

**A Traveller's Guide  
to the  
Marischal Subsector**



by Martyn J. Henderson



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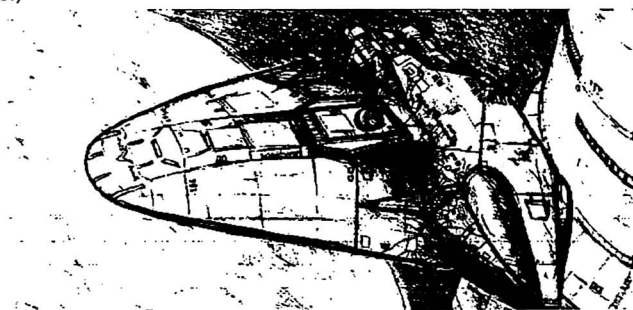
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## ***Introduction***

The Marischal Subsector is one of the more recently settled areas of the Empire. It is, generally speaking, slightly backward, due partly to its age, partly to the fact that inhabited worlds are more widely separated than elsewhere (overall, inhabited worlds are about 17% less common here than in most other subsectors).

The Imperial presence in the Marischal Subsector is slight, limited to two planets wholly Imperial-ruled and Scout and Naval bases on a dozen more. The last direct Imperial intervention was a century ago, in the war on Barcic, and the Empire has let large-scale expansion within the subsector by Welmel and the Fourth Union Complex go unchecked. The only active Imperial action at present in the subsector, apart from the usual courtesy visits by warships, is the quarantine on Barcic, enforced by a few small vessels; there is talk of even this being lifted.

So the Marischal Subsector, situated as it is between the large and important Wing III and Davisen Subsectors, is something of a backwater. However, it still has something to interest most travellers; from holidays on Enonecu to settling on Dera, from mining on Caswall to mercenary employment on Welmel. This is intended not as an exhaustive study of the subsector but as a pocket guidebook; it is hoped that readers will be sufficiently interested to inquire further into the subject; either by travel there, via most library computer terminals, or by writing the author. (In the last stated case, please make queries short and not of encyclopedic nature.)



## ***Author's Notes***

- ◆ All details are accurate at the time of printing, but are of course liable to change.
- ◆ Note that the Welmel-Complex cold war or other factors may affect travel on certain routes.



## **0106     Duggan's World**

In Imperial Year 514 a small Imperial Naval base was established on Duggan's World. Before this the planet was entirely unpopulated apart from the local flora and fauna. Duggan's World will probably be opened to settlers soon; extensive grants by the Imperial Settlement Council will probably be given to prospective settlers. Despite this, it is thought that Duggan's World, with its thin atmosphere, poor soil, large swamps and fierce wildlife, will not attract many free settlers, so forcible colonization remains a possibility.

At present the only runs to and from Duggan's World is the monthly supply-ship from the Fourth Union Complex; Imperial vessels call on average three times per standard year for maintenance, refueling, and rotate the base's staff.

Access is permitted only to travellers intending to settle.

## **0107     Wostenhod**

First settled in I.Y. 141 by a small group of idealists. These by intention excluded all but the most basic technology and forbade contact with all other worlds, returning to a self-sufficient pre-industrial lifestyle. They supported themselves by cultivating a few crops that would grow and fishing in the planet's large and well-stocked seas. (One note of interest - although they disdained technology, the idealists did not try to do without the compressors that enabled them to breathe!)

They and their descendants lived thus until 509, when a free trader, short on fuel, was compelled to land to take on water, from which hydrogen could be produced. The trader discovered that a native herb, Wareen, was a cheap substitute for the costly synthetic substance on which slow-drug antidote was based. On leaving Wostenhod, he revealed this to the Fourth Union Complex.

As a result, a thousand mercenaries in the employ of the Complex took over Wostenhod in 518. Resistance was minimal. Since then, four hundred Complex mercenaries and a few officials have governed and policed Wostenhod.

At present there is considerable unrest. This is due partly to the natives' natural independence and partly to envy. The present inhabitants are a dozen generations removed from the original settlers and, having lived all their lives with very low technology, are jealous of the labor-saving and luxury-making devices used by Complex staff but denied to them. Being so far removed from the original idealists, the present natives are not at all anti-technology.

Every native is compelled to work one month per standard year gathering Wareen for export; for this they get nothing but the "protection and freedom" the Complex garrison offer them. For the rest of the time they are free to work their land and fish.

The Wareen is dried in heavily guarded warehouses and, twice a year, a Complex squadron collects the dried leaves and changes the garrison. These are the only ships to call at Wostenhod, so access to travellers is illegal unless they are in Complex employment.

## **0203     FOURTH UNION COMPLEX**

In I.Y. 224 the now-defunct Independent Mining Corporation began mining the asteroids that orbit Whelan's Star. By 340 over a thousand miners were employed, and were housed in permanent installations cut from the larger asteroids. In 341, supported by the IMC's rival the Central Mining Corporation, the miners seized control of the installations, expelled the IMC officials, and declared the asteroid complex to be a free sovereign state. Several attacks, aiming to regain the asteroids, by IMC mercenaries were beaten off, and when, in I.Y. 354, the IMC was declared bankrupt the asteroid complex's independence was recognized.



Between 350 and 450, carefully-chosen migrants were permitted to settle in the Complex, which flourished due to its large-scale export of rare metals. However, between 450 and 475, these ran out; with the last of the revenue a few starships were bought, and the Complex began to try to compete in the interstellar trading business, until then carried out largely by Welmelian vessels with a few Maran and independent traders.

Since then the Complex's share of the trade has increased, since their prices (due to CMC subsidies) undercut Welmelian prices. This has resulted in a trade cold war between Welmel and its subjects and the Complex and Caswall and Fusehn, its CMC-ruled allies.

In I.Y. 518, in a piece of commercial expansion, part of the Complex's largely mercenary army took over Wostenhod. Using this as an excuse, Welmel managed to engineer a total trade embargo with the Complex and its allies. This embargo, however, is not a 'total' as thought; free traders still trade with the Complex, and Complex ships still smuggle useful Wostenhod Wareen out to other worlds. The trade cold war is also heating up; Complex ships, engaged in such smuggling are often boarded or even fired on by Welmelian Navy corsair ships and lives lost, although neither government acknowledges such incidents occur.

The Complex's government is one of the neo-fudal ones fairly common in the Marischal Subsector.

Note that the Complex has to import almost all its raw materials (mostly from Caswall) and most of its technological items, since the Complex's own industry is minimal. It is in the import of these technological items that the embargo is hitting the Complex hardest. The free traders know this, and so make a large profit on cargoes of such items sold at inflated prices.

Visitors are allowed to come and go quite freely amongst the asteroids of the Complex. However, before permission to visit the Complex is granted, travellers are thoroughly investigated. Any trace of Welmelian sympathy means refusal; even if no trace is found it can be invented to provide an excuse to ban someone the investigators disapprove of.

The Complex is worth visiting for its very nature. Inhabited asteroid belts are very strange to those used to living on actual planets; the lack of natural gravity and small size, the common everyday use of vacuum suits and ship's boats, and the rather claustrophobic feeling inside the hollowed asteroids can be very unsettling to non-natives.

## **0208    Beda Fomm**

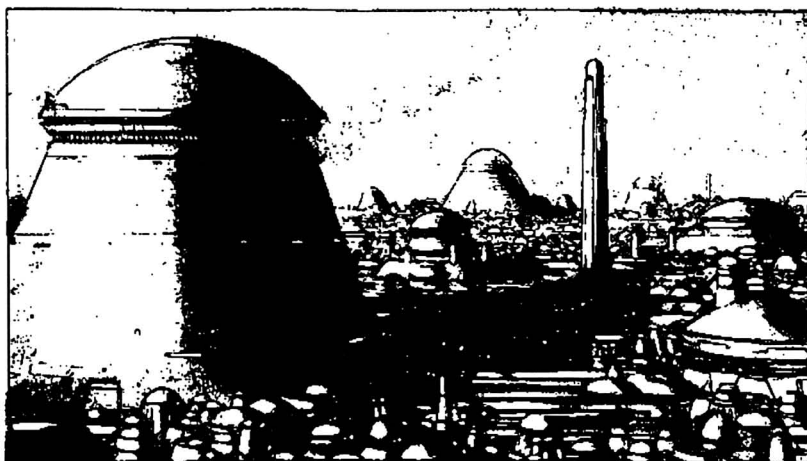
Home of one of the several "lapsed democracies" of the Marischal Subsector. The fall, through political violence or, more often, apathy, of democracy on so many worlds of this and other subsectors was held by many historians of the 'earned rights' school to prove their theory that democracies naturally collapse (or are demolished) unless a section of the population chooses to take upon itself the task of maintaining it; this means the democracy becomes an oligarchy, to which any citizen may gain entry by 'earning his rights.' How these 'rights' are 'earned' varies, but is usually by military service or performing some act to the benefit of the whole populous.

Until 411 Beda Fomm was a democracy. In that year's elections the Central Party gained a massive majority; this, scandal and inter-party strife caused the fragmentation of the only other party, the Republican Party, into a dozen minor parties, none of which ever got over 5% of the vote. This ensured a perpetual Central Party majority.

Gradually the party's rule became less and less democratic and the elections a meaningless ritual; for at least 75 years the Central Party's officials and the permanent bureaucrats have, in all but name, ruled Beda Fomm.

Beda Fomm is one of the least interesting of the Marischal Subsector's worlds from a traveller's point of view - no notable indigenous flora or fauna, no outstanding natural features, and no particularly fascinating man-made buildings or institutions.

One of the seemingly uninhabitable planets colonized in the period I.Y. 300-350 as part of the Imperial campaign to encourage migration to such places rather than the more naturally inhabitable worlds. As part of this campaign, a settlement was set up on New Spain as a model of what such planets could be. When, in 354, the Empire granted self-rule to New Spain, the population was five million. Since then population has doubled, drawn by the impressively luxurious lifestyle made possible by the Imperial-built equipment and building left behind.



New Spain is now split into seven self-contained self-sufficient cities, partly domed, partly underground. Each city is quite independent, and the seven vie for influence. The competition has resulted in an ever-changing web of alliances, agreements, friendships and quarrels quite baffling to offworlders. These rivalries often result in open war. Tiny armies of powered armor infantry mercenaries maintained by the cities fight the wars; by mutual consent the wars are decided by maneuver, with losses being very small, almost token. Of course, the cities themselves are never threatened; to destroy the enemy cities would be pointless, since the aim of the wars is to gain influence, not to cause deaths.

***New Spain Cities Table***

<b>City</b>	<b>Population in Millions</b>	<b>Government Level</b>	<b>Law Level</b>
New Andalucia	3	9	9
New Seville	3	4	3
New Castille	2	9	9
New Leon	0.5	8	9
New Navarre	0.5	4	2
New Valencia	0.4	8	9
New Murcia	0.1	4	6

The above ranking is approximately that of current status and influence. The spaceport is in New Valencia's territory.



From a traveller's point of view New Spain is worth seeing as a monument to a famous Imperial settlement-drive; and all of the cities have a unique intrigue-steeped air about them unlike anywhere else in the subsector. It is notable that all of the seven armies are always looking for trained and battledress-experienced soldiers; pay is very high.

## 306 ROUPENIAN

Roupenian is the leader of the loose and scattered alliance of more or less democratic worlds known as the Jimoi Democracies. At present the Jimoi Democracy members are only three in number, Beelfeld having recently left: namely, Roupenian, Khemat and Etirwi .

The Jimoi Democracies maintain a policy of complete non-interference unless the interests of a member, or even a non-member, democracy are threatened. In fact quite what the Jimoi Democracies could do in such an event is unclear, since none of the members have anything more than the most basic starships, mostly unarmed, and very few of them. The Jimoi Democracies influence is on the wane too; it is widely believed that the alliance, formed out of a democratic ideal, is on the point of breaking up due to lack of purpose and strength and Etirwi's variant policies.

Roupenian itself is notable for its thirteen domed settlements. The natives inhabit a dozen of these, each family maintaining itself in a largely self-sufficient complex a great distance from its neighbors. The thirteenth is "The Golden Dome." This adjoins the spaceport, and is populated solely by non-Roupenians that outnumber the natives by four to one. The Golden Dome boasts that it is the most decadent place of entertainment in the whole subsector; certainly its gangster-ruled endless series of bars, brothels, casinos, clubs for all sorts of unsavory interests, and stolen goods shops (attracting stolen items from many different worlds) seems to live up to that claim. The Roupenians themselves shun the place, detesting the 'offworld dregs' as they call the populous; but passing shipcrews and daring tourists keep the place seething with activity all day and night. It should be noted that police presence here is nil, and that fatalities amongst incautious travellers frequent.



Roupenian's other attraction is the still-functioning surface monorail system linking the domes and the spaceport. This is believed to be the oldest working linear motor unit in the subsector.

It should be noted that, following security checks at the spaceport, those travellers wishing to visit the rest of the planet must go to the Golden Dome, for it is from here that the monorails leave for the other domes. Anyone wanting to see one of the actual Roupenian homesteads must apply well in advance and submit to extensive screening, for they will in fact be guests in the family's home.

### 0307 Beelfeld

In 489 a referendum on Beelfeld showed a large majority of the population to be in favor of withdrawing from the Jimoi Democracies. Beelfeld had been one of the earliest members of that alliance; in 492 withdrawal was complete.

The referendum had taken place amidst considerable social unrest on Beelfeld; this continued until 504, when the army and the civil service seized power. This new government enjoys popular support; the unrest has almost completely ceased.

The main reason given in the referendum for withdrawal from the Jimoi Democracies was the fact that 10% of Beelfeld's entire income went to the Jimoi Democracies in subsidies, dues, and administration costs, while absolutely no tangible benefits were felt (except for a subsidy amounting to about ¼ of what Beelfeld paid out).

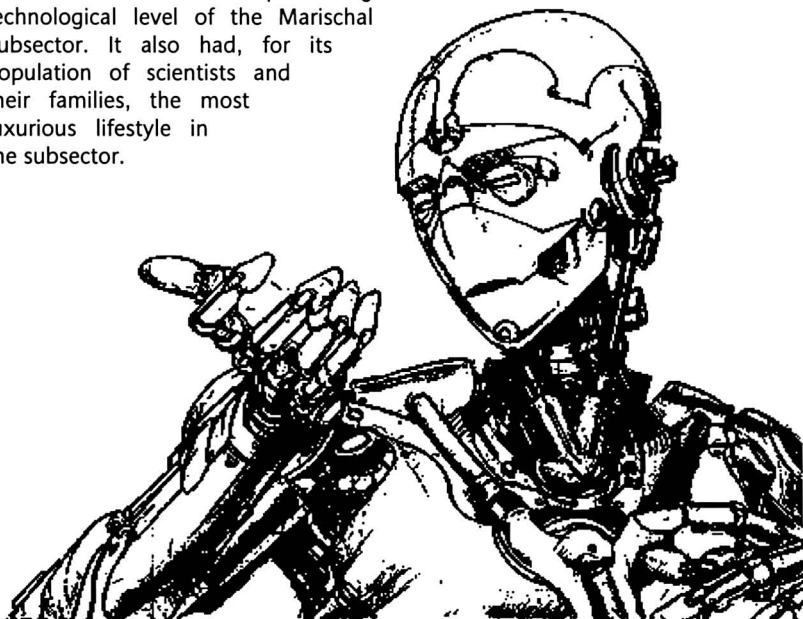
Beelfeld is one of the poorest worlds of the Marischal Subsector. There is little industry; what there are produces essentials, luxuries being imported on the rare occasion that someone can afford a luxury. Life as a rule is harsh; townships are scattered and tiny, most of the population living on and working self-owned farms. These farms produce just enough food to make Beelfeld self-sufficient.

Some encouragement is offered to settle on Beelfeld, since at present only about 25% of its total area is settled.

Beelfeld's main attraction to travellers is its unspoiled natural scenery; a hired ATV or floater will allow tourists to see a large area, for untamed wilderness is never more than half a day's journey from even the most densely-settled area. Particularly interesting are the vast forests of variform pines, which have thrived and driven out the rather puny indigenous plants since first seeding about four hundred years ago.



Established about a hundred years ago as a refuge and workplace for scientists and technicians fleeing their homeworlds for one reason or another, Gilon's independence and inviolability was acknowledged in a tacit agreement amongst the three spacegoing powers of the subsector. Thus, unhindered by defense needs, Gilon was able to develop the highest technological level of the Marischal Subsector. It also had, for its population of scientists and their families, the most luxurious lifestyle in the subsector.



In the late 490's, Welmel was at the height of its expansion. Because of its population's expertise, and its relative closeness to Welmel and recently conquered Clarence, Gilon was Welmel's next target. Gilon appealed for help; the Fourth Union Complex and the Jimoi Democracies protested strongly but offered no aid, and when in 499 Welmelian troops and foreign mercenaries took over the spaceport and threatened to bombard the domed cities, Gilon surrendered without a fight.

Since then a token garrison of Welmelians has remained on Gilon. Welmel has benefited greatly from the occupation, Gilon not at all; in fact living standards have fallen greatly. Personal freedom is restricted, political freedom nonexistent.

A peculiar ration system, applied to non-essential foods, luxury items, larger apartments, clothes and suchlike is operated by Welmel on Gilon, and is intended to get the best performance out of the population. Ration credits are issued to each person on the basis of how much "useful" work they have done in the period covered. "Useful" in this instance means "useful to Welmel"; this is interpreted differently, depending on the official presiding.

As with most Welmelian colonies, travellers are carefully screened before being permitted to visit Gilon. Once on the surface, visitors are guided around and shown certain approved things; any attempt to sightsee alone results in deportation.

#### **0402 Khemat**

The most minor member of the Jimoi Democracies, the people of Khemat are noted for their fanatical love of personal freedom and hatred of any law restricting this. Even the most basic laws, like those prohibiting the private ownership of certain weapons, are regarded as dictatorial. Law on Khemat, greatly under-populated as it is, is rather spontaneous with a gathering of citizens judging the suspect on the spot and carrying out the sentence. Law enforcement tends to be either "on the spot" when the culprit is caught red-handed, or "free ranging," with all likely suspects, usually including all offworlders in the vicinity, being rounded up and interrogated. Killing or wounding such a suspect who tries to resist is permissible, with the person resisting being looked on as guilty and trying to escape.

Also notable as the most democratic government in the subsector; the tiny population allows everyone to be, in effect, a member of the government and to vote (usually via some communications equipment) on every issue.

Khemat is, for travellers, an uninteresting as well as dangerous place; all offworlders are regarded with suspicion and are subject to harassment by the natives.

#### **0403 CASWALL**

Between 210 and 304 Caswall - at that time nameless - was one of the "Corrective Worlds" for Imperial prisoners. Unlike actual prison worlds like Sheol, where the prisoners are kept, to a greater or lesser degree, under supervision, criminals sent to Corrective Worlds were not kept under guard. Instead, they were deposited on the surface along with supplies for a certain length of time and left to fend for themselves. Most died; this was expected.

In 304 the Empire discontinued their "Corrective World" policy. In 347 the Central Mining Corporation, which already had an interest in the nearby Fourth Union Complex, took over government of Caswall from the Empire; such former Corrective Worlds were an embarrassment to the Empire, which was only too glad to be rid of them.

Over the next hundred years the Central Mining Corporation shipped in several thousand miners, technicians, and their families to mine the rare-earth metals Caswall was, and still is, rich in. Most of these people then settled plots of land, these often being given as part of their wages.



Caswall has no standing water, but the atmosphere is fairly moist. Large "vaporizer" units, one to each village or farmstead, extract enough water from the air to survive on. With water, and sealed domes to prevent evaporation, the soil of Caswall is surprisingly fertile. The only disadvantage is the rebels.

These rebels, descendants of the original convicts, make up about 20% of Caswall's population. They have their own, carefully hidden, vaporizers and surprisingly well-equipped workshops in the mountains where they live. The Central Mining Corporation maintains a standing police force to defend the mines and villages, which are fortified for fear of rebel attack. Frequent campaigns, using offworld mercenaries, are mounted against the rebels; however none of these, nor air and satellite searches, have found the location of the rebel vaporizers (believed to be concentrated in one area). Since these are key to solving the whole problem, a prize of one million credits is offered to anyone locating or destroying the rebel vaporizers.

To the traveller, Caswall's main attraction (apart from the million credits or mercenary work) is its stark natural beauty of vast untamed deserts with frequent mountain ranges rising steeply from the sands, and the contrast of the desert with the settled areas, with their deep green circles beneath plastic bubbles.

#### **0404    Barcic**

About one hundred years ago Barcic was one of the largest producers of medium-technology items in the Marischal and neighboring subsectors. A very few immensely wealthy families owned these industries. The industrial plants were concentrated in four areas, all remote from Barcic's many highly populated cities and well guarded by each owners' private armies.



However, from 401 to 418 there was considerable political and social unrest, much popular resentment being directed at the wealthy few. Some agitators took their actions beyond mere political campaigning and undertook a

campaign of terrorist raids against the four industrial complexes. The well armed and numerous security forces easily defeated these attacks. Then in 419 the terrorists, frustrated by their lack of success, secretly obtained from an unknown source several fission weapons. These were delivered by suicide squads of activists who fought their way as close as possible to the complexes and triggered the devices; however in one of the four attacks a different method was used. The terrorists had also obtained a few large but man-portable missiles. To two of these missiles they fitted fission devices. From a range of many miles they fired one to explode in the air over the complex; the second they fired from closer range, directly into the compound.

In the days following the attacks there was chaos. Barcic's entire industrial capacity was destroyed. Thousands died of blast and heat injuries, but no radiation had yet been felt. Within a week the cities were enclosed in plastic airtight domes, complete with air recyclers, identical to those standard on airless worlds. Inside, massacres went on, all those even faintly suspected of being part of the terrorist group being lynched. Above, Imperial forces, including several cruisers, put into action a quarantine that remains to this day.

In the intervening century there has been much change on Barcic. The domes have been removed, when it was considered safe; due to some property of soil or air, the fields of Barcic have remained entirely unpolluted by fallout, although the air is still dangerous to breathe and long exposure to it can cause severe rashes. Agriculture has become Barcic's main industry, and the planet is now self sufficient in food. Population has risen to exceed its pre-attack level, and everyone is well fed and prosperous. But the level of technology is very low, and the Imperial quarantine continues, with exit from Barcic forbidden to natives and all would-be visitors closely screened. There is talk of the quarantine, now carried out by small vessels only, being removed entirely. However, it is doubtful if that would greatly alter Barcic's status; there is little to induce offworlders to go there, and offworld experts are the only people with the expertise and equipment to rebuild Barcic's industry.

There is little to interest the traveller on Barcic. Persons merely stopping-over on Barcic as part of the Roupenian-Mara route are not allowed to leave the spaceport. To leave the starport, the traveller must apply several months in advance to an Imperial Forces Information Center and then submit to close scrutiny by the appropriate section of the office of the commander of the quarantine force. If permission is granted, there is still little to see. Of some interest are the strange mixture of slightly dated buildings typical of any rich backwater world and recently-built stone and wood constructions, as well as the peculiar primitive weapons and tools in common use. Of slightly more interest are the glazed sites of the fission bursts - the only such sites in the Marischal Subsector (although to see the latter it is essential to wear protective clothing and preferable to go no closer than ten miles from the edge of the glazed area).

#### **0407 Tusen Takk**

When, in 217, Tusen Takk was settled, certain settlers - the bravest, strongest, most charismatic - became leaders. Unlike in most other places, another did not replace this system once the world was fully organized; instead, the

leadership became hereditary. So now Tusen Takk is still ruled by these hereditary leaders in virtual feudalism. The nobility is solely hereditary, it being impossible for anyone not born of one of the original leaders' families to hold any power. Of the nobles, the closer to the original leaders one is, the greater prestige he has.

Surprisingly, the non-nobles don't mind not having any say in government; either they are simply used to it, or they actually enjoy having less responsibility. They have little to complain about apart from the lack of self-determination. Almost all are agricultural workers, and are well fed, well housed, have high technology, and are free. The nobles of Tusen Takk seem to take their responsibilities towards the non-nobles a lot more seriously than the feudal lords of ancient Earth. In fact, in dress, speech, and appearance, nobles and non-nobles are indistinguishable. It is only in style of housing, and in the noticeable deference accorded to nobles by non-nobles, that they can be told apart, (There must be a certain air to the nobles, imperceptible to offworlders; for one native can at once tell the class of another while a non-native cannot).

Tusen Takk is a solely agricultural world; all its technological devices apart from the simplest being imported in exchange for Tusen Takk's large food exports. Although Tusen Takk lacks the resources to build advanced items of technology, there are many skilled and well-equipped repairers of such items on the planet. Recently the Tusen Takk nobles have been trying to negotiate the purchase of starships and spaceships; although theoretically Tusen Takk has had the ability to use both of these for some time, facilities have been lacking. So far they have had little success; it seems that either the prices they offer are too low or that no one is willing to create a fourth spacegoing power in the subsector.

To the traveller, Tusen Takk is fairly uninteresting. Its main attractions are its peculiar feudal system and its pleasant countryside, with no cities and numerous small towns. Also possibly of use is the fact that Tusen Takk has high gravity (0.87G), and may be useful for acclimatization of those accustomed to lower gravity.

## **0503 K'Chang**

Until 402 K'Chang was a primitive agricultural world, with a level 4 technology, and fully self-sufficient in food and basic commodities but exporting nothing, with a peaceful and prosperous lifestyle for its population. Quite high numbers of immigrants came for the idyllic quiet. However, in 402 Welmel, looking for a ready supply of food for its population, took over K'Chang. There was little resistance, and most of the troops were withdrawn. A small garrison of Welmelians, rotated twice per standard year, was left, and a policy aimed at increasing K'Chang's food output implemented. The few cities were soon run down and the people returned to the land; the world's tech. level was lowered by selective destruction of property and facilities and by legislation outlawing use of such items.

Between 402 and 480 K'Chang's agricultural output increased slowly, with large amounts of foodstuffs being exported to other Welmelian colonies. However, the population also increased, but much faster, due to an increased birth

# The Marischal Subsector

A Traveller Playing Aid by Martyn J. Henderson

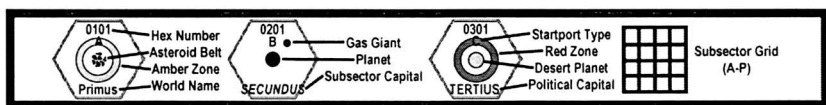
## The Inhabited Worlds of The Marischal Subsector

Name	Hex	SDAHPGL	TL	I	Trade	M	G	Gs
Duggan's World	0106	B657146	8	N	NI	2	3	.75G
Wostenhod	0107	X435468	2		NI	1	5	.5G
FOURTH UNION COMPLEX	0203	B000354	B		NI, P		1	
Beda Fomm	0208	C438588	7	S			5	.5G
NEW SPAIN	0301	B200774	C	NS	NA	3	4	.25G
ROUPENIAN	0306	A501344	9		NI	1	1	.62G
Beelfeld	0307	C553386	8	S	NI, P	1	1	.62G
Gilon	0309	A300677	D	S	NA, NI		3	.37G
Khemat	0402	D662220	6	S	NI		1	.75G
CASWALL	0403	B270415	9	S	NI		4	.25G
Barcic	0404	C674888	3		A, R	1	2	.75G
Tusen Takk	0407	B769531	9		A, NI		2	.87G
K'Chang	0503	E665765	3		A, R	2	5	.75G
Fegafe	0505	C425868	9		R		5	.5G
Etiwi	0506	C677721	7		A		2	.75G
Clarence	0508	C564466	6	S	NI	1	3	.62G
Fusehn	0602	B665414	B		NI	1	3	.75G
Si-At-Do	0603	C656769	7		A			.75G
Mara	0604	A454434	B		NI			.5G
Enonecu	0605	B87A8A9	7	N		1	1	1G
Drexel	0606	C648998	5	S	I	3	4	.75G
WELMEL	0608	A898334	B	S	NI	1	3	1G
Sheol	0705	C9C6627	7	S	NI	3	3	1.12G
Company	0708	C888544	5		A		1	1G
Dera	0807	B567451	B	N	NI		3	.62G

Note - All details are given in the following format:

Name - Location - Statistics - Tech Level - Imperial Bases (N = Naval, S = Scouts) - Trade Index (A = Agricultural, NA = Non-Agricultural, I = Industrial, NI = Non-Industrial, R = Rich, P = Poor) - Moons present around planet - Gas Giants present in star-system - Planet's Surface Gravity.

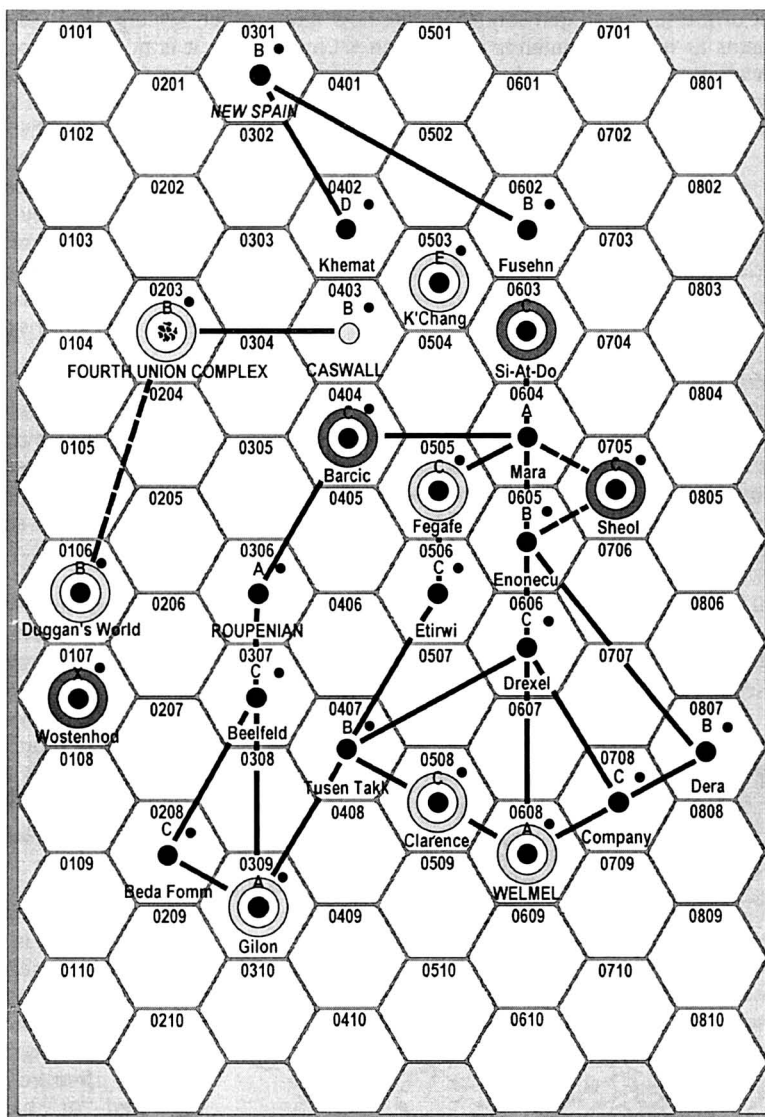
## Map Key





### ***Subsector Map***

## The Marischal Subsector



rate amongst the natives and to many of the Welmelian garrison electing to stay on K'Chang at the end of their term.

In about 480 K'Chang stopped exporting food; it was barely self-sufficient, its population having finally caught up with the food supply.

Since then ships to and from K'Chang have become very infrequent, Most of the supposed garrison troops are now more settler-farmers than soldiers. It seems as if Welmel intends to abandon K'Chang, since it is no longer useful; after all, the whole point of the takeover was to obtain a new food supply, and when the food exports stopped there was no longer a need to maintain links with K'Chang.

As with all Welmelian-ruled worlds, access to K'Chang is closely controlled; would-be visitors are screened and reasons for the visits thoroughly investigated. In any case K'Chang has little to offer the traveller; the rustic appearance of the place is charming, but soon palls, and settling on K'Chang is entirely forbidden even if the traveller did want to stay.

## **0505 Fegafe**

Until 498 Fegafe was a minor independent world, with extensive trade links and with many free traders registered there under flags of convenience. This trading prosperity attracted attention: in 498 a large force of Welmelians and their mercenaries took over Fegafe. Resistance was met with in some places, and soon overcome, but by and large the population made little trouble.

Since 498 Fegafe has continued to flourish as a Welmelian colony. It maintains its flag-of-convenience fleet (all ships paying a proportion of profits to Welmel), and produces a fair amount of luxury goods for export to Welmel and its colonies; and many of Welmel's best troops and ship-crews are Fegafe-born.



For travellers, Fegafe is the easiest of Welmelian-ruled worlds to visit; the large numbers of continually coming and going free traders registered or based here make it impossible for Welmel to check up on everyone entering or

leaving in these ships. However, there is little to see, the atmosphere making much touring impossible without great, and attention-making, preparation. It does, however, provide a good and accessible example of a Welmelian colony; even the most unobservant visitor cannot fail to notice the Welmelian marines, in hooded black coveralls and heavily armed, at frequent intervals.

## **0506     Etirwi**

Until 217, Etirwi was a planet of exile for Imperial dissenters. Between 417 and 462 voluntary settlers came in large numbers; in 462 restrictions were placed on immigration. In 453 Etirwi applied for and gained membership in the Jimoi Democracies.

Etirwi has proved to be a bit of an embarrassment to the Jimoi Democracies. By far the most highly populated member Etirwi has a cumbersome but very democratic governmental system and is notable for its detestation of laws restricting personal freedom, although its hatred for these is perhaps not as extreme as found on Khemat.

Etirwi is easily the most militant of the Jimoi Democracies. Not only does Etirwi not support the Jimoi Democracies' policy of non-interference; it actively pursues, and encourages others to pursue, an anti-Imperial line. This is considered to be because 90% of the population are descended from the dissenters exiled here three hundred years ago, and the anti-Imperial feeling has been passed down from parent to child.

In 518 the people of Etirwi secured the withdrawal of an Imperial scout base from the surface by a mixture of violence, political demonstrations, and trade boycotts. Since then have pursued their anti-Imperial line fiercely, mounting in 520 a propaganda campaign to encourage other worlds to try to get Imperial bases removed from their surfaces.

Incidentally, Imperial releases have stated that the base on Etirwi was due for withdrawal anyway, and that Etirwian pressure had no bearing on the withdrawal.

The traveller will find Etirwi a moderately interesting place. Its great expanses of cornfields and its aging cities are both worth seeing. However, it is also a dangerous place. There is a great proliferation of weapons, everything from lasers to daggers being carried openly. Big business is powerful, and a law unto itself on Etirwi. Crime, petty and organized, is common and profitable. Gunfights between gangmembers, the great corporations' "security forces" - virtually private armies - and the overworked police are not unusual. Increasingly, the army is being used for police duties and operations against the corporations and organized crime.

The other thing the traveller will notice is the anti-Imperial feeling. Both individuals and government forces take this, very often, to the point of paranoia. Any traveller expressing Imperial sympathies or even seeming to be too foreign will probably find himself accused of being an Imperial spy and a wanted man.

## **0508     Clarence**

Another Welmelian-ruled world, Clarence was until 494 independent, slightly backward, and wholly unremarkable. The Welmelian annexation in 494, as another potential outlet for excess population, has made little difference. Its government is still a civil service bureaucracy, with all civil servants, police, and the governor being natives of Clarence. Fairly large numbers of Welmelian-hired mercenaries garrison key points, but that is the only sign of Welmelian rule.

The envisioned immigration of Wemelians has never in fact taken place; the Welmelian expansion, intended to dispose of that world's too-large population, proved highly successful, turning up more potential colonies than there were emigrants to colonize.

Clarence is the most docile, and consequently the least harshly ruled, of Welmelian worlds; it is in fact accorded almost the status of ally rather than subject. It is also, for travellers, perhaps the dullest place in the subsector. Welmel still closely controls entry to Clarence for offworlders. There is little of interest on the planet, its single vast continent being mostly flat grasslands, with some areas tamed, farmed, and forested by the natives. These natives are also pretty uninteresting; almost all live in small hamlets and work on the land. Probably the only remarkable feature of Clarence is its air: it is said to have medicinal qualities similar to the water at some spas. Whether or not this is true, it certainly does have a certain invigorating effect.

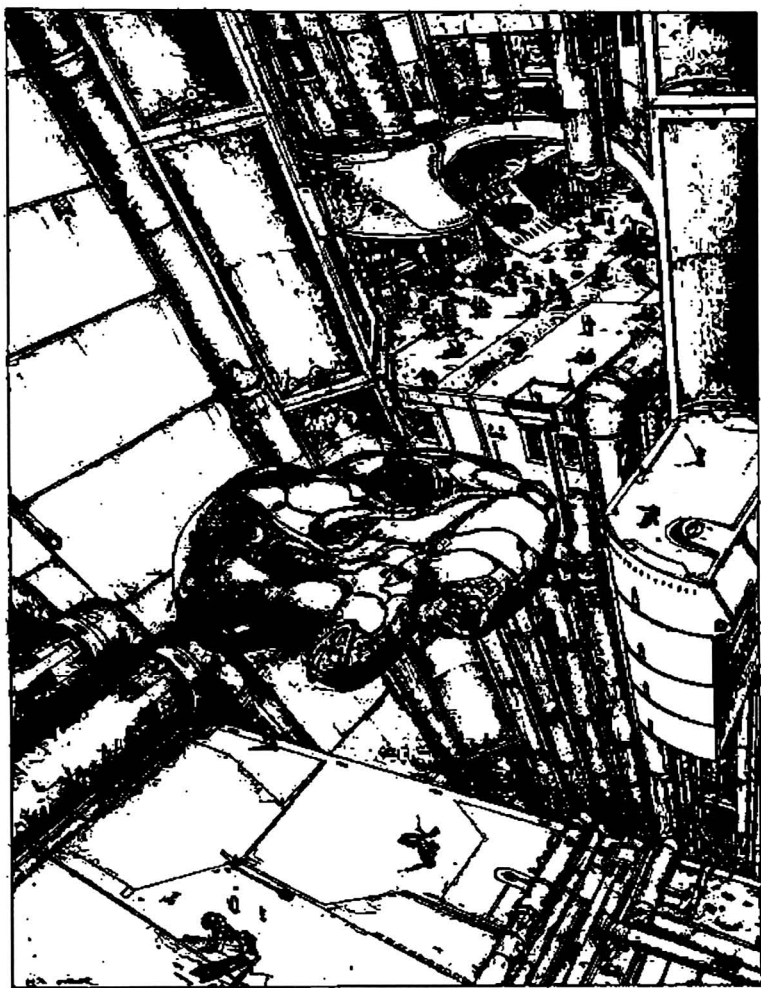
## **0602     Fusehn**

Until 352 Fusehn was one of the 'Reserved Worlds'. Worlds such as these were ideally suited to settlement and set aside by the Empire for future use. They had settlement on them prohibited until the Empire decided it was necessary. However, before Fusehn could be declared open to settlers' Imperial policy changed. As part of the partial Imperial withdrawals and the start of the Imperial 'low profile' policy, the 'Reserved World' status was abolished in 352. Settlers began to trickle in. Then, in 384, in a large and carefully concealed operation, troops employed by the Central Mining Corporation, already owners of Caswall, seized overnight the major planetary installations. Protests came from Welmel and Mara, but no action was taken.

Since then the Central Mining Corporation has shipped in about three thousand employees and their families to work the mining operations and to settle. Non Central Mining Corporation employees have also been actively encouraged to settle on Fusehn. The Central Mining Corporation has absolute power over employees and non-employees alike; the police are CMC-paid, the starport and transport systems CMC-run, and so on, but in minor items of policy a certain amount of local democracy is allowed.

Fusehn is one of the most rapidly expanding worlds of the Marischal Subsector, and as in all rapidly expanding societies, there are excellent openings for opportunists. Skilled technicians are always needed; small businesses flourish; trade between Fusehn and the other worlds, although supposedly cut off as a





result of the CMC's support of the Fourth Union Complex takeover of Wostenhod, is profitable. Plenty of cargoes for independent starships are available: only Complex vessels are supposed to carry CMC cargoes, but since there are too few, and Welmel will not allow its ships to carry CMC goods, there are many Maran and free traders engaged in cargo carrying to and from Fusehn.

#### **0802 Si-At-Do**

Even before the Welmelian invasion, Si-At-Do was the least-visited and most dangerous world of the subsector. The moderate-sized population lived exclusively on farm-estates and in tiny villages. Society was seemingly semi-feudal, the estates being owned by rich hereditary nobles who were often feuding

with each other. The entire economy was built on agriculture, the small amount of industry and the few visiting ships being occupied almost solely with providing luxuries and weapons for the nobles.

In 501 the Welmelians landed a force of twenty-five thousand troops, including fifteen thousand mercenaries - the largest employment of mercenaries yet seen in the Marischal Subsector. Si-At-Do was the last, costliest, and most distant of the Welmelian conquests.

In a war lasting from 501 to 507, when Welmel declared the planet "pacified," Si-At-Do society was utterly destroyed and the farmlands ravaged. At the peak of the fighting fifty thousand Welmelian and hired troops were in action on Si-At-Do; the astonishing fanatical resistance of the natives took much more suppressing than was expected.

By 507 twenty thousand Welmelian or Welmelian-employed soldiers had been killed or wounded; maybe half a million natives also died. When in 507 hostilities officially ceased, an estimated quarter million native men, women, and children retreated into the great mountains of the east of Si-At-Do's single continent with the rest of the population, who had probably been non-combatant anyway, submitted to Welmelian rule.

Since 507 most of Si-At-Do has been peaceful. The land is being cultivated again, and a complete new society rebuilt on an egalitarian basis; this is unfamiliar to most of the people, but necessary, since every single noble family has either died in the war or fled to the mountains. Minor decisions are left to the natives, but mercenaries hired by Welmel do policing. In point of fact, the Welmelian governor and a large mercenary garrison under his authority rule Si-At-Do. The area, however, around the mountains where the rebels (as the Welmelian government calls them) reside is in a permanent state of war, with raid and counter-raid continually ravaging the fields.

In early 521 the Welmelians mounted a short but intense campaign against the rebels, carrying the fight to the rebels' own mountain strongholds. As much as possible, Mercenaries alone were used, actual Welmelian troops being now in short supply. Troops used included six entire veteran mercenary battalions, four ad hoc mercenary battalions, a battalion of Welmelian fleet marines and, as a spearhead, three powered-armor companies.

The campaign lasted only four months and, at the time of writing, seems to have been a great success. Welmelian releases claim 5,355 rebels dead and 2,275 captured - about 76% of their combatant strength - with 467 mercenaries' dead or wounded. Most of the mercenaries have been paid off, only police and counterinsurgency troops being retained. Large stocks of weapons and ammunition, along with well-equipped workshops, were found as the rebels were pushed back. The weapons were not of Si-At-Do origin, and the Welmelians have announced a full, scale investigation into the rebels' sources of supply.

Access to Si-At-Do by travellers is very severely restricted. The only way to visit Si-At-Do is to do so as a Welmelian mercenary - counter-insurgency and police trained men are still required, as are cadre instructors for the native

constabulary which is being formed to take over many police duties - or to enter illegally.

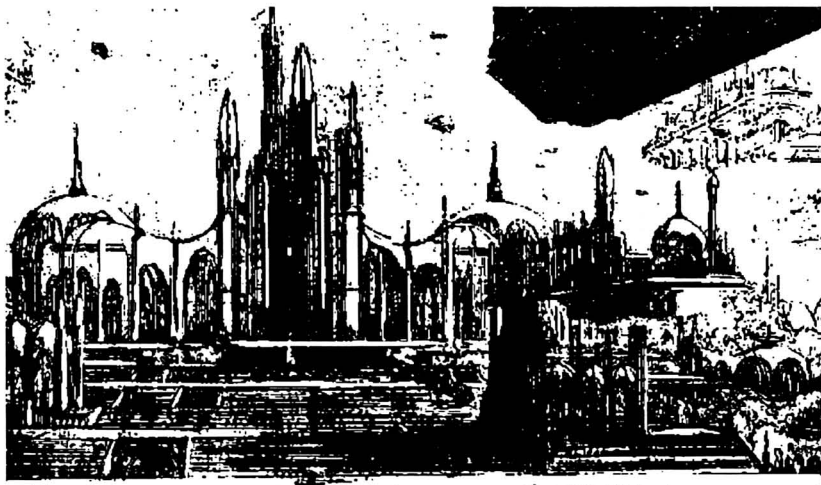
Apart from the war, Si-At-Do has only two features of note. One is the weather. The sky is usually overcast, but it seldom rains except in the autumn. Then the rain is heavier than anywhere else in the sector, twenty inches a week being common. The rain is so heavy that only ATVs can travel and flight by ships' boats is often impossible. This rainfall is said to be responsible for the extremely fertile soil of the coastal areas and the lack of soil in upland areas. It also means that the landing areas of the spaceport have to be repaired annually due to undermining and erosion.



The other feature is the unique native animal commonly called the Leaper, or, more formally, the Panther-Locust. Unlike the few other alien creatures inhabiting Imperial worlds, this fits into no zoological category; it seems to combine mammalian and insect characteristics. They are solitary animals, carnivores, and pounce on their prey. About three feet high at the shoulder and eight feet long, a Leaper is black-furred and six-legged. The back legs are three-jointed, very long, and hinge the opposite way from the others; the middle legs have pincers to grip prey; the front legs have five short hooked claws. The eyes are compound, the head otherwise feline in appearance. The body is segmented but soft-fleshed, and the blood is warm. The Leapers took a great toll on early settlers; but hunting has almost exterminated them, and they now live only in the mountains. Live specimens fetch high prices.

Mara is easily the most successful of the Marischal Subsector's independent worlds. Since first settlement Mara specialized in trade: at some time in the early Empire period Mara's undemocratic system of a class of rich merchants and a class of the rest - employees, farmers and small businessmen - became formalized into a pseudo-feudal system. This system has allowed Mara to prosper, and continues to this day. A 'democratic' process amongst the nobles, all others being excluded, makes political decisions. However, unlike other feudal societies - as on Tusen Takk - non-nobles can become nobles. In fact, the Maran nobility is more like a selective club than a hereditary class. Anyone possessing great wealth and "noblesse" can be admitted. Prospective candidates are vetted by a council of existing nobles, and it is usually the lack, or possession, of the vague "noblesse" (actually covering everything from a sense of honor to good manners to whether the other nobles like him) that means rejection or admission. Nobility can be hereditary: when a noble dies his heir is interviewed and, unless particularly lacking in "noblesse," is confirmed as a noble; At any rate, Mara's government works; the people have high technology, a good living, and the possibility of nobility, and seem content despite their lack of self-determination.

Mara's thriving economy is still trade-based. Mara serves as a central market for goods from all over the Subsector; it is said that there is nothing that cannot be bought or sold on Mara. Dozens of independent starships arrive or leave here daily, and in addition Mara has its own spacefleet of armed traders which can, if necessary, be recalled to fight in times of emergency. Each Maran starship must spend one month a year in military training and duties around Mara and may in addition be given missions to carry out as part of its trading work. Similarly all eligible Maran citizens train in the militia, for two weeks a year.



About half the population resides in one big town - built around the spaceport - and live by trade and supplying services; the other half live in the outlying districts and farm for a living.

A major part of Mara's revenue comes from a controversial area. Mara, in return for a cut of the profits, will supply any ship with a 'flag of convenience' without asking for ownership records or intended operations. So many a starship illegally owned or stolen is registered as 'Maran' and many a 'Maran' ship engages in very dubious trade.

Access to Mara is of course quite uncontrolled. It is a fascinating if sometimes risky place. In one day in the town center the traveller will see more types of goods and services bought or sold than in a year on any other world, and will see people from at least fifty worlds. Be warned however; Mara is very warm indeed and non-natives should take time to become acclimatized. Also, with such a variety of goods and such numbers of people, coupled with no trouble in selling stolen goods, crime is rife. The carrying of sidearms is permitted, so much crime is in fact violent.

## **0605    Enonecu**

Enonecu is one of the most densely populated worlds of the Marischal Subsector. Almost the entire surface of Enonecu is covered by water, the single piece of land, the tip of a very tall underwater mountain, having been flattened and the naval base and spaceport built upon it. The population live in an interconnected series of undersea domed cities, the first of which was set up between I.Y. 300 and 350 as part of the Imperial drive to encourage settlement of seemingly uninhabitable worlds. Since 350 extensive immigration has occurred.

Until 514 Enonecu was a two-party democracy. In that year one party was returned to power with over 90% of the votes; the party-leader's first act was to abolish democracy and appoint himself President for life. At present he still has the support and confidence of the whole populace.

The main reason for travellers to visit Enonecu is that it is a very beautiful place. Approaching the surface, the green sea and the undulating black solar panel rafts present a beautiful appearance. Once inside one of the domes, the sea outside is like nothing else you will ever see in its variety of colors and of animal life. Many of the sea creatures are not in fact native, but are imported. Needless to say, Enonecu is a favorite destination for tourists and water sports enthusiasts.

## **0606    Drexel**

Drexel is a very highly mechanized and industrialized place and is the subsector's chief producer of low-tech goods and machinery of all sorts. The atmosphere is now beginning to clear somewhat, but it is still fairly polluted following thoughtless waste-emission disposal by some industrial plants in the past century.

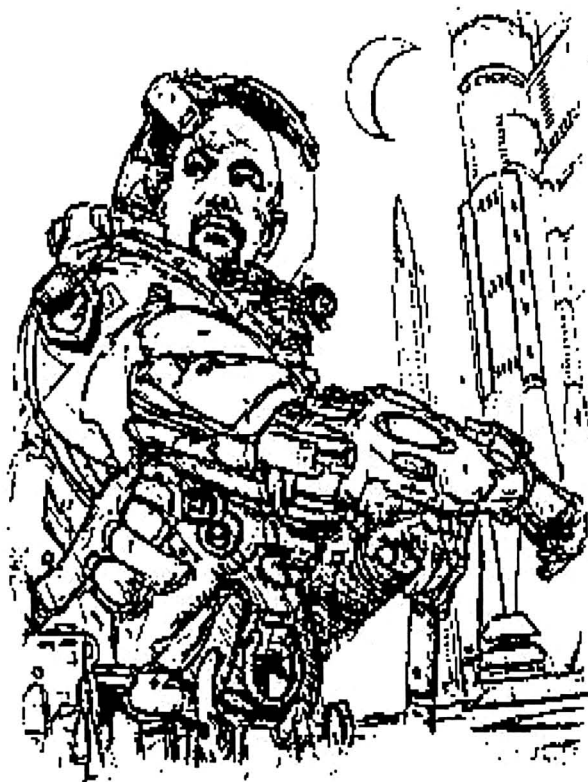
From the time of first settlement, Drexel was ruled by an alliance of the industrial guilds. However, about fifty years ago the Machinists' Guild became predominant and took over the ruling functions. Since then power has gradually slipped from the actual guild members to the guild's administrators, until now

these bureaucrats rule Drexel. Only machinists can join the guild and only intelligent and versatile ones rise to become administrators, so there is very little popular input to the system.

There is little of interest to see on Drexel. However, any low-tech item can be bought here, singly or en masse, with no questions asked. A discount of 10% over and above usual bulk-purchase discounts can often be obtained on purchases of over five hundred units.

## 0608 WELMEL

Welmel is now easily the most powerful world within the Marischal Subsector, ruling Gilon, Fegafe, Clarence, K'Chang and Si-At-Do.



At the start of the century of expansion, about I.Y. 400, Welmel had a large and expanding population. Its land was overcrowded, its resources dwindling. The solution its government - then, as now, a class of nobles similar to those of Tusen Takk - decided upon was to use the excess population to conquer other worlds and then settle there. In 402 K'Chang was taken over. For almost a hundred years Welmel used K'Chang to provide its food and to dump excess population. But

then K'Chang showed signs of failing, and Welmel realized other worlds would have to be taken. So, in a rush, first Clarence, then Fegafe, then Gilon were taken over. All fell with little resistance, yielded plenty of raw materials, and Gilon boosted Welmelian technology by exploiting its people's expertise. Welmelian trade boomed. The population of Welmel was now down to a manageable level, with most of the excess spread out in garrison troops or as settlers on the subject worlds.

Then however, K'Chang's raw materials began to run out, and its growing population - both native and Welmelian soldier-settlers - consumed the food that used to be exported to Welmel. The Welmelian government began to look around for an agricultural world to replace K'Chang, and decided upon Si-At-Do. K'Chang seems, at the time of writing, about to be abandoned (along with the Welmelian settlers and garrison; after all, it was to dispose of this excess population that K'Chang was taken over, so why bring them back?).

The conquest of Si-At-Do began in 501. The tenacity of the natives had been underestimated; in a long bloody war Si-At-Do was subdued, but not without heavy losses in Welmelian troops. The conquest of Si-At-Do almost ruined Welmel: for in each new conquest, troops were not drawn from the garrisons of previous conquests but direct from Welmel, and this meant the losses in the Si-At-Do war reduced Welmel's population to a bare minimum.

It is expected that Welmel will probably encourage Wemelians settled on subject worlds to re-emigrate to Welmel, or possibly even reverse the decision to abandon the settlers on K'Chang. It is ironic that the past hundred years of Welmelian history has been a story of trying to get rid of excess population, and now, as its colonies thrive, Welmel itself is trying to attract the settlers' back.

Access to Welmel is quite closely controlled, but not so closely as access to Welmel's subject worlds. In fact, for travellers, Welmel is a remarkably uninteresting place. A few rather severe and dehumanized monuments have been erected to commemorate certain events in the expansion, but otherwise Welmel has a rather dismal appearance - particularly the huge and largely deserted cities. Another thing that surprises visitors is the atmosphere - it is dense and cloying to those unused to it, and filter-masks need to be worn.

## **0705    Sheol**

Sheol is an Imperial prison-planet for certain classes of criminal - notably anti-Imperial agitators, those seeking autonomy within the Empire, and similar individuals. It was picked for its singular unpleasantness - high gravity, insidious atmosphere and oceans of liquid ammonia. Absolutely every commodity, from buildings to food, air, and water is shipped in. The inmates are housed in one complex of buildings, the guards in another fifty kilometers away. All supplies are landed at the guard-post and, at regular intervals, an ATV conveys them to the actual prison buildings. Otherwise, the guards have no contact with the prisoners, who are permitted to carry blades, elect their own leaders, and conduct their own affairs. Merely stopping the shipments of air and food can easily check any mass revolt. Escape attempts are fairly frequent and always unsuccessful. On all but one occasion the ATV, returning with criminals aboard, has failed to carry out the correct complicated procedure to get redocking permission at the guard-post and been stormed. On the one occasion the escapees gained entry into the guard-post and fought their way to the landing area, stole a shuttle, and took off; they were never heard of again, but could not possibly have survived, the shuttle having life-support for only fifty hours and no low berths.





All access to Sheol is banned. The only ships visiting are the Imperial-hired free traders that ship in all consumable items via Mara and Enonecu. No ships actually enforce the ban, but Imperial scouts based on Sheol are at hand should the need arise.

#### **0708      Company**

Company is split into distinct and rival states - Isenstadt and Aramana - with the single spaceport being located in Isenstadt territory.

**Isenstadt** - Population twenty-two thousand. Government 4. Law Level 4.

Isenstadt has a democratic government. It is situated on the extreme west coast of Company's single continent, and is strung out along the coast. Isenstadt has a very small regular army, engaged in guarding the two passes between Isenstadt and the outback. There is no militia, all eligible persons being tested: if found suitable they are conscripted into the regulars, if not, they are returned to civilian life. In time of hostilities mercenaries are employed.

**Aramana** - Population ninety-four thousand. Government 8. Law Level 8.

Aramana is on the continent's southeast coast and claims territory far inland, although its authority is enforced only in the coastal area. It has no regular army: instead, all men between twenty and fifty, and all women between twenty and thirty, are enrolled in the militia. This militia is semi-territorial, turning out to defend its own area and having to supply one quarter of its strength for operations outside its area if required.

Everyone enrolled in the militia gets one month's training per standard year plus any actual combat operations. Mercenaries are occasionally hired as cadre soldiers or commandos for operations against the outback.

The territories of Isenstadt and Aramana are separated by a large expanse of flat marginal land, sparsely populated by very independent ranchers who are friendly towards neither state. Both states try to play the Outbackers off

against the other. The Outbackers, armed with weapons supplied by both sides, supplement their meager earnings by raids on both coastal states. In the outback, law level and government can be considered 0, although occasionally the families unite for a large raid.

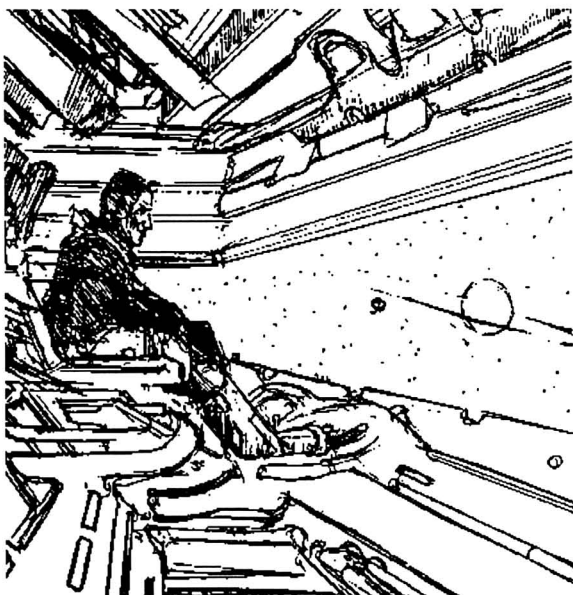
Company is quite a popular spot for fugitives from justice to flee to; it is easy to grab some land in the outback and make a new life there. No control is kept on incoming and outgoing ships or passengers, so a fugitive can virtually vanish upon arrival on Company.

There are always vacancies for soldiers, farmers, and all sorts of technicians on Company.

## **0807 Dera**

Until 501 Dera was only an Imperial Naval Base. In that year Dera was opened to settlement. Between 501 and 519 about 6000 settlers came and set up the first townships and ranches. In 520 bonuses to settlers were offered, and since then another 5000 or so have drifted in.

The Imperial Settlement Council offers great financial bonuses to settlers with an agricultural background. These bonuses take the form of land grants and awards of cash to buy livestock, seed, machinery and buildings. The reason for the bonuses are that the Empire hopes to make Dera a producer of much needed foodstuffs. At present only small areas of Dera are cultivated due to a shortage of workers. It is hoped that, by increasing population to between one hundred thousand and five million, Dera will become a major agricultural producer.



Dera has little to offer the casual visitor. However, it does have great attractions for prospective settlers. (It should be noted, however, that settlers with no agricultural background are offered no bonuses at all to settle.) Dera is a beautiful and unspoiled world; there is no doubt that settlers there will have a good life.

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# ***Now Departing...***

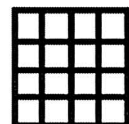
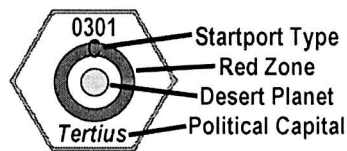
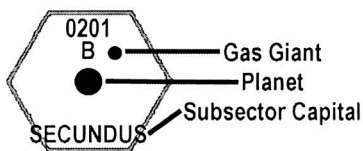
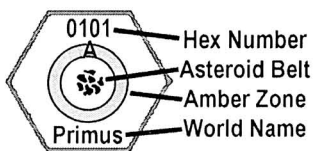
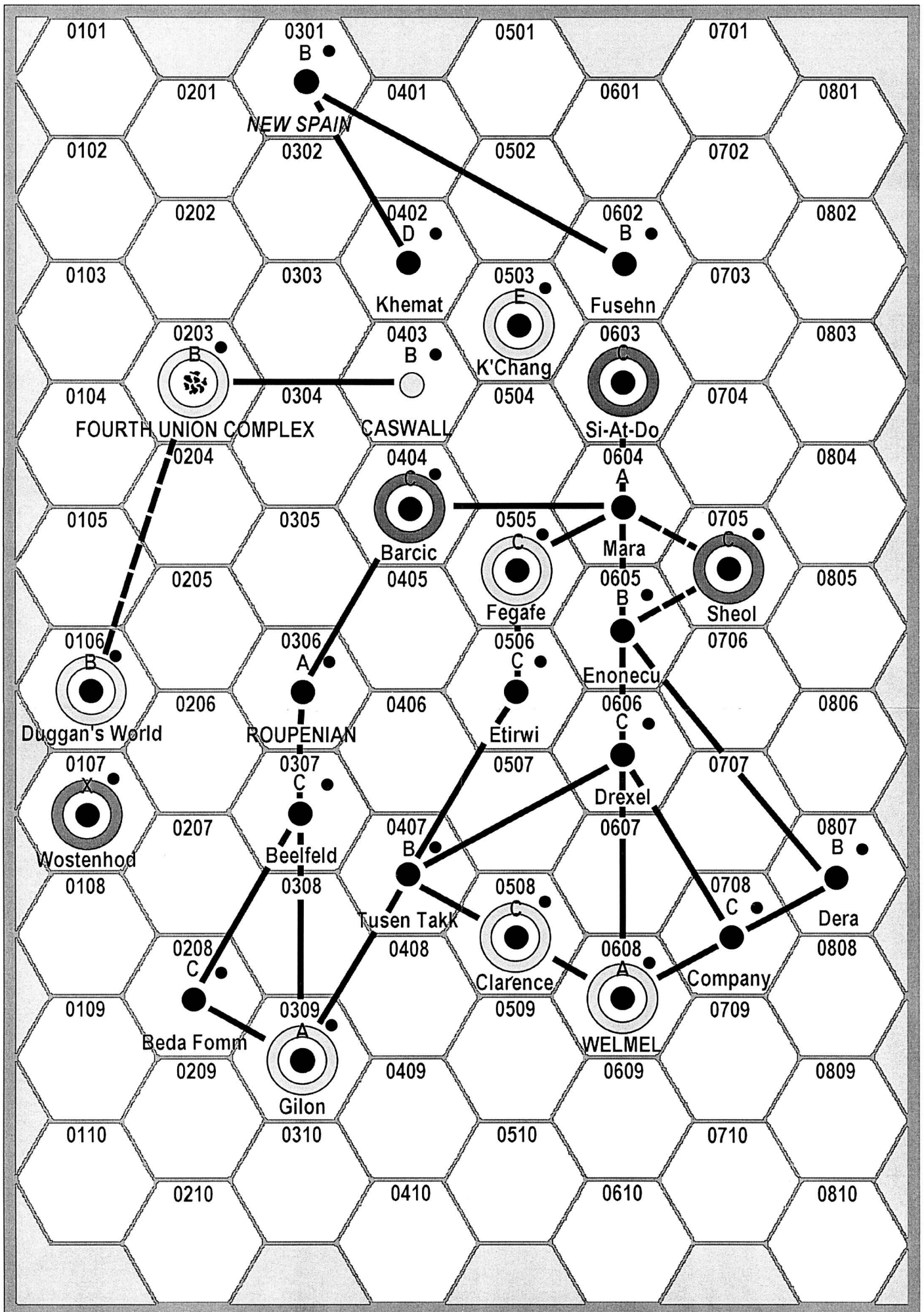
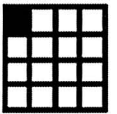
The Marischal Subsector is situated adjacent to the influential Wing III and Davisen Subsectors. Although the subsector remains something of a backwater, it still has something to offer the intrepid traveller; from holidays on Enonecu to settlement on Dera, from mining on Caswell to mercenary employment on Welmel.

This guide is not intended as an exhaustive study of the subsector but rather as a pocket guidebook for the curious traveller. It is hoped that readers will be sufficiently intrigued to inquire further into the subject; either by travel there via most library computer interfaces, or by actually voyaging to the many and varied worlds of The Marischal Subsector.

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# The Marischal Subsector



Subsector Grid  
(A-P)