has little native life of its own. That life which it does have is all desert specialized. In the dense atmosphere, storms are frequent and fierce. A Mining Station exploits a large deposit of rare earth minerals and a few hardy prospectors seek out and work smaller deposits. Water is processed from hydrous minerals for life support purposes and for fuel manufacture. Deposits are playing out and some of the population has emigrated.

Twelve planets comprise this system, the innermost five being bare rocks of 2000 km diameter or less. Gijon is fifth and has one 1000 km diameter rock as a satellite. Sixth, seventh and eighth are larger rocks of about 3000 km diameter with several minor rocks for satellites. Ninth and tenth are gas giants with 21 minor rocks for satellites between them. Large numbers of ice asteroids orbit in the trailing trojan position of the ninth planet and tentative plans have been advanced to bombard Gijon with them to raise the Hydrographic Percentage. The last two positions are occupied by minor rocks with thin crusts of frozen gases.